

Club List

(* Indicates recent change in information)

Bath: P. Christie, 8 Gordon Rd, Widcombe, Bath. Tel: 0225-428995. Meets at The Rummer, near Pulteney Bridge, Wed 7.30pm.

Birmingham: R. Moore, 101 Nethercote Gardens, Solihull B90 1BH. Tel: 021-4305938. Meets in The Triangle (coffee bar), Holt Street, Gosta Green, Wed 7.15pm.

Bolton: S. Gratton, 525 Tootington Rd, Bury BL8 1UB. Tel: 061-761-3465. Meets Mon 7.30pm.

Bournemouth: N. Cleverly, 6 Swift Close, Creekmoor, Poole, Dorset BH17 7UZ. Tel: 0202-782553 (work). Meets at Parkstone Hotel, Station Rd, Parkstone, Tues 8pm.

Bracknell: C. Hendrie, ICL, LoveLace Road, Bracknell, Berks.

Bradford: G. Telfer, 29 Quaker Lane, Little Horton, Bradford BD5 9JL. Tel: 0274-573221. Meets at The Star, Westgate, Bradford 1, Wed 7.30pm.

Brakenhale School: F. Ellul, Brakenhale School, Rectory Lane, Bracknell, Berks RG12 4BA.

Brethby: J. Hoddy, British Coal, Technical Services & Research Executive, Ashby Rd, Burton-on-Trent, DE15 0QD. Tel: 0283-550500 (work). Meets Mon to Fri lunch-times.

*** Brighton:** S. Newport, 70 Northcourt Rd, Worthing BN14 7DT. Tel: 0903-237767. Meets at The Caxton Arms, near Brighton Central Station, Tues from 7pm. (Formerly Worthing Club.)

Bristol: S. Flucker, 14 Hawthorn Way, Stoke Gifford BS12 6UP. Tel: 0272-693917. Meets in Seishinkan (Japan Arts Centre), 23-27 Jacob's Well Rd, Hotwells, Bristol, Tues 7.30pm.

Cambridge University & City: E. Ashfield, 11 de Freville Ct, Great Shelford, Cambridge, CB2 5LH. Tel: 0223-845316. Meets in Junior Parlour, Trinity College, Mon 7.30pm (term), University Centre, Mill Lane, 1st or 2nd Floor, South Lounge, Thurs 8pm.

Central London: S. Barthropp, 1, The Crescent, Weybridge, Surrey KT13 8EL. Tel: 0932-844572. Meets at IVC, 1-4 The Piazza, Covent Garden, Fri 6.30pm, Sat 3pm-7pm.

Cheltenham: D. Killen, 33 Broad Oak Way, Up Hatherley, Cheltenham, Gloucestershire. Tel: 0242-576524 (home). Meets various places, Thurs 7.30pm.

Chester: D. Kelly, Mount View, Knowle Lane, Buckley, Clwyd. Tel: 0244-544770. Meets at Olde Custom House, Watergate St, Chester, Wed 8pm.

Culcheth High School: R. Bagot, 54 Massey Brook Ln, Lymm, Ches WA13 0PH

*** Edinburgh:** J. Cook, 27 Marchburn Drive, Penicuik, Midlothian. Tel: 0968-73148. Meets at Postgrad Students' Union, 22 Buccleugh Place, Edinburgh, Wed 7pm, Sun 1.30 to 5.30pm.

Furze Platt School: S. Beaton, 36 Oaken Grove, Maidenhead, Berks. Tel: 0628-32295.

Glasgow: J. O'Donnell, Computing Science Dept, Glasgow University, Glasgow G12 8QQ.

Harwell: C. Clement, 15 Witan Way, Wantage, Oxon OX12 9EU. Tel: 0235-772262 (home), 0235-433917 (work). Meets at AERE Social Club, Tues noon till 2pm.

*** Hazel Grove School:** new club in Stockport. Further details will be added when available.

Hereford School: C. Spencer, 2 Crossways, How Caple, Hereford HR1 4TE. Tel: 098 986 625.

High Wycombe: F. Ellul, The Gables, High Street, Downley, High Wycombe, Bucks. HP13 5XJ. Tel: 0494-449081.

HP (Bristol): A. Seaborne, 11 Kimberley Cres, Bristol BS16 5AF. Tel: 0272-568758. Meets Wed.

Huddersfield: D. Giles, 83 Ashdene Drive, Crofton, Wakefield, Yorkshire WF4 1HF. Meets at the Huddersfield Sports Centre, on Tuesdays, 7pm.

Ipswich: V. Baldwin, 52 Heathfield, Martlesham Heath, Ipswich, Suffolk. IP5 7UB. Tel: 0473-623974. Meets at 1 Church Lane, Sproughton, Thurs 7.30pm

Isle of Man: D. Phillips, 4 Iydyne Ave, Onchan. Tel: 0624-612294. Meets 8pm, Mon: 116 Ballabrooie Dr, Douglas. Juniors: Mon 6.30pm, 16 Falkland Drive, Onchan.

Leamington: M. Macfadyen, 29 Milverton Crescent, Leamington. Tel: 0926-337919. Meets Thurs.

Leicester: E. Smithers (see p.2). Meets at Sixty-Six Club, Albion House, South Albion St, Leicester, Tues 7.30pm.

*** London University:** S. Zhang, Dept of Epidemiology, 66-72 Gower St, WC1E 6EA. Tel: 071-387-7050 x 5729. Meets at 3B, University of London Union Building, Malet St, Wed 6.30 (in term time).

Maidenhead: I. Attwell, Northurst, Westmorland Rd, Maidenhead, Berks. Tel: 0628-76792. Meets various places, Fri 8pm.

Manchester: T. Barker, 7 Brocklehurst Ave, Bury. BL9 9AQ. Tel: 061-705-2040 (home). Meets at The King's Arms, Bloom Street, Salford, Thurs 7.30pm.

Newcastle: J. Hall, 10 Avondale Court, Rectory Rd, Gosforth, Newcastle NE3 1XQ. Tel: 091-285-6786. Meets various places, Wed.

North London: D. Williams, 102 Regal Way, Harrow. 081-907-7252. Meets at Parish Church (behind Church, down steps), Church Row, Hampstead, Tues from 7pm to late.

North West London: K. Rapley, Lisheen, Wynnswood Rd, Seer Green, Bucks. Tel: 0494-675066 (home), 081-562-6614 (work). Meets at Greenford Community Centre, Oldfield Lane (south of A40), Greenford, Thurs 7pm.

*** Norwich:** J. Krüsel, 73 Beverley Rd, North Earham, Norwich NR5 8AP. Tel: 0603-55420. Meets Thurs 7.30pm.

Nottingham: A. Dilks, 34 Little Hollies, Forest Town, Mansfield, Notts NG19 0EB. Tel: 0623-25351.

Open University: F. Holroyd, 10 Stacey Ave, Wolverton, Milton Keynes. Tel: 0908-315342. Meets in Common Room, Thurs 7.30pm.

Oxford City: N. Wedd, Sunnybrook, 37 North Hinksey Village OX2 0NA. Tel: 0865-247403. Meets Mon 8pm.

Oxford University: H. Huggett, Merton College. Meets in St. Edmund's Hall, Wed 7.30pm, and King's Arms, Sun 8pm (in term time).

Preston: Colin Adams. Tel: 0772-204388. Meets at Gaston's, Avenham St, Wed 8pm.

Ravenscroft School (Bath): H. Alexander, Flat 2, Bathford Manor, Manor Drive, Bathford, Avon.

Reading: J. Clare, 32-28 Granville Rd, Reading, Berks. RG3 3QE. Tel: 0734-507319 (home), 693131 (work). Meets at ICL (Reading) Club, 53 Blagrove St, Reading, Tues 6.30pm.

Saltcoats: D. Tomelty, 43 Barrie Tce, Ardrossan, Ayrshire KA22 8AZ. Tel: 0294-601816. Meets at Argyle Community Centre, Campbell Ave, Saltcoats, Mon & Wed 7pm.

South Cotswold: M. Lock, 37 High Street, Wickwar GL12 8NP. Tel: 0454-294461. Meets at Buthay Inn, Wickwar, Mon 7.30pm.

Stevenage: J. Allen, 5 Greenways, Stevenage, Herts SG1 3TE. Tel: 0438-729100 (home), 726161x8203 (work). Meets at Marquis of Lorne, High St, Stevenage Old Town, Wed 7pm.

Stowe School: A. Eve, 17 St Peter's Rd, Brackley, Northants. NN13 5DB. Tel: 0280-704561.

Swindon: P. Barnard, 16 Braemar Close, Swindon SN3 1HY. Tel: 0793-432856. Meets at Prince of Wales, Coped Hall Roundabout, Wootton Bassett, Wed 7.30pm.

Teesside: S. Shiu, 17 Junction Rd, Norton, Stockton, Cleveland TS20 1PH. Tel: 0642-534905 (home), -522153 (work). Meets various places, Wed.

Wanstead & East London: Alison Jones, 11 Briarview Ct, Handsworth Ave, Highams Park, London E4 9PQ. Tel: 081-527-9846. Meets at Wanstead House, 21 The Green, Wanstead E11, Thurs 7.15pm.

West Surrey: C. Williams, 70 Greenhill Way, Farnham, Surrey. Tel: 0252-727306. Meets various places, Mon.

West Wales: J. Hampton, 4 Williams Buildings, The Rock, Barmouth, Gwynedd LL42 1BW. Tel:- Barmouth: D. Hone, 0341-281 291; Machynlleth: C. Blaiklock, 0654-761570. Meets upstairs, Tal-y-Don pub, Barmouth, Mon 7pm.

Worcester & Malvern: E. Blockley, 27 Laugherne Rd, Worcester WR2 5LP. Tel: 0905-420908. Wed 7.30pm.

*** Worthing:** See under Brighton for new venue.

York: A. Wood, Dept of Computer Science, University of York, YO1 5DD. Tel: 0904-706959 (home), -432776 (work). Meets mainly Thursday evenings.

Ireland: Collegians Go Club. J. Gibson, tel: 908779. Meets in Pembroke Lounge, Lr. Pembroke St, Dublin 2, Wed 8.30pm.

This space is waiting for new clubs! For information and help on starting a club, contact the Membership Secretary (address given on page 2).

Just You Wait, Otake!

translated by Andy Finch

• Many thanks to the Korean Baduk Association for permission to print this game from the January edition of *Baduk Monthly*.

This game was played in Taiwan, on 28th November 1992, and is one of the semi-final games of the second Ing Cup (World Championship). In the other semi-final, Otake played Rui Naiwei (of China - Korean transcription of his name). Suh bong-Soo (Korea) will play Otake (Japan) in the final. Cho Hoon Hyun (Korea) won the first Ing Cup, in 1988-9.

White: Suh Bong Soo, 9 dan, Korea
 Black: Cho Chi-Hun, 9 dan, Korea
 Komi: 8 points

Friday 27th November. No free chairs were to be found in the pro players' room on the fourth floor of the Korean Ki Won. People waited eagerly around the fax machine as details of the game began to arrive... By 1st December, Suh was back in the Ki Won, talking about the encounter.

Suh, 9 dan: It's normal to play in the four corners first, so Black 3 is a sort of mental tactic, and things were a bit tense for a while. However, I didn't want to spend too much time on

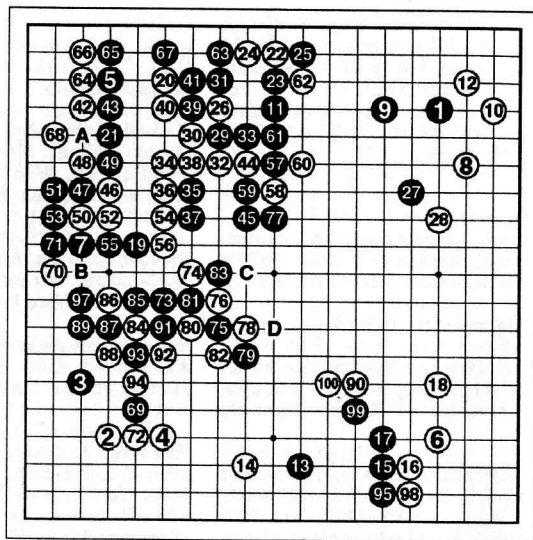


Figure 1 (1-100) 96 at 84

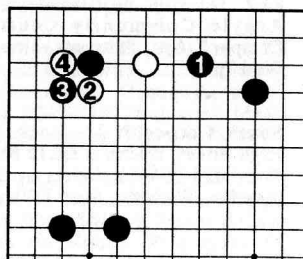


Diagram 1

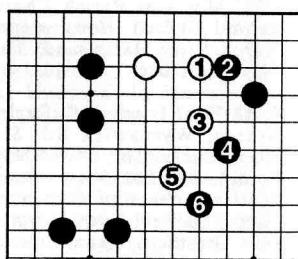


Diagram 2

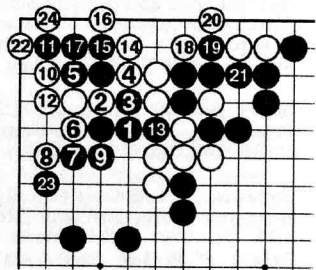


Diagram 3

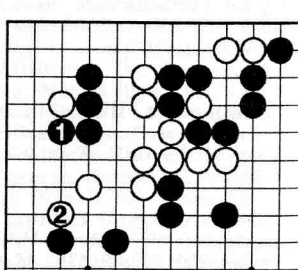


Diagram 4

the fuseki, so I played a normal response at 4.

Questioner: You had the choice of colours?

Suh: Yes. With komi at 8 points, I of course chose White, and White 12, 14 are both reasonable moves in view of the komi.

Q: From 20 a severe fight began. Is the direction of 20 correct?

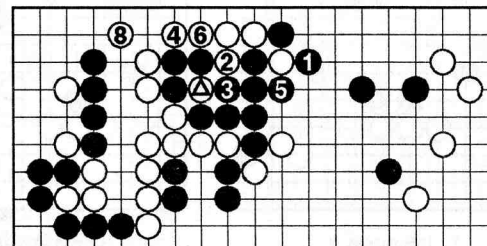


Diagram 6 (7 at triangle)

S: If White plays at 21, Black replies at 42, and White has a very awkward position. If Black 1 in diagram 1, then White 2 and 4 cope easily.

Q: Is 22 OK?

S: I thought so. If White 1 in diagram 2, then Black 2 to 6 can be expected.

Q: Black 29 and 31 didn't seem too hasty after some discussion about them, but all the same...

S: Black 29 to 41 are in fact powerful attacking plays.

Q: White 42 is good timing, but was 43 the only response?

S: Cho 9 dan was looking at this move after the game, but he didn't like the alternative of Black 1 in diagram 3, since White is too successful.

Q: Cho Hoon-Hyun 9 dan said that 47 at A would have been a better containing move.

S: But then White 2 in diagram 4 is satisfactory for White.

Q: Wouldn't Black 55 at 56 provide more resistance?

S: It has a bad taste about it, and Black would have a difficult time.

Q: How about Black 7 in diagram 5?

S: With White 8 to 12, Black's not enjoying things. He doesn't need to do this.

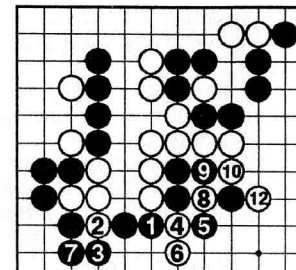


Diagram 5 (11 at 8)

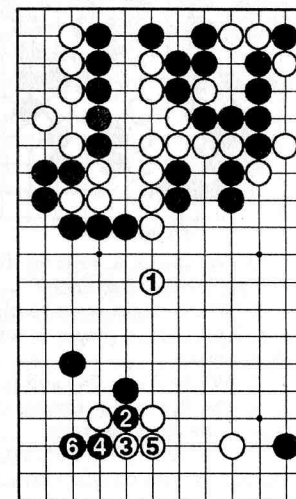


Diagram 7

Q: Why didn't White play sente at 61 before coming out at 56?

S: I hesitated for a while about this. There didn't appear to be a large number of aji variations here, but I wasn't sure in which direction the game would proceed.

Q: Is Black 63 the best move?

S: Yes it is. It's a very strong move. If Black 1 in diagram 6, then White easily achieves safety up to 8.

Q: I don't understand 65. If Black hanes at 66, then White can't live in the corner, can he? Lee Jang-Ho, 6 dan, pointed this out.

S: It's a subtle play. If Black hanes at 66, then White is indeed dead in the corner. However, Black 65 and 67 make a natural good shape, and Black

is satisfied with this. White is happy to go along with Black since he gets to live in the corner, and Black on the other hand is not absolutely sure of future gains. It's a delicate situation.

Q: Black 69 looks like a bad play. What did Cho think about this risky move?

S: No, it's a very spirited play. When I saw it, I thought of relieving the pressure by playing 1 in diagram 7, but it's

too good for Black. White had to reply at 72 to prevent this sequence.

Q: How about White 70 in the upper left corner instead, thus ensuring life?

S: No. The upper corner is ko (diagram 8, Black 1-7), and there's no need to play there yet.

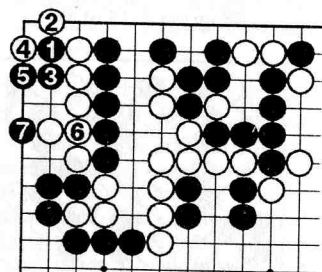


Diagram 8

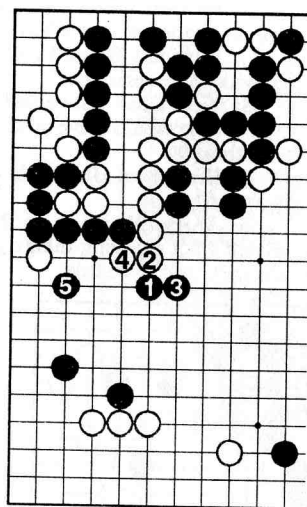


Diagram 9

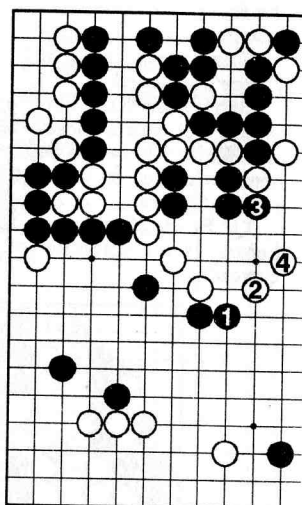


Diagram 10

Q: Is there a reason for playing White 70 so soon?

S: White might want to play at B later, so he prepares with 70 in sente.

Q: White 2 [for 74] and 4 in diagram 9 would appear to show good fighting spirit.

S: Quite right, but after Black 5, White couldn't be sure of life.

Q: Black 75 is a normal attacking move, but is White 76 the best response?

S: I'm ashamed to say that 76 is a sort of trick move. However, playing at C seemed too weak and indirect... I never thought of deceiving the other player of course, but in the end it became a trick, as we can see. The psychology of the overall situation is rather intricate. Black 77 is too careful - the correct move is Black 1 in diagram 10. White 2 is the best reply, and then is the time to play Black 3. Actually White 1

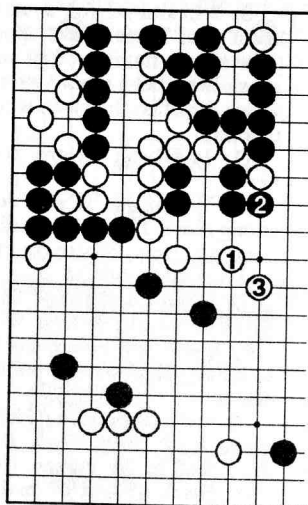


Diagram 11

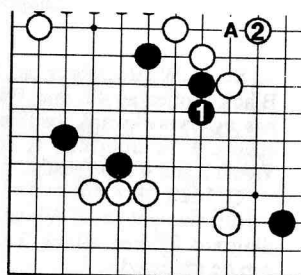


Diagram 12

in diagram 11 was the correct play and after Black 2, the diagonal move at 3 is reasonable.

Q: Is diagram 11 better for White than diagram 10?

S: Yes, it is.

Q: When the fighting began with 78, White seemed sure of a better result than in these two diagrams.

S: Yes, because of the unreasonable move which I played!

Q: Black's strong double hane at 79 suddenly became

disadvantageous. What would have happened if Black had played the normal move at 82?

S: White would have played A or 2 in diagram 12.

Q: If White 80 was played at D, what sort of variation could we expect?

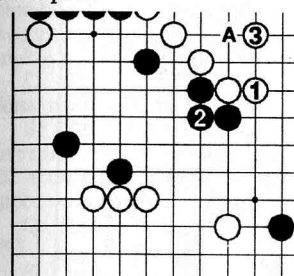


Diagram 13

S: Black 2 in diagram 13, followed by White at 3 or A.

Q: But Black didn't need to play the severe move at 79. He could have played securely at 82.

S: You could say that. But this situation is delicate... and fighting spirit is important. Black could play at 82, and White could play at D instead of 80 - they're not bad moves. But white 80 is decisive! I thought of playing at D but I realised that if I didn't reject it, I'd lose the spirit of the game. I was doubtful about White 80 at first, but later, after looking at it, Black 79 looked like an overplay. Even then, it didn't seem that I could win at this point.

Q: Cho Hoon-Hyun thought that White 86 was also an overplay.

S: Yes. White 1 and 3 in diagram 14 would have been completely successful. I was hoping to play White 1 in diagram 15, but it's an illusion. It just leads to Black 14, and White loses everything.

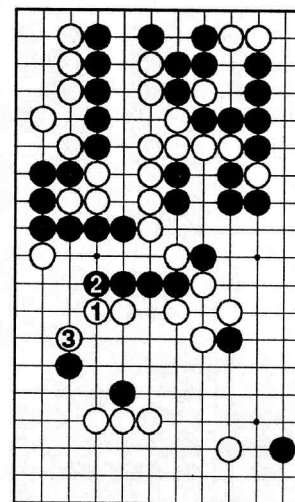


Diagram 14

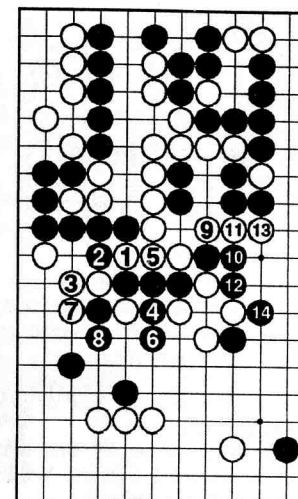


Diagram 15

Q: White tenukis at 2 and 4 [in figure 2]... but is this real calculation go?

S: The komi was really too much, so I was able to play in this way, and I had good hopes of a win. But when Black 5 hit the board, my heart began to pound!

Q: It's not normally possible to reply with White 6 and 8, so why did Cho suddenly tenuki with 9? As Cha Min-Soo 4 dan pointed out, he could have lived as in diagram 16.

S: Yes, this is true. After Black 1 in diagram 16, Black can't be captured. You should speak to Cho Chi-Hoon directly about it.

Q: Was he being too optimistic with Black 9?

S: I don't know. Maybe he was envisaging the worst possible situation. Perhaps he was thinking of a more severe answer than 2 in diagram 16, and therefore a fierce fight.

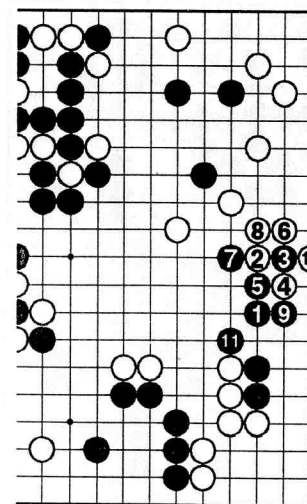


Diagram 16

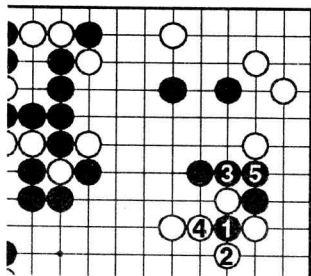


Diagram 17

Q: If Black crosscuts with 11 at 12, would White reply at 2 and 4 in diagram 17?

S: Of course. After Black 3 and 5, White still has a live shape in the corner.

Q: After White 16, the right side is consolidated, and White looks set for victory.

S: It seems that way. The right is firm, and Black is facing a loss.

Q: Couldn't White win by simply playing 1 and 3 in diagram 18, in reply to Black 17?

S: Maybe, but I was absolutely sure that White could live on the upper side.

Q: White 34 and 36 are a way out of White's problem, but Cho Hoon-Hyun found a surer sequence.

S: Really? What is it?

Q: In diagram 19, White extends at 1, and pushes up to 11. Thanks to the sacrifice stones it's flawless.

S: (staring at the sequence) It's beautiful! I didn't see it.

Q: Was it necessary to play the gote move of White 54?

S: Normally, Black 1 to 7 in diagram 20 wouldn't be a problem, but after the great move of 9, Black has various ways to live, so that it's not possible to tenuki on 54.

Q: After 55 and 56, Black 57 allows 58. Doesn't this give

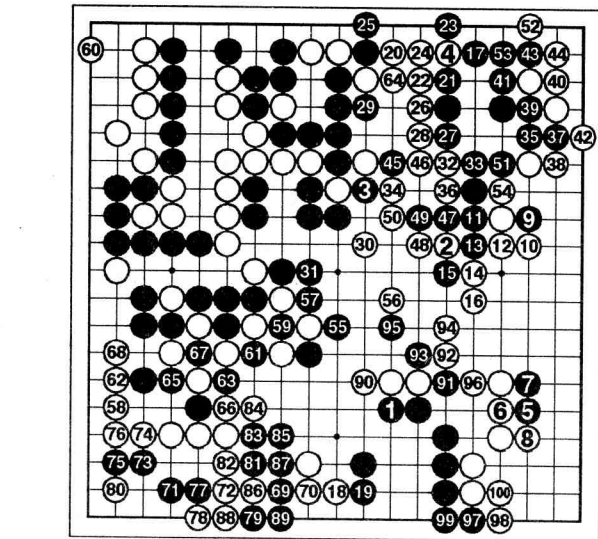


Figure 2 (101-200)

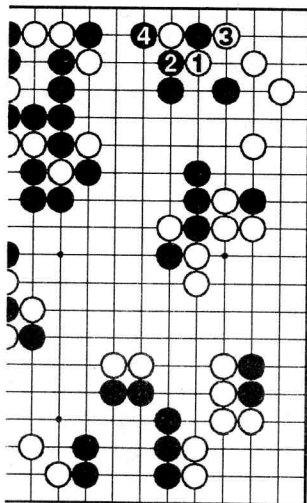


Diagram 18

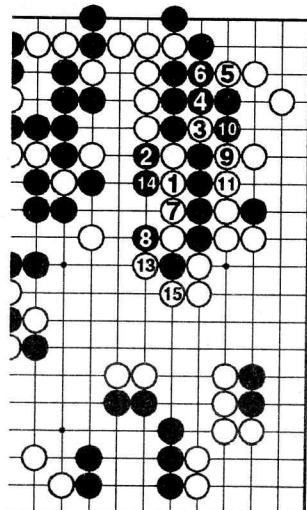


Diagram 19 (12 at 3)

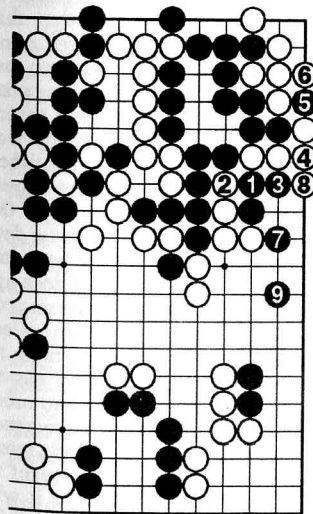


Diagram 20

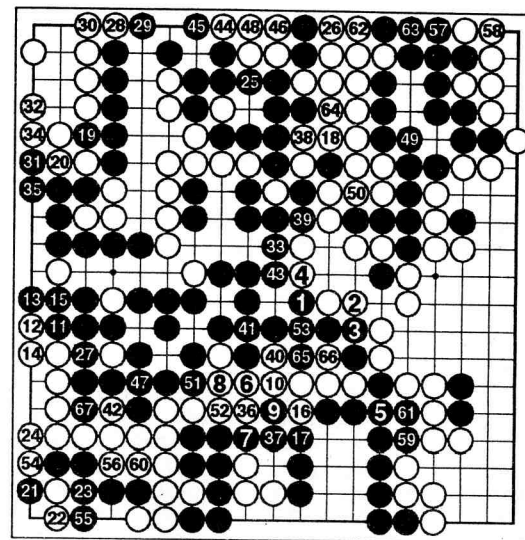


Figure 3 (201-267)

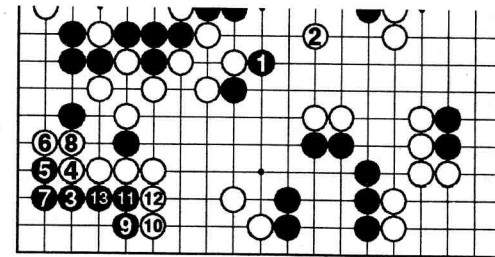


Diagram 21

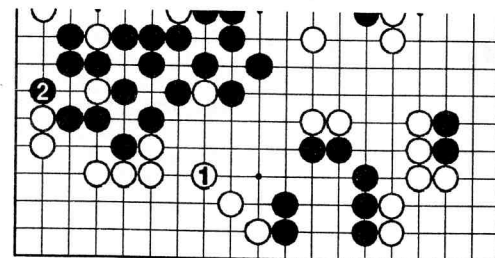


Diagram 22

Black a big problem? Wouldn't he do better to play behind the white stones at 3 in diagram 21, getting life up to 13?

S: That would be the accepted truth, but the sequence has no flexibility. Instead, the plays of 59 and 61, capturing stones, were solid moves. Black continues to capture, then makes a deep invasion at 69.

Q: Shouldn't White reinforce against Black 69?

S: Yes. White 68 was an overplay. White 1 in diagram 22 would have made success more certain.

Q: Were you ready for Black 79?

S: I hadn't seen this move. I was suddenly dizzy when he played it. The three white stones on the lower side were dead, and the game suddenly became very close. Luckily the connecting moves of White 106 to 110 allowed me to scrape a win.

Q: Weren't you nervous because of Ing's conditions of play?

S: Yes I was. There were three special features of Ing Chang-Ji's rules. First, there was a formula for filling in Dame. I wasn't worried about that. Second, there was the large komi of 8 points. This was a bit of a headache, and remains peculiar to this championship. We say in my country, when choosing colours "Odd number black", but Mr Ing has reversed this preference. Thirdly was the question of timing and the imposing burden of penalties. If byo yomi took more than thirty-five minutes, 2 points were deducted from the score...

Q: In the third round you lost 2 points?

S: Yes, and Cho Chi-Hoon had 4 points deducted...

Q: Did this restriction exert much pressure on you throughout the game?

S: Of course. But it was the same for us both, so it wasn't too bad.

The game ended with move 267. White won by 5 points.

How Many Games?

by T. Mark Hall

I have recently completed transferring all the available games of Go Seigen on to my computer and, in discussions with John Fairbairn, have come on an interesting point about the number of

games Go Seigen played in his career with Kitani Minoru.

In *Go World* (issue 26) there is the comment that Kitani and Go had played each other 77 times. They were being compared with Genjo and Chitoku, who had also played each other 77 times, but no further details were given. John Power informs me that the Heibonsha edition of the collected games of Go Seigen gives 77 games, and one would expect the Japanese edition to be right. However, from the Korean edition of Go's collected games and jubango (ten-game match) games, I have copies of 82 games. I am still in correspondence with John Power over this, but some of this may be of interest. John has mentioned the collected games of Kitani, which may throw some light on things. It would be amusing if the two sets of collected games were different. It would be even more amusing if both Japanese editions still had 77 games, while the Korean showed 82.

Go moved to Japan in the 20's and was active as a player until the late 60's/early 70's. In his early years, he sent many of his game records to his brother, who lived in Taiwan and unfortunately many of these were later destroyed during the war. In the collected games, therefore, there are many gaps. Tournament game records exist of games in the second round, but not of the first, and some of the games have not got the event or the date fully identified. During the war many Japanese papers could not publish because of the shortage of paper and some of the records which were published don't have the full information about

dates, time limits etc. included. We must assume that we will never have complete records.

If we assume that the game records I have got are complete, Go and Kitani played each other 82 times. Go won 47, Kitani won 31, there were 3 jigos, and 1 game was left unfinished. Go is said to have remarked that Kitani was his toughest opponent when he was in his prime. Most of the games were played without komi.

I have not done as detailed a breakdown of Go's lifetime games but: total games 803, won 530, lost 243, ties 25, unfinished 5.

While looking for information on Go's career, John Fairbairn found in one of my books the fact that Iwamoto Kaoru had noted in his diary that he had played Go Seigen a game in 1948 before they played a ten-game match, and that this game had not been published at the time. It appears that this was a privately sponsored game and it was not published so that it did not affect the playing conditions of the ten-game match that followed. This game was included in the book (published in 1981) but it does not appear in the collected games of Go Seigen (which appear to date from 1978) that I have been importing from Korea. It does appear that there are game records which may be kept in collections which could add more to the figures I have given above. We can only hope that more will be published in due course.

Most of this is of little interest to people who just want to play go, but I hope that it will interest some of you in the history of some of the greatest players of the game.

A Game From Norwich

by Fred Holroyd

Black: Fred Holroyd, 1 kyu
White: Phil Achard, 1 kyu

This game was the only one I recorded, played in Round 1 of the British Go Congress tournament. We were given the benefit of a number of comments from pgk's (post-game kibbitzers), and these are included here.

11: Phil thought that, with 7, this overconcentrated me.

12: The idea was to make miai of 28 and 29, and seems to have worked well.

13: The pgk's said that I should have defended at 28 straightaway and that, if I wanted to attack, it should have been at 37 or thereabouts.

15: The pgk's didn't like this one, particularly as 12 is a ladder-breaker for the sequence 16, 19, 20, 18. Play lightly, they said, at 25 or 34, or tenuki.

22,24: But they liked these moves of Phil's even less, as they help me make shape.

29: Submissive. The bottom side still has defects, and isn't making much territory. Playing at 111 or A would probably have been better.

30-32: Small, the pgk's said; the left side is more urgent...

33: But not so close to the Black strength; I should have played 37 immediately.

35: Makes sure at least one eye can be made real!

38: Nonsense! Must defend the stone at 2.

40: Once the triple kakari has been played, conventional wisdom says that the only place to make life is 42 - but don't bother!

41: Logically therefore, I should have played at 42 and tried to kill the group. But I preferred to build external influence to attack the three-stone group 10, 34, 36. (That's my story and I'm sticking to it!)

55: Given my thickness above and below, this should have been at B.

59: And for the same reason, this should have been at C.

75: The pgk's thought this OK, but Phil and I both thought it was poor, as it doesn't prevent White from linking, and playing at 82 instead would have set up some kind of splitting attack.

79, 81: Awful! If I was going to defend at 81, what was the point of 79?

87: The crunch move. If this cut had worked, I'd have had a good position; given its failure, it was the losing move.

99: Crude! Playing at 101 first would have given me a better chance.

111: Alas! I'd been relying on this wedge, but Phil had read out that it didn't work.

115: Desperate! The only way to salvage anything is at 117, but it isn't enough. I resigned after 120.

Prize Crossword: Derek Williams is once again offering a prize of £10 for a correct solution, submitted with a 24p stamp to the editor, the winner's name to be drawn from a hat. There is no need to send in the crossword diagram; a list of the answers will suffice.

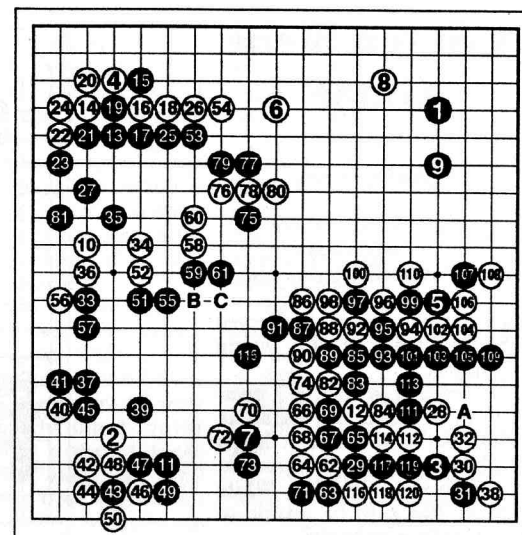


Figure 1 (1-120)

A Seven Stone Game

by Andrew Grant

White: M. Nash 4 kyu
D. Morris 10 kyu

Played at North London club.

Black has placed his seven stone handicap the wrong way round.

1: Starting with a 3-3 invasion in a handicap game is rather perverse since it helps Black increase his lead in outside influence. Perhaps White expects Black to be unable to put his influence to use.

4: Black would do better to play 5 to kill the corner or else 21 on the left.

6: The hane at 74 is the standard move here.

8: Black would do better to confine White to the corner with the sequence to 7 in diagram 1.

14: This move is not urgent. If its purpose is to defend the corner it is very small; White probably would not invade with a weak group on the board and could not make much in the corner even if he did. Alternatively if it is to attack the three white stones it would be better at 35.

20: This is a big improvement over 14.

24: Black must block at 33 and stop worrying about ten points in the corner.

26: Black continues to be fascinated by the corner territory. He should of course block at 27; White cannot cut because of the threatened ladder at 28.

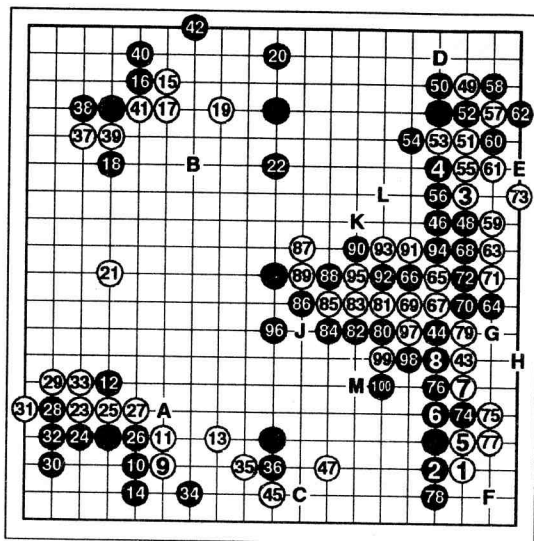


Figure 1 (1-100)

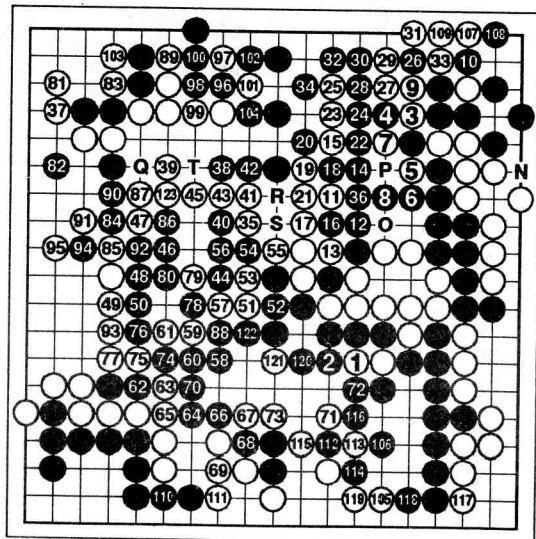


Figure 2 (101-223)

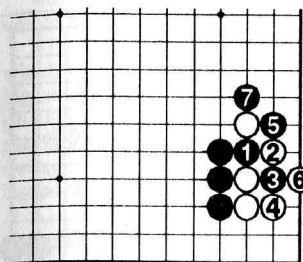


Diagram 1

30: Black should just connect at 32 which would force White to do likewise at 33.

33: After White's connection it is as if Black had played the correct sequence but then bizarrely answered White 31 at 30. This proves that 30 was a mistake.

34: If Black wants to play here at all he should cut at A; but really he'd do better to attack White's top group at B.

38: Black shuts himself in the corner again.

41: After this move White's moyo on the left is clearly better than Black's two small corners. This illustrates the folly of trying to use the handicap stones to surround territory.

42: Black is quite secure in the corner and does not need to connect out (and this connection can be broken anyway).

46: Black must block at C to defend the territory on the lower side. This move also carries the threat of cutting at A which would leave White with a weak group at the bottom.

51: Too thin - it would be better at D or 52.

64: Black should atari at E to prevent White making an eye here. If White ignores this atari to connect along the edge Black takes five stones and gets by far the better of the deal.

70: Should be at 71 to kill the white group above.

73: White is not yet totally alive as Black can still start a ko at E but Black would probably be better off leaving this alone for now as a ko would complicate the game. White is unlikely to take gote to remove this aji so Black can use it as an emergency measure if he falls behind in the game.

80: Black should play F which kills the white group. Black can answer White G with the nice tesuji of H, and I leave the rest for the reader to work out. White has other moves beside G but none of them work. Moves like F are well worth playing even if you can't see how to follow them up since they make profit in sente.

86: Black has to be careful here because of his two cutting points at J and 97.

Black 88 is an overplay. The correct point for attacking White is at 90.

89: Makes the cuts at J and 97 a real danger.

92: A blunder as White can capture. Black's best bet is to play K, then if White captures at 92 Black can patch up his weaknesses below - White would still have only one eye.

94: Pointless since the cutting stones cannot avoid capture. It should be at L to defend a cutting point and secure some territory.

95: White is as good as alive now since Black has too many weaknesses to attack him.

100: Should be at M to catch the white stone in a geta. This is preferable to a ladder which allows White to play a ladder breaker.

104: Black succumbs to the atari disease. It would be better

at 107; if White then cuts at 105 Black captures him in a geta. White's stone 103 has no future anyway so there is no need to worry about it.

108: Black is forced to come out in bad shape; he has also lost much of his upper territory as well as the ko aji at N. Had Black not been so keen to give atari at 104 none of this would have happened.

132: Black just barely scrambles out but needless to say this is total disaster for him.

133: Far too small now that Black has escaped.

134: Completely unnecessary.

136: Another unnecessary move; if White were to play here Black could connect at O or even tenuki. The important point is that White cannot cut at P due to damezumari.

137: White might do better to play 142 surrounding a large territory while putting paid to any ideas Black might have about attacking the white centre group.

150: Black's last few moves have been more or less forcing but this move gives White a chance to counterpunch.

156: Black must play 188 and squeeze; White captures a couple of stones but Black holds his position together.

163: White connects his stones out thus killing Black's centre group. This also defends White's weakness below 163.

175: A blunder. Playing at 176 is far better to keep Black dead; the two stones below 175 are insignificant.

182: Unreasonable but Black is desperate.

188: Unnecessary.

192: Threatens to save the stones on the left with 223.

White could not answer at *Q* because Black *R*, White *S*, Black *T* would kill the centre group. Unfortunately Black did not see this.

217: At last!

223: White spots the weakness here first and Black resigns.

Keeble v. Koester

Canterbury 1992

by Des Cann

Black: David Keeble, 2 Kyu

Edinburgh

White: Ken Koester, 2 Dan USA

Komi: 6.5

I believe that American dan grades are a little weaker than ours; however, as our own kyu grades are somewhat weak, White should still be strong favourite to win.

7: A move at *A* feels bigger. White cannot build the lower side much with one move the way *A* would build the upper side for Black.

9: The joseki move is one to the right. The reason is that Black would like to play at *B* or *C* next, and either *B* or the possible sequences from *C* would leave 9 too close.

14: This makes 15 too easy and good. Should be either of the knight extensions. This is generally true when Black has a position in the adjacent corner.

16-18: Bad. Black becomes secure but White is still thin

and has a shoulder hit against 12 to worry about. A play at 17 or *D* are the ways to exploit the weakness of the extension to 11 (11 at *F* is a joseki).

19: The shoulder hit against 12 is much more severe. Black is already very solid in this corner.

21: Black should at least play 22 to make some use of having 17 in place.

22: An optimist's move. It aims under a strong Black position so isn't as big as normal and leaves a dangerous cut above.

23-24: A plus for White, relieving his problems, although a one point jump would be more prudent. White has spent some time creating a position that can still be reduced while Black has been building more secure corner territory.

28-29: Bad exchange. Just playing 30 would be better.

31: There is no reason not to play at 32. Black should not fear a pincer of 15 as he can just jump out with it, keeping White weak on both sides. Never fear having one weak group. If you don't have any weak groups in a game then you should often invade to create one and make your strong positions work for you.

37: Too slow. Should invade the White moyo deeply, e.g. at 43.

38: A large knight's move would be better. White must expand the moyo as much as possible to get back into the game.

39: Still better at 43. White has too many cutting points for Black to fear creating that one weak group.

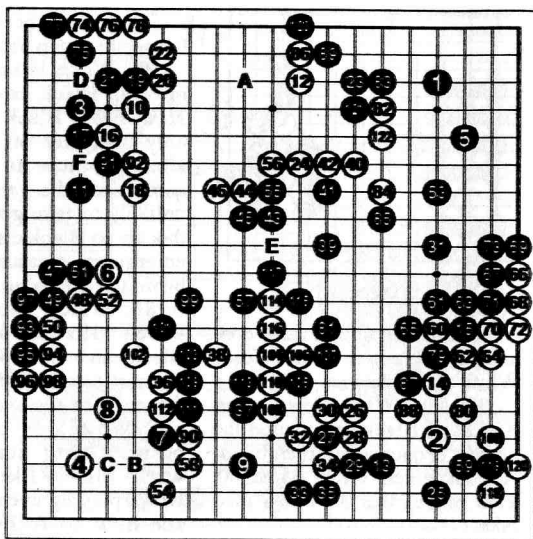


Figure 1 (1-123)

40: Lacks style. *E* or 41 would be better.

47: Black starts the yose, which is sensible. This is a very big move and makes his lead obvious. White has been playing too passively from 38 through to 46 for someone losing on territory.

51: Bad. Black is already connected here; it is White who is relieved to be made to patch up his position with 52.

55-56: Similar to 28-29. A common mistake which helps the opponent.

57: No man's land. To reduce, play 99 immediately; to make territory, play 65 which casts eyes at the White group below.

63: Must be at 65 at once.

64: Not as big as 65 as it doesn't gain territory for White because of Black 59.

73: Could capture at 79. If White 73 then Black cuts.

79: As Black is already solid above, playing at 80 is bigger.

81: 90 is bigger; again Black shouldn't fear a counterattack because he is solid.

84,85: Both too small.

86: White has become stronger here because of 56, 82 and 84 and can play 89.

90: Big, bringing the game close.

103: Too slow; 109 would be better.

113: Black seems determined to connect everything as solidly as possible. 118 is much bigger.

123: Game record ends. White should play the sente sequence above 51 (urgent for some time) before answering, which should give him the victory. However as Black won by 3.5 my guess is that his failure to do so gave Black the victory.

Home Match

by Jo Hampton

Here is another game played by that battling duo, Dave and Amanda Hone, of Barmouth Club. As in the last issue, they are around 15 kyu, and, as in the last issue, it should be pointed out that the following commentary is for the benefit of weaker players.

Black: Dave Hone

White: Amanda Hone

9: The diagonal move above 9 is almost certainly safer. The idea is right though: to split White and move out into the centre.

10: White has two weak stones in the top left. She should look after them.

17: Small. In this position I'd like to see a splitting attack around 18.

19: I think this makes an overconcentrated position for this stage of the game.

21: Again, overconcentrated. A splitting attack at the top looks interesting.

22: A good idea, investigating the weakness of the knight's move.

23: Asking for trouble. This has to be above 9, to secure the connection.

24: Sensing blood.

31: Too concerned with territory and safety. The two white stones are weak; a Black play at 40 would really worry them.

36, 38: The first really revolting moves of the game. They force Black to make the connection he wants to make anyway, and they reduce White's own liberties.

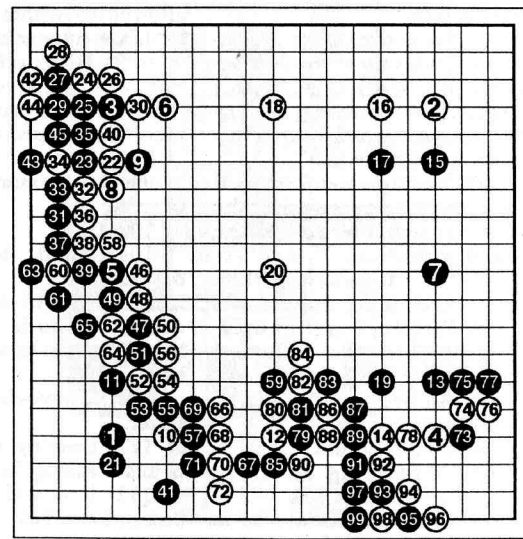


Figure 1 (1-100) 100 at 95

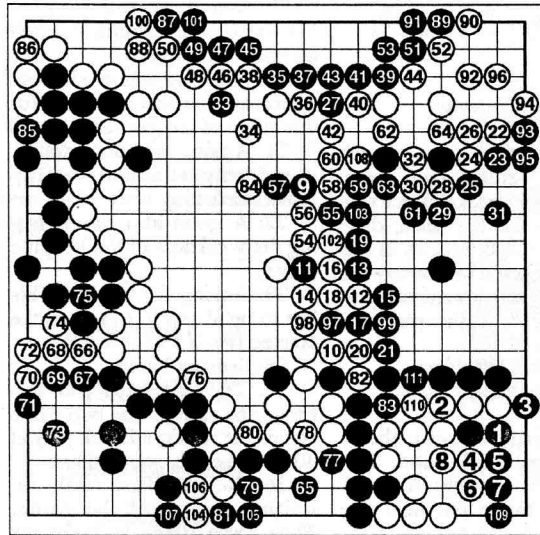


Figure 2 (101-211) 178 at 79

40: Since the ladder works for White, one space to the right is safer.

41: See comment for 19, 21.

42: Endgame move. Just because it's sente that doesn't mean it's worth doing; it's just throwing ko threats away at this stage of the game.

46: Horrid. Black should hane on top, considering the shortage of liberties of the White group above.

47-56: Black helps White take control of the centre!

59: Probably aims at a splitting attack at the bottom. I think the top is more important.

60: An overplay that has no business succeeding...

61: ...but it does!!

66: I'd prefer e.g. 88.

74: Should be at 104.

75: Chicken. Should be at 102. Black would then have to try very hard to get a bad result.

78: Should be at 102.

85: Dangerous. 67 should be allowed to wither up and die. 89 looks interesting. However, up to 91 Black effects an invasion or reduction of sorts, but...

95: ... is a truly revolting move ameliorated only by...

96: ... this one.

99: An extraordinary waste of sente.

100: Ditto.

101: Good. White has no defence.

110-121: An interesting sequence. White is concerned to help Black make some territory here.

122: 124 would probably be better.

127: Leaving those cutting points is asking for trouble.

132: It would probably be best to leave 128 and 130, treating them as forcing moves, and devote 132 to attacking 127.

133: A nice idea: create maximum confusion in White's sphere of influence.

151: Is doomed to end in gote. The simple descent to 153 would leave potential for a future corner invasion.

157: A bad reading error which 158 capitalises upon. White's win is virtually assured.

161: 166 or 176 are bigger.

165 See above.

174: Small.

175: Ditto.

182: No longer sente...

183: ...so no longer necessary.

184: Pure chicken. 204 is a good point. So is 195. This one is purely lily-livered. (Sorry Amanda!)

185, 187, 189, 193: Black gets four good sente moves in a row.

200: First White should throw in at 201. Black will then have to connect later to the right of 145.

White wins by 15 points.

AGOny

In the next issue it is hoped that we can emulate certain publications by having our own AGOny Column. T. Mark Hall, who has taken over as problems analyst (see page 2), has expressed a willingness to help with your problems.

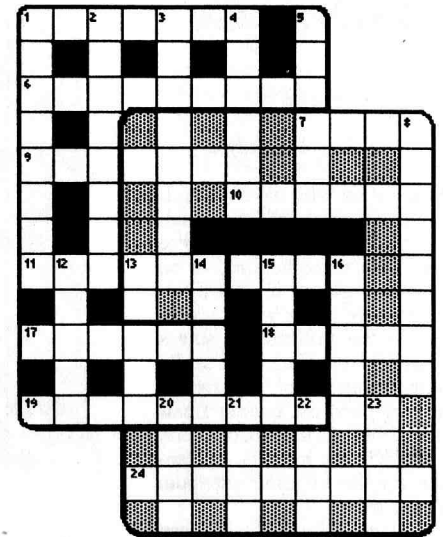
Given support from readers, this could become a regular feature, and be of help to other players, so why not send a problematical game position to Mark for commentary and analysis?

Crossword 18

by Derek Williams

Across

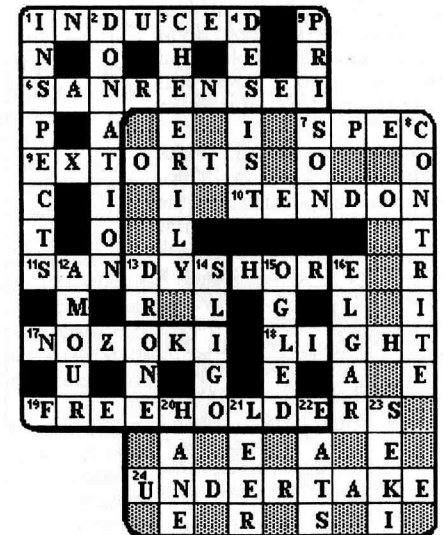
1. Moyo by one can speed play.
6. Not working round tardy U.N. first moved up and down.
7. Dies about the middle of the month.
9. Two reds move around grand mudraker.
10. Nullify confused oriental agent.
11. Kelly's tale thinly disguised.
17. Sailor backs in time to make mistakes.
18. Latter day Guevara in, or was in pain.
19. Princess and saint in a hundred, moved into honour.
24. Stew us a Kit-Kat for a side swipe.



Crossword 18

Down

1. Do they leap about distastefully?
2. D's.
3. Force one to get a boil? How awful.
4. Sounds sequential doctor.
5. Up and around.
8. They strengthen heavenly bodies that are non-starters.
12. U.K. air arranged for light, flexible movement.
13. The opposite to most weird tales.
14. Painter in tin coach.
15. Advanced sound gained support.
16. Brutish but Swift creature.
20. Singular transport from Russia.
21. Talking bird.
22. Now in the street.
23. Bomb the U.K. in the Newcastle area.



Solution to Crossword 17

Absolute Go

Part 2

by Matthew Macfadyen

Those of us who have (or had) time to work right through Kido Yearbooks (the Japanese annual with three hundred or so professional games in it) will always treasure times when, somewhere in the preliminary stages of a minor tournament, a really amazing game is discovered. This one, from the quarter finals of the 1984 Gosei tournament, still sticks in my mind as top candidate for the all time adrenalin pumping award.

Black is Awaji Shuzo, then 8 dan, and now better known for a rapid improvement in strength in his forties, having become challenger to the Honinbo twice and the Meijin once. White is Hashimoto Shoji 9 dan, a former title holder and at the time of this game still probably the top player in Osaka.

The game begins with White playing mirror go (I don't understand the implications of the 10-11 exchanges). The first crisis is soon to arrive as Black sets up a ladder at 21. This is a standard strategy for stopping mirror go; if White tries to play out both ladders he will collapse - work it out for yourself. White 22 looks like a really desperate fudge to stop Black's ladder in sente, but actually it works rather well. Hashimoto may well have prepared this move as early as White 8.

33: Black would like to play at 34, but White 33 would then threaten the ladder on 13 and 19

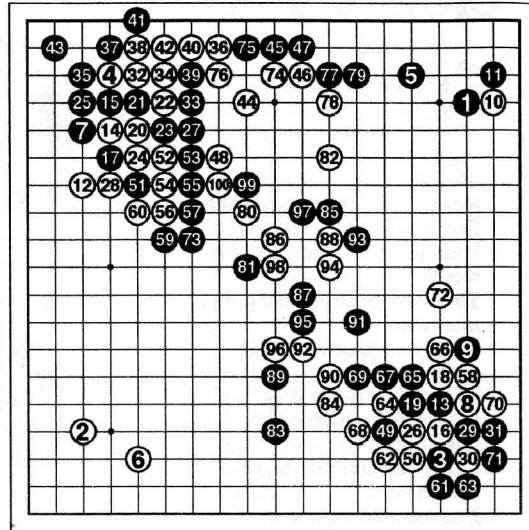


Figure 1 (1-100)

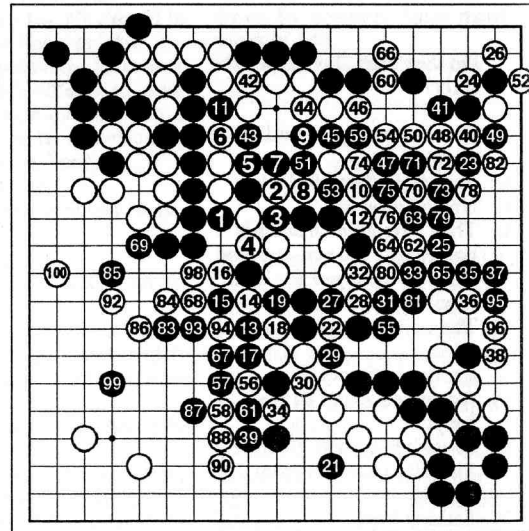


Figure 2 (101-200)
120 at 81, 177 at 170, 189 ko at 89, 191 at 156, 197 ko at 115

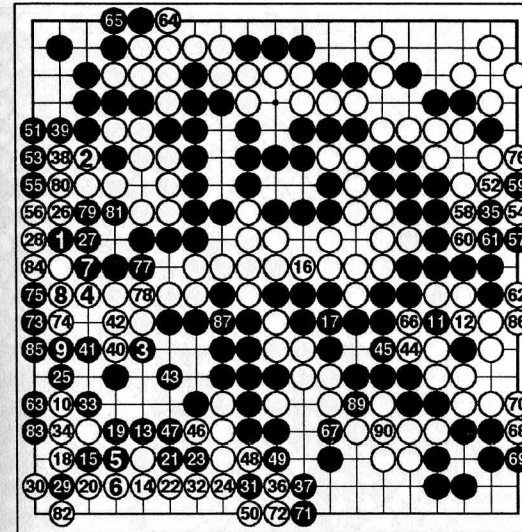


Figure 3 (201-290) 288 at 254

again. Up to 44 White seems to have succeeded in avoiding collapse, with groups developing on both sides of the upper corner and various things still to do in the lower one.

46, 48: again threaten the ladder at the bottom, and Black compromises at the bottom by stopping the ladder with 49 before pulling out his upper group with 51 and 53. Note that Black could capture eight white stones around here, but he would get shut in, leaving White with excellent prospects of getting his money back on the left side. Black 73 is more important than cutting at 76.

82: more or less settles the top, and Black, who already has three secure corners, needs to find a way to settle his stones across the centre.

83, 85: set up a splitting attack against two rather strong looking groups. Black is not re-

ally trying to kill things here so much as to keep White busy while the Black groups get settled.

An enormous exchange takes place up to 122, Black almost capturing White's upper group while White takes the centre (work out for yourself why 111 can't be at 112).

123: is presumably meant to be a tight move completing the capture at the top while creeping towards the dead black stones below, but White isn't having any of that; 124 stirs up a hornets' nest in the corner and Black finds himself unable to cover all the threats, so he starts rescuing the other group with 125.

The sequence from 123 to 166 is a dazzling piece of acrobatics which I do not pretend to understand in full, but diagram 1 may help to explain some of it. Broadly, Black is trying to use threats to rescue his centre

stones so as to capture White efficiently at the top, while White is trying to use threats to rescue his dead stones at the top so as to capture Black efficiently in the centre.

The turning-point comes at 151: Black would like to play 1 in diagram 1 immediately, but 6 there is damaging, threatening a ladder with 7. Actually, Black played A, and if White had replied with B the ladder would not work (C having become an atari on six white stones). The result is a re-exchange of the Black and White groups, but with both sides having a further group to kill as a follow-up. Actually Black may have fancied his chances at killing two extra groups - White requires some pretty neat footwork to make eyes in the centre.

The remaining eyeless groups settle themselves around move 200, and the question arises how much of a dent Black can make in the White corner by threatening White's various connections. White's cunning plays at 206 and 210 are just enough to hang on, and, astoundingly, it appears that there is still a tight endgame to play.

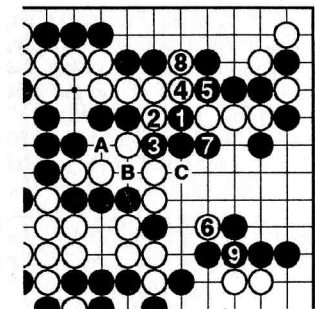


Diagram 1

Both sides were in byo yomi at the end, which accounts for 211 and 216. The small moves are complicated by the question of how many extra stones Black will need to use to capture White's lower group, but at the level of these players there was probably nothing to be done after White found 210. White won by 1.5 points.

Mr Ing's Rules

translated by Andy Finch

• Thanks to the Korean Baduk Association for permission to reprint this article from the January 1993 edition of *Baduk Monthly*.

In go, there is no worldwide agreement about the rules, and the three major Oriental countries follow their own ways. So it was when Ing Chang Chi revised rules already in use in Taiwan and introduced the so-called "Mr Ing's rules" to the world, through the Ing World Go Tournament. In this article we look at these rules and compare them to the Korean system.

Firstly, as in Taiwanese go, komi is eight points. Secondly, the formula for reckoning the score at the end of the game is different. In this "Chinese" method, both players have 180 stones (measured in a special container at the start of the game). At the end of the game, dead stones are returned to the opponent, and are used (along with all remaining unplayed stones) to fill in territory. If any stones are left over, then they

are placed inside the opponent's territory. Thus in a game without any seki, there will be one intersection left uncovered after all the stones have been placed on the board, and the victor will win by an odd number of points. If there is a seki, then the spaces concerned can't be filled in, and remaining unplayed stones are conceded as the opponent's territory.

Diagram 1 is an example of this counting method. Because of the seki (A, B) on the lower edge there are two uncovered intersections instead of one, and one black stone remains off the board. Since it is regarded as the opponent's, it counts as one White point.

When seki occurs in a game, it is taken into account in this system, and the two players are awarded a fraction of a point,

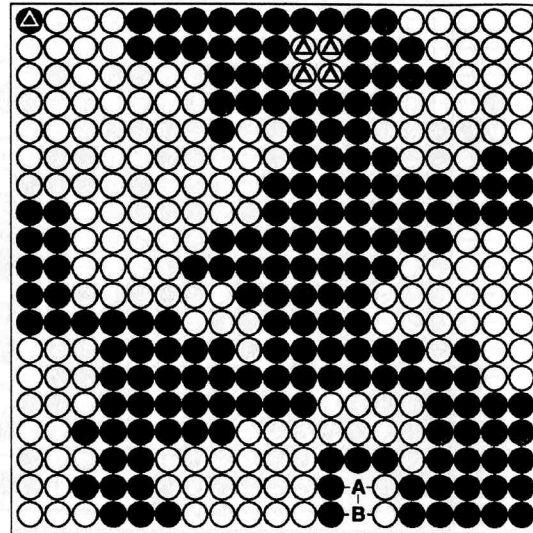


Diagram 1

depending on the relative proportion of stones surrounding the neutral territory. Thus in diagram 2, the space at C is bordered by one white stone and two black stones, so that Black receives $2/3$ of a point. In diagram 3, the two neutral spaces D and E are bordered by three white and two black stones. The score is therefore $3/5$ of a

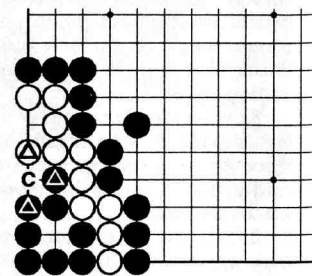


Diagram 2

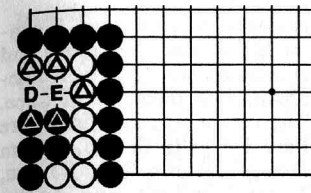


Diagram 3

point to White, and $2/5$ of a point to Black.

In diagram 1, the seki (A, B) is surrounded by 2 white and 3 black stones, giving Black $1/5$ of a point credit.

The four white stones triangled in diagram 1 are placed inside Black territory to account for the 8 point komi, so that with the one triangled black stone (top left, inside White's area), 2 points, and the one not on the board (see above), White leads by 3 points. Thus, taking the seki into account, White wins the game by 2 and $4/5$ points.

There are other factors beside the counting method which differ from our own. Besides the komi of 8 points, there is also the time limit. Each player has 3.5 hours, with a byoyomi of up to 140 minutes. During that time 2 points are subtracted from the player's total for each 35 minutes used, up to a maximum of 6 points (140 minutes of byoyomi equals a loss).

Actually, the 8 point komi is equivalent to 7.5 points in the Korean system. In the Taiwanese method, dame is treated as a point, to be filled in at the appropriate time, so that there can be a difference of one point in the result, depending on who fills in the final dame. For example, if a game finishes on the 228th move, and White is

winning by, say, 1 point in the final count, dame has no influence on the result because of the even number of moves. Because of this, we should consider it a half point victory for White. If however the game finishes on move 227 (with the same White one-point lead) then the final dame was filled in by Black, and we should regard this as a 1.5 point win for White.

• *Beginners bemused by the existence of different counting systems may be reassured to know that in a table of comparative results originally in this article the winner was always the same, despite a small difference (usually 1 or 0.5) in the number of points. - Editor.*

Silly Francis

by Francis Roads

Part Two

The point was that even C in Diagram 3 is still the wrong move. Seki is indeed the right result. There are lines that end in ko, but White stands to lose the more, and in any case in our game I had skilfully prepared plenty of ko threats by having a large dead group on the board. But there is all the difference in the world between the gote seki that I envisaged in diagram 4 and the sente seki I could have had by starting at 1 in diagram 5. Starting the small yose with sente would have given me a fairly sure win.

Playing as in diagram 6 could give White another man-nen ko, but there is some risk that Black will actually start this ko, as he only requires one approach move instead of three, and he still has the option of connecting in the corner later on.

Despite my lapse of memory, I still firmly believe that any go player who wishes to use memory work to improve

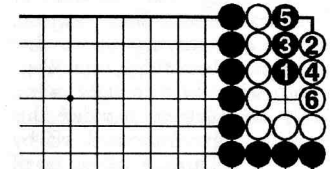


Diagram 5

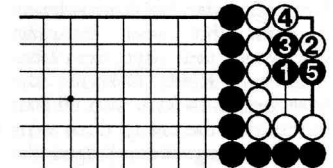


Diagram 6

his or her go would do far better memorising the contents of *Life and Death* than any number of joseki.

This sad tale has a curious epilogue. There were a record 34 players in this year's Candidates Tournament. In a Swiss draw, if a 4-dan loses in round 1 he expects a nice soft 1-kyu or shodan to mash up in round 2. But one of the 17 losing players had to be drawn up in round 2, and one of the 17 winners drawn down. Who got drawn up? Francis. And who got drawn down? Our resident ex-trainee professional player Shu Tai Zhang. No, I didn't make the Challengers League this year!

Tournament News

by Tony Atkins

photographs by Paul Margetts

Continuing his success at Furze Platt, Shun Nagano, the 6 dan staying for a few months in Cambridge, won Wanstead with four straight wins. Only 63 players attended this year, perhaps frightened off by tales of collapsing tables or of getting lost in the fog on the North Circular, but there were no mishaps this year. Jonathan Chetwynd, the 1 kyu from London, and Keith Osborne, the Manchester 14 kyu, won all four games. Of the many three wins the following were judged the best: Alan Thornton (1 dan, Stevenage), Chris Whitehouse (1 dan, London), Phil Moody (5 kyu, Oxford) and Miriam Brod (9 kyu, Cambridge). If you had time between games then there was the 13x13 board tournament to distract you. Francis Roads won all eight of his games and Chris Dawson all five.

Prizes were also awarded to various teams. Best were Cambridge A-N who won 75% of their games, and worst were Brakenhale and Furze Platt. The club with most players was Cambridge with 10.

Although Oxford had a more relaxed schedule - only three games - only one game was played in the 13x13 competition. Although Simon Shiu won it this was not good enough for

a prize. It was Reading's turn to win the team prize despite the tournament winner, Edmund Shaw (5 dan) playing for Oxford. Prizes went to Simon Goss (1 dan, Bracknell), Baron Allday and Jo Hampton (both 1 kyu, West Wales), Nil Ghani (3 kyu, Edinburgh), Martin Bligh (15 kyu, Leicester), for three wins and to Jim Clare (3 dan, Reading), for two wins and one jigo.

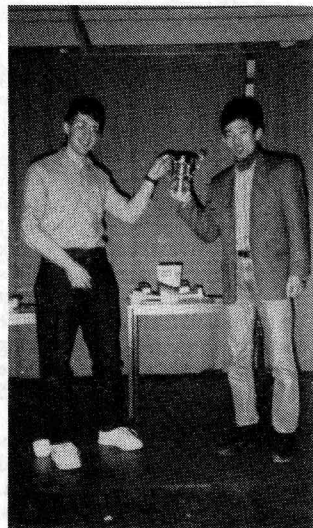
For slim gents

The change of venue to the Wolfson Hall caused no problems, but you had to be slim to go to the gents, due to a quirk in the architecture. The college was near enough to the town for the 74 players to explore the haunts of Inspector Morse between games, and the Royal Standard of England is on the way back to London, so the tournament was worth attending.

A hat trick

A few weeks later Cambridge was the centre of go playing attention, or rather the regular venue of the village hall at Great Shelford was. Of the 70 players, 25 were from Cambridge, so some local players were expected to do well. Indeed some did, as Shun Nagano completed his hat trick of tournaments, before announcing his imminent return to Japan. Other local players doing well were Michael Fryers, who won the 13x13, and Miriam Brod and Oliver Riardon who won three games playing at 8 and 5 kyu respectively. The team prize was won by the Midland Ma-

rauders whose Alan Hornbuckle (1 dan, Leicester) and Austin Dilkes (2 kyu, Nottingham) won three out of three. The others winning three were Paul Margetts (2 kyu, Epsom Downs), Martin Smith (3 kyu, North London), and Angus Macendoe (12 kyu Unattached).



Shun Nagano at Cambridge

Stowe School were again hosts of the British Youth Go Championships. Thirty players from six to eighteen years of age and from 35 kyu to shodan competed for the various titles. Chris Dawson finally achieved an ambition of winning a title, taking the Under 18 and the Championship prizes. Previously he has always been thwarted by Furze Platt schoolmate Sam Beaton. Sam was always a grade ahead of Chris, but was too old to compete for the Under 18 this time.

Brakenhale won a sweep of titles. Adelberto Duarte (8 kyu)

took the Under 16 title, and Daniel Cox (12 kyu) the Under 14, ahead of John-Paul Kenton (17 kyu). Culcheth's David Bennett (28 kyu) was Under 12 Champion, and Graham Brooks of Swindon (23 kyu) was Under 10 Champion, ahead of John Ellul (33 kyu).

After elimination from a title, players entered a handicap competition, with prizes awarded for large numbers of wins. Jon Cheng of Stowe got five wins at 7 kyu, and Culcheth's Jane Ewart 4.5 at 23 kyu. The following all won 4: Vikki Macfarren (9 kyu, Furze Platt), Liam Philby (32 kyu, Culcheth), Nick Pownall (32 kyu, Culcheth), Denise Hyman (32 kyu, Brakenhale), and also Joe Beaton (7 kyu, Furze Platt) who disappointingly failed to improve on his Under 16 second place of the previous year.

The wrong lunch

As reported elsewhere, game four of the British Championship 1992 was won by Matthew Macfadyen on home ground at Leamington. Challenger Edmund Shaw said afterwards that he was doing all right until lunchtime. Matthew commented that he was looking forward to defending his title later in 1993, as Shutai Zhang is now eligible to play.

The Midland Sports Centre at Canley was again the venue for the Coventry Tournament. Kirsty Healey ran it very efficiently and hardly left any time for the pool (both billiard and swimming varieties) between rounds. The tournament always caters for children with a creche and a children's tournament. This was played on 9x9 and

won by Emma Lynn, hopefully without any upset losers. Notable also was eight year old Thomas Blockley playing in the main event. In this, Matthew Macfadyen proved invincible on home territory, and out of the other 64 players, winners of prizes were: Chris Dawson (1 dan, Furze Platt), Alan Thornton (1 dan, Coventry), Matthew Holton (9 kyu, Teesside), Gary Quinn (10 kyu, Teesside), Vince Milner (14 kyu, Cheltenham) and Andrew Ketley (23 kyu, Cheltenham). The two Teesside prizewinners, together with a good result from Simon Shiu, allowed Teesside to take the team prize. The on-going small board event had prizes going to Christian Madsen (13 kyu, Bristol) and Kevin Roger (1 kyu, Birmingham).

Wigan Pier

When Keith Osborne offered to run another British Go Congress, the choice he gave was Wigan Pier or the University of East Anglia. Maybe no one would believe that the first is a plush conference centre, and the idea of playing go on a canal-side jetty did not appeal, but anyway the second venue was chosen.

The University campus is set on the edge of the fine East Anglian city of Norwich. Woe betide anyone who calls it a town since, as well as an imposing castle, it has no less than two cathedrals. Situated near the Norfolk Broads, the University has its own Broad, which greeted players as they opened their curtains each morning and allowed a chance for a reflective walk after a hard day's go. Accommodation was on cam-

pus in the strange pyramidal blocks of Norfolk Terrace, and food was provided in the Diner. One had to time a visit here correctly, or else you found a large queue of genealogists who had just left a lecture on gravestone epitaphs or public records offices.

Aerial view

Luckily the Sports Hall was free from genealogists, but the occasional sweaty weight trainer would wander past the playing hall. This was large and spacious and had a gallery where one could get an aerial view of an interesting game or two.

The Friday evening started with the traditional lightning handicap. Local 3 dan Matthew Cocke started the weekend as he meant to continue, with five wins to take the trophy. Seven players managed four wins, namely Piers Shepperson, Francis Roads, John-Paul Kenton, Ben Beaton, Adelberto Duarte, Simon Shiu and Stuart Barthropp.

The British Open started at ten on Saturday morning. Everybody managed the journey despite the previous day's rail strike and one minor car accident, apart from visiting player Viktor Hanlja. His train had been mislaid by British Rail, so he arrived too late for the first round. It was in this round that tournament favourite and local player Piers Shepperson clashed with the local maverick 3 dan, Matthew Cocke. Indeed Matthew won and went on to beat Eijiro Wada from Glasgow and Desmond Cann, to share the lead with John Smith of Manchester

at the end of the first day. The day ran smoothly, with your BGA Secretary running the draw computer and playing in two rounds to make up the number to seventy. After the third game, it was off to battle with the genealogists for a place at dinner before returning for the AGM.

Low key, high balance

As usual nowadays this was a low key affair lasting under an hour. Auditor Toby Manning presented the accounts in T. Mark Hall's absence, and showed the BGA to still have a healthy cash balance. The European Congress had been run separately and still had money left due to the sponsorship received.

The President, Secretary and Membership reports were presented showing the BGA to be healthy despite a shortage of Council members. The elections reflected this lack, with again none being contested. The main motion from the floor caused a committee to be set up to investigate the level of recompense received by the Canterbury Congress organisers and to consider an additional award.

Then it was off to a choice of smoking or non-smoking bars for games of liar dice, team go or cards before turning in.

The final three games were held on the Sunday. Matthew Cocke defeated John Smith and then Alex Rix and John Rickard, to take the Minds in Conflict Trophy and the title of British Open Champion. Three players got five wins: Geoff

Kaniuk (2 kyu, London), Oliver Riordan (12 kyu, Cambridge) and Robert Finking (21 kyu, York). Two players on four wins and a jigo were Coventry's 3 kyu, Mike Lynn, and local 6 kyu, Jago Krüsel. Two points behind the winner in the

of go in the Challenger's League.

Any BGA member who has earned a qualifying place or is two dan or stronger and has lived in Britain for five years or more can play in the Candidates'. Thus this year Shutai



Matthew Cocke, British Open Champion

top group were Alex Rix, John Smith and Alistair Wall.

Matthew Cocke's win led Norwich to take the Nippon Club Trophy ahead of York and Coventry Clubs.

The other event at the prize-giving was to award the Terry Stacey Trophy for the most games won above the McMahon bar. Last year's winner, Francis Roads, was second to a worthy winner Des Cann, who is a consistent attender of tournaments.

The last qualifying places were available at the British Open to play in the Candidates' Tournament. Over the May Bank Holiday weekend a record 34 players fought it out for the right to play seven more games

Zhang, the Chinese ophthalmologist from London and a strong 6 dan, was able to play. He was expected to win all six games, but so that he would not be disappointed he was given a bye in the last round.

Surprisingly, second place was taken by Bob Bagot, 2 dan, who won his first four games. Third was Quentin Mills, who only lost to Bob, and fourth was John Rickard after a dame rip-off against T. Mark Hall, who as a consequence came fifth. All these five join Alex Rix, Edmund Shaw and Des Cann in the Challenger's League, as Piers Shepperson will be in Fukuoka, Japan, for the World Amateur Go Championships. Reserves for the Challenger's

are Harold Lee, Paul Christie and William Connolley. Apart from the notable bad results of a couple of wellknown 2 dans, the other notable result was that of Paul Margetts who was recently playing at 3 kyu yet won three games.

At the third Ing Cup in Amsterdam, 24 invited players battled over 6 rounds for cash prizes. Britain's representatives had mixed fortunes. Matthew Macfadyen surprisingly only won one game, against Lazarev, but Piers Shepperson was best

away to dispel the Eastertime blues.

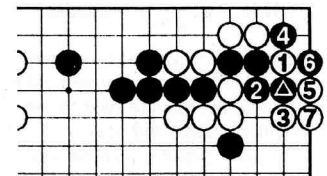
In the Irish Open, Britain's Gerry Mills won on tie-break from Noel Mitchell. The German Open was won by Shen Guang-Ji. In America, Michael Redmond, the 7 dan professional, who featured in a recent article in *The Independent*, won the American Fujitsu Qualifier.

A Tesuji From Actual Play

by T. Mark Hall

Unfortunately the problem in BGG 90 was deficient, since a stone was omitted by me when I edited the diagram to send to the editor. Therefore the problem as published had no actual solution.

The result I drew is shown in the diagram below. However, if Black extends into the corner, White is left with insufficient liberties to kill the group. I had missed out a move when I took the position from the game. Sorry!



Congratulations to Edmund Shaw for getting two of the Prize Problems right; unfortunately not enough. More problems in the next issue.



Des Cann displays his Stacey Trophy

Moving into Europe, 73 players attended the Czech Grand Prix tournament at Plzen. This number was disappointingly low, but most West Europe players will be waiting for the summer before visiting the country for the Prague European. Vladimir Danek won on home ground on tie-break from Zhao Pei, Arkadiy Bogatsky from the Ukraine, and Roumania's Taranu Catalin.

The Copenhagen Tournament was only attended by 45. Here Viktor Bogdanov from Russia won the tie-break from Danek. A month later in Vienna these two were placed third and fourth behind two unknowns. Second was Slovenian Leon Matoh and first was a Korean from Moscow, Lee Hyuk.

of the group on 3 wins, beating Farid Ben Malek, Frank Janssen and Vladimir Danek to come ninth. At the top, four players ended on 5 wins and were placed in order on SOS: Shen Guang-Ji, Ronald Schlemper, Shutai Zhang and Rob van Zeijst. Ronald was second by one SOS point as he had the misfortune of having played Macfadyen in round one. In the side tournament Pei Zhao won on a score of 5/5, from Viktor Bogdanov and Rudi Verhagen.

The Paris tournament was won by Shen Guang-Ji, but the schizophrenic weather, the bad results of the British contingent and the grottness of the hotel lowered the enjoyment level. Anyway there was always the fair or Euro Disney not far

Glossary

Aji: latent possibilities left behind in a position.

Aji-keshi: a move which destroys one's own aji (and is therefore bad).

Atari: the state of having only one liberty left.

Byo yomi: shortage of time.

Dame: a neutral point, of no value to either player.

Damezumari: shortage of liberties.

Furikawari: a trade of territory or groups.

Fuseki: the opening phase of the game.

Gote: losing the initiative.

Hane: a move that 'bends round' an enemy stone, leaving a cutting-point behind.

Hasami: pincer attack.

Hoshi: one of the nine marked points on the board.

Ikken-tobi: a one-space jump.

Jigo: a drawn game.

Joseki: a standardised sequence of moves, usually in a corner.

Jubango: ten-game match.

Kakari: a move made against a single enemy stone in a corner.

Keima: a knight's move jump.

Kikashi: a move which creates aji while forcing a submissive reply.

Komi: a points allowance given to White to compensate for Black having the first move.

Kosumi: a diagonal play.

Miai: two points related such that if one player takes one of them, the opponent will take the other one.

Moyo: a potential territory.

Nakade: The placing of stones inside a group to reduce the shape to one eye.

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

Sagari: a descent towards the edge of the board.

Sanren-sei: an opening which consists of playing on the three hoshi points along one side of the board.

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

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

Sente: gaining the initiative; a move that requires a reply.

Shicho: a ladder.

Shimari: a corner enclosure of two stones.

Shodan: one-dan level.

Tenuki: to abandon the local position and play elsewhere.

Tesuji: a skilful move in a local fight.

Tsuke: a contact play.

Yose: the endgame.

The deadline for contributions to the next issue is **16th August** (ten days later than usual because of participation in the European Go Congress).

Text can now be accepted on both 5 1/4" and 3 1/2" disks (plain ASCII, not right justified, and no tabulation) but should be accompanied by a printout in case of difficulties.

Diagram reference points: please use A,B, C etc., not K10, C3 type notation.

Disks and MSS only returned on request. Photographs are always returned.

Advertisements: £50 a full page and pro rata. Artwork should be camera-ready.

Notices

The visit of Miss Feng Yun, the Chinese professional, to the UK to teach go has unfortunately been delayed. However, she hopes to be here from 13th June to 10th August.

Free go program with source code. SendDOS formatted 3 1/2" disk and SAE to Robert Parker, 30 Milton Rd, Brentwood, Essex, or you could try e-mail:

robertp@kbss.bt.co.uk

Features: -

- * Record and step through games (also includes a Practice mode to try out moves);

- * Goscribe file compatibility (though (VARiations are treated as COMments);

- * Can create Postscript output of a game;

- * Beginners' tutorial files;

- * Easy porting to other computer types (four examples provided)

Disk includes .EXE executables for Microsoft Windows (3.0 and 3.1) and DOS together with C source code and documentation for Windows, DOS and Unix versions (DOS and Unix versions are character mode only).

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* Level: D=dan level. Figures denote kyu level. (Ratings rise from 30 kyu to 1, then 1 to 9 dan.)