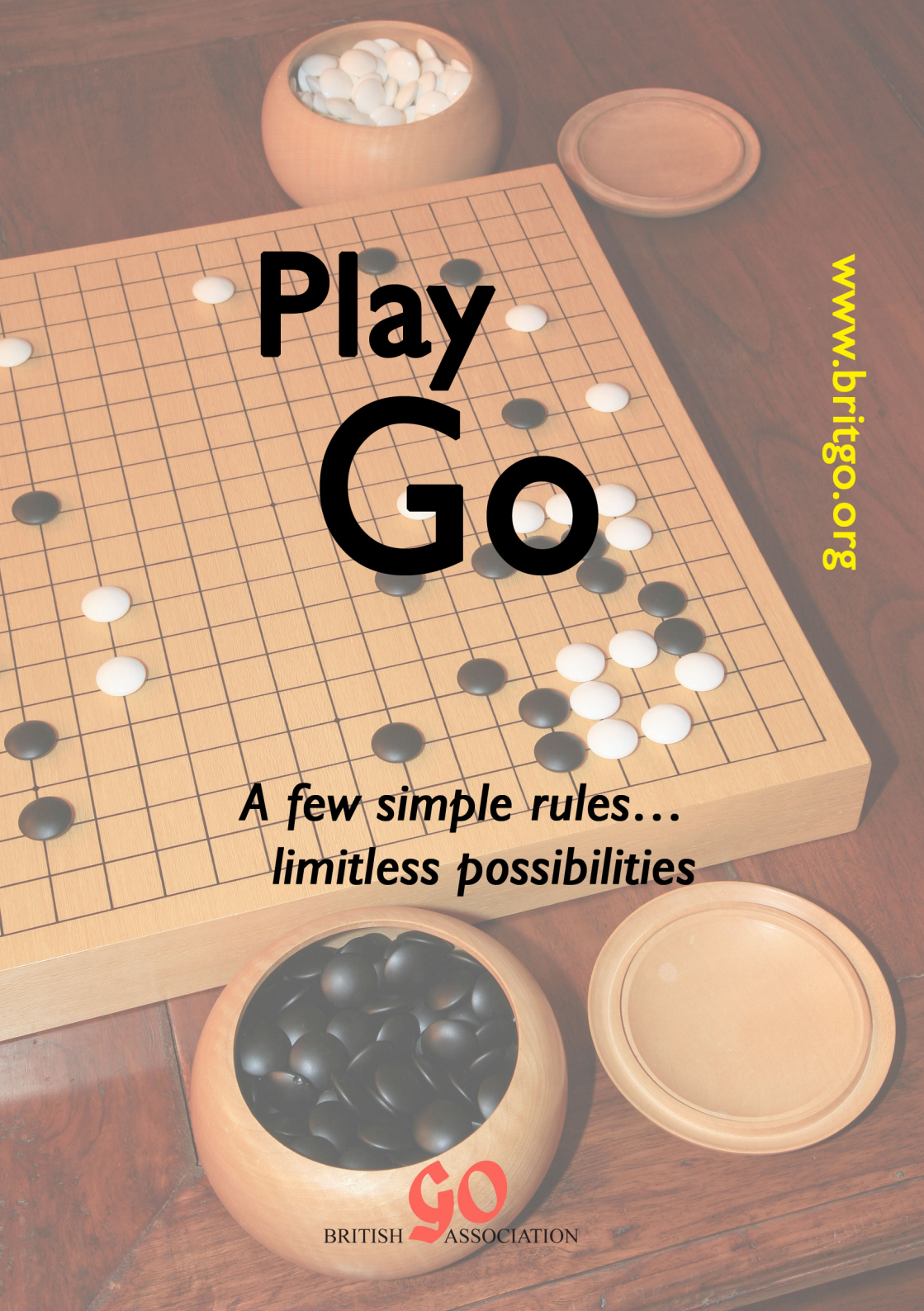
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Playing on a traditional Japanese Go Board

GO IS UNIQUE

The history of Go stretches back some 3000 years and the game has remained essentially unchanged throughout this very long period. The game probably originated in China. Legend has it that the future of Tibet was once decided over a Go board when the Buddhist ruler refused to go into battle; instead he challenged the aggressor to a game of Go.

In the Far East Go enjoys great popularity today, and interest in the game is growing steadily in Europe and America. Like Chess, Go is a game of skill — it has been described as being like four Chess games going on together on the same board — but it differs from Chess in many ways. The rules of Go are very simple and though, like Chess, it is a challenge to players' analytical skills, there is far more scope in Go for intuition.

Go is a territorial game. The board, marked with a grid of 19 lines by 19 lines, may be thought of as a piece of land to be shared between the two players. One player has a supply of black pieces, called stones, the other a supply of white. The game starts with an empty board and the players take turns, placing one stone at each turn on a vacant point. Black plays first, and the stones are placed on the intersections of the lines rather than in the squares. Once played, stones are not moved. However they may be surrounded and so captured, in which case they are removed from the board as prisoners.

Players normally start by staking out their claims to parts of the board which they intend eventually to surround and thereby make into territory. However, fights between opposing groups of stones provide much of the excitement in a game, and can result in dramatic exchanges of territory. At the end of the game the players count one point for each vacant intersection inside their own territory, and one point for every stone they have captured. The one with the larger total is the winner.

Capturing stones is certainly one way of gaining territory, but one of the subtleties of Go is that aggression doesn't always pay. The strategic and tactical possibilities of the game are endless, providing a challenge and enjoyment to players at every level. The personalities of the players emerge very clearly on the Go board. The game reflects the skills of the players in balancing attack and defence, making stones work efficiently, remaining flexible in response to changing situations, timing, analysing accurately and recognising the strengths and weaknesses of the opponent. In short, Go is a game it is impossible to outgrow.

Why is Go special?

As an intellectual challenge Go is extraordinary. The rules are very simple, yet it resists all attempts to program computers to play Go at the top level. Even the best programs, the results of many years development, are still beaten by experienced players. Go offers major attractions to anyone who enjoys games of skill:

- There is great scope for intuition and experiment in a game of Go, especially in the opening. Like Chess, Go has its opening strategies and tactics, but players can become quite strong knowing just a few basic patterns.

- A great advantage of Go is the very effective handicapping system. This enables players of widely differing strengths to play each other on equal terms without distorting the character of the game.

- The object in Go is to make more territory than the other player by surrounding it more efficiently, or by attacking the opponent's stones to greater effect. On such a large board, it's possible to do somewhat badly in one area, but still to win the game by doing better on the board as a whole.
- Every game of Go quickly takes on a character of its own — no two games are alike. Since a player needs only to have more territory than the opponent in order to win, there are very few drawn games, though the outcome may hang in the balance until the very end.

A brief history

Go is one of the oldest board games in the world. In the absence of facts about the origin of the game there are various myths: for example that the legendary Emperor Yao invented Go to enlighten his son, Dan Zhu.

Although it originated in Central Asia and there are references to the game by Confucius, historically it was in Japan that the game really flourished. Introduced into Japan probably well before the 8th century, Go soon gained popularity at the imperial court and, from this auspicious beginning, took root in Japanese culture.

In 1612 the Shogun awarded stipends to the four strongest Go players. Later these stipends were extended to the players' heirs (often the strongest student) and so the four great Go schools, Honinbo, Hayashi, Inoue and Yasue, were founded. Over the next 250 years, the intense rivalry among these schools brought about a great improvement in the standard of play. A ranking system was set up, classifying professional players into 9 grades or dans, of which the highest was Meijin, meaning 'expert'. This title could be held by only one person at a time, and was awarded only if one player out-classed all his contemporaries.

The most significant advances in Go theory were made in the 1670s by the Meijin Dosaku, who was the fourth head of the Honinbo School, and possibly the greatest Go player in history. The House of Honinbo was by far the most successful of the four Go schools, producing more Meijins than the other three schools put together.

The whole structure of professional Go in Japan was undermined in 1868, when the Shogunate collapsed and the Emperor was restored to power. The Go schools lost their funding as the westernisation of Japanese society took hold. Today, the main organisation of professional Go players in Japan is the Nihon Ki-in, which with the International Go Federation fosters interest in the game throughout the world. There are now hundreds of books in print in English and more than sixty countries compete in annual World Amateur Go Championships.

Go in the Far East today

The most important Go playing countries in the Far East are Japan, China, Korea and Taiwan, all of which maintain communities of professional players. Major tournaments in these countries attract sponsorship from large companies, often newspapers publishing the games, and have a following like that of big sporting events here. Until relatively recently, the strongest players from Korea and China tended to go to Japan as professionals. Today, they are more likely to remain in their own countries where they become national heroes. There are perhaps 50 million Go players in the Far East, and many people who do not play still follow the game with keen interest.

Go in Europe

Although the game of Go had been described by western travellers to the Far East in the 17th century, it was not played in Europe until 1880, when a German, Oskar Korschelt, wrote a book about the game. After this some Go was played in Germany and Yugoslavia. However, the game was slow to spread and it was not until 1957 that the first regular European Championship was held.

Nowadays, Go is played in most European countries. The standard of play is significantly below that of the top players in the Far East, but the gap is steadily closing as more of the top European players spend time studying the game in Japan, Korea and China. Some even stay on as professionals. In 1992, a European Go Centre was opened in Amsterdam with support from Iwamoto Kaoru (then the world's oldest active professional at 90 years of age).

Go in Britain

Go has been played in Britain for at least 100 years, but was not played on an organised basis until the 1950s when the British Go Association was formed. Today, it is estimated that there are over a thousand Go players in Britain. There are more than 60 Go clubs in the UK and the standard of play compares with the rest of Europe. Matthew Macfadyen, Britain's top player in recent years, has won the European Championship four times.

A British Championship and a British Youth Championship are held every year, and there are Go tournaments throughout the country. These can attract upwards of a hundred players at all strength levels, including beginners and young players, and some include teaching sessions. An open British Go Congress has been held at a different venue each year since 1968 and the London Open is one of the major events in Europe.

The European Youth Championship in Bognor Regis attracted players from all parts of Europe

Go on the Internet

In recent years, the Internet has become a valuable resource for Go players, not only as a place for playing Go, but also as a place for teaching, learning and discussion. An enormous number of people of all strengths and nationalities play online, via Go Servers such as KGS (`www.gokgs.com`). KGS includes a number of "rooms" for both playing and discussing Go, including the "British Room", an online community of British Go players. We hold some tournaments on KGS, including an inter-club league and a student tournament.

There are also "turn-based" or "correspondence" Go servers, such as the Online Go Server (OGS; `www.online-go.org`). These allow games to be played over a longer period, for example a few turns per day, or even a turn every few days.

Also, many players, including professionals, play on the Pandanet server (`www.pandanet-igs.com`).

Pair Go

Pair Go is a form of Go played by teams of two, a male and a female, with no conferring. It is the "Mixed Doubles" of Go. It was introduced in Japan in the 1980s with the aim of promoting Go as a more social activity and attracting more female players to tournaments.

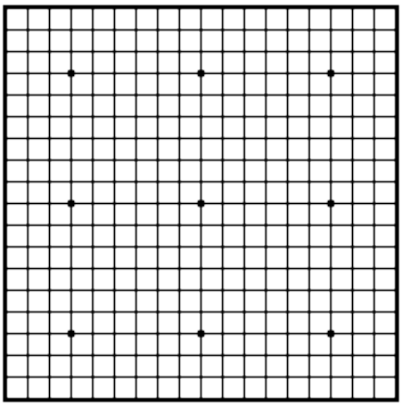
Pair Go has a special etiquette which involves avoiding bad manners and attitude. The environment for Pair Go events is pleasant and higher than the usual standard, as is the standard of dress. In order to encourage this, a Best Dressed prize is traditionally awarded at all Pair Go events.

The first International Amateur Pair Go Championship was held in 1990. In Britain, there is an annual British Pair Go Championships, which has been held since 1991. A Pair Go side event also takes place at the London Open. Additionally, Pair Go is often played less formally at other tournaments and in clubs.

Pair Go at the World Mind Sports Games [Great Britain (left) vs Italy]

How to Play

Although the normal size of a Go board is 19 by 19 lines, it is possible to use smaller sizes. A quick game can be played on a 13 by 13 board without losing the essential character of the game. The following examples all use a 9 by 9 board.
We recommend that beginners learn the basics on a 9 by 9 board, moving up to a 13 by 13 board after a few games and only playing on a 19 by 19 board if you can play a complete game within 15 minutes and are comfortable with some of the strategic concepts.



The rules

A game of Go starts with an empty board. Each player has an effectively unlimited supply of pieces (called **stones**), one taking the black stones, the other taking white. The main object of the game is to use your stones to form territories by surrounding vacant areas of the board. It is also possible to capture your opponent's stones by completely surrounding them.

Players take turns, placing one of their stones on a vacant point at each turn, with Black playing first. Note that stones are placed on the intersections of the lines rather than in the squares and once played stones are not moved. However they may be captured, in which case they are removed from the board, and kept by the capturing player as **prisoners**.

At the end of the game the players count one point for each vacant point inside their own territory, and one point for every stone they have captured. The player with the larger total of territory plus prisoners is the winner.

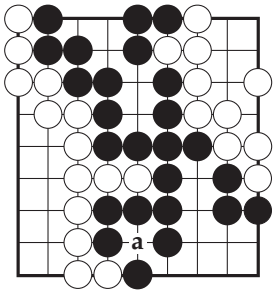


Diagram 1

Diagram 1 shows the position at the end of a game on a 9 by 9 board, during which Black captured one White stone at **a**.

Black has surrounded 15 points of territory, 10 in the lower right corner and 5 towards the top of the board. Black's territory includes the point **a** formerly occupied by the stone Black has captured. Adding the prisoner to the total, Black has 16 points. White's territory is 17 points, so White wins the game by one point.

Capturing stones and counting liberties

The empty points which are horizontally or vertically adjacent to a stone, or a solidly connected string of stones, are known as **liberties**. An isolated stone or string of stones is captured when all of its liberties are occupied by enemy stones.

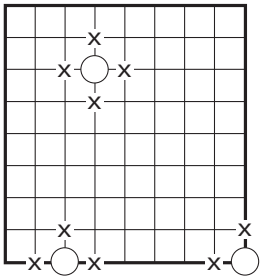


Diagram 2

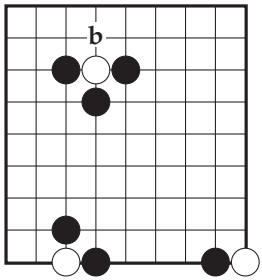


Diagram 3

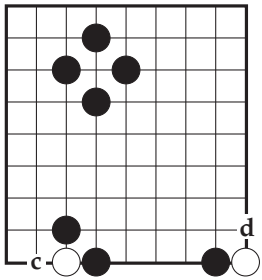


Diagram 4

Diagram 2 shows three isolated White stones with their liberties marked by crosses. Stones which are on the edge of the board have fewer liberties than those in the centre of the board. A single stone on the side has three liberties, and a stone in the corner has only two liberties.

Diagram 3 shows the same three stones of Diagram 2 each with only one liberty left and therefore subject to capture on Black's next turn. Each of these White stones is said to be in *atari*, meaning they are about to be captured.

Diagram 4 shows the position which would arise if Black went on to play at **b** in Diagram 3. Black has taken the captured stone from the board, and in a real game would keep it as a prisoner. The same remarks would apply to the other two White stones, should Black play at **c** or **d** in Diagram 4.

Strings

Stones occupying adjacent points constitute a solidly connected string. Four examples of such strings of stones are shown in Diagram 5. It is important to remember that only stones which are horizontally or vertically adjacent are solidly connected; diagonals do not count as connections. Thus, for example, the two marked Black stones in the top left of Diagram 5 are two separate strings, not a single one.

Several strings close together, which belong to the same player, are often described as a group. So these two strings form a group.

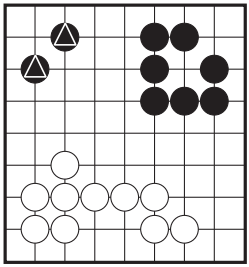


Diagram 5

Capturing strings

As far as capturing is concerned, a string is treated as a single unit. As with isolated stones, a string is captured when all of its liberties are occupied by enemy stones.

In Diagram 6 the strings of Diagram 5 have both been reduced to just one liberty. Note that the Black string in the top right is not yet captured because of the internal liberty at **f**. The two stones at the top left of Diagram 6 can each be captured independently at **g** or **h**.

In Diagram 7 we see the position which would result if Black captured at **e** and White captured at **f** and at **g**. The remaining Black stone could be captured at **h**. As with the capture of a single stone, the points formerly occupied by the Black string have become White territory, and vice versa.

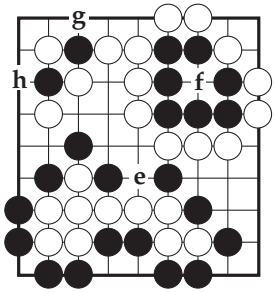


Diagram 6

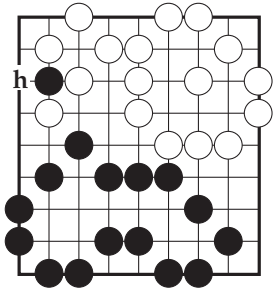


Diagram 7

> A player may not self-capture, that is play a stone into a position where it would have no liberties or form part of a string which would thereby have no liberties, unless, as a result, one or more of the stones surrounding it is captured.

Diagrams 8 and 9 illustrate the rule governing self-capture. In Diagram 8, White may not play at **i** or **j**, since either of these plays would be self-capture; the stones would then have no liberties. However, if the outside liberties have been filled, as shown in Diagram 9, then the plays at **i** and **j** become legal; they fill the last Black liberty in each case, and result in the Black stones being captured and removed from the board as White's prisoners, leaving the White stone just played with some liberties.

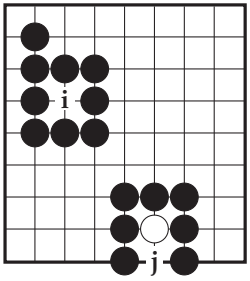


Diagram 8

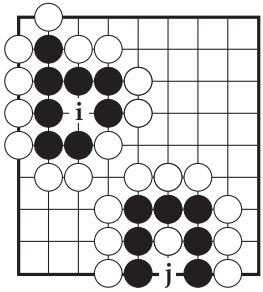


Diagram 9

Life and death and the concept of eyes

In Diagram 9, White was able to play at **i** and **j** because these plays result in the capture of the adjacent Black stones. Since White's plays capture some stones, they do not count as self-capture.

A different situation is shown in Diagram 10. The Black string here could only be captured if White were able to play at both **m** and **n**. Since the first of these plays would be self-capture, there is no way that White can carry out the capture. These two separate spaces within a string or group are known as eyes.

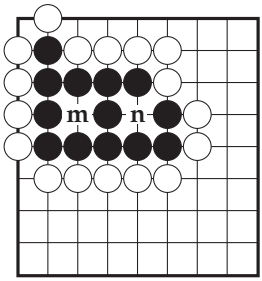


Diagram 10

> Any string or group of stones which has two or more eyes is permanently safe from capture and is referred to as a **live string** or **live group**. Conversely, a string of stones which is unable to make two eyes, and is cut off and surrounded by live enemy strings, is called a **dead string** since it is hopeless and unable to avoid eventual capture.

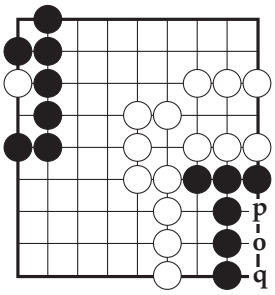


Diagram 11

In Diagram 11, the Black string at the bottom is in danger of being captured. To ensure that Black's string has two eyes, Black needs to play at **o**. If White plays at **o**, the Black string will no longer be able to make two eyes, and cannot avoid eventual capture; White can always fill in the outside liberties and then play at **p** and at **q**. Black plays at **p** or **q** would only hasten the string's death.

The Black string at the top left of Diagram 11 is already alive even though there is a White stone inside one of its eyes. Since White can never capture the Black stones, the White stone caught inside the string cannot be saved.

In the course of a real game, players are not obliged to complete the capture of an isolated dead string once it is clear to both players that the string is dead. We call this a **hopeless string**. In Diagram 11, once White has played at **o**, the situation may be left as it is until the end of the game. Then, the hopeless strings are simply removed from the board and counted together with the capturing player's other prisoners.

The *ko* rule

At the top of Diagram 12, Black can capture a stone by playing at **r**. This results in the situation at the top of Diagram 13. However, this stone is itself vulnerable to capture by a White play at **u** in Diagram 13. If White were allowed to recapture immediately at **u**, the position would revert to that in Diagram 12, and there would be nothing to prevent this capture and recapture continuing indefinitely. This pattern of stones is called *ko* — a Japanese term meaning eternity. Two other possible shapes for a *ko*, on the edge of the board and in the corner, are also shown in Diagram 12.

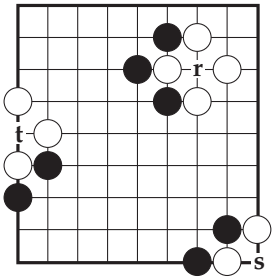


Diagram 12

The *ko* rule removes this possibility of indefinite repetition by forbidding the recapture of the *ko*, in this case a play at **u** in Diagram 13, until White has made at least one play elsewhere. Black may then fill the *ko*, but if Black chooses not to do so, instead answering White's intervening turn elsewhere, White is then permitted to retake the *ko*. Similar remarks apply to the other two positions in these diagrams; the corresponding turns at **w** and **v** in Diagram 13 must also be delayed by one turn.

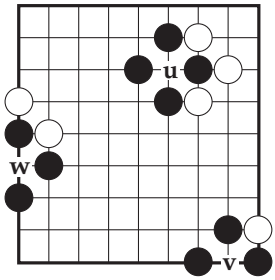


Diagram 13

Seki — a kind of local stalemate

Usually a string which cannot make two eyes will die unless one of the surrounding enemy strings also lacks two eyes. This often leads to a race to capture, but can also result in a stand-off situation, known as ***seki***, in which neither string has two eyes, but neither can capture the other due to a shortage of liberties. Two examples of *seki* are shown in Diagram 14. Neither player can afford to play at **x**, **y** or **z**, since to do so would enable the other to make a capture.

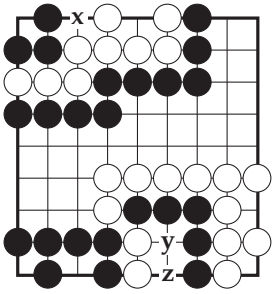


Diagram 14

The end of the game

When you think you can't gain any more territory, reduce your opponent's territory or capture more strings, instead of playing a stone on the board you pass and hand a stone to your opponent as a prisoner. A Black pass followed by a White pass ends the game (since Black played first, White must play last).

Any hopeless strings are removed and become prisoners. If you cannot agree whether a string is dead or not, then continue playing; you can then complete the capture of the disputed strings or confirm they are alive. (Playing after such a continuation does not change the score as each pass gives up a prisoner.)

The handicap system

As remarked in the introduction, one of the best features of the game of Go is its handicap system. A weaker player may be given an advantage of anything up to nine stones. These are placed on the board in lieu of Black's first turn. Once all the handicap stones have been placed in position it is White's turn to play.

Through the grading system, any two players can easily establish the difference in their strength, and therefore how many stones the weaker player should take in order to compensate for this difference. Since a player's grade is measured in terms of stones, the number of stones for the handicap is simply the difference in grade between the two players.

There is an established pattern for the placement of handicap stones, shown by the dots which are marked on any Go board. The placement for a nine stone handicap is shown in Diagram 15. Smaller handicaps are placed as follows (Black is facing the board from the bottom):

2 stones **c** and **g**

3 stones **c**, **g** and **i**

4 stones **a**, **c**, **g** and **i**

5 stones **a**, **c**, **e**, **g** and **i**

6 stones All but **b**, **e** and **h**

7 stones All but **b** and **h**

8 stones All but **e**

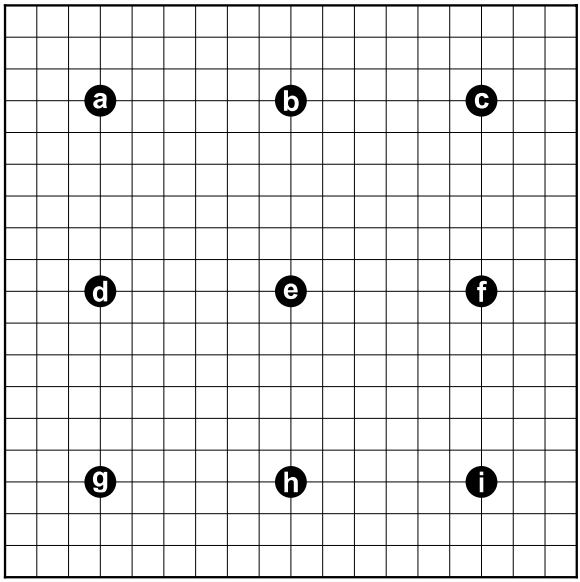


Diagram 15

Komi

Black has a natural advantage in playing the first move. So in games between players of the same strength, it is usual to compensate White for the disadvantage of playing second by adding points to White's score. These points are called ***komi***. From experience the value of playing first is about 7 points, so this is the normal size of *komi*. In tournaments, *komi* is often set at $7\frac{1}{2}$ points to avoid draws.

AN EXAMPLE GAME

The example game shown here is played on a 9 by 9 board, and illustrates most of the rules in action. It is a game played between two professionals. Try to see how the players use the threat of capture to develop their positions. Notice also how they try to connect their own stones and separate those of the opponent.

Most games of Go start fairly peacefully, with each player loosely mapping out territory in different parts of the board. In this example on a small board, Black plays first in the centre. On a larger size board play usually starts in the corners near the handicap points.

The numbers in the figures show the order in which the stones are played. In later figures, stones which have already been played are not numbered.

With ❶ and ❸ in Figure 1, Black exerts influence over the right side of the board; while with ② and ④, White lays claim to the top left corner. With ❺, Black aims to exclude White from the bottom half of the board. White leans against the lone Black stone with ⑥, reducing it to two liberties. With ❼, Black strengthens the stone at ❺ by extending to ❼, and now the string has four liberties.

If Figure 2 seems somewhat alarming, you may find it easier to look back at Figure 1 and imagine adding the stones one at a time. Better still, play the game out on a board.

After the ⑧ - ❾ exchange, White pushes towards the bottom with ⑩. Rather than defending the bottom left corner, Black changes direction with ⓫, and now tries to fence off the top right. Again White leans against the Black stone, and again Black strengthens this stone by extending to ⓭. White pushes into the gap with ⑭ and Black blocks at ⓯.

If Black succeeds in surrounding all of the area to the right and bottom of the board, Black will have more territory than White has in the top left. Accordingly, White cuts Black into two with ⑯, aiming to destroy the Black area at the bottom in the course of this attack. Note that the three Black stones to the left of ⑯ now have only two liberties.

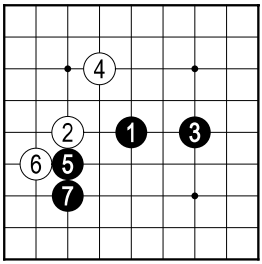


Figure 1: 1–7

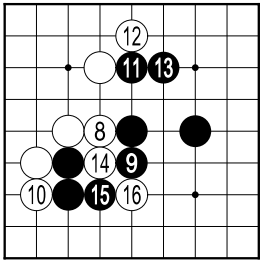


Figure 2: 8–16

Black must do something to avoid the imminent capture of the three stones cut off by White ⑯. In Figure 3, Black ⑰ and ⑲ are both threats to capture White, who flees in turn with ⑱ and ⑳ (can you see why ⑰ and ⑲ are threats?). With ㉑, Black has stabilised these strings, and White's three stones are trapped inside Black's sphere of influence.

The outcome of the game now hinges on the fate of these stones. If they die and White obtains no compensation, White will lose. If they live, or can be sacrificed in order to reduce Black's territory, White can still win the game.

White plays ㉒ in Figure 4 in an attempt to expand the position along the edge and to reduce the liberties of the Black stone at **a**. Black blocks at ㉓, preventing White from forming a living shape along the second line. With ㉔, White threatens to play at ㉕. Due to the presence of ㉒, this play would simultaneously threaten the capture of the Black stone at **a**, and of the two stones to the left of ㉕. Since either of these captures would save the White stones below, Black plays ㉕ himself, putting an end to any possibility of the White stones' escape.

Unable to escape, and with insufficient space to be able to form two eyes, White plays ㉖ on the outside. White's plan is to sacrifice the stones on the right and in the process to destroy Black's prospective territory at the bottom.

Figure 5 shows White's plan put into effect. Black really has no choice about ㉗. Black would like to defend the stone to the right of ㉖, but if White gets the chance to block at ㉗, Black's advantage in the fight will be lost. White's plays at ㉘ and ㉚ are a device to increase the value of the sacrifice; Black must play at ㉛ to prevent White from getting an eye by playing there.

With ㉜ and ㉞, White captures ㉑. Now Black must ensure the capture of the sacrificial White stones with ㉟, ㊲ and ㊴, while White creeps along the bottom with ㊱ and ㊳. Note that a play to the right of ㊳ is White's privilege. It is not urgent since it would be a mistake for Black to play there. Can you see why?

With ㊴, the fight in this part of the board comes to an end. Although White has lost 7 stones, White has captured one of Black's and succeeded in destroying the bottom area. White has even made a couple of points of territory in the bottom left corner. Furthermore, it is still White's turn to play and White is free to take the initiative elsewhere: to expand White's own area or reduce Black's; to exploit Black's weaknesses or to patch up White's own.

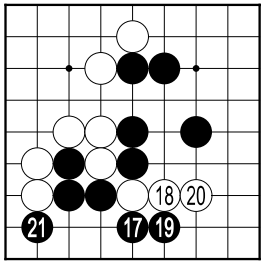


Figure 3: 17–21

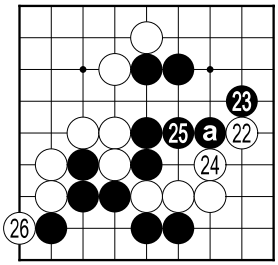


Figure 4: 22–26

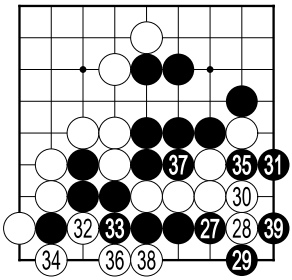


Figure 5: 27–39

Before looking at the next figure, try to decide for youself where it is most profitable for White to play.

If your guess for White's next play was somewhere near ㊵ in Figure 6 you can congratulate yourself. This is where the boundary between White's territory and Black's is still most uncertain, and the first to play here will make the greatest gain. ㊵ removes White's only weakness, the possibility of a Black cut at this point. It also prepares for White to slide into the top right and destroy prospective Black territory there.

With ㊶, Black blocks White's path, and ㊷ to ㊺ complete the boundary between the two territories here. The game is almost over. Can you see the best place for White to play next?

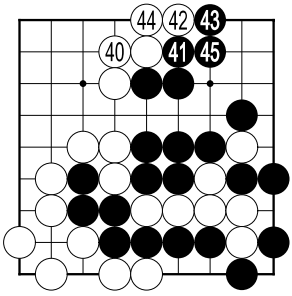


Figure 6: 40–45

White ㊻ in Figure 7 pushes into the one remaining gap in Black's wall. ㊼ shuts White out, and 48 prevents the capture of ㊻. Strictly speaking the game is over at this point, since there is nowhere that either player can play to increase their own territory or decrease their opponent's. Black would like to play at ㊿, but if so, the Black stones would have only one liberty, and White would capture them with a play to the right of ㊿.

Black ㊾ and ㊿ complete the formalities. After ㊾ and the removal of the 6 White stones, Black could play at ㊿. This would make the point to the right of ㊿ Black territory, so White plays at ㊿ to prevent a Black play there.

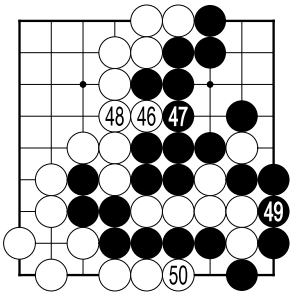


Figure 7: 46–50

Similarly, the plays in Figure 8 make no difference to the score but are played to clarify the situation and make counting easier. It is not necessary for Black to complete the capture of the isolated White stone on the right — White admits that it is hopeless. There is no point in either player playing inside the other's territory. Territory is so called precisely because it is an area which is secure against invasion. Any stone the opponent played inside it would be killed. Neither player can hope either to form a living string inside, or to escape from, the other's territory. Neither can the players hope to kill any of the opponent's other stones. All stones — except White's hopeless stone — are effectively connected, forming living strings with at least two eyes. Black passes, handing a stone to White. White then passes, handing a stone to Black, and the game is over.

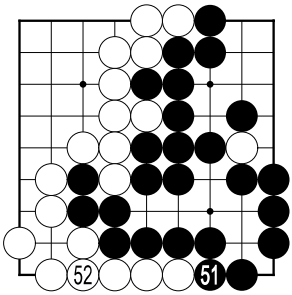


Figure 8: 51–52

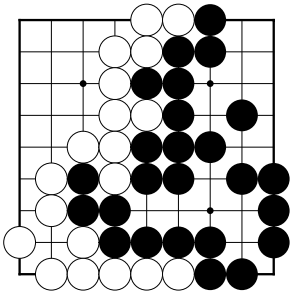


Figure 9

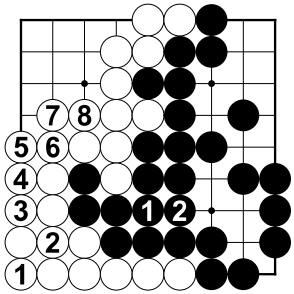


Figure 10

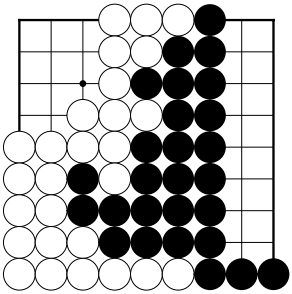


Figure 11

The result

At the end of the game, any hopeless strings are removed from the board. This results in the position shown in Figure 9.

There are 18 vacant intersections inside Black's territory, and Black has taken 8 prisoners altogether, including one when White passed, making a total of 26 points. White's total is only 21, made up of 19 points of territory, and 2 prisoners including one when Black passed, so Black has won the game on the board by 5 points. The process of counting is usually simplified as shown in Figures 10 and 11.

1. Any neutral points, that is unoccupied points which lie between Black stones and White stones, are filled by either player. In this game there are no neutral points to fill.
2. Each player puts the prisoners they have captured into their opponent's territory. This produces the position shown in Figure 10. The players' territories are reduced by one point for every stone they have had captured.
3. The territories may be re-arranged to facilitate counting. This produces Figure 11, in which we see that Black has 16 points and White has 11 points.

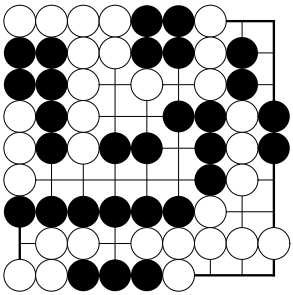
The scores in Figure 11 are the result of each player subtracting from the value of the opponent's territory the number of prisoners they have captured, rather than adding them to their own total, but the end result is the same: Black wins by 5 points. If *komi* were 7 points then White would win the game by 2 points.

This shows the end of a 19x19 game with territories re-arranged into multiples of tens to make counting easier.

PROBLEMS

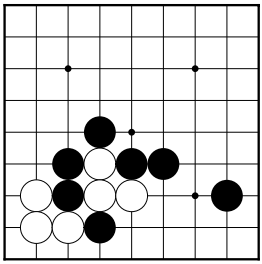
Have a go at the following! In each problem, Black plays first. The solutions are on the next page.

Problem 1



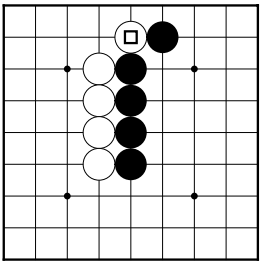
There are three places where Black can play to connect stones and prevent immediate capture. Find all of them.

Problem 2



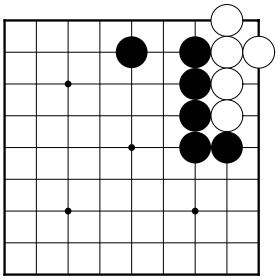
In this position, three White stones are vulnerable to capture. How should Black play in order to capture them?

Problem 3



How does Black play so that the marked stone is guaranteed to be captured?

Problem 4

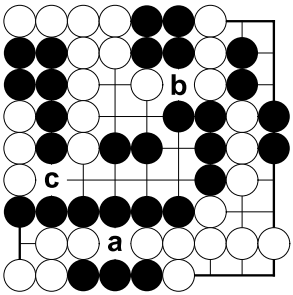


Where does Black play so that the White stones cannot avoid eventual capture?

SOLUTIONS

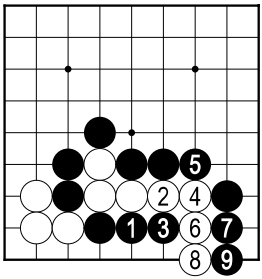
Have you been successful?

Problem 1



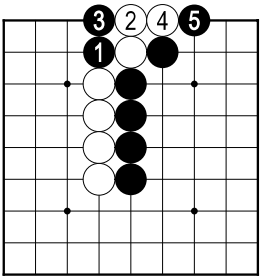
Black can play at **a** to connect three stones on the lower edge, at **b** to connect four stones on the upper edge and **c** to connect six stones on the left.

Problem 2



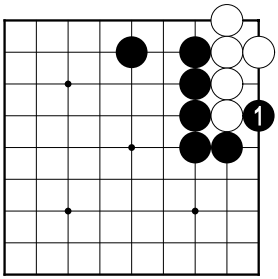
If Black plays at ❶, White cannot escape. In the sequence every Black play puts White's string into *atari*.

Problem 3



Black's play at ❶ chases White to the edge of the board, and the stones cannot escape.

Problem 4



Black must play at ❶ to capture the White stones. A White play at ❶ would make two eyes.

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British Go Association

We are a voluntary organisation promoting the game of Go in the United Kingdom. Membership is open to all on payment of an annual subscription and we support players of all standards. We:

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- make available a selection of books and equipment to members at moderate prices at tournaments and also offer a discount at selected mail-order retailers.
- produce the British Go Journal, a magazine of news, comment, instructional articles and game commentaries.
- provide an electronic newsletter for members.
- help to attract more players to the game through various promotional activities and material
- provide a comprehensive web site `www.britgo.org`

For beginners, we:

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- encourage the formation of new clubs, especially in schools, by providing "starter sets" and advising organisers.
- provide funds to promote the playing of Go by young people, in conjunction with an independent trust fund, the Castledine-Barnes Trust.

Helping players to improve, we

- provide a Game Review service by some of the country's strongest players.
- run regular teaching events throughout the UK, as well as the "Online Study Group" with strong players as teachers
- encourage strong players to visit clubs to give teaching and simultaneous games through subsidies.
- arrange teaching visits by professional players from other countries.
- support an extensive programme of tournaments during the year and maintain a UK tournament schedule. Several tournaments, including an inter-club league, are played over the internet. Other tournaments are organised by clubs, supported by us. Most tournaments are organised in such a way as to allow players of all strengths to take part.
- organise tournaments aimed specifically at younger players, including the British Youth Championships and the UK Go Challenge.

For stronger players we:

- ensure that all UK tournament results are included in the European Go ratings, an Elo-style system run by the European Go Federation. The ratings of British players are shown on our website and players are awarded dan diplomas when they have reached the appropriate level.
- provide specific coaching by professionals.
- run annual British Individual and Pair Go Championships.
- organise the UK's representation at international events, such as the World Amateur Go Championship.

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We can provide your school, educational establishment or other group with more copies of this booklet or recommend someone to teach you how to play Go.
Schools and some other groups may be eligible for assistance with the costs of providing such a Go teacher, books and playing equipment.

Contact our Youth Development Officer via email at youth-development@britgo.org or our President at president@britgo.org for more details.

BRITISH GO ASSOCIATION