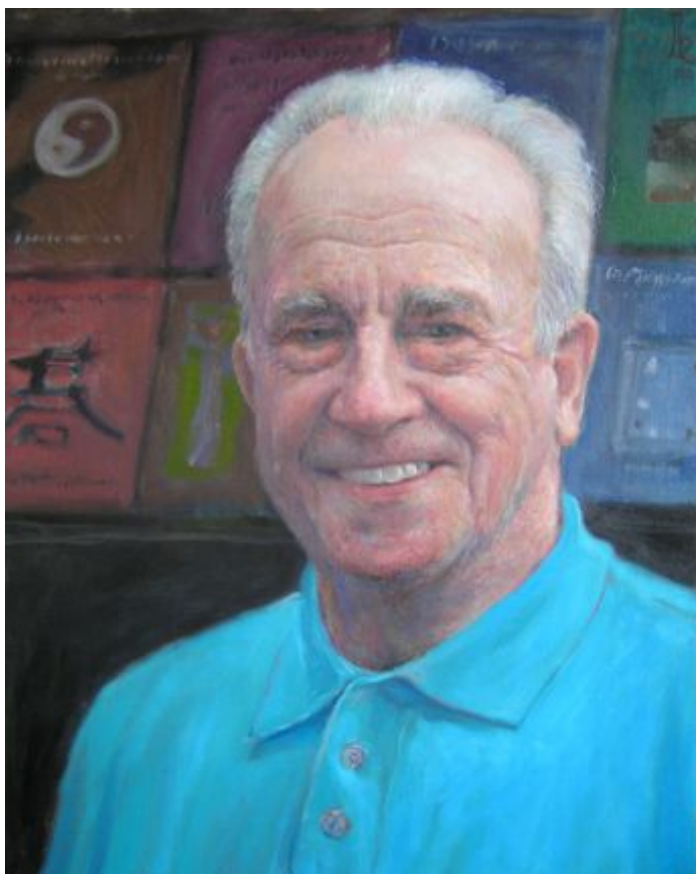


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PHOTO AND SCAN CREDITS

Front Cover: Gerry by Jiri - portrait of Gerry Mills by Jiri Keller, photographed by Jon Diamond (see page 3).

Above: Pagoda at Nara – Francis Roads, from his travels in Japan (see page 27).

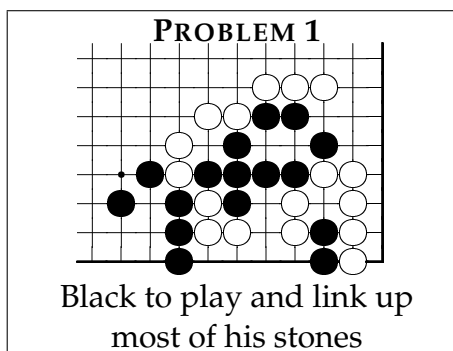
Inside Rear: Collecting VII – Japanese Go Postcards – Tony Atkins.

Rear Cover: territory illustration – Jonathan Chetwynd (see www.honte.eu)

The photos in the main body of the Journal were kindly provided by the article authors.

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EDITORIAL

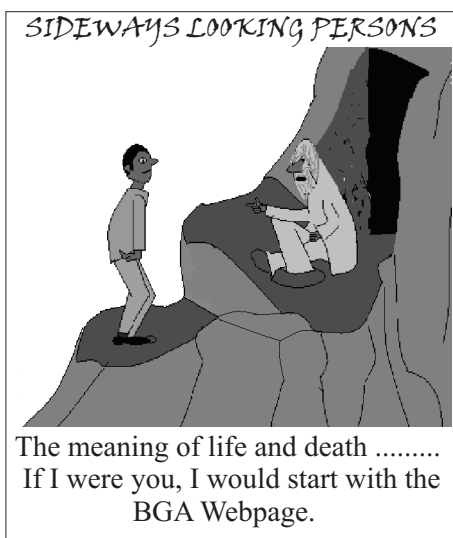
journal@britgo.org

Welcome to the 154th British Go Journal.

Credits

My grateful thanks to the many people who have helped by proof-reading the drafts, providing technical help, and most of all, by contributing articles: to our anonymous problemist and our anonymous cartoonist, to Tony Atkins, Brian Brunswick, Barry Chandler, Jon Diamond, Alexandre Dinerchtein, Glynn Forsythe, Martin Harvey, Bob Hitchens, Colin Maclennan, Isobel Ridley, Francis Roads, Edmund Stephen-Smith, David Ward and Nick Wedd.

Pat Ridley



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VIEW FROM THE TOP

Jon Diamond

President@britgo.org



As I write this we're sitting under more than 30cm of snow and it's still falling, so it's just the right conditions for playing Go on the Internet! Lo, and behold, we've just played our first game against Poland in the European Team tournament—announcement of this event came too late for us to solicit widely for the team. Sadly, we lost 3–1, and one of the kibitzers thought I was playing for honour after the three other games had finished, but since I didn't know the results I was just playing to win¹!

More about the Internet: we've moved our hosting service to a faster UK-based provider. This shouldn't have affected many people and will provide better control for us. You might notice a few subtle changes—all improvements we hope. One of these is a button for online payment of membership fees by Paypal, Credit or Debit Cards, and an online membership form; this should make joining and renewal a little easier, without costing you anything more.

Postage rates are rising in April, costing another 50p per member, per year, so to continue holding membership rates down we need to take action. One obvious area is the Newsletter, being posted to 240 of our 550 members and costing about £700 per annum. We have no plans to stop producing it, however my view is that we will cease to print it ultimately, partly to reduce our costs and partly because most of our membership will expect to receive information in an even more timely fashion, electronically.

My suggestion is that we do two things shortly (after the AGM?): change the opt-in by default for posting to opt-out by default for all members providing us with an email address, and additionally set an expectation that we'll stop producing a paper Newsletter when the number posted is less than (say) 10% of the membership. What do you think?

Simon Mader and Geoff Kaniuk will be retiring from Council at the next AGM, so we need some new blood. If you're interesting in joining Council, please contact me or one of the other Council members.

We're still discussing the provision of a mail-order Book and Equipment supply and possibly some kind of bookshop at tournaments, so I can't tell you now what's definitely happening. Watch our website for updates.

Finally, I'd like to thank all of you for the very generous contributions for Gerry Mill's retirement present. See our front cover! □

¹See the game review later in this issue—Ed.

UK NEWS

Tony Atkins

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Swindon

The Swindon Tournament was held on 19th September, again at the Even Swindon Community Centre. Alistair Wall (3d Wanstead) was the winner; the only other of the 28 players to win all three was Xinyi Lu (4k Maidenhead). Two Swindon players, Aidan Putman (14k) and Michael Fotheringham (30k), received special prizes for their jigo.

Belfast

The following weekend, the Belfast Open saw a fair crowd of 18 players (and one ghost) turning out to do battle at the Boat Club. The winner was David Phillips (1d) from the Isle of Man. He won four, but generously lost his last round game to create a four-way tie for second. Galway's Claas Roever (1k) and local James Hutchinson (1k) shared second place on tie-break, just ahead of Romania's Daniel Paraschiv (1d) and Dublin's Colin MacSweeney (2k). On four wins was Iulian Dragomir (7k), visiting from Romania, and Dundalk's Costin Camarasu (15k).

Shrewsbury

The 32-player Shrewsbury Tournament, held on 2nd October next to the River Severn at the Gateway Centre, was the last with Gerry Mills as the organiser. Charles Fisher and his brother Freddie won half of the prizes. Charles (1d London) was the event winner, beating Gerry Mills (1k) in the final, and Freddie (10k Shropshire) was one of two players on 2.5. The other was Pat Ridley (11k Chester). Pauline Bailey won the

final prize, a special prize for being Pauline.

London International

Mannami Kana, 4p, helped the Nippon Club team win the London International Teams Autumn edition at the club on 17th October. Miss Mannami was over from Japan to help the Nippon Club celebrate its 50th anniversary; she was an honoured guest at the tournament. As well as helping Mr Tanaka and Mr Nao win the event, she gave a commentary on the previous week's British Title game two (the first of three games in which Matthew Macfadyen beat Vanessa Wong).



Mannami Kana 4p

The event was expanded to include two new handicap sections, which were won by the St Albans team and the South London/City team. Everyone won a prize as usual, before some of the players and the professional moved on to a celebratory Chinese meal.

Scottish Champion

Four players each year are selected from tournaments to play the two-round Scottish Championship. The third game of the final was played online on KGS on 24th October. A win on time gave David Lee the Championship, beating Matt Crosby by two games to one.

Wessex

Thirty-four players took part in the 41st Wessex on the last day of October. It was held, as the last two years, at St. Mark's Community Centre in Bath, which is sufficiently near the centre of the city to allow players to see some of the shops and sights between games. The tournament was won by Andrew Kay (4d Durham). Division 2 was won by Christian Scarff (1d Swindon), Division 3 by Helen Harvey (2k Manchester) and Division 4 by Dick Norton (7k Manchester).

Coventry

The following Saturday, Matthew Macfadyen held on to his local title by winning the Coventry Tournament, run by the students at the University of Warwick. Andrew Kay was second and Nick Krempel was third. Winning all three games were Mike Charles (1k St Albans), Jack Ley (4k Warwick), Ben Falconer (5k Warwick), Jonathan Green (6k Leamington) and James Brownrigg (9k Chester). Forty-four players took part, but more players were there, including Vanessa Wong, who acted as sensei and helped analyse games between rounds.

Three Peaks

The second weekend in November is the traditional time for the Three Peaks Tournament, and it stayed for a

second time at the Commodore Inn, in the seaside location of Grange-over-Sands. Forty-eight players took part and Matthew Cocke (5d Epsom) topped the results list for a third time in a row. Brian Timmins (10k Shrewsbury) was the only other player to win all five games. Alex Kent (1d), Ben Riddell (4k) from Durham and Adrian Abrahams (10k Lancaster) won four games each.

Smallboard

The following Sunday, Whewell's Court of Trinity College Cambridge was the venue for the British Smallboard Championship. There were 17 players, but not everybody played all the rounds. In fact Nick Krempel (3d London) won his first four games and then, after a rushed fifth game, had to withdraw. This made the way clear for Andrew Simons (3d Cambridge) to claim the title, and £50 first prize, for six wins out of eight. The Cambridge Youth Go Project donated the junior prizes, with Adan Mordcovich (5k Wanstead) getting the £20 top prize and local junior Roella Smith (13k) getting the £10 prize for second. After elimination, players play handicap games, won equally by black and white this year, so everyone had a chance of winning something. Prizes for five wins went to West Surrey's Steve Bailey (4k) and Pauline Bailey (16k), Epsom's Anna Griffiths (8k), and Cambridge's Peran Truscott (14k) and Langdon Truscott (18k). Some small prizes were also given to the younger juniors, including Edmund Smith who was the youngest player (aged 5). Also, £15 was raised for Children in Need through tea and cake sales. ►

East Midlands

Despite overnight snow at the end of November, 61 players managed to take part in the East Midlands Tournament, held again at the exciting venue of the National Space Centre in Leicester. Top of the list of prize-winners was Jon Diamond (5d) from Sussex. The list also contained Helen Harvey (2k Manchester), Andre Cockburn (7k Nottingham), Matei Mandache (7k Loughborough), Matt Marsh (8k Sheffield), Ben Haines (13k Nottingham), Mark Wrangham (18k Sheffield), Mark Eddy (25k Swindon) and Andrew Russell (27k Birmingham). Winners in the 13x13 side competition were Aston's Hamzah Reta (8k) and Ibraheem Mustafa (16k). At the Extraordinary General Meeting of the BGA that approved the 2009 accounts, Gerry Mills was presented with a portrait of himself, painted by Go player and artist Jiri Keller. He was also presented with a book on walking, a card and gifts in recognition of his running the BGA book shop for more than ten years (this being his last official event as the BGA Bookseller).

Cork

The first weekend in December had three tournaments planned, but the extreme winter weather in Scotland meant their Edinburgh Christmas event was postponed to hopefully warmer February. Cork was cold, but warm enough for 28 locals and players from further away, including a large group of Dutch, to join in the event at UCC. In fact seven nationalities, as well as Irish, took part. The winner was Willem-Koen Pomstra (5d) from Arnhem. The local dan player, Tong-Yu Cao (4d) only lost to the winner, taking his usual second place. Przemyslaw Dyszcyk (2k)

from Poland and Maxime Houssin (5k) from France won four games; Dublin's Jos Elkind (11k) won all five games. The best beginner was Cork's Con Quigley (20k).

West Surrey Handicap

The snow was thawing on the Saturday, which allowed a small 13-player West Surrey to go ahead at Burpham near Guildford as usual. Unusual was the switch from Sunday to Saturday, following the demise of the teaching day, as was the lights going out four times due to power cuts. Sue Paterson (3k Arundel) was the unbeaten winner of the tournament, and Sue also won the Pits card game prize. Tournament runner-up was Jonathan Reece (2k Oxford) and also winning three games were Frenchmen Philip Bourrez (2k) and Max Bourget (8k). Dawn Street (18k Cobham) won two out of three. As usual, Xinyi Lu won the 13x13 Go and Tony Atkins won the quiz (by spotting birds, including three that were not).

Online League

The second season of the BGA Online League started straight after the first, but the effect of the Summer meant it took longer than planned to complete. Indeed many games had to be defaulted or agreed drawn at the end, but this did not affect the winners of the Leagues. The final result at the top came down to the last game to be played, which saw a win to Dundee's Yohei Negi against Yangran Zhang. This meant that the Dundee team (of Yohei Negi, David Lee and Robby Goetschalckx) was the winner. CLGC A was second as a consequence, equal with Edinburgh. Billericay Dickies were the Division 2 winners, CLGC B won Division 3 and Edinburgh 3

won Division 4. Many players were excited by their chances to play folk from other parts of the country and often would like to play again over the board the next time.

London Open

The 37th London Open was again sponsored by Pandanet and Winton Capital Management; it was the tenth played at the International Student House near Regent's Park. Attendance was a little down on the previous year, no doubt due to the extremely cold weather and snow-related travel difficulties that immediately preceded Christmas. Luckily these problems had disappeared by the time it started and 99 players were able to take part.

As usual the serious Go was spread over the four days up to New Year, with extra events on the middle evenings. The first of these was the Pair Go, with eight pairs this year. As in 2008, Guo Juan (the event's resident professional from Amsterdam) was the winner, paired with Belfast's Ian Davis. They beat Ludan Fang and Andrew Kay in the final round. The second evening event was the 28-player handicap Lightning. The top players from four groups went on to play in a knockout and the winner was Jukka Jylanki (9k) from Finland. Andrew Kay (4d) was again the losing finalist.

An alternative to the Lightning was a lecture by Guo Juan, and she also analysed one of the key games before the prize-giving. Also, she spent much time in the analysis room reviewing players' games. Very kindly, she donated some free audio lectures, which were awarded to deserving young players.

Wang Wei (6d), who had just moved from Cork to London (but is originally

from China), was the favourite for the Open, being the previous year's runner up. Indeed after four rounds only Wang Wei and Antti Tormanen (6d), from Finland, were unbeaten at the top. They played in round five; Antti won after an epic battle. Antti then won his last two games to remain unbeaten and take first place. Wei Wang also won the rest of his games to end on six wins and take second place. Third was another of the strong contingent from Finland, Tuomo Salo (3d). Arnaud Knippel (2d France) also won five games to finish fourth. Top Brit was Andrew Kay who ended in fifth at the head of the group on four wins.

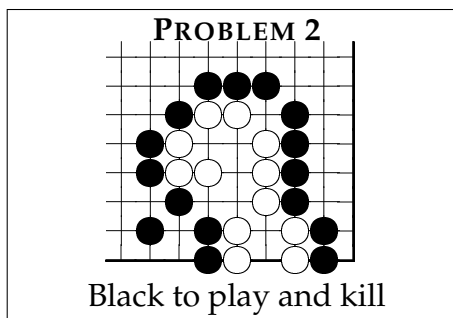
Mikael Erikson (4k Sweden), Richard Mullens (6k UK), Pierre Boudailliez (12k France) won six, and all those with five or four wins received a paperweight prize or certificate too. The prizes were presented by Emma Watkins from Winton. Thanks were given to all who helped run the event, especially to Geoff Kaniuk, who was retiring as Tournament Director, after many years of hard work.

After the prize-giving, those staying on could play Rengo. This was won by Arnaud Knippel and Michael White from France, who attributed their success to their brand new hats. Then after a meal at a nearby Italian there was a chance to see the New Year in over a Go board, including the possibility to play Guo Juan.

In parallel with the London Open was the Man-Machine Challenge, sponsored by the British Go Association, which ended in a comprehensive 4–0 victory for the Man. John Tromp (2d) went away \$1,000 richer courtesy of Darren Cook, who was using Many Faces of Go. John said that he was not going to repeat his bet, as he expected to

lose in a couple of years' time if the computer continues improving at the current rate. However he felt that the result did not reflect the closeness

of the games. See the article on the Man/Machine Challenge later in this Journal.



Insei - your first step to becoming a pro!

If you have the goal of improving your Go quickly or even becoming a professional, you have to become an insei first. How much does it cost to become an insei in Korea? The teaching fee is typically \$1,000 US per month (Yang Jaeho(9p)'s Go school, for example). Accommodation is included. You will also need about \$1,000 US for the plane ticket and about \$25 per day for food (about \$750 US/month). So, a month-long study trip to Korea will cost at least \$2,750 US.

The Online Insei League is about 30 times cheaper! And you are still able to stay with your family and continue your job!

In the Insei League you will get even more teaching games and lectures than you can get in regular school in Korea! And it's possible to get your money back, if your tournament score is good! We don't have any vacant places for the DGS (Winter-2010) and KGS (January) Insei Leagues, but on KGS we will have a few empty spots in February for 10k-9d players.

For \$95 US per month in the KGS League you will get 8 teaching games with A.Dinerchtein, Ilya Shikshin (current European Champion), 5-10 game reviews by email (depending on how many games you play every month). You will also get your games reviewed online - we will have game reviews by 8 different teachers from 8p to 4d : about 30 lectures in total. Free KGS Plus access is included with the entry fee.

Feel free to register at:

KGS: <http://insei-league.com/> (for February 2011)

DGS: <http://dgs.insei-league.com/> (for Spring 2011)

WORLD NEWS

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Vanessa Second in European Women

In the middle of October, Vanessa Wong narrowly failed to win the European Women's Go Championship, which was held in Lyon, France, alongside their open tournament. Vanessa ended in the top group of five players on four wins, but was squeezed into second place on tie-break behind Germany's Pei Zhao. Alison Bexfield was 6th and Natasha Regan was 11th in the field of 20 players.

Ian and Piers in Korea

The International Amateur Pair Go Championship moved to the middle of October to avoid the Asian Games. Korea won and Poland fielded the top European pair with three wins; the UK had not qualified for 2010. The Korea Prime Minister Cup was held the following weekend in Changwon. Ian Davis took a very high 25th place for Ireland. He won four games (against Kazakhstan, Portugal, Brazil and Norway) and lost three (against Denmark, Slovakia and Sweden). Piers Shepperson ended 43rd for the UK, having won three (against Panama, Malaysia and Luxembourg), but losing four (to Spain, Poland, Colombia and Netherlands). Sixty-eight countries took part, including Korea, the home nation, whose Lee Sang-Hun won.

Pandanet European Team Go Championship

The European Go Federation started its new online international team championship in November. Each

country could enter one team of a maximum of 12 players and each match is to be played on Pandanet over four boards. There are three Leagues, each of ten countries, the UK being in the B League, based on the mean rating of the best five players. The top four countries at the end get to play the over-the-board finals at the European Go Congress at Bordeaux in 2011. On Sunday 21st November, Jon Diamond did his duty as President of the BGA by winning his game in the UK's first match, against Poland. Unfortunately Matthew Macfadyen, Will Brooks and Jonathan Chin lost their games, so the UK lost the match 3-1.

Asian Games

Equivalent to the Commonwealth Games, the 16th Asian Games was held in Guangzhou from 12th to 27th November. As it was in China, they were able to introduce Go as a new event. Korea won all the golds. Jeong-Hwan Park and Sue-La Lee won the Pair Go, ahead of a Chinese and the second Korean pair. Fourth was a pair from Chinese Taipei (Taiwan) containing Chinese-Australian teenager, Joanna Missingham. Seventeen pairs took part in all, from ten countries. In the men's event, the Korean team led by Lee Chang-Ho beat Gu Li's Chinese team 4-1 in the final. Yamashita Keigo led the Japanese men to victory in the third-place play-off against Chinese Taipei. The Korean women saw off China 2-1 in their final, and the Taiwanese women took their revenge on Japan for bronze. □

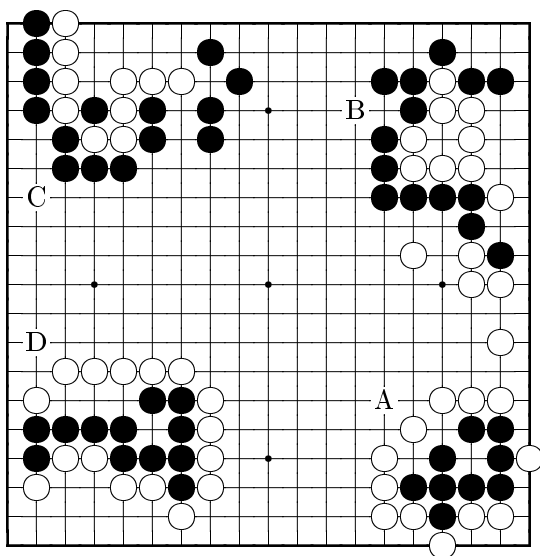
DAVID WARD'S PROBLEM CORNER—PART 1

David Ward

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This is the first of a series of short articles on life and death problems (tsumego). If you want to improve, most professional players suggest practicing tsumego problems. These particular problems come from some 150 or so I received when visiting Yajie and HongJun in Guilin, China. They are not particularly difficult problems; sometimes I could solve them easily, other times I developed a blind spot and what should be easy became elusive. For one of the problems I had difficulty with, Yajie's twin daughters (aged six) found the correct answer with no trouble!

"A group with one eye can usually make two", is a well known Wanstead Go proverb; and shouldn't be treated seriously, but let's put you to the test. Here are four examples of one-eyed groups; in all instances it is Black to play and the groups either live or die unconditionally (i.e. no kos).



I recommend that first you try to solve them without using a board. If you are stuck, then try again with a board. One of the strongest amateur players ever to visit the UK, Jin Hoon Yoon, who won the Korean University Title, told me that when he was eight years old his teacher gave him some tsumego problems, he was unable to solve one of them, so after some considerable time he went back to his teacher, who asked him to keep trying; he never found out the answer to the problem. Jin told me he gave up playing Go seriously at the age of ten. The answers for those of us less dedicated are at the back of the journal.

Hints for solving this set of problems can be found on page 15; the solutions are on page 34.

THE MAN/MACHINE GO CHALLENGE

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Simultaneously with the recent London Open Go Tournament, upstairs in the same building, the "Man/Machine Go Challenge" was played. It was a seven-game match between John Tromp and a computer program: John won the match 4-0. This article is about the match.

The Bet

In May 1997, Garry Kasparov lost a six-game chess match to the IBM-funded program Deep Blue. This was the first match lost to a program by a world chess champion. However, the best computer programs were then still much weaker than many Go players. That September, the best programs in a computer Go event in Tokyo were around amateur 10k.

One of the programmers competing in that event was Darren Cook, from England. He did a survey of the other participants, asking when they thought a computer program would first play as amateur shodan. Responses varied from 1999 to 2500, with a median of 2010. John Tromp (then a Dutch 1k) responded "I wonder if people would still make such optimistic estimates if they had to back it up with, say, a \$1000 bet. I would happily bet that I won't be beaten in a 10-game match before the year 2011." Darren took him up on this bet¹.

Early in 2010, Darren and John agreed to play a match to resolve the bet. Darren was by now living in Tokyo, and John, who had improved to 2d, in New York. As the bet was to be

resolved "before the year 2011", the London Open, played right at the end of 2010, was an ideal venue.

The Terms of the Match

The terms of the match changed several times, by agreement between John and Darren, as they worked out what would be reasonable.

Originally it was to be a ten-game match, with the players having about an hour each for each game. The final agreement was a seven-game match, with each player having one hour fifty minutes, sudden death. As the games were played on a real board with a physical clock, this favoured John, who was playing as one normally plays in a tournament, while Darren was consuming time by transferring moves from his computer to the board, and from the board to his computer, all while his clock ran. So after the first two games they agree to play with John having one hour fifty minutes while Darren had two hours and five minutes, with the extra fifteen minutes intended as compensation for the overhead of transferring moves between board and computer.

The rules were specified as Chinese.

The Hardware

The computer used to run the Go-playing program was originally specified as one which an individual might plausibly own for his own use; an internet connection to a supercomputer was forbidden. (Some man-machine games have been played by MoGo running on 800

¹dcook.org/gobet

cores of a supercomputer. MoGo's performance scales particularly well, so it benefits from all this power.) So for the first two games, Darren used his notebook, with four 1.7Ghz cores, running hyperthreaded (this means that each core is time-shared between two threads) with eight threads.

After the first two games, with John's agreement, Darren switched to using a single rented computer from the Amazon "cloud". He rented 26 ECU "Elastic Compute Units" from Amazon, at a cost of \$2.48 per hour, for the remaining games. This provided twice as much computing power as he had had for the first two games: he was still using eight cores, but each core was twice as fast as before.

The Program

Darren was permitted to use any program, or combination of programs, which he could obtain. He chose to use a recent developmental version of David Fotland's "Many Faces of Go" (a commercial version, for Windows, can be bought for \$89.95).

He had considered using "Zen", by a Japanese programmer who chooses to be anonymous and uses the pseudonym "Yamato". This, or a version of it modified by another Japanese programmer Hideki Kato, may be stronger than Many Faces of Go. In fact, Kato's version, playing on KGS as 'Zengg19', briefly obtained a 4d rating on KGS, exactly one year before the match began. However, Zen's author and its publisher (it is commercially available as 'Tencho no Go') showed no enthusiasm for its use in the challenge, and Darren decided to use Many Faces of Go instead.

In recent 19x19 bot tournaments on KGS, Many Faces has anyway done better than Zen. However Many Faces has a 2d rating on KGS while Zen has a 4d rating. This may be due to their use of different strengths of hardware for different events, or to statistical quirks, or something else; I don't know.

The Human Player

When the bet was made, John was a Dutch 1k. Dutch 1ks were then notoriously stronger than 1ks from other countries; even so, ability to beat him was then a reasonable measure of "are computers shodan yet?".

However he has improved in the last 13 years. Before his EGF rating expired last year, it was 2231. 2100 is an "average 1d", so John is a strong 2d.

Incidentally, the name of John Tromp will be familiar to some readers as a creator of the "Tromp-Taylor rules of Go"².

The Games

In game 1, John played white. The colours then alternated.

Records of all the games, with helpful comments by kibitzers, are available from KGS. They are the games belonging to the account 'BGAmatches', played in December 2010³. The games were very popular with kibitzers, the audience peaking at 480, in game 2.

Game 1

Initially things looked promising for the program, but it played some weak moves in the upper right corner, possibly starting with move 31. Later

²senseis.xmp.net/?TrompTaylorRules

³See also www.computer-go.info/h-c/index.html

it crawled along the 2nd line on the left edge, ending with a large dead group there. This gave it a lost game; but apparently it did not understand that its group was dead, and it played on in a hopeless position until Darren resigned for it.

Game 2

Again Many Faces seemed to come out of the opening ahead. With move 86 it killed a group in the top left, putting it ahead.

However it played move 100 as shown [fig. 1].

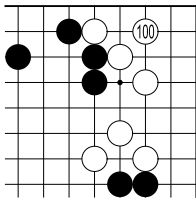


Figure 1

This seems to be the result of a bug: it ought to have connected solidly, the move shown gives away a couple of points, for no benefit. However, things in the upper right later got worse for the program. John surrounded the group, and when he came close to threatening to kill it, it tenukied. John then tried to kill with move 123 [fig. 2].

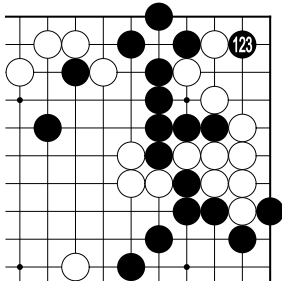


Figure 2

It was the view of some kibitzers that this should lead to ko for life; a black move one stone to the south, preventing a hanging connection, would have killed outright. But as things happened, there was no ko, the white stones died anyway.

After this John was ahead. He played the rest of the game accurately, and it eventually resigned.

Game 3

Many Faces of Go was now running on the Amazon “cloud”, but still did not have the key (from its author) for the 64-bit version that would allow it to use the full power of this hardware. It was therefore restricted in the memory that it could use: the result of this was that it would run out of memory when searching, and have to make its move prematurely, rather than using all the time available to it.

Around move 159, it may have been ahead, I am not able to judge. But with moves 159–164, it played the sequence shown [fig. 3].

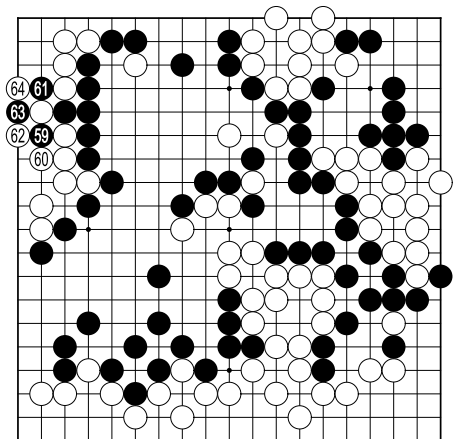


Figure 3

This sequence is sente, but achieves nothing. In theory, this is almost harmless; it has squandered three ko threats for no benefit, and this is in itself unlikely to change the result. However, I have watched other games by recent versions of Many Faces of Go, and I have learned that when it does something like this, it is very likely to lose. Indeed, for the rest of this game, John consistently outplayed it, and Darren eventually resigned for it.

Game 4

Many Faces of Go was now using more powerful, 64-bit, hardware, and was correctly configured, so this should have been its best game.

By move 43 John had killed a group in the lower left [fig. 4].

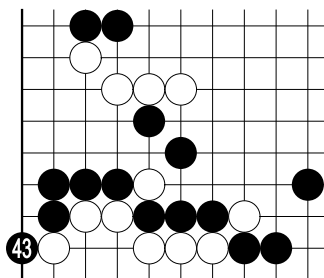


Figure 4

It was not clear from Many Faces' subsequent play that it "understood" that its group was dead—it is not totally obvious that the surrounding black group is 100% alive, so this may be forgivable. John, however, did know the status of the white group, and played to ensure he retained his lead. Whether or not Many Faces realised it, it remained behind for the rest of the game.

Conclusions

The 4-0 result was a clear win for John Tromp. He won every game fair and square.

However, when the bet was made in 1997, I thought that Darren was favourite to win it. And in retrospect, I don't think I was wrong. The original question was "When do you think a computer will be shodan level?" Of course "shodan" has different meanings in different countries; but I think that KGS 1d is a reasonable meaning: according to the (not particularly reliable) table in Sensei's Library⁴, KGS 1d corresponds to Japanese 3d, Chinese 1d, Korean 2k, European 1k, AGA 3d, and IGS 1k. There were at least four dan-rated programs on KGS before the end of 2010. Zen became 2d there in 2009, and 3d then 4d in 2010; Many Faces of Go became 1d in 2009, and 2d in 2010; Aya and pachiW both became 1d in 2010, and EricaBot became 3d in 2010. So I would say "a computer probably reached shodan level in 2009, and certainly in 2010". The bet, however, was made with the understanding that John would improve too.

On the other hand, four years ago, John looked like favourite to win the bet. For some years, improvements in the strength of Go-playing programs had been slow; and programs did not improve much when run on faster computers, so even the continuing advances in computer power were not contributing much. This changed in 2006, when several Go programmers started to use Monte-Carlo techniques⁵. There have been significant advances in strength every year since then. Also, the scalability

⁴senseis.xmp.net/?RankWorldwideComparison

⁵See BGJ 142, Autumn 2007 "Recent Advances in Computer Go"

of Monte-Carlo methods means that program strengths are now benefitting from advances in computing power.

After the match, John remarked that he was lucky with the timing of the bet—another year, and he might not be able to beat the strongest program. I am sure he is right. If you look at the rating graphs of ‘ManyFaces’ and of ‘Zen19’ on KGS, you will see that both

have improved steadily by two stones in the last twelve months. These improvements, as I understand them, are not the results of major rewrites, nor of more powerful hardware, but of continuing tweaks to the code, as the programmers learn to make the most of current techniques and to incorporate more “traditional” knowledge.

DAVID WARD’S PROBLEM CORNER—HINTS

Here are the hints for the problems on page 10.

General tips to solving problems: first try to reduce eye space from the outside, only when that doesn’t work look for placements. If the obvious placement almost works then treat it as a clue—perhaps it will work with a preparatory forcing move.

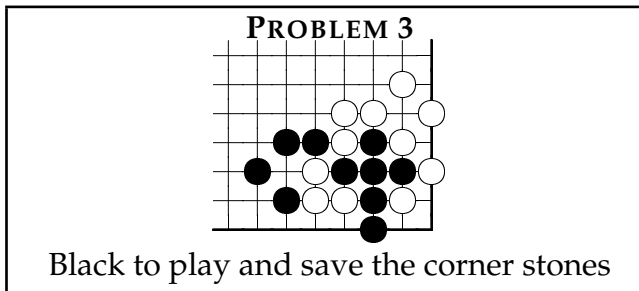
Position A: not so many moves to try here to make the second eye.

Position B: a two-move combination which both removes the eye and the connection at the same time.

Position C: an example of playing a forcing move before the vital point to kill the group.

Position D: all about using shortage of liberties to make a second eye.

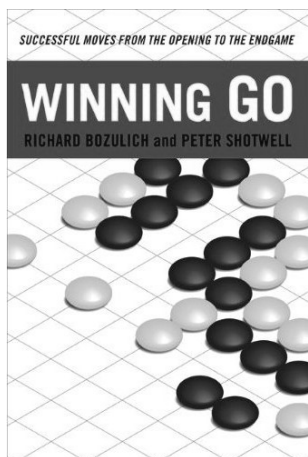
The solutions are on page 34.



BOOK REVIEW—WINNING GO

Glynn Forsythe

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Winning Go is an extremely ambitious book, aiming to cover the entire game from start to finish and showing you the way to first dan.

According to Peter Shotwell on the www.lifein19x19.com forum, it is in fact the book Richard Bozulich wished was available during his own journey to first dan. It will probably be useful to those between 7 kyu and 1 dan.

Topics covered are Katachi (Making Good Shape), Fuseki (The Opening), Tesuji (Clever Moves), Shikatsu (Life and Death), Joseki (Local Skirmishes), Chuban (Middle Game) and Yose (Endgame). The endgame section is further broken down into counting and endgame tesuji problems.

Rather than having an exhaustive coverage of each topic (which would be impossible in a single volume) each chapter begins with a short discussion of the topic at hand, followed by a selection of problems. The first chapter, Katachi, does not have any problems, but the authors state that good shape is central to

each of the later chapters. I found the descriptions at the start of each chapter rather simplistic for my level (1k), but the problems themselves were still challenging. The problems are presented as a block, followed by the answers. Although the problem diagram is repeated before each answer, which would be useful for those capable of doing all of the problems in one go, I found a better solution was using two bookmarks to allow easy flicking forwards and back. Most of the book is filled by the answer sections, which are very detailed. Finally, each chapter has suggestions for further reading with a short description of each book.

Some people may consider the diagrams to be a little small and it has several errors, which make a couple of the problems indecipherable. There are errata for these at www.senseis.xmp.net. There are some interesting departures from other books. The fuseki section doesn't quite start from the beginning of the game, with the earliest diagrams starting from move 12, but instead looks at continuations of the openings. Likewise, the chapter on joseki is not about learning joseki, or choosing the correct one, but rather about getting a feel for the correct continuation and shape.

The point of this book therefore is not to make you into a better Go player by itself. It contains many problems (203 in total), but not enough in any one area to really bring you up to 1d. Instead it acts more as a guide to the areas in which you are strong, or not so strong, allowing you to better target where you need to improve the most

to become a well balanced Go player. This is, to my knowledge, a unique premise for an English language Go book. At 256 pages it is quite thick, however readers may not want to pay

the full price of £17.50, which seems rather expensive. www.amazon.co.uk has the book listed at £15.75. (Full disclosure: I received a free review copy.)

SMALL GO TOURNAMENTS

Colin Maclennan

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A small Go tournament is a great way of raising interest in the game locally. Small tournaments can be quickly and easily arranged and help occasional players who haven't got round to attending an open tournament to establish their grade more firmly and, importantly(!), see their name on the rating list on the BGA website.

In the Summer issue of the Journal (BGJ152), David Cantrell reported on a small tournament he ran at the South London Go Club. They met at their usual venue (a pub) and, starting at 18:00, were able to fit in five rounds, albeit with tight time limits (30 minutes, sudden death).

In Twickenham, we decided to try something similar, so we challenged the South London club to a "Go match". To give ourselves a bit more time, we met on a Sunday, and because we were uncertain about the space at our usual venue at weekends, we agreed to meet at my house. We were comfortably able to accommodate four boards, so each club agreed to provide a team of four players. Each player would play one game against each player in the opposing club, so there would be four rounds. Time limits were 45 minutes

each with an escalating Canadian overtime (20,30 and 40 stones in 5 minutes). There was no timetable or "draw" as such. Players were free to start their next game as soon as an opponent was available from the opposing club. This format worked well. Starting at 12:00 we managed to complete all four rounds by just after 18:00, and then rounded off the event in the local Indian restaurant.

One problem about the "all-play-all" format is that you necessarily end up matching players of differing strengths. This means that you really need to have some sort of handicapping system. We decided on grade difference minus 3, which I understand is what is being used for the online league. Our players were not widely different in strength, ranging from 8kyu to 14kyu, so that meant most games were even. However, in retrospect I would suggest grade difference minus 1 or 2 would be better, providing more balanced games with the advantage still to the stronger side.

Finally, the result. The less said the better really, but I can't see a way around reporting that South London won by 14 games to 2. □

EUROPEAN TEAM CHAMPIONSHIP GAME

Alexandre Dinerchtein

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In this article, Alexandre Dinerchtein reviews the game between Jon Diamond (White) and Habu Koichiro (Black) in the European Team Championship Division B match, UK versus Poland, played on IGS on 21st November 2010.

Alexandre Dinerchtein 3p will be known to many readers of this journal; he has written several game reviews over the years. In addition to his paid activities as a professional, he contributes much free material on his website gosensations.com. There you can find general news, commented games and interviews with top online players on KGS, Pandanet, Cybero, Tygem and other servers, written by Alexandre and other high-level experts. You can also follow the progress of the European Team Championship on this site.

Alexandre's comments on the game begin here. It's always fun to watch such games, but difficult to comment. There are so many fights! I have only played with Matthew Macfadyen before and I was surprised that another top master from UK has a similar playing style (more common strategy in the fuseki, but later as aggressive as Matthew). Here in Russia we don't have such fighters. Our aggressive players, like Ilya Shikshin or Oleg Mezhov, are much more peaceful, and usually they don't fight if they see that they are ahead. Other top Russian players, such as Alexey Lazarev and me, try to play as peacefully as possible.

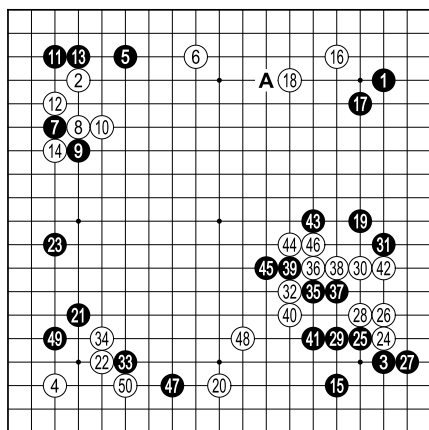
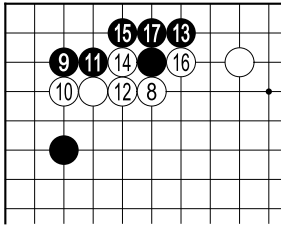


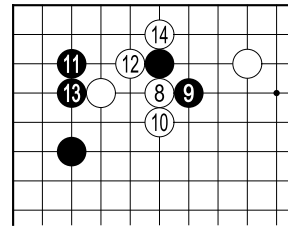
Diagram 1 (1-50)

- ④ Strange choice for fighters.
- ⑧ There is an old proverb "Attach to the stronger stone after a double kakari", but nowadays it's more common to attach to the weaker one—see Variations 1 and 2.
- ⑪ Best choice.
- ⑭ Now we can see that ⑥ is in a bad position because it can be attacked. This is the main reason why the attachment at ⑧ is bad.
- ⑮ Shimari on the top (at 16) looks more attractive, because it attacks the single stone (⑥).
- ⑯ Good move.
- ⑰ Locally the pincer at A or ⑱ is usually better, but Black is afraid of this fight, because White is thick on the left.
- ⑱ Now the fuseki is about equal.



Variation 1 (Move 8)

Modern joseki.

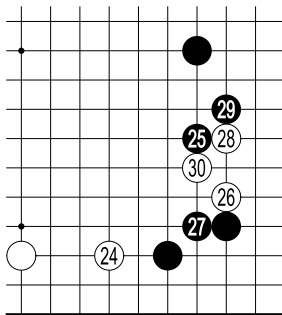


Variation 2 (Move 8)

White is very thick. Usually this is better for White.

②4 The invasion is early. It's more common to finish the fuseki first—see Variation 3.

②8 Nowadays it's more common to jump to ②7—see Variation 4.



Variation 3 (Move 24)

Black may try to take everything with ②5 above, but even after this move the side is not safe. Later it is still possible to invade.

(Diagram 1 ...)

③1 Now White is much heavier.

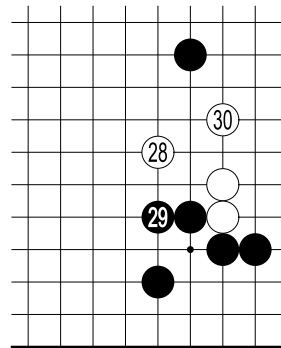
③3 Very sharp, but it's probably an overplay.

③4 This is the most solid answer!

③5 Another overplay—see Variation 5.

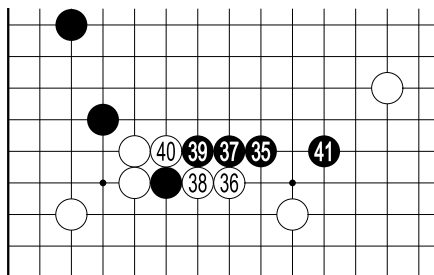
④0 Better to skip this exchange—it makes Black stronger.

④2 Quite slow—see Variation 6.



Variation 4 (Move 28)

White's shape is still flexible here.



Variation 5 (Move 35)

I would prefer to reduce the lower side and prepare an attack on the whole group on the right.

(Diagram 1 ...)

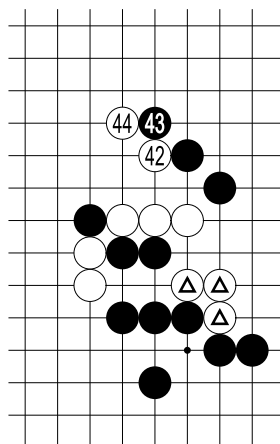
④⑤ Now White is heavy.

④⑦ Very sharp.

④⑨ But this makes the lower group weaker—see Variation 7.

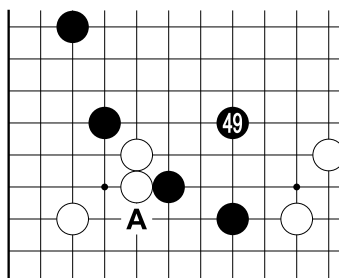
⑤⑩ Key point.

I would prefer to jump here and keep the hane at A in reserve.

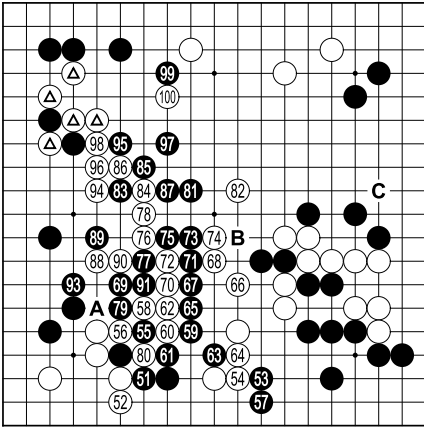


Variation 6 (Move 42)

Faster way. White can easily give up the marked stones, if necessary.



Variation 7 (Move 49)



92 at 55.

Diagram 2 (51-100)

- 51 Heavy move. It destroys the possibility of attaching at A. I would prefer to jump to 60 first and try 52 later.
- 55 Another heavy move. 62 is much faster.
- 56 The atari is slow. The move at A is the only move.
- 58 Key point!
- 66 Black is very heavy now.
- 68 The geta at B is good enough.
- 70 White can fight here later and start from the invasion at C.
- 75 Thick move, but a bit slow. See Variation 8.

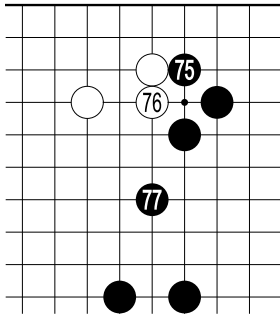
77 Another overplay.

78 White is thick on the top (the marked stones), so it's hard to imagine that Black can get benefit from attacking two stones.

94 Black's attack failed.

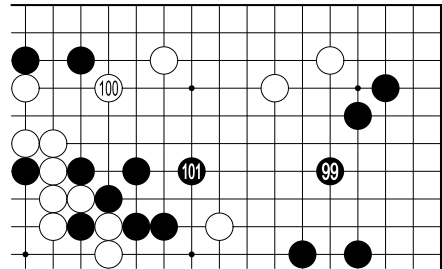
99 Important move, but Black has no time—see Variation 9.

100 Not really necessary. White can finish the game by invading at C. See Variation 10. The move in the game is typical for Korean bang neki¹, when it's better to win by killing big groups.



Variation 8 (Move 75)

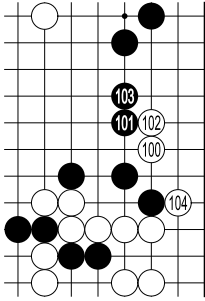
Black missed his chance to defend on the right.



Variation 9 (Move 99)

It's dangerous for Black, but here he has chances to win the game, if the big group lives.

¹...in which games are played for money and the winnings depend on the count.



Variation 10 (Move 100)

Lee Changho would play like this and win easily by 5–10 points.

- 121 Very painful for Black!
- 122 126 is usually better.
- 123 It's usually bad to attach to such stones—playing at A is much better.
- 125 Very crude.
- 134 The game is over. We can clearly see that White is much better at fighting, but it seems that both players like to fight very much.

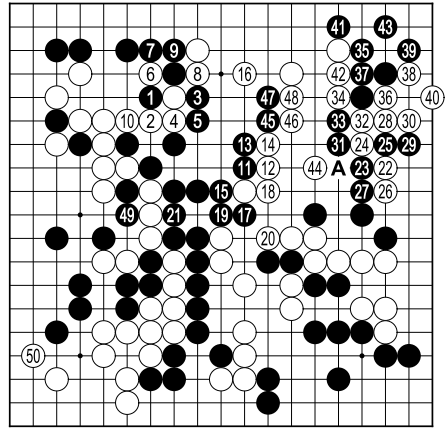


Diagram 3 (101–150)

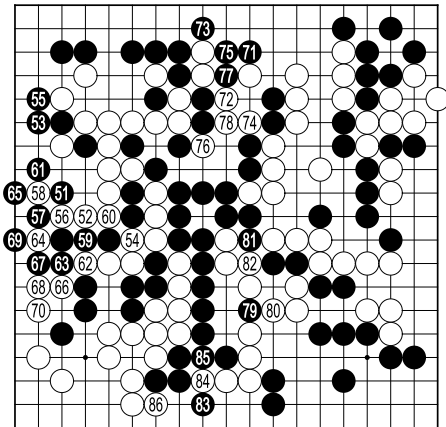


Diagram 4 (151–186)

Diagram 4 shows the rest of the game. Black resigns after 186.

A GO PLAYER FOR 50 YEARS

Bob Hitchens

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I have found that self-selected Christmas presents are often the best. But this is not always so. I spent Christmas 1960 in RAF Riyan with 50 other guys, all on one-year postings. RAF Riyan was 300 miles from Aden in the Aden Protectorate (now South Yemen and unvisited by Westerners). It consisted of some mud huts and desert, with the beach half a mile away. We did what we could to entertain ourselves, and any magazines, books or board games which appeared were immediately pounced upon. Any faint leanings towards intellectual pursuits were limited to the few National Servicemen, with the sole exception of an administrative sergeant.

This chap told me that he had seen advertised a book on “the most complicated game in the world”. He had ordered it for himself for Christmas. I don’t know why he told me. But around New Year he gave me the book, saying that it was beyond

him. The book was Edward Lasker’s “Go and Go Moku”. I had never heard of these games and wouldn’t have picked the book off a shelf myself, but as mentioned, we were desperate for reading matter. Lasker was a good writer and I was soon sold on the game.

Unfortunately the game proved too much for my workmates, but I was able to analyse the games quoted in the book, together with some sample josekis and general tactics. On returning to the UK, I looked up a chess player from my school, David Diamond¹, who immediately took to the game, and we provided opposition to each other for more than two years over our home-made drawing-pin sets. Other players were inducted but with less success. We found Arthur Smith’s book (derived from Korschelt) in Foyle’s—more joseki and some problems!

David used the excuse of young nephews to haunt Hamleys toy shop and eventually found a toy Go set there. In the box was a leaflet which mentioned John Barrs and the BGA. We both subscribed. In those days (1963), the BGA comprised about 40 members, who had paid a very modest subscription to be included on a list of contacts, maintained by John Barrs. You ‘phoned him to find out whether any other Go players were local to you. But in London there was a regular Go circle. You ‘phoned John at lunchtime on Friday, and he told you where the meeting was that evening. Meetings were held at his Kensington shop, his Wembley flat

¹No relation to our esteemed President—Ed.

or at Neil Stein's Hammersmith flat. David and I joined in at a meeting held in the Nippon Club on Chelsea Embankment—real sets!

I found myself playing Akiyama Yoshiro 3d, and David played John. We both took 9 stones, of course, and were judged to be grade 39 and 40 (old European gradings—10 kyu). It seems that David and I added the critical mass needed to prompt the establishment of a proper club in a public venue, i.e. a pub. I was immediately appointed Treasurer, (i.e. the person who had to bully cash out of the players each week to pay the rent for the room). Other players that I remember from this period were Neil Stein (grade 20—1k), David Fraser and David Bissett (around 24 to 26), and Michael Yahuda (about 21). There was also mention of a mysterious schoolboy that Barrs was coaching, who later turned out to be Jon Diamond.

The club's first venue was the Cumberland Arms in Soho, but we soon moved to the Pontefract Castle in Wigmore Street. This was selected because it was a Mensa meeting place (Neil Stein was a member), and we hoped for further recruits. We got some, including my wife Mo. It was here that Jon Diamond started turning up, and other new players included David Wells, Colin Irving, Les Bock and Fred Hall.

John Barrs was very keen to get people to go to the European Go Congresses, and I was almost frogmarched to Scheveningen in Summer 1964. Jon was there at about 4k. In my first game I, as a 9k, had to play level a Dutch 5k. Jigo! Cloud cuckoo land! Three days later he realised that I had not given komi. The previous year, John and Neil had been to Japan for the First

International Go Tournament, with a chap called Ted Clarke as non-playing Team Leader (communist countries had to have a Commissar with them). Now the Second International Go Tournament was announced. Japan paid half our fares, but it was still a large amount to find at short notice, and I was effectively the only person able to fill the Team Leader's role. A 24-hour trip in 8 hops, with a meal served on each hop! I improved 3 stones by merely watching games.



After the European Congress in Prague the next year, where Jon Diamond came second in the division below the European Championship, it was decided that the 1966 Congress would be in London. There were then only around three salaried members involved in organising, and the risk (cross-channel ferry strikes were frequent) was daunting. But then University College cancelled our booking—they were going to redecorate! Compensation!!! I want to say we got £2,000 from them, but it was probably £200 in 1965 money, which is at least as good. This was the first real capital the BGA ever had. We booked Avery Hill College,

Eltham (South East London). I am told that the organisers were the “Board of the BGA”—Ethel and John Barrs and Bob Hitchens! I was also Tournament Director. John was involved beforehand and Ethel visited at least once, but I had the daily job of dragging Mattern, Rebattu, etc. out of their beds so they could start on time, and ensuring that their game records met requirements. By this time Jim Bates, Tony Goddard, and John Fairbairn had joined our stronger players, but I was also presented with the entry of John Cock, of unknown strength who nobody had seen play before. I knew that John had subscribed to Go Monthly Review since at least 1964, and had noticed his name as an entrant to the Hastings Chess Tournament. We plumped to try him at 1d and he won six out of seven despite finding the clock’s three hours too short. 1d entirely under his own steam! Remarkable!

The previous year, a Dr. Good from Oxford University had published an article in New Scientist on Go. He was not in contact with mainstream Go in England, but was connected with the group of Go-playing coding experts from the wartime Bletchley Park. This article sparked great interest among students, in particular at Oxford, which produced Derek Hunter, Francis Roads and Andrew Daly amongst others. They appeared at the London Go Club, first in vacations and then regularly. T Mark Hall and John Allen were also very active by this time. I was promoted to 1d in 1971 and still am—another record coming up?

The BGA and the London Go Club shared the same officers: John as Chair/President, Neil as Secretary and myself as Treasurer. In fact John did everything except collect the LGC

fees and pay the rent. In 1968 Derek Hunter took over as BGA Secretary. This stable world fell to pieces early in 1971 when John Barrs died. A proper committee was now needed to run the BGA and Francis Roads took over as President. I continued as Treasurer, and ran the London Go Club with some help from T Mark Hall. Francis stood down in 1976 and I took over, only to find very soon afterwards that work took me to Bristol. In those days the limited communications prohibited involvement in the BGA Committee from such a distance. However I did see the year through before handing over to Andrew Daly. The London Go Club had stopped operating before this in order not to compete with the newly established London Go Centre.

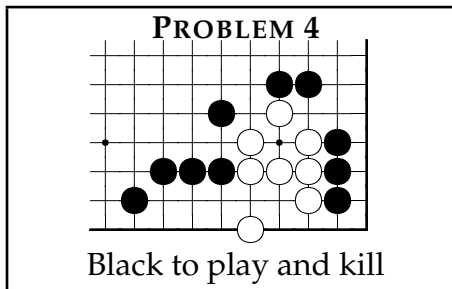
Bristol had perhaps the oldest Go club outside London, and meetings with a couple of dozen players were common in the 1970s. In due course I moved to Monmouth, with its excellent little Go circle—Gerry and Quentin Mills, etcetera. I now play at both Bath and Bristol clubs.

By no means my only interest, Go has nevertheless played a major role in my life. There have been the various tournaments in interesting venues, the visits by professionals, social contacts with Japanese families, and teaching Go in a school for two years. I particularly recall entertaining Iwamoto Sensei and his daughter with a picnic in the country on a beautiful sunny day, and then visiting Waddesdon Manor, which met his interest in Japanese armour handsomely. I also recall finding myself instructed to teach Adam Faith the game, with his agent watching. The agent thought it would be good for his image. Hopeless!

I welcome the Internet as a marvellous

Go resource, but I greatly regret the adverse effect it has on meeting players over the board. The effect on clubs and tournaments is obvious. The Internet gains many new players for Go, but how will they progress unless

there are clubs available which can teach them that which the Internet won't teach them? And for myself, I love the small sign of discomfort sometimes displayed by my opponent if I happen to play a useful move!



The .sgf files for problems and games printed in this journal appear on

www.britgo.org/bgj/current

All the .sgf files, and the answers to the problems set in the last issue appear on the BGA website at

www.britgo.org/bgj/issue153

ELECTRIC PUMPKIN

Francis Roads

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No, not a pop group, as far as I am aware. More later. A few months ago, T Mark Hall kindly drew my attention to the Kim In Senior Baduk Tournament in Gang Jin City, South Korea. The Korean Amateur Baduk Association was offering free entry, meals, accommodation and transport from the airport, once you could get yourself to Korea. It looked like a reasonable deal, so I decided to have a go. There were qualifications: they wanted at least high-kyu strength, and male entrants had to be over 50 (female over 30). Inspection of my birth certificate revealed that I qualified rather easily. I decided to spend time in Japan first, to visit friends and a relative, and to overcome jetlag. Here's my travel diary.

Sunday 24th October. I set off for a two-leg journey via Dubai. Previous trips have entailed a 13-hour direct flight, and I'm still not sure whether breaking but lengthening the journey is a good idea. Shops in Dubai airport certainly have a more than usually interesting selection of things you don't want.

Monday 25th. I arrive at Tokyo Narita airport at 6.00 pm local time, and am out of the airport by 6.20. There's Japanese efficiency. To a local hotel.

Tuesday 26th. I brave the Tokyo transport system to Shimbashi, where I have a more central hotel. In the afternoon I have been invited by my friend from European Congresses, Mr. Ichikawa, to his Go club, where I meet friends from previous visits. What I didn't do was play Go very well (jetlag). Off to a Japanese-Italian dinner afterwards.

Wednesday 27th. Time for a walk in the streets, where I suddenly come across a mighty stone staircase leading upwards. At the top is a large and obviously well-used Shinto shrine, built on what is supposed to be the highest point in the city. What a shame that the trees surrounding it prevent any view. I have a good look round, though you can get shrined-out in Japan. Later I pass the place where you could really get the best view, the Tokyo Tower. A copy of Eiffel's edifice? Perish the thought.

Then off to visit my cousin in Senzoku, where he runs an English language and culture school. Japan, believe it or not, observes Hallowe'en, and hoards of his young pupils are traipsing round the streets dressed as witches, cats, demons etc., shouting "Trick or treat?". It is at his school that I see my first electric pumpkin. If you can't be bothered to hollow out a real one, you buy a plastic pumpkin with the face ready carved and an electric light inside. O Japan!



Electric Pumpkins

Thursday 28th. I am invited by Mr. Sekiguchi, another friend from European Congresses, to his home in Totsuka, near Yokohama. After getting slightly lost in Totsuka station, I go with him for a pleasant walk in a

nearby country park, then home for Go (still of the jetlagged variety), food and TV. I stay the night in his *nihonma*, or Japanese-style room.

Friday 29th. Back to Tokyo to my third hotel, this time near Ueno, where there is a large park and many museums. There is a typhoon out in Tokyo Bay, and we are getting the edge of it in the form of very heavy rain. My visit to the park becomes somewhat curtailed, and I spend the evening watching a Harry Potter film. On some channels, if you press the right buttons on the zapper you can hear foreign made programmes in the original language, or dubbed into Japanese, or, bizarrely, with both languages simultaneously.

Saturday 30th. The Nihon Ki-in has a large playing hall where you can turn up, announce your grade, pay some money, and will be found suitable opponents for as long as you like. Last time I was in Tokyo, I made the mistake of arriving there at 6.00 pm, when I expected that the hall would be full of evening players. Not so; they were already winding down. This year, I make the worse mistake of arriving on a Saturday, when there is no play at all. Go in Japan has the image of being an activity for retired gentlemen, and perhaps you can see why. I spend time in the bookshop and watch some video instruction, and then beat a wet retreat to my hotel. Later I brave the weather again to visit a street market in Ueno, but it really is an indoor day. Channel-hopping, I come across a travel programme about the Isle of Man, but for some reason there is no mention of their Go Congress.

Sunday 31th. Time to leave Tokyo by *Shin Kan Sen*, or bullet train, to Osaka, then on via the complex

local rail service to Hirano, where lives my friend Harumi Takechi. She appears regularly at European and US Congresses, and has visited the IOM Congress. We spend much time watching the dedicated Go and Shogi TV channel. Once again, I am to sleep in the *nihonma*, and have to keep remembering to remove my slippers on entering it.

Monday 1st November. I have some much needed time to myself today, and have a chance to explore an area I know a bit from earlier visits. In the evening we visit a local Go club at Takarazuka. I know that I'm over jetlag now, as I win some games. As usual they insist on matching me with opponents as if my grade were 5 dan, which it isn't.

Tuesday 2nd. In the morning we walk to the local *onsen*, or thermal baths; a very pleasant and relaxing experience. Later on I am packed off to another Go club specifically for doctors, which I am not, but am made welcome anyway, while Harumi gets ready for the forthcoming trip to Korea.

Wednesday 3th. We make our way by rail to Nara, which is celebrating the 1300th anniversary of its foundation as the old capital of Japan. Here we attend the launch of a new game called Cacomo. Present is our professional friend, Yuki Shigeno, who has made several visits to the London Open Congress. The game is intended to introduce people to Go. It is played as a four-player partnership game, though it could be played by just two players. Stones are played on an 8x8 board, and most of the rules of connection and capture apply. You are dealt five cards from a stack, each of which bears an intersection in algebraic notation, and you have to play your stone on one of these five

points. You then discard the card and replenish your hand from the stack until all cards are gone.



Yuki Shigeno plays Cacomo

As each intersection can receive a stone only once in the game, there can be no ko, and a group that has made a capture can be alive with a single false eye. Furthermore, self-capture is not only allowed, but in some situations is compulsory, when no other move is available on one's cards. So I doubt that this game is likely to replace capture Go as a means of introducing new players, at least in Europe. I become even more doubtful when I see the price; ¥4000 (£32) for a cardboard-and-plastic set.

Harumi and I decide that this is a session for beginners, which we aren't, and set off for the old part of Nara. On the way, I observe in the street another instance of modern hi-tech Japan; an electric chestnut roaster. The museums and the temple with the famous *daibutsu* (great Buddha) are set in a large park. Unfortunately, it is a public holiday and there are lengthy queues for everything, so we content ourselves with just looking round. I'd like to go back there.



Hi-tech Chestnut Roaster

Thursday 4th. Time to set off for Korea. I have an earlier flight than Harumi, so I set off to Busan alone. We are to spend the night with Kim Hyang Hee, a Korean friend, but she is not available until later, and has sent another friend to the airport to pick us up. He speaks no English, and I no Korean, so we communicate with my limited Japanese as we wait for Harumi, accompanied by another Japanese friend.

We are driven to a Busan Baduk club for us to fill in time until Hyang Hee is free. I hold my own against some Korean players, but then comes a phone call: would Francis like a ride around Busan to see the sights, as it's his first visit? Young Korean women often adopt western names when dealing with Europeans, so I am soon ensconced in "Sharon's" car. We see the rainbow bridge and the largest department store in the world, and have a walk along the beach. The trouble is that by now it is completely dark. Sharon does her best, but we soon return to the Baduk club.

Hyang Hee treats us to a Korean dinner, and then off to a coffee house.

If you like your coffee weak and ready sweetened, Korean coffee will suit you. We eventually reach her apartment, park the car six levels deep in the underground park, and get to bed around midnight. A long day.

Friday 5th. We start the five-hour car journey to Gang Jin. The Korean scenery is flat paddy fields with rolling tree-covered hills in the distance, but we never seem to get to those. The towns are concrete-and-gridplan. You don't see as many wooden buildings as you do in Japan, because here you are out of the earthquake zone. We arrive at the hotel, and I find that I am supposed to be sharing a room with a Korean whom I have never met. Some polite persuasion gets me the single room that I need if I am to get any sleep.

Saturday 6th. We are bussed off to a gymnasium, which looks as if basketball matches are its primary function. The tournament doesn't start until after lunch, when more local Korean players are expected. At present it is mainly the foreigners who are present; good contingents of Japanese and Chinese, a few Thais, and some Australians and an American, all with Korean-sounding names. The only Europeans present, apart from myself, are Matti and Sinikka Siivola from Finland. Sinikka does not make the grade to participate, but it is good to have her around. We are given simultaneous teaching sessions from the pros. I very nearly killed that group ...

Lunches and dinners are taken at a nearby Korean restaurant. You squat on a floor-level chair, and there are many dishes, mostly of vegetables, many spicily prepared, from which you help yourself with your chopsticks, usually metal. Then

there is a centrally-heated pot with meat or fish in some form or other; once again you help yourself. Rice and soup appear about halfway through the meal. So it is rather different from Japanese eating.



The Tournament Hall

After lunch the tournament proper starts. Korean time limits would not suit many of the British players that I know: 25 minutes basic, and three allowances of 30 seconds byo-yomi. There is no clock on my table, and several of us are just told to get on with it without one. No one seems to mind. This leads me to feel that I am under some moral pressure not to play too slowly, and the inevitable happens. So in the second game I take my time, and my victory in that game does indeed have the effect of delaying the start of round three in my section. In the third game I am just outplayed. Quite apart from the unfamiliar timekeeping arrangements, there is a surprisingly informal atmosphere generally; one in which it is apparently acceptable to whistle, or to talk on a mobile phone as you play. At dinner in the evening, the two Finns and I give an impromptu rendering of a couple of the Finnish Go songs.

Sunday 7th. Up early, Harumi and I cross the river and visit the local market. The quantity, quality and

variety of locally produced foodstuffs is most impressive, though piling it high on the ground might not impress a British food inspector.

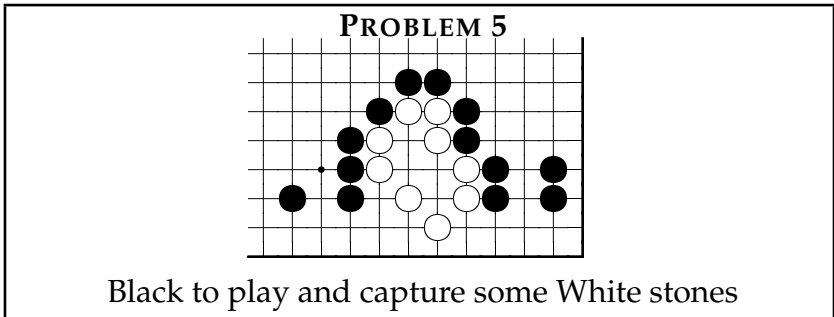
My opponents do not turn up in either rounds four or five, which is something of a disappointment. I notice that the draw is done by hand, and that there is evidently no check on who is actually present. One of the organisers kindly gives me a non-tournament game. So I end with three wins out of five, but not quite as I would have wished.

After lunch there is the usual prize-giving and speeches, and then a sightseeing trip for those not leaving until the next day. Firstly we visit a Buddhist temple, where I receive a mild rebuke for sounding the temple bell. Apparently this should only happen during services, but there it was, looking very tempting. The young monk was quite friendly, and wanted to know where I was from and why I had come. Then on to a museum celebrating Hendrick Hamel, the Dutchman who was shipwrecked in Korea in 1653 on his way to Nagasaki. He eventually returned to the Netherlands and wrote a book about his experiences, thereby awakening some European interest in Korea. Nothing in the book about Baduk, apparently.

Dinner is rather early at 5.30 pm at a different restaurant, but with the usual fare. A Chinese woman stands up to sing some traditional songs, and I am told that this is in accordance with local custom. Then they realise that they have another singer in their midst, and I am called upon to render another Go song. I select David Sutton's *The Lightning Player's Lament*. Some seem to understand its import, and anyway I receive a hearty round of applause.

Monday 8th. Time to return home. A coach leaves for the six-hour trip to Seoul Incheon airport at 8.00 am. Unfortunately my flight is not until midnight, so I am faced with a ten-hour wait. It could have been worse, as the airport is provided with a stage, and there is entertainment in the form of Korean dancing and drumming and the like. Most welcome, but it by no means fills the ten hours. Door to door my return trip takes 37 hours, and if I go again I may choose a different route.

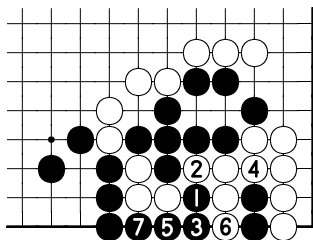
Yes, it was rather disappointing to travel all that way for three rather brief tournament games. But I'm glad I went; I met some old friends and made some new ones, saw bits of Korea that I had not seen before, and flew the flag for British Go/Baduk. I am fond of Japan especially, and hope to return. □



SOLUTIONS TO THE NUMBERED PROBLEMS

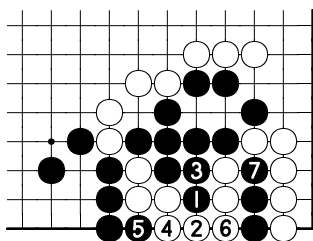
The .sgf files for these problems, showing a fuller set of lines, including failures, are to be found at www.britgo.org/bgj/issue154.

Solution to Problem 1



Dia. 1

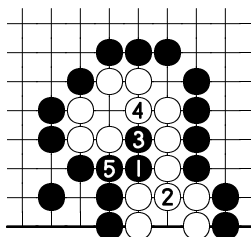
Black needs to join up most of his stones, but probably can't save all. The wedge at 1 is the obvious first move. When Black plays 3 it is self-atari for White to atari the two black stones from either side. If White threatens to take the two annoying stones in the corner by playing at 4 next, Black has time to capture the three white ones and escape at the cost of just two stones.



Dia. 2

If White tries this 2 instead, there is no escape because of shortage of liberties, and if 4 at 7, leaves a snapback shape (Black throws-in at 4).

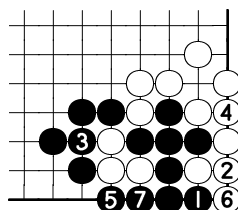
Solution to Problem 2



Dia. 3

This is the killer move threatening a snapback shape. If White stops the snapback with 2, Black plays another move inside. White cannot capture those two stones (4 at 5 is self-atari) and fails to make a second eye.

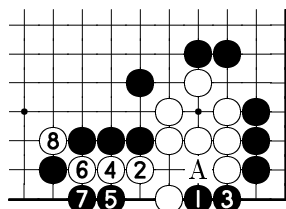
Solution to Problem 3



Dia. 4

Simply playing at 1 is the correct move to win the semeai, as White is now too short of liberties to play the corner point. If White ataris at 7, Black lives in the corner by capturing at 2, so White must play there—though it may be quite small to do so immediately. Black then wins the semeai with 3. 3 at 5 or 7 instead would also win the semeai, but leaves behind a worse shape if Black ever has to abandon the stones in a ko fight.

Solution to Problem 4

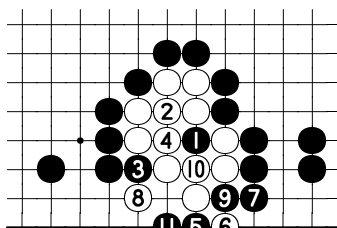


Dia. 5

1 is the eye-stealing move. Playing at 3 or A, White clearly dies. 2 is White's strongest reply. The following moves are all forced.

If the cut at 8 is dangerous, then White may still get away, though Black gained points in the corner. So if the cut is dangerous, Black should protect it first, which would then be sente to kill the white group.

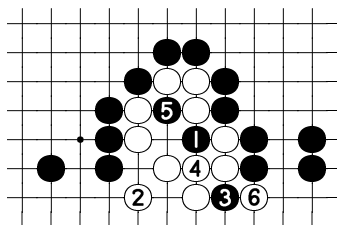
Solution to Problem 5



Dia. 6

If White connects with 2 then all the stones are doomed. 5 is the tesuji—now White cannot live.

It would be better for White to give up the three stones at the top and live with the rest—see the sample line below.



Dia. 7

EXPLANATION OF JAPANESE TERMS

Where space permits less common terms are explained in footnotes. If no explanation is provided then take a look at:

www.britgo.org/general/definitions

www.britgo.org/bgj/glossary.html

or search senseis.xmp.net/.

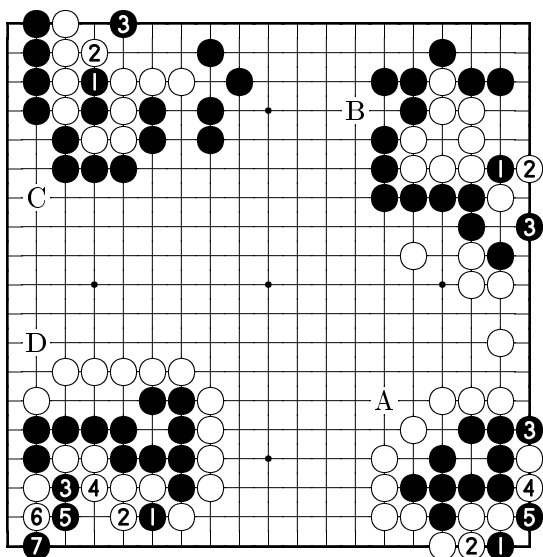
Please let the Editor know if the term is still not found. One of the experts can then write an article to explain it ☺

DAVID WARD'S PROBLEM CORNER - ANSWERS

David Ward

dward1957@msn.com

Here are the solutions to the problems on page 10.



USEFUL WEB AND EMAIL ADDRESSES

Journal comments and contributions: journal@britgo.org

Email for general BGA enquiries: bga@britgo.org

BGA website: www.britgo.org/

BGA email list: gotalk@britgo.org

used for general discussion and announcements— to join visit:

lists.britgo.org/cgi-bin/mailman/listinfo/gotalk

For discussion of how the BGA operates: bga-policy@britgo.org

To join, visit:

lists.britgo.org/cgi-bin/mailman/listinfo/bga-policy

Newsletter Editor: jil.segerman@gmail.com

Newsletter Distribution contact: mem@britgo.org

UK CLUBS LIST

The up-to-date clubs list, with a map of the UK, many 'phone and email contacts, and links to club webpages, is available at:

<http://www.britgo.org/clublist/clubsmap.html>

Please send corrections and all new or amended information to the Journal and Newsletter editors and Website maintainer via club-list@britgo.org

Recent changes are at: <http://www.britgo.org/clublist/update.txt>

Please subscribe to the email Newsletter for more frequent updates.

ABERDEEN

Aidan Karley and Russell Ward, aberdeen-go-owner@yahoogroups.com.

Meets: Friday 18:15 to about 22:30, Kilau coffee shop, Little Belmont Street, Aberdeen. <http://games.groups.yahoo.com/group/aberdeen-go/>

ARUNDEL

Sue Paterson, suepat812@btinternet.com, 07549 898376.

Meets: Sunday, last in month, 1 Town Quay, River Rd, Arundel, West Sussex BN18 9DF. Please ring first to confirm it's on.

BARMOUTH (Also called WEST WALES)

Baron Allday, 01341 280365; Philip Ward-Ackland, wardackland@yahoo.co.uk.

Meets: By arrangement.

BATH

Paul Christie, paul@widcombe.me.uk, 01225 428995;

Ian Sharpe, ian@iansharpe.com.

Meets: Tuesday 19:30, The Dolphin Inn, 103 Locksbrook Road, Bath, BA1 3EN.
<http://www.bathgo.org/>

BELFAST

Ian Davis, ian.davis29@btinternet.com, 07597 070201 (mobile).

Meets: Monday 19:00, Function Room, Belfast Boat Club, Table Top North society, BT9 5FJ. <http://www.tabletopnorth.org/>
<http://belfastgo.yolasite.com/>

BILLERICAY (Also called ESSEX)

Guy Footring, Guy@Footring.demon.co.uk, 01277 623305.

Meets: Monday 19:30. <http://www.footring.demon.co.uk/BillericayGo/>

BIRMINGHAM

Mark Winters, dragon@veedo.co.uk.

Meets: Saturday 13:30, Costa Coffee, New St. opposite Café Rouge which used to be a Pizza Hut, near Victoria Square. <http://brumgo.proforums.org/>

BOLTON

Joe Stephenson, joestephenson@ntlworld.com.

BORDERS

Ron Bell, ronbell@silverhow.me.uk.

Meets: Monday 19:30, Greenwells - Ron Bell's House, Gattonside near Melrose and Galashiels.

BOURNEMOUTH

Marcus Bennett, 01202 512655.

Meets: Tuesday 20:00, 24 Cowper Road, Moordown, Bournemouth, BH9 2UJ.

BRACKNELL

Ian Marsh, ianmarshgo@aol.com, 01344 422296;

Laurence Anderson, laurence.anderson@ntlworld.com, 01276 686333.

Meets: Tuesday 20:00, The Green Man, Crowthorne Road, Bracknell, RG12 7DL.
<http://www.britgo.org/clubs/bracknell.html>

BRADFORD

Ewen Pearson, ewen.pearson@hotmail.com, 01274 598980.

Meets: Wednesday 19:30, The Noble Comb, Quayside, Salts Mill Road, Shipley, BD18 3ST. <http://www.britgo.org/clubs/bradford.html>

BRIGHTON (Also called SUSSEX UNIVERSITY)

Jil Segerman, jil.segerman@gmail.com, 07920 865065 or 01273 470346;

Sue, 07549 898376; Jim, 07811 583802; Marcus, 01243 514128 (work), 01273 205972 (home).

Meets: 20:00, Swan Inn, Middle Street, Falmer, Brighton BN1 9PD. Just off the A27 near the University of Sussex campus. meets most weeks but not on a regular day, contact Jil or Sue;

20:00, The Battle of Trafalgar, 34 Guildford Rd, Brighton, BN1 3LW. Very near Brighton Station. Only occasionally here, contact Marcus or Jim.

BRISTOL

Paul Atwell, Paul5Bristolgo@aol.com, 0117 949 0924 (home), 0117 908 9622 (fax), 0781 195364 (mobile); Bob Hitchens, bob@hitchens10.freemove.co.uk.

Meets: Wednesday 19:30, King George VI, Filton Av, (Corner of Station Road) Filton. Regular meetings now resumed. <http://bristolgo.co.uk/>

CAMBRIDGE CHESS AND GO CLUB

Paul Smith, andreapaul@ntlworld.com, 01223 563932.

Meets: Wednesday 18:15 – 19:45. <http://www.chessgo.org.uk/>

CAMBRIDGE UNIVERSITY AND CITY

Andrew Kay, ak524@cam.ac.uk.

Meets: Monday during University terms, from 20:00, The Buttery, Clare College, Cambridge, CB2 1TL;

Wednesday 19:30 – 21:00, St Augustine's Church Hall, Richmond Road (just off Huntingdon Road), Cambridge, CB4 3PS;

Thursday 19:00 – 21:00, either in the TV room or adjacent room, 3rd floor, the University Centre, Mill Lane, Cambridge, CB2 1RU;

Friday 19:00 – 21:00, CB1, 32 Mill Road, Cambridge, CB1 2AD;

Saturday 17:00 onwards. Informal meetings at CB1, 32 Mill Road (normally);

Sunday 16:00 onwards. Informal meetings at CB1, 32 Mill Road (normally).

<http://www.cam.ac.uk/societies/cugos/>

CARDIFF (Also called SOUTH-EAST WALES)

Neil Moffatt, neil.moffatt@ntlworld.com, 029 2041 2539.

Meets: Tuesday 19:00 – 23:00, Ocean Palace Chinese Restaurant, 48 Tudor Street, Riverside, Cardiff. CF11 6AJ .

<http://www.learn.go.co.uk/CardiffGo.html>

CHARLTON CHESS CLUB

Tony Stebbings, charltonchess@yahoo.co.uk.

Meets: Tuesday 19:30, Charlton House, Charlton Road, London, SE7 8RE.

As well as chess, the club encourages other board games of skill.

<http://www.communicate.co.uk/london/charltonchess/>

CHELTENHAM

Adam Watts, 07403475573.

Meets: Thursday 19:30, various places.

CHESTER

Tony Pitchford, tony@towbarsdirect.co.uk, 01925 730583.

Meets: Wednesday 20:00, Ye Olde Custom House Inn, 65-67 Watergate Street, Chester, CH1 2LB. <http://www.britgo.org/clubs/chester.html>

CORK

Meets: Wednesday 19:00 – 22:00, UCC (University College Cork), Cork.
<http://www.corkgo.org/>

DUBLIN

Club contact, dublin@irish-go.org.

Meets: Monday and Wednesday except Bank holidays. About 20:30 – 21:00 onwards, Larry Murphy's, Corner of Baggot Street and Fitzwilliam Street.
<http://www.irish-go.org/clubs-tournaments/Dublin/>

DUNDEE

Peter Clinch, p.j.clinch@dundee.ac.uk, 01382 665322.

Meets: Monday from 20:00, Mennie's, aka the Speedwell Bar, 165-167 Perth Road, DD2 1AS.

<http://www.personal.dundee.ac.uk/~pjclinch/dundeegoclub/>

DURHAM

Jenny Radcliffe, go.club@dur.ac.uk.

Meets: Monday 20:30, The Bar, Ustinov College, Howlands Farm, Durham, DH1 3TQ; Thursday 19:30, The Elm Tree pub, Crossgate.

<http://www.dur.ac.uk/go.club/>

EDINBURGH

Phil Blamire, 0131 663 0678; Alan Crowe, alan@cawtech.demon.co.uk.

Meets: Monday 19:00, Meadows Bar, 42-44 Buccleuch Street, EH8 9LP; Wednesday 19:30, Alan Crowe's flat (1F1), 34 Haymarket Terrace. Now regular meetings are confirmed. <http://www.edinburghgoclub.co.uk/>

EPSOM

Paul Margetts, Paul.Margetts@cognex.com, 020 8393 2627.

Meets: Wednesday 19:00 – 22:30, Paul and Yvonne's house, Epsom, Surrey, KT17 3BN. By arrangement with Paul. <http://www.yuhong.co.uk/>

EXETER

David Storkey, DaveStorkey@netscape.net, 01392 461182.

Meets: Wednesday 19:00, upstairs at Georges Meeting House, South Street, Exeter, EX1 1ED.

FIFE (Also called WEST FIFE)

Colin Robertson, carobertson141@hotmail.com.

Meets: Alternate Mondays, when possible.

GALWAY

Richard Brennan, richardkbrennan@eircom.net.

Meets: Wednesday, Westwood House Hotel bar.

GLASGOW

John O'Donnell, jtod@dcs.gla.ac.uk,

0141 339 0458 (home), 0141 330 5458 (work).

Meets: Thursday 20:00 except during holidays, Tchai-ovna tea house, Otago Lane. Temporary venue. <http://www.dcs.gla.ac.uk/~jtod/go/>

GLENROTHES

Alan Stewart, alan_r_stewart@hotmail.com, 01592 772247.

Meets: Wednesday around 19:00, 63 Braemar Gardens, Glenrothes, Fife, KY6 2RF. <http://www.glenrothesgoclub.co.uk/>

HASTINGS (Also called EASTBOURNE)

Patrick Donovan, bootlepop67@yahoo.co.uk, 01323 640552.

Meets: By arrangement.

HEWLETT-PACKARD BRISTOL

Andy Seaborne, andy_seaborne@hp.com,
0117 950 7390 (home), 0117 312 8181 (work).

Meets: Wednesday and Friday 12:00, Hewlett Packard. Please contact in advance to ensure there are players available.

HINSTOCK (Also called NORTH SHROPSHIRE)

Roger Huyshe, roger.huyshe@btinternet.com, 01952 550361.

Meets: By arrangement.

HULL

Mark Collinson, micollinson@micollinson.karoo.co.uk, 01482 341179.

Meets: Irregular Wednesdays, 12 Fitzroy St, Beverley Rd, Hull, HU5 1LL. Phone for details.

ISLE OF MAN

Leo and David Phillips, leo@manx.net, 01624 612294, 07624 473688 (mobile);
Also, celia@manx.net.

Meets: Sunday 20:00.

LANCASTER (Also called GREGSON)

Adrian Abrahams, adrian_abrahams@btopenworld.com, 01524 34656.

Meets: Wednesday 19:30, Gregson Community Centre, 33 Moorgate, Lancaster, LA1 3PY.

LEAMINGTON

Matthew Macfadyen, matthew@jklmn.demon.co.uk, 01926 624445.

Meets: Thursday 19:30, 22 Keytes Lane, Barford, Warwickshire, CV35 8EP.

LEEDS UNIVERSITY GO CLUB

Jitse Niesen, jitse@maths.leeds.ac.uk.

Meets: Tuesday 17:30 – 20:00, Leeds University Union, Leeds.

Non-students, beginners and strong players are always welcome.

LEICESTER

Richard Thompson, richard@leicestergoclub.org.uk;

Toby Manning, 01530 245298.

Meets: Thursday 19:45, Stephen Bashforth's house, Mayfield, Station Road, Kirby Muxloe, Leicester. <http://www.leicestergoclub.org.uk/>

LINCOLN

Richard Leedham-Green, richard.leedham-green@ntlworld.com.

Meets: Wednesday 19:00 – 22:00, The Victoria Pub
(<http://www.victoriapub.net/>), near the castle. 2nd Wed of the month 7pm to 10pm in the function room.

LONDON CITY

David Carter-Hitchin, david@carter-hitchin.clara.co.uk.

Meets: Friday 18:00, Melton Mowbray pub, Marlborough Court, 14-18 Holborn, London EC1N 2LE. (please phone or email to guarantee a table).
<http://www.citygoplayers.org.uk/>

LONDON, CENTRAL

Jonathan Turner, je_turner@hotmail.com, 07968 538881 (mobile).

Meets: Saturday 14:00 – 21:00, Nippon Club Salon, 2nd floor, Samuel House, 6 St Albans Street, (off Jermyn Street) London, SW1Y 4SQ. Behind Mitsukoshi Department Store on Lower Regent Street. (Parallel and between it and Haymarket.) Three minutes from Piccadilly Circus Underground. At the entrance, ring the bell for Nippon Club to get in. Board fees £4 for a non-member and £3 for a member. Annual membership is £10 as of January 2010. <http://londongo.org.uk/clgc/aboutus.php>

LONDON, EAST (Also called WANSTEAD)

Ken Kneller, sec@wansteadgoclub.org.uk, 020 8853 3749.

Meets: Thursday 19:00, Wanstead House, 21 The Green, Wanstead, E11 2NT.
<http://www.wansteadgoclub.org.uk/>

LONDON, IMPERIAL COLLEGE (Also called IMPERIAL COLLEGE)

Yu-Xi Chau, yu.chau@imperial.ac.uk.

LONDON, NIPPON CLUB IGO KAI

Kiyohiko Tanaka (KGS: matta), gokichi@tanaka.co.uk, 07956 594040 (mobile).

LONDON, NORTH

Michael Webster, nlgoclub@gmail.com.

Meets: Tuesday 19:45, Gregory Room, Parish Church, Church Row, Hampstead, NW3 6UU. <http://www.britgo.org/clubs/lonn.html>

LONDON, NORTH WEST

Keith Rapley, rapleykeith@hotmail.com.

<http://www.britgo.org/clubs/lonnw/>

LONDON, SOUTH (Also called PUTNEY)

David Cantrell, david@cantrell.org.uk.

Meets: Monday 19:30, The Balham Bowls Club, 7-9 Ramsden Road, Balham, SW12 8QX. 1 minute walk from Balham station. <http://southlondongo.com/>

LONDON, TWICKENHAM (Also called TWICKENHAM)

Colin Maclennan, colin.maclennan@btopenworld.com, 020 8941 1607.

Meets: Wednesday 20:00, The Alexander Pope Hotel (formerly the Pope's Grotto hotel), Cross Deep, Twickenham, Middlesex, TW1 4RB.

<http://www.britgo.org/clubs/twick.html>

MACHYNLLETH

Jo Hampton, doofy@clara.co.uk, 01654 700028, 07990 501060 (mobile).

Meets: Tuesday 17:30, White Lion, Machynlleth.

MAIDENHEAD

Iain Attwell, 01628 676792.

Meets: Friday 20:00, various places. <http://www.maidenheadgoclub.com/>

MANCHESTER

Chris Kirkham, 0161 903 9023.

Meets: Thursday 19:45, The Town Hall Tavern, 20, Tib Lane, Manchester, M2 4JA. <http://www.cs.man.ac.uk/~chris/mango.html>

MANCHESTER UNIVERSITY GO SOCIETY

Contact: go_soc@hotmail.com.

Meets: Monday 17:00, Atrium Bridge, Alan Turing Building, Upper Brook Street (46 on campus map). <http://www.umsu.manchester.ac.uk/go/>

MID-CORNWALL

Paul Massey, 07966 474686 (mobile).

Meets: Tuesday 20:00, Glenview Farm, Wheal Buller, Redruth, Cornwall TR16 6ST.

MIDDLESBROUGH (Also called TEESSIDE)

Matthew Holton, M.D.Holton@tees.ac.uk.

MILTON KEYNES (Also called OPEN UNIVERSITY)

Tim Hunt, T.J.Hunt@open.ac.uk, 07850 119939;

Clari Gosling, C.H.Gosling@open.ac.uk.

Meets: Monday 12:30, The Cellar Bar, The Open University, Walton Hall, Milton Keynes, MK7 6AA;

Monday 18:30, The Wetherspoons pub, 201 Midsummer Boulevard, Central Milton Keynes, MK9 1EA. <http://www.britgo.org/clubs/mk/>

NEWCASTLE

Tom Coulthard, tomcoulthard@hotmail.com, 0191 226 0014.

Meets: Thursday 19:30, Tom Coulthard's house, 17 Curtis Road, Fenham, Newcastle Upon Tyne.

NORWICH AND NORFOLK

Tony Lyall, norwich-go-club@hotmail.co.uk, 01603 613698.

NOTTINGHAM

Brent Cutts, brent.cutts@boots.co.uk, 0115 959 2404.

Meets: Wednesday 18:30 – 22:00 (1st and 3rd in month), Bugman's Bar at Games Workshop, Willow Road, Lenton, Nottingham NG7 2WS. You don't have to be there for the whole time! Come and go as you please. Please check with the club secretary before attending;

Wednesday 19:30 – 22:30, The Last Post, Chilwell Road, Beeston, NG9 1AA. Again you don't have to be there for the whole time. For new members or visitors please check with Brent, the club secretary, before attending, as sometimes a Wednesday meeting is cancelled.

<http://games.groups.yahoo.com/group/nottsgoclub/>

NOTTINGHAM - UNIVERSITY OF NOTTINGHAM GO CLUB

Laurence Ogden, lexl01@nottingham.ac.uk, 07504661223.

Meets: Tuesday term-time 19:30 – 22:00, Trent building.

OXFORD CITY

Harry Fearnley, harryfearnley@gmail.com, 01865 248775 (home).

Meets: Tuesday and Thursday 19:00 – 22:30, Freud's Cafe Restaurant (always check web site for changes), 119 Walton Street, Oxford, OX2 6AH.

<http://www.britgo.org/clubs/oxford.c.html>

OXFORD UNIVERSITY

Mark Amery, Mark.Amery@queens.ox.ac.uk 07722 003960.

Meets: Monday 19:30 – 23:00, Weeks 1-8 of term only, Swan and Castle, JD Wetherspoons pub, Castle Street, Oxford, OX1 1LY. Check the website for latest info. <http://www.britgo.org/clubs/oxford.u.html>

PURBROOK (NEAR PORTSMOUTH)

Peter Wendes, pwendes@hotmail.com, 02392 267648.

Meets: Most Thursday evenings, normally Peter's house, but if he is away Mike and Suzi's. Phone to confirm. <http://www.britgo.org/clubs/purbrook/>

READING

Jim Clare, jim@jaclare.demon.co.uk, 0118 950 7319.

Meets: Monday 18:30 (except bank holidays), Eclectic Games, 36 Market Place, Reading RG1 2DE. (from 21st June). <http://britgo.org/clubs/reading>

SHEFFIELD

Phil Barker, phil-and-jean@tiscali.co.uk, 0114 255 1440 (home).

Meets: Sunday 19:45, Hillsborough Hotel, 54-58 Langsett Road, Hillsborough, Sheffield, S6 2UB.

SKYE

Carel Goodheir, carelgoodheir@gmail.com, 01478 612909;
Jurriaan Dijkman, givendale@gmail.com, 01478 612183, 07554 434215 (mobile).

Meets: Tuesdays 19:30, Tongadale Hotel, Wentworth Street, Portree, Isle of Skye. for Winter.

ST ALBANS

Mike Cockburn, cockburnm@yahoo.co.uk, 01727 834035;

Alan Thornton, 01442 261945;

Alain Williams, addw@phcomp.co.uk, 0787 668 0256 (mobile), 01923 676157 (home).

Meets: Wednesday 20:00 (players normally present from 19:30), The White Lion, 91 Sopwell Lane, St Albans, AL1 1RN. Non-regular visitors should ring to confirm a meeting. <http://stalbans-go.org.uk/>

ST ANDREWS

Callum Young, gosoc@st-andrews.ac.uk;

Edwin Brady, eb@cs.st-andrews.ac.uk.

Meets: Wednesday 20:30, The Whey Pat Tavern, 1 Bridge St, KY16 9EX.

Any lunchtime, by arrangement.

<http://www.st-andrews.ac.uk/~goclub>

SWINDON

David King, secretary@swindongoclub.org.uk, 01793 521625.

Meets: Wednesday 19:30, The Check Inn, 79 Woodland View, North Wroughton, Nr Swindon, Wiltshire, SN4 9AA; Sunday night, The Beehive, Prospect Hill. <http://www.swindongoclub.org.uk/>

WALSALL GO CLUB

Paul Trebbett, paultrebbett@blueyonder.co.uk, 01922 429349.

Meets: By arrangement, can cover Birmingham to Wolverhampton and points above & below.

WARWICK UNIVERSITY

Anees Ahee, go@uwcs.co.uk.

Meets: Wednesday during University term 17:00 – 19:00, Varied. Please check web page for Location of meeting each week; Saturday during University term from 17:00 – 19:00, Varied. Please check web page for Location of meeting each week. <http://www.warwickgo.co.uk/>

WEST CORNWALL (Also called PENZANCE)

John Culmer, johnculmer@btinternet.com, 01326 573167.

Meets: Thursday 20:00, John Culmer's house, Rose-in-Vale, Gweek, Helston, TR12 7AD. <http://www.johnculmer.btinternet.co.uk/go/wcgc.html>

WEST SURREY (Also called GUILDFORD)

Pauline Bailey, pab27@stocton.org, 01483 561027.

Meets: Monday 19:30 – 22:00 except bank holidays.

<http://www.stocton.org/go.htm>

WINCHESTER (Also called HURSLEY)

Alan Cameron, alan.cameron@iname.com, 01794 524430 (home), 07768 422082 (work).

Meets: Wednesday 19:00, The Black Boy Public House, 1 Wharf Hill, Bar End, Winchester, SO23 9NQ. Just off the M3, Southside of Wharf Hill.

<http://www.britgo.org/clubs/winch.html>

WORCESTER AND MALVERN

Edward Blockley, 01905 420908.

Meets: Wednesday 19:30.

YEOVIL

Julian Davies, GoStone@gmail.com, 01935 423046.

Meets: Thursday 19:45, Mason's Arms, 41 Lower Odcombe, Odcombe, Yeovil BA22 8TX.

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COLLECTING GO VII—JAPANESE GO POSTCARDS

Tony Atkins

ajaxgo@yahoo.co.uk

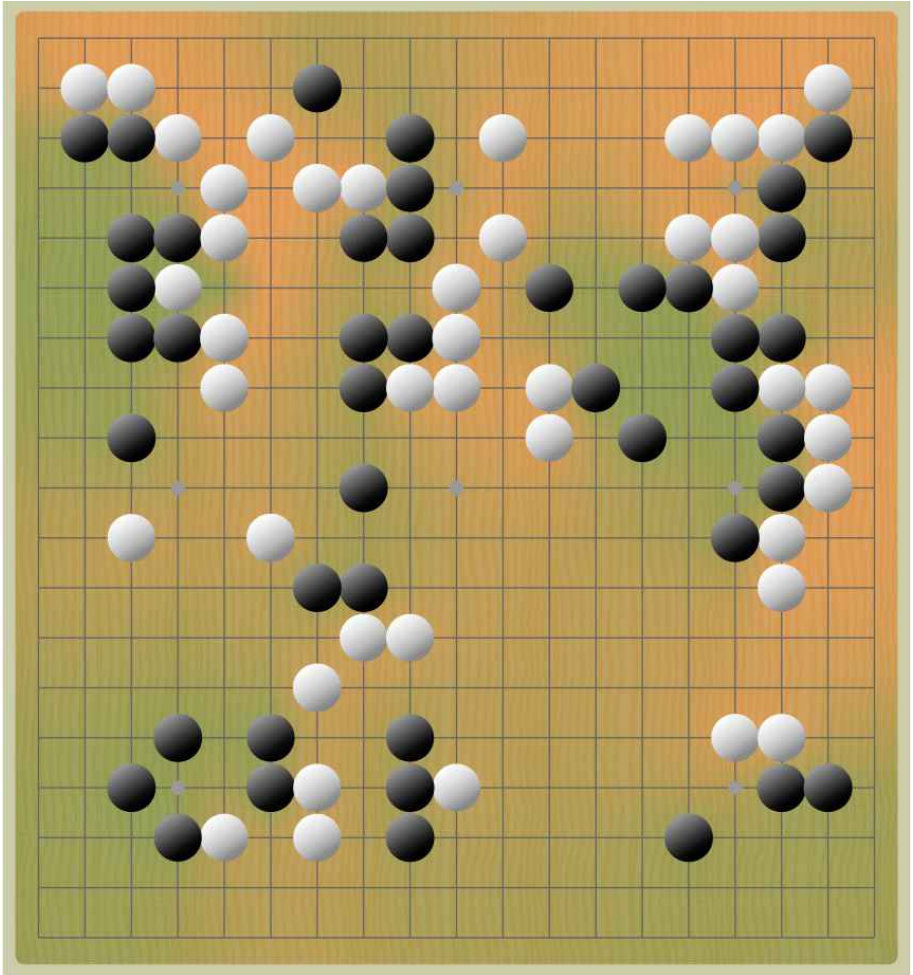
There have been several sets of Go postcards issued commercially. They usually come in an illustrated cardboard cover. This is the normal way of selling postcards in Japan; the sale of single cards at tourist sites is all but unheard of.



From the top left, the packs shown are, firstly, two issued by Ishi Press in 1990 and sold then by the BGA. There were eight designs in each pack, with each card showing one of the classic Japanese ukiyo-e woodblock prints which are always a feature on the cover of Go World magazine. Indeed they will all be familiar to Go World readers. Set two cover shows a samurai tying his shoe lace on a Go board and set one shows a horseman about to prove his skill by balancing his horse on a board.

The other four sets of six cards each have been issued by the Nihon Ki-in and purchased from their shop at their Tokyo headquarters. One is a set of prints and paintings of women at play and another set is of the gods at play. The third set (bottom left) features sketches of a cartoon man, with a big head, that fill less than a quarter of the card. The fourth set is modern drawings by six different artists. Two of the cards feature turtles at play, but the most delightful is the small girl beating her pipe-smoking father.





An illustration of who has what territory, based on a Monte-Carlo UCT analysis—the method used in the latest Go-playing computer programs. More in a future article.