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COVER: A print by Sharaku: 'Diadozan, sumo wrestler being proud of his own power'. The print tells us the boy was 8 years old, weighed 79 kg, was 120 cm tall, and had a waistline of 118 cm.

GLOSSARY OF JAPANESE TERMS

- AJI: Latent potential or threats left behind in a position.
 ATARI: Threat of immediate capture.
 GOTE: Not having, or surrendering the initiative (see SENTE).
 HANE: A contact play, 'bending round' an opponent's stone.
 JOSEKI: Fixed local sequence, usually at the start of the game and in a corner.
 KAKARI: An approach move to an opponent's corner stone.
 KIKASHI: A forcing move.
 MOYO: A large territorial framework.
 SEKI: Stalemate between two adjacent eyeless groups.
 SENTE: Having or retaining the initiative.
 SHIMARI: A corner enclosure.

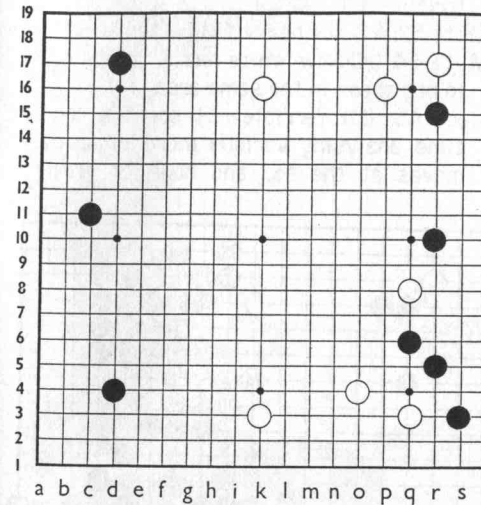
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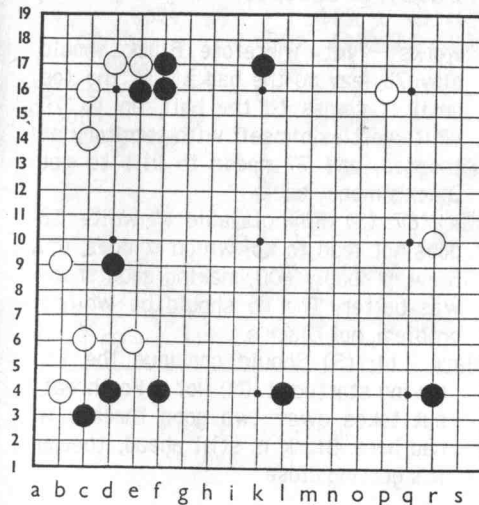
Spot the move

By Richard Granville



Problem 1. White to play.

Problem 2. Black to play.



Here are three more problems to test your sense of direction. As usual you'll be able to compare your efforts with those of a panel of dan players and a fellow hacker from the kyu ranks (not that most of our dan players aren't fond of a bit of hacking themselves!).

Look at the positions below and try and work out what part of the board you'd play in next, and what the best local move is. Try and think about the position and find a good reason for your choice.

The reader whose suggestions comes closest to those of our panel will receive a £5 token which can be spent at the BGA book service.

Send your answer to: Richard Granville, at 1 Fraser Close, Malvern, Worcs, WR14 3QG. Good luck.

(The answers to, and commentary on, the last competition are on page 10.

Problem 3. White to play.

