

Go Teaching Programme for Autumn 1997

Matthew Macfadyen

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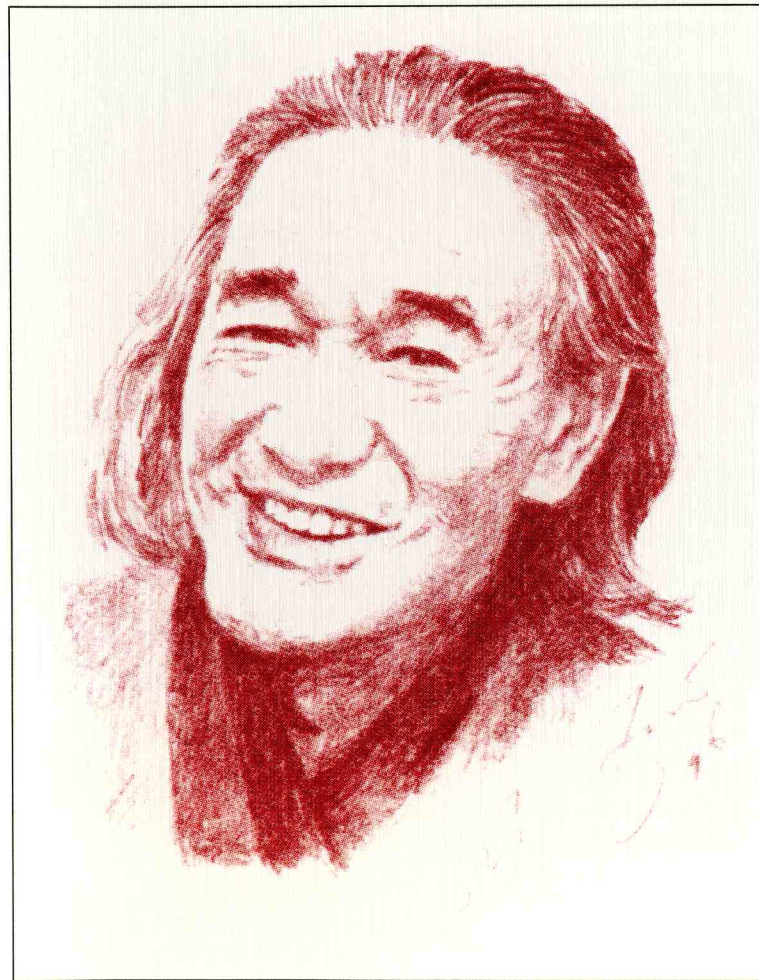
British Go Journal

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Number 108

Autumn 1997

Price £2



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Front cover: Sakata Eio (postcard) by kind permission of Jiri Keller. Available from the BGA book distributor.

Tournament Calendar

Shrewsbury: 5 October. Brian Timmins, 01630-685292.
International Teams Trophy: 12 October. For selection, contact David Ward, 0171-3543285.

Wessex: Marlborough, 26 October. Terry Wright, 01275-842258.

Three Peaks: Thornton in Lonsdale, 8-9 November. Toby Manning, 01926-888739.

Swindon: 23 November.

West Surrey Handicap: 6-7 December. Pauline Bailey, 01483-561027.

Anglo-Japanese: 13 December. By invitation only. David Ward, 0171-3543285.

London Open: 1-4 January. Harold Lee, 0181-440.1001.

London Youth: January.

Furze Platt: January.

School Teams: January.

Wanstead: February.

Oxford: February.

Trigantius: Cambridge, 1st March 1998. Tim Hunt.

International Teams: March.

Irish Open: March.

South London: March.

Coventry: March.

British Go Congress: March/April

Anglo-Japanese 'B': April.

Pair Go: April.

Candidates': May. By invitation only.

Bracknell: May.

Scottish Open: May.

Challenger's: June. By invitation.

British Small Board Championships: June.

Leicester: June.

Anglo-Japanese: June. By invitation.

Barmouth: June.

Youth Pairs: July.

Devon: July.

Isle of Man: August 1999 (biennial).

Northern Go Congress: Manchester, September.

Milton Keynes: September.

Tournament Organisers: Please supply information to the editors of the Journal and the Newsletter as early as possible

Notices

Korean Go School

British players have an invitation to visit a Korean go school, the Kwon Gap-Young Baduk Dojang, in Seoul, for periods of two weeks or a month. More details with Charles Matthews (for address etc., see page 2).

Subscriptions

Members receive a bi-monthly newsletter and a quarterly journal, and have access to books and equipment at moderate prices.

The fees are:

UK: full rate £9; junior, O.A.P. and unemployed, £4.50; family rate £14.

Overseas: Europe £10, outside Europe £12.

You may pay for more than one year in advance.

More notices on page 54

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British Championship

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

Game 1

Black: Matthew Macfadyen, 6 dan
White: Charles Matthews, 3 dan
Time Limit 3 hours, plus 5 stones in 5 minutes overtime
Komi 5.5

The first game was played at the Daiwa Foundation, Regent's Park on 12 July 1997. In both games the comments are by Matthew Macfadyen with reference to a commentary from Kim Seong June

Kim didn't like my opening with the two 5-4 points at all, and felt that the game was definitely good for White for a long time. I still disagree. After Charles' patient plays with 10-14 my prospects of developing a large framework on the right are poor, but the territory is nearly equal. If Black can compete on territory it is not necessary to have a moyo as well.

At 16 there is an interesting puzzle for Black. White's play at 16 has deprived the loose stone on the left side of eyespace, but left the corner slightly thin. I was reluctant simply to attack White's loose stone on the lower side with a capping play at 61 since this would not make secure territory on the lower side, and adding a further stone to complete the capture of the stone would be a bit slow.

My answer to this problem was to start a fight in the corner, hoping either to get some extra stones in so that white 8 could be attacked effectively, or to settle the left side so that 7 could not be attacked, or to take the corner territory. I was quite

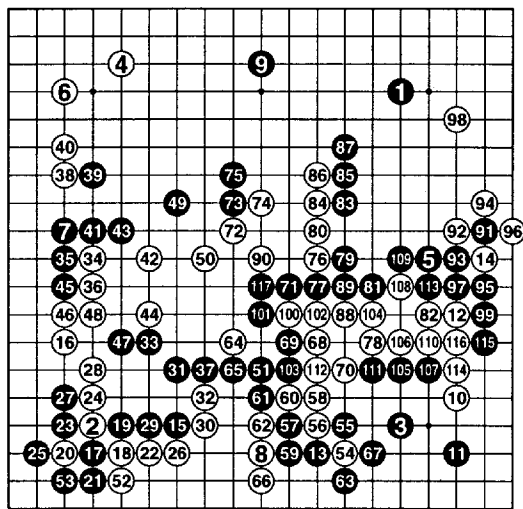


Figure 1 (1—117)

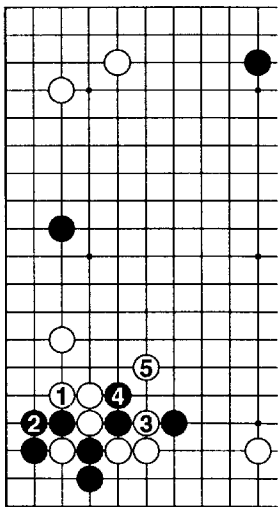


Diagram 1

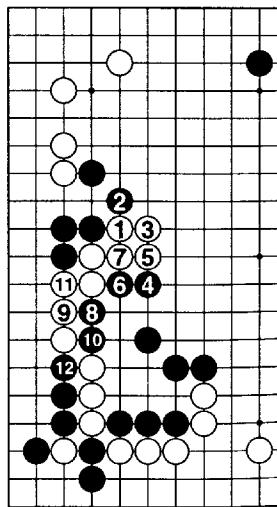


Diagram 2

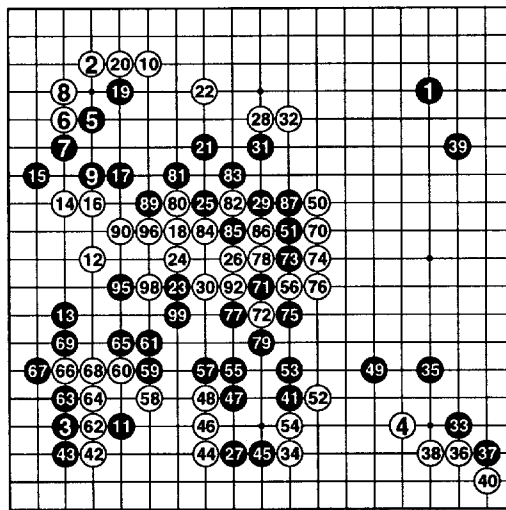


Figure 1 (1—100)

88 ko at 82, 91 ko at 85, 93 at 82, 94 ko at 72, 97 ko at 71, 100 ko at 72

happy with the game result, in which I took the corner leaving Charles with a lot of territory to catch up in a centre attack, which looked difficult to press home. Kim felt that it would be much better for Black to give up the corner for an outside position by playing 23 at 29.

Both sides overlooked a good move which would have made a bit of a mess of my position. White can capture the cutting stone 19 by playing 26 as in diagram 1.

White 38 is a good attacking point, and builds a bit of territory as well, but Kim wanted to play 40 at 41 so as to prevent Black from making shape. When I got to play 41 and 43 the group on the side was already close to having enough space for two eyes, but there is a problem with Kim's suggestion of 42 at 1 in Diagram 2: Black can continue after 5 there with the vulgar sequence from 6 to 12, capturing some important cutting stones. It may not be ap-

propriate to do this immediately but the possibility makes it very hard for White to keep the momentum of his attack going.

Once Black escapes comfortably with both groups at 49 and 51 the game is looking very difficult for White who will need to find time to reduce the upper right area as well as settling his centre group.

The method Charles chose, with 54, involved letting the lower right black position become completely solid. Apart from the difficulty that this made Black's territorial lead clearer, this had the problem of allowing me to threaten the white group on the right.

The sequence from 92 to 98 is the sort of thing that Zhang Shutai can get away with, but normal players end up getting their groups killed. Probably Charles should have played 98 at 99, and 100 at 105 affords better prospects of making eyes. White resigned after 117.

The referee, John Fairbairn, noted the times taken for individual moves. Those which took 5 minutes or more were:

White 4, 6, 32, 44, 48, 50, 64, 70, 82, 106, 108.

Black 17, 35, 55, 105, 109.

Black 105 was the slowest move of the game at 10 minutes. I felt that it was not necessary to kill the white group, but if possible it was the best. Playing 105 and not killing the group could be disastrous.

Game 2

Played in Freud's Café, Oxford, 28 July 1997.

Black: Charles Matthews
White: Matthew Macfadyen

Charles played well in this game, and had a good position for a long time. Eventually it came down more to a matter of stamina than technique.

11: is a good idea, of course White will invade but both sides get weak groups, Black can expect to expand the lower corner and White the upper side during the inevitable running fight.

27: was disapproved of by Kim. Certainly it deserts the running fight in the centre where 30 was an important point for both. But Charles is adopting a deliberate strategy of leaving his upper group weak while developing other areas, and this proved effective in the game.

39: was not a good idea. The problem is that White 40, apart from taking a lot of territory, makes White absolutely solid in the corner, so that White is free to fight in the centre and in Black's lower left area. Also there is a danger that a future invasion on the right by White might develop into an attack on the black stones including 33 and 35.

41: aims to invade an area which is now uninteresting.

Kim disapproved of 42 and 44 as being unnecessary when White is ahead, but he is much more sure of his assessment of the state of the game than I am. I felt that the corner deserved to be invaded, and if Black has no better reply than 43-47 this does not seem to be very risky.

But after black 49 I played a series of ridiculous moves which Charles punished very effectively:

White 50 and 56 make no sense unless the black group in the upper left can be vigorously attacked, which it can't.

Building territory with 52 and 54 is small. As mentioned before this area is uninteresting due to the white corner being so secure.

Letting my lower group get shut in with 57-69 was awful, especially since Black connects across the centre with 69.

Continuing to pretend to attack Black with 70-78 allowed him to shut me in on the left side. By the time Black gets the important shape point at 95 it is clear that White is in desperate trouble.

I had no choice but to continue fighting the ko, but Charles did. He had two good ways to handle the situation.

One was to connect the ko in response to one of my smaller threats (136 or 142 for example). This would allow the main white group to survive, but give Black first move to develop the right side with prospects of an attack on the 5 stones in the centre.

Even better would be to leave the ko as White's problem, keeping the chunky ko threats against the lower left White group for later and playing, for example, 132 on the star point on the right. This way White might well end up requiring three stones, one to take the ko, one to connect the ko and a further one to make eyes for the whole group, while Black took three big points.

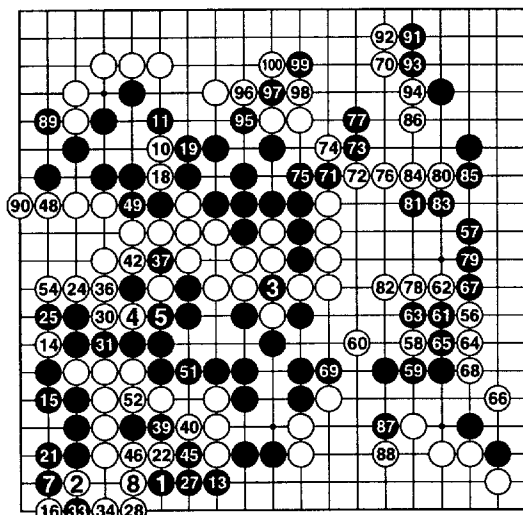


Figure 2 (101—200)

Ko at 3: 6, 9, 12, 17, 20, 23, 26, 29, 32, 35, 38, 41.
43 connects above 5. Ko: 44, 47, 50, 53.
55 connects ko.

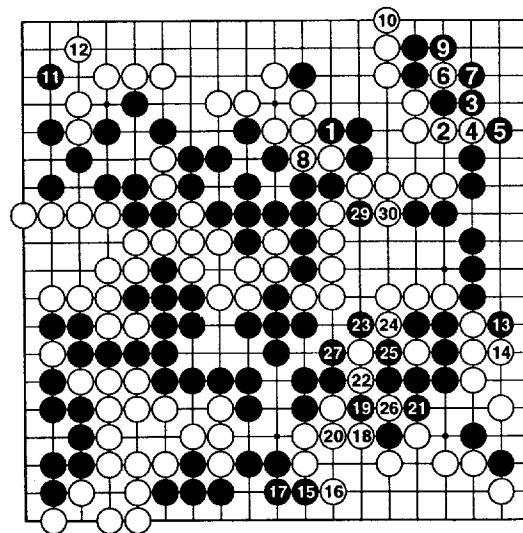


Figure 3 (201—230)

28 at 19

In the game Charles made a disastrous reading error at 149, and did not realise what had happened until I played 156. The group on the left doesn't die due to the possible connection at 8 in Diagram 1.

After 156 the game reached a state familiar from the last few years' British Championship matches in which one of the players' brain turns to porridge at the end of 6 hours' hard thinking. I know only too well what this feels like from the other side of the board; Charles ran out of energy after 156, and resigned at 230.

Seong-June had a number of queries and quibbles with the details of the ko threats and their replies, but his general comment, "Like a game of chess... no strategy!" sums up what may be a typical Eastern attitude to the spectacle of European players concentrating their attention on attempting to do things which work.

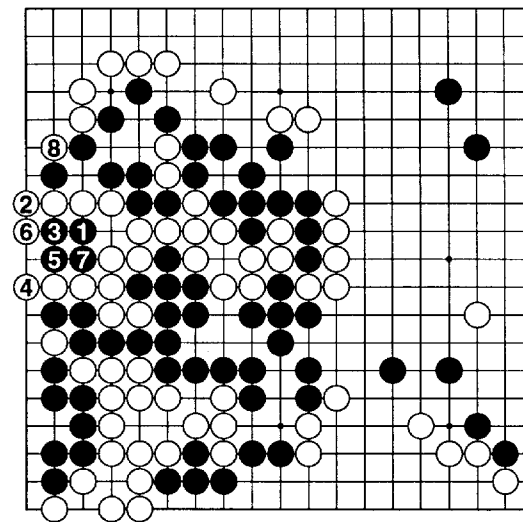


Diagram 1

Prizes at Go Tournaments

by Toby Manning

Traditionally, the main prize at a Go Tournament has been given to the "winner", as defined by the MacMahon system, generally the player out of the strongest group who wins most games. It is not necessarily clear why this should be; the prize (with a few exceptions) is not particularly valuable, and the prize rarely influences whether or not people turn up to a tournament. Should we rethink the matter?

My musings on this matter have been prompted by Graham Telfer (ex Bradford Go Club, now living in Japan) who has generously donated a trophy for the Three Peaks Go Tourna-

ment, held regularly in Ingleton in North Yorkshire. Many of you will remember the tournament as one started by Tim Hazelden, who died tragically nearly 2 years ago, and Graham has donated the trophy in his memory.

I quote from Graham's letter:-

"I don't want the trophy to be awarded to just the top ranked players, but instead give everyone an opportunity. I leave the exact basis of how to award it to you." (Thanks, Graham.)

So I am looking for ideas. Two ideas that spring to mind are:-

put all the players with (say) 4/5 wins into a hat, and draw a winner at random (this method was used successfully at the Tournament in London sponsored by the Asahi Shimbun to celebrate holding the first match of the 1990? Meijin-Sen Tournament in London; in that

case the prize was a return flight to Tokyo, but of course that was a one-off event.

identify the 'most meritorious player' from the tournament (presumably to be awarded at the discretion of the Organiser or the Organising Committee); have 2 winners inscribed on the trophy: the tournament winner, and the 'most meritorious player'.

I have spoken to Alex Rix, President of the Association, who recommended that I canvass opinion via the Journal. I shall probably need to make a decision before the next issue of the Journal (the Tournament is scheduled for early November) and so I would be grateful if you could write or telephone with any comments, thoughts or observations to me at 7 Oak Tree Close, Leamington Spa, CV32 5YT, telephone 01926 888739. I will provide a summary of your responses to the Editor for the next issue of the BGJ.

Ingenious Puzzles & Connecting Stones

reviewed by
Matthew Macfadyen

The avalanche of new material from Yutopian continues unabated, and this time contains two of their best. Volume 2 of Yang Yilun's *Ingenious Life and Death Puzzles* will be a must for all those who have solved the problems in volume 1. I am still unconvinced that the text adds much to the problems, but these are interesting if somewhat too hard for most BGC readers.

Those who prefer a really serious challenge will want to look at the Hatsu Yoron, well known as the most difficult collection of go problems ever produced. These problems were originally composed as a private collection in the 16th century, providing a fund of secret weapons for training aimed at the castle games. They were not published until this century, and the source documents contain no solutions to the problems, so the editors have a lot of work to do. An additional difficulty is that the original diagrams sometimes have key stones deliberately omitted as a form of copy-righting.

There have been several editions of these problems, and Yutopian have chosen a recent Chinese one to translate from. I have only looked briefly at a copy, and was disappointed to find that the solutions are given on the same page as the problems. But if you intend to use the book as a scrapbook of incredible sequences, rather than

a collection of problems to attempt to solve, this may not matter.

The other Yutopian offering is much more widely accessible. The Art of Go Series, Volume 1, *Connecting Stones* is a collection of 186 problems, all of which involve tesujis to cut or connect stones. This book is suitable for a much wider range of strengths than the previously mentioned two. Players down to 10 kyu should find plenty that they can handle, and there are positions that require a bit of staring at up to at least 6 dan.

There is also new material from Kiseido, though there are rumours of a takeover by Yutopian. *Get Strong at Invading* continues in the format of the previous titles in this series, with a collection of fairly briefly annotated problems around a theme. This seems to be one of the better ones, presenting a set of positions which occur very frequently in games and are often mishandled by players in the 5 kyu to 2 dan range. I find this series to be worthy but a little uninspired, though probably the best available source for the standard material every go player should aim to know.

GoGap

reviewed by Nick Wedd

GoGap is Windows software for playing through professional games, and counting how good you are at predicting the next move. It is published by Boyixun in Beijing. The review copy was the 'Fujisawa Hideyuki' special.

Installation was very easy. However when I tried to run it on two PCs running Windows NT, it did not load, but produced ten 'ding' sounds. Presumably this is an error mes-

sage, stating that it does not like NT, or high-resolution graphics, or something. But the manual is minimal, and gives no explanation of this.

I succeeded in running it on a Windows95 PC. It offers a choice of 100 professional games: the user chooses one of these games, and decides whether to try to predict the Black or the White moves. It then puts the first few stones on to the board, and asks you to predict the next move by clicking. If you guess right, it displays one of three gaudy and supposedly attractive female figures. If you guess wrong, it displays one of three ugly male figures. Either way, it then makes your opponent's next move for you, and asks you to guess your next move again. If you have the patience to persist to the end of the game, it tells you how well you have scored on the opening, middle game and endgame.

I did not find this process at all instructive. Normally I cannot guess where 'Fujisawa Hideyuk' (this is what the program calls him) is going to play; and as the games have no commentary, I was no wiser after finding out. Sometimes I did guess correctly: if a professional has eight vital cutting stones in atari, it is likely that he will save them. But being given a 'reward' for deducing this is fatuous.

By comparison with other game-record playing software it is poor. It does not even allow you to step back through a game to an earlier position. There are at least six free and shareware Go-game-record playing programs which I would prefer to use.

You might be tempted to buy it for the sake of the game records. I do not know if these particular game records are available elsewhere. Unfortunately they are in a proprietary

non-ascii format, which cannot be understood by other programs. I believe that there are already too many different formats in use, and the decision to invent yet another is deplorable, and renders worthless the only potentially useful part of GoGap.

Conclusions: tasteless, sexist and unnecessary.

There are about twenty volumes of GoGap, each with 100 games, and each costing 30 guilders. They can be ordered from:

Schaak en Gowinkel het Paard,
Haarlemmerdijk 147
1013 KH Amsterdam,
The Netherlands.

Years Ago

by Tony Atkins

Thirty Years Ago

In April 1967 45 players travelled to a go session at Trinity College Oxford. It was so popular it was suggested that this should be repeated in 1968 becoming the British Go Congress. Jon Diamond (3 dan) was second to Mr. Akimoto at the Nippon Club Tournament.

The 11th European Go Congress was held in Staufen, near Freiberg in West German wine country. Zoran Mutabzija (aged 22) of Yugoslavia was European Champion. Diamond made 7th place. Tony Goddard of Cambridge won the second division. Mr. Schilp of Holland was replaced by Mr. Paech of West Germany as EGF President. In Japan Rin (aged 25) beat Sakata 4-1 to win the Meijin. Earlier Rin lost to Sakata in the Honinbo. In an exhibition game the Honinbo beat the Women's Honinbo, Reiko Kitani. Fujisawa Shuko won the Oza against Hashimoto Shoji.

Twenty Years Ago

In 1977 the Jubilee Challenge Trophy (a go ban) was launched; South Cotswold beat Bristol in the first match, losing to Southampton in the second. In March at the London Go Centre David Mitchell set a record with 46 hours non-stop go playing. The British Championship was again a Prescott-Diamond match. Mr. Ito won the LGC Championship and Matthew Macfadyen won the Northern.

The European was held in an idyllic suburb of the Hague. In the open section Stuart Dowsey was second to Jerome Hubert. In the top group Wolfgang Isele of Germany was the Champion ahead of Hasibeder, Schlemper and Macfadyen (4 dan).

In Japan the 1977 Honinbo was won by Kato, defeating Takemiya 4-1. Rin defeated Otake 4-0 in the Meijin. In the Oza, Cho went down to lesser known Kudo Norio.

Ten Years Ago

The European Go Congress in Grenoble had 322 entrants of whom 25 were British. Matthew Macfadyen scraped into the final stage with 6/8. He then beat Donzet and then beat Alexei Lazarev in the final televised to a room of spectators. The other semifinalist was van Zeijst who won the Weekend. Other Brits doing well were Francis Roads on 7/9, Christian Scarff (15 kyu) 8/9; Alex Rix 5/5, Jim Clare 4/5 did well in the weekend. Micro Go 2 by Alan Scarff was first equal in the 9x9 computer go and second to Star of Poland in the 19x19. After the congress Japanese professionals Mine-matsu and Nobuta toured south-east England.

In the Challenger's Piers

Shepperson won the right to play Terry Stacey for the Championship. Matthew Macfadyen had been at the World Amateur in Beijing where he was sixth. Leicester was won by T. Mark Hall, Bracknell by Jim Clare, the Youth Championships by Matthew Cocke and the Northern by Matthew Macfadyen. In Bournemouth the South Coast champion was Mark Cumper (2 dan) and the handicap champion was Tony Atkins (1 kyu).

In Japan Takemiya regained some face by winning the Honinbo, crushing Yamashiro 4-0. Kato, aged 40, won the Meijin and the Oza against Rin and Cho respectively. Nie Weiping cleaned up for China in the second Super Go match against Japan.

UK Go Mailing List

Those who have email will want to know of the UK go mailing list run by Harry Fearnley. This is a forum for British go, to complement information posted elsewhere on the Internet, not intended for routine announcements nor for Euro-level messages. More from Harry at

harry.fearnley@eng.ox.ac.uk.

There is no BGA list as such. The BGA would be glad to hear from anyone able to run a list for those who wish to be kept informed in detail about BGA activities and to receive routine notifications of events.

The BGA would also be happy to find someone prepared to administer a list of email go opponents, keeping it current. Contact Charles Matthews in either case.

Go Proverbs

by Francis Roads
Francis@jfroards.demon.co.uk

Part 8

A miscellany this time, but loosely grouped around the idea of shape. As promised last time, I start with three bamboo joint proverbs.

Proverb 71

Take the fourth point of the bamboo joint

The best shape for White in Diagram 1 is A, making the well known bamboo joint. B and C look tempting, but both leave behind nasty forcing moves which can leave white in bad shape. After A, there is no immediate way to spoil White's shape.

Proverb 72

Don't play on both sides of the bamboo joint

The sequence in Diagram 2a is often seen. White won't play it unless there is good reason for particularly wanting a white stone at 1, or a black one at 2, or it may be gross aji-keshi. But it would be hard to imagine any reasonable sequence on White's part which could lead to Diagram 2b. And yet this is very nearly equivalent to that in 2c, where white has played on both sides of the uncuttable bamboo joint. The positions in 2b and 2c are equally inefficient.

Diagram 3 shows a well known joseki. After Black makes the bamboo joint at 6, White often plays at A. But if White judges that the position over the whole board is suitable for pulling out 1, White 7 is the right move, not B, which is the bad shape mentioned in the proverb.

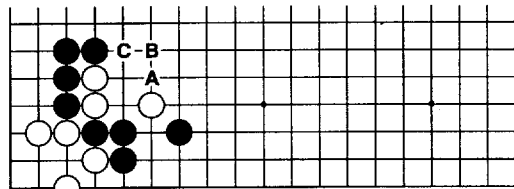


Diagram 1

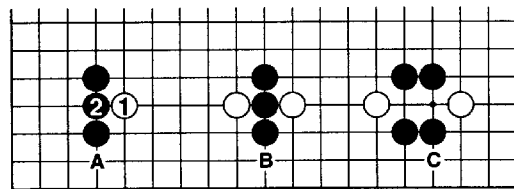


Diagram 2

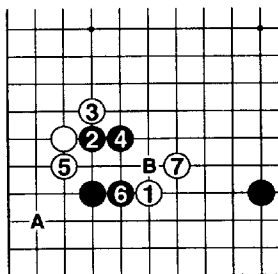


Diagram 3

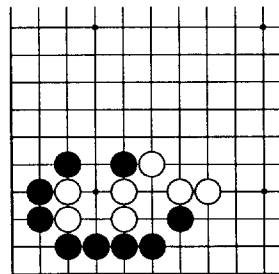


Diagram 4

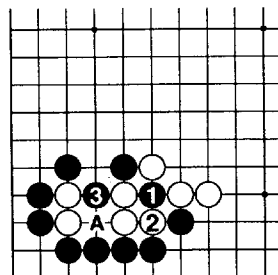


Diagram 5

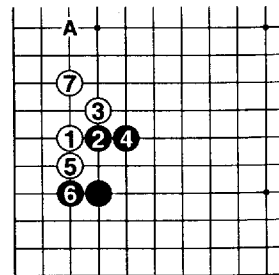


Diagram 6

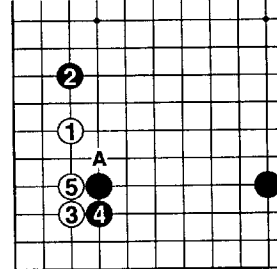


Diagram 7

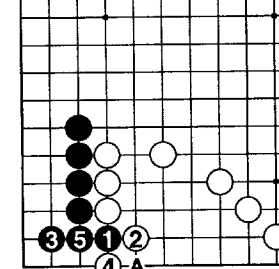


Diagram 8

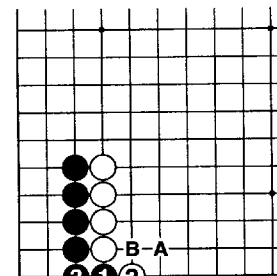


Diagram 9

Proverb 73

There is dame zumari at the bamboo joint

Dame zumari means shortage of liberties. White looks to be connected up nicely in Diagram 4, but it is not so. Diagram 5 shows how Black can sacrifice a stone to reduce White's liberties (Proverb 61) and then with 3 he captures two stones. If White connects at A he loses six stones instead of two. This is easy enough to see in a diagram like this, but when the bamboo joint is distant from the rest of the group, and there is perhaps a number of sacrifice and other liberty-reducing moves to be played, quite strong players have been known to get this wrong.

Proverb 74

Don't allow the bulge

Middle-aged go players should take plenty of exercise and be careful with their diet, but this proverb has nothing to do with such matters. It refers to the shape shown in Diagram 6, where in playing the well known *tsukenobi* joseki White has preferred the tight move at 7 to the alternative wider extension at A. Both moves are considered to be joseki, but the move shown makes the "bulge", or *fukurami* if you're into Japanese terms.

Here Black can't prevent it, but in Diagram 7, which shows another well known joseki, after White 5 some Black players have been known to stop and think. Instead of thinking they should play at A, to prevent the bulge. Almost any other move by Black will allow White to play here and make the good shape. Preventing your opponent's good shape is as important as making your own.

Proverb 75

The hanging connection is not always right

This proverb is related to the above, and also to Proverb 46

("Shoulder connections, hanging connections and knight's move connections"). Black 1 in Diagram 8 is a good big end-game play, but some players think it's smart to protect with the hanging connection at 3. White then plays atari at 4, forcing them to play at 5, where 3 should have been, and Black has lost the further end-game play at A.

Diagram 9 is similar. If Black plays this sequence early on in the game, White will make the hanging connection, knowing that it is good shape, making it easier to make eyes should they be needed. But if Black plays this in the end-game, when White has securely surrounded all the territory to the right, the solid connection at B is better, because it leaves no ko threat. This is an example of...

Proverb 76

There is no shape in the end game.

All the good shape that you play so assiduously during the opening and middle game is intended to maximise liberties and eye-formation, and keep your position flexible. And of course have the opposite effect upon your opponent. But in the end game, all the groups have sorted out their life-and-death status, and no longer need to maximise liberties and eyespace. If this is not the case, it isn't the end-game yet! Likewise flexibility is no longer a priority; the endgame is a time for closing options, not for keeping them open.

So in the end-game bamboo joints, hanging connections, eye-stealing tesujis and all the other ways of making good shape earlier on go by the board in favour of secure connections and maximum territory. If that involves empty triangles and other shapes that are avoided earlier in the game, so be it.

Proverb 77

Learn the double hane

Diagram 10 shows the first few moves of a well known sequence, where White has judged the time and position to be right for invading the corner under the star point, rather than the more usual approach from the outside. Black 6 is the double hane, and should always be at least considered in this and similar positions, as well as the more defensive move at A.

Diagram 11 shows one of the ways in which this joseki can proceed. White cuts off and captures a stone on the second line, and often continues at A. Black surrounds a corner, in which there remains a little bad *aji* at B.

The double hane often entails the sacrifice of a stone, and this makes some players think it a dangerous manoeuvre. The opposite is the case of course; strong players are always looking out for useful sacrifice plays. That's a proverb in itself, but I haven't got to that one yet.

Proverb 78

Capture the cutting stone on the second line

You've just seen one example of this process, with 9 and 11 in Diagram 11. Diagram 12 shows another example, yet again from joseki. After White 5 Black may play at 6 or 8. If he chooses 6, White must cut off and make a *ponnuki* capture of this stone to make a worthwhile position. This *ponnuki* near the edge may not be worth 30 points (Proverb 23), but it is better than playing 7 at 8 and having to make a live group in the corner, while Black builds up his outside strength by capturing 5 in a ladder.

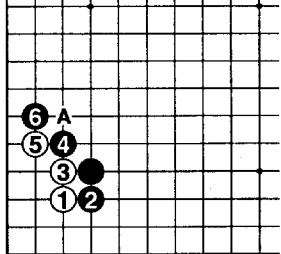


Diagram 10

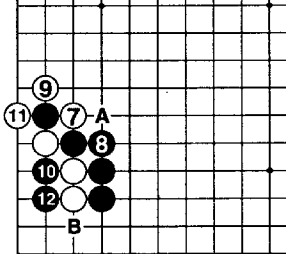


Diagram 11

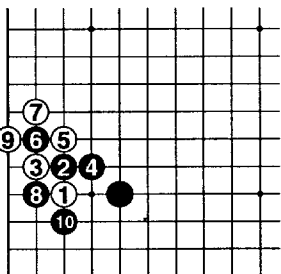


Diagram 12

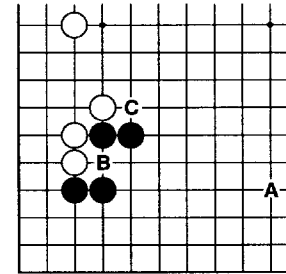


Diagram 13

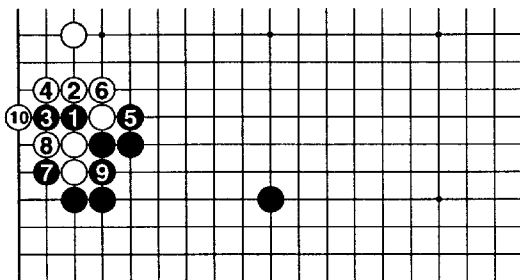


Diagram 14

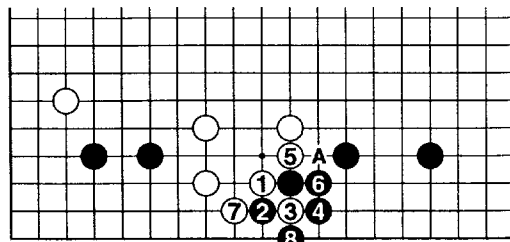


Diagram 15

Proverb 79

Sacrifice two on the edge

Diagram 13 shows the position where White has preferred the wider but looser extension to the bulge in Diagram 6. If Black gets a stone around A, where there may be one already in a handicap game, blocking the hole at B and pushing at C both look like worthwhile ways of building up his area.

Diagram 14 shows how to do this while keeping sente, or the initiative. After White captures at 10, Black has achieved both his objectives, has a useful stone at 7, and has made White overconcentrate his strength. But if Black is too mean to sac-

rifice the second stone at 3, he can only play one of the two moves 5 and 9 while keeping sente. It's well worth losing one more stone to get them both in.

Proverb 80

Connection may be better than capture

Diagram 15 shows a position quite often reached in handicap games. The sequence beginning with White 1 is designed to improve the shape of the White stones while keeping sente. The cost is to give Black secure territory on the edge.

White 3 is a sacrifice, which Black correctly deals with in

accordance with Proverb 78. Black could answer the atari at 5 by capturing at once at 8. But then White would play at 6, giving Black the awkward choice of connecting very submissively at 3, or cutting at A and allowing White to start an interesting *ko*.

So Black prefers to connect at 6, even though this allows White to improve his shape still further with the atari at 7.

By the way, the least of White's worries in this position is a Black cut one point above 1. White would answer, not by connecting 1, but with a counter-atari one point above that. But that, too, is another proverb, for another issue.

How I Started...

by Robert Finking

I have played quite a lot of different role playing games over the years. I have played under several different systems of rules. Perhaps my favourite system out of all the games I played, was a system called Call of Cthulhu (Spelling?).

Gothic horror was the flavour of the game. The world in which it was set was based around the novels of HP Lovecraft.

The basic plot of most games was: save the earth before some mad cult performs some dastardly deed and we all become zombies! Invariably the characters in the game end up snooping around places for clues to try and uncover details of the bad-dies' nefarious activities.

So it was in one game; my character (a professor of anthropology) found himself searching the captain's cabin on a large river boat. A go board and stones were present in the room. My character knew what these

were, but I didn't. The game master explained. I was intrigued. However, the game moved on and I thought nothing more of go. This was a duff find; there was far more important information to be gleaned. (You may be interested to know that yes, we did save the world. Phew!)

A couple of years later I was on a summer vacation placement at Roke Manor Research (a Siemens company). One lunchtime, I came back from my lunch to find two of my computer vision group colleagues whacking minstrels and mints down on a grid. I stood and watched for about twenty minutes then the game finished and I returned to work. The next couple of days saw a repeat performance. Finally on the third day, when I was pretty sure I'd got the rules almost sorted out, I started asking questions.

"Wait until tomorrow and we'll tell you all about it," came the reply.

It was only on that morrow that I made the connection (no pun intended). This was the game that my anthropological character had stumbled across,

clue searching, back at the turn of the century. It seems that this 'duff find' wasn't so duff after all!

● If you came across go in an amusing or unusual way, why not send in an article to let other readers know about it?

The Smallest Tournament?

by Steve Bailey

Three people entered the Cro-predy Go Tournament, a one-round contest held near Banbury.

The winner was Chris Dawson, second was Anna Griffiths, whilst Steve Bailey came third. Anna beat Chris in a nine stone game, and Chris beat Steve, but Chris was declared over all winner on account of the sum of opponents' scores. The contest was watched by Dave Artus.

A secondary event in the area was a music festival, and the go tournament was held in a tent before the music began.

Charting a Course in the Middle Game

by Cho Chikun, Honinbo

Translated by Bob Terry
from Kido, December 1983

Part 6

The game this time is between two amateur 3 dan players and we will examine the first forty or so moves in the opening, with a view to charting a course in the middle game. It is suggested that the reader compare thoughts about each move as the game unfolds.

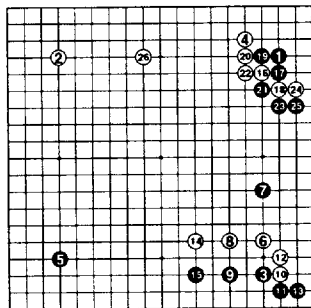


Figure 1

A Shusaku style opening is played in Figure 1, and there is nothing in particular to comment on regarding the joseki in the lower right corner. Whether the moves White 10 and 12, attaching and drawing back, are played before 14 or held in reserve for a while, either way is fine. When they will be played is a delicate question, but one does not have to worry too much about it.

White fences Black in with 16. This is a wonderful way of playing. Other than this, there is Diagram 1, and this would be

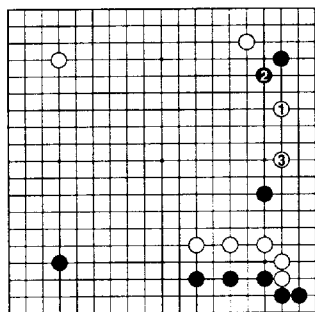


Diagram 1

the normal thing probably. The idea is to utilise White's stones jumping out from the lower right as thickness. Simply playing at 3, without fixing the shape with the exchange of 1 and 2, is also possible.

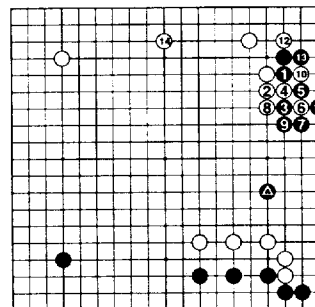


Diagram 2

The reason why White 16 is a powerful way of playing is the joseki in Diagram 2, with black defending with 1 and 3, and White forcing with 4 and all the rest. Then White extends to 14. In the local context, White's play is a little lax. However, turning one's attention to the lower right, one notes that it is impossible to say when Black's marked pincer stone will perform an attacking function. In that case, when the area in the upper right is fixed with the sequence in the dia-

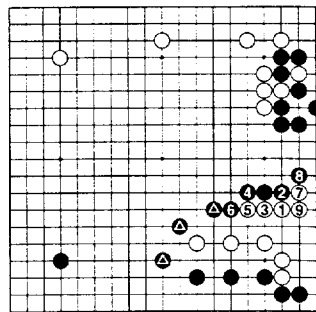


Diagram 3

gram, the marked stone loses all threat as an attacking stone. This is a bit difficult to grasp, but the reason is as follows.

Suppose that we add the three marked black stones in Diagram 3, and have the white group encircled. Being encircled is not good, but with White 1 and the following, living is simple. In this situation, Black's territorial framework has been delimited by the sequence in the upper right, and does not assume very big proportions.

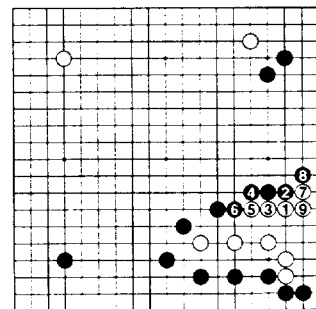


Diagram 4

Consider Diagram 4: Black's territory seems as if it will grow to a large size. Please compare the difference between Diagrams 3 and 4. From the standpoint of restraining the development of Black's territory, White 16 was a good move.

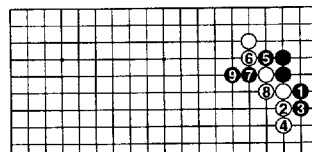


Diagram 5

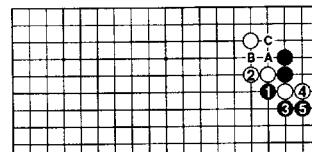


Diagram 6

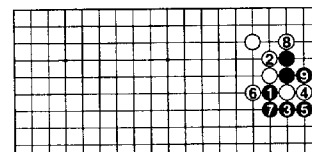


Diagram 7

However, in the answer to Black 17, blocking at White 18 is surprising. It appears that White has a great deal of confidence in his fighting ability, doesn't it? But then, although it is an interesting move, it cannot be called a very good one.

Cutting with Black 21 is good, but the previous move, pushing out with Black 19, is overdoing it.

Diagram 5 is not very good. Black should simply cut with 1 in Diagram 6, and proceed

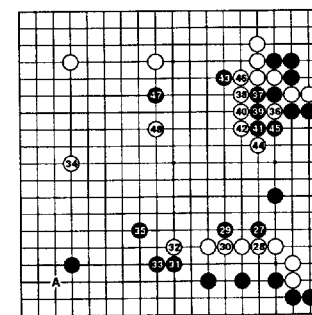


Figure 2

with the same order of moves as in the actual game. Exchanging Black A for White B is bad; if A and B are not played, Black has scope to play a diagonal attachment at C.

If 1 and 2 in Diagram 7, Black captures in the usual manner with 3 and 5.

White 26 is a very good point.

In the fighting in the upper right in Figure 2 White played a reckless move, but Black's moves also received censure, so White did not end up badly off. Black intended to attack with 27 and 29 in figure 2, but this group cannot be attacked very severely. However, connecting with White 28 was a little too straightforward.

Defending as in Diagram 8 would have been more efficient.

In answer to Black 31, the attachment of White 32 seems to strengthen the opponent, but this is good. That is because the 3-3 point in the lower left corner is open at A. White 34 is a good point. With 35, Black tries to build a territorial framework while at the same time attacking, but this white group has plenty of possibilities for eyes at its disposal. Therefore, White showed a lot of insight in not playing here. On the other hand, where should Black have played 35 instead?

One would like to connect at 1 in Diagram 9. At first sight this might be dismissed as a trivial move, but this is actually quite important. All possible forcing moves of White's are eliminated. However, later on White has the endgame play at 2. Playing 5 at 6, to be followed by White 5 and the Black cut at A would just set up a squeezing sequence and would be unreasonable. If the endgame play at 2 is disagreeable...

One would like to play once at the point of 1 in Diagram 10. If 2 is played in response, Black plays at 3 and this would

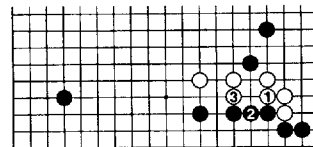


Diagram 9

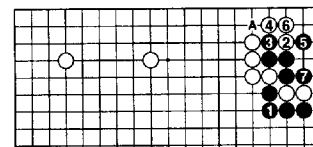


Diagram 10

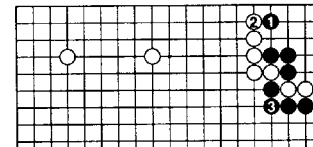


Diagram 11

be, generally speaking, an ideal sequence for Black.

With 36 and the following White ataris and presses vigorously in the centre, making it thick.

For 43, Black had no choice but to extend to 1 and 3 in Diagram 11. White 4 reinforces the position and the game is advantageous for him, but...

We will finish up with Black 47 and White 48, but after this White mounted a severe attack and firmly established an advantage. What has been obvious

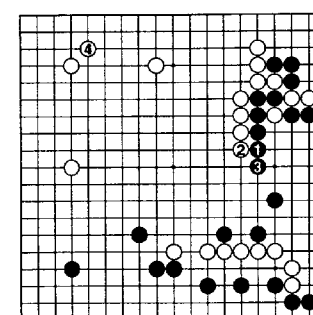


Diagram 11

up to this point is the large number of questionable moves by Black and remarkably few by White.

Turning one's attention to the right side, the vital point of 1 in Diagram 12, at the corner of the position, fixes the shape. Since it would be terrible to allow White next to undermine the shape with a move at A, Black will push through with 2 and the rest, but White's position on the outside is naturally strengthened. Black did not defend against this as in Diagram 11, so

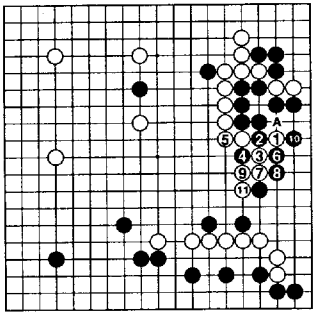


Diagram 12

this kind of capitulation is unavoidable. An attack against White's group in the lower right is completely out of the question.

Promotions

David Ward: 3 dan
Paul Hankin: 2 dan
Jim Sadler: 1 dan

Attitude to Ko Fights

by Nick Wedd

This article is addressed to players in the range 15-kyu to 3-kyu. Many such players have a poor mental attitude to kos. When a ko starts, they assume that they are going to lose it, and do not fight it as vigorously as they might. I have even seen players who assume that they have lost the ko as soon as it starts, and immediately make a defensive move, so that their opponent in effect wins the ko for free.

My intention is to show that this attitude is inconsistent with other attitudes held by many such players.

If you discuss a joseki with a good player, you may be told something like,

"It depends whether you want secure territory in the corner, or outside influence."

If you have any fighting spirit, you will have been thinking,

"I want territory in the corner and outside influence."

Of course, if you are playing a much stronger opponent, this wish is unreasonable. But if you are playing against someone of your own strength, it is entirely reasonable to look out for such a

possibility. There is indeed a 'joseki' which, played between two 3-kyus, can give one of them a dead group in the corner and the other massive influence in both directions.

The same applies to splitting attacks. Someone points out,

"If you play here, you will split his group into two, and you should be able to kill one of the pieces."

A normal healthy reaction to this is,

"Why just one? I will do my best to kill both pieces."

But many kyu-players who feel this healthy optimism in other circumstances do not apply it to kos. There is no reason why it should not be applied to them. Next time you find you are in a ko fight, say to yourself,

"This is an opportunity for me. I intend to end up connecting the ko and carrying out more ko threats that he does."

If your opponent is no better than 3-kyu, this is quite feasible. And if he notices your enthusiasm for the ko, he may chicken out of fighting it at all.



For the Beginner

by Robert Finking
Robert.Finking@roke.co.uk

Cutting and Connecting

Part 2: Two Simple Connections

Welcome to part two of this series on cutting and connecting. In this part we will look at two simple forms of connection. Firstly we will look at the bamboo joint, and then at the diagonal connection. There are also a few problems for you to solve. These should help you put this part and the previous part into practice.

Let's quickly recap on part one. In part one we saw that any connection we make must guarantee the ability to connect the stones involved directly. If a direct connection (i.e. the joining of the stones into one group) can not be guaranteed then there is not a real connection between the stones.

Bamboo Joint Connection

Diagram 1 shows a bamboo joint connection. It is based on miai. If your opponent plays at A you can play at B to make a direct connection. If they play B you can play A. You must always keep a watch over those

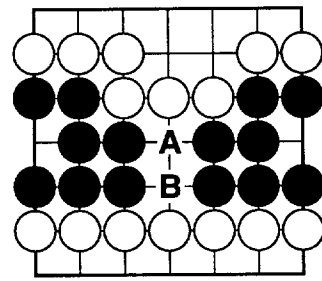


Diagram 1

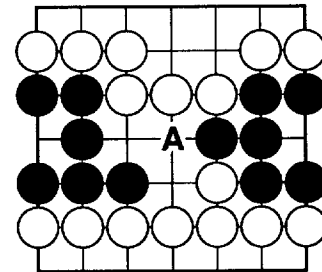


Diagram 2

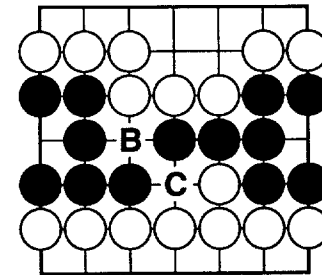


Diagram 3

points so that as soon as your opponent plays one you can play the other. Otherwise your groups will be cut into two.

Diagonal Connection

In Diagram 2, playing at A makes a diagonal connection between the two Black groups.

The reason this connection works is the same as with bamboo joint connections: miai. In Diagram 3 it can be seen that B and C are miai.

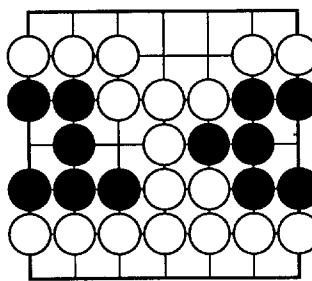
If White plays one Black can make a solid connection by playing the other. It is always important to keep a watch on diagonal connections; if your opponent plays on one side you must play on the other or else be cut.

Problems

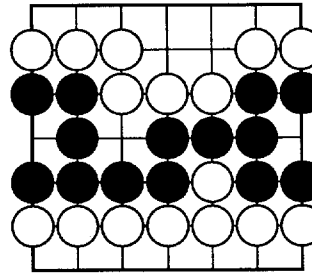
All the problems presented in this series will be of the same type. The objective will always be for White to cut Black, and for Black to connect. Your goal is to determine whether White has cut, Black has connected or whether it depends on who's move it is next. This is based on the system James Davies uses in his book *Life and Death*.

You may not have come across problems like this before. To give you an idea of what you need to do, here are some examples.

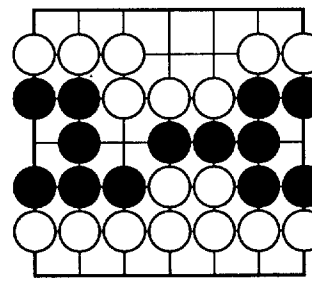
Each problem is shown as a diagram. You must work out if Black's stones are already connected. It does not matter about whether White's stones are connected or not. If Black's stones are not connected, you must work out if Black's stones have already been cut by White. If Black has not already connected or been cut you have an additional puzzle to solve. You must work out how White should play if it is White's go



Problem 1



Problem 2



Problem 3

next, and how Black should play if it is Black's go next.

Solutions on page 53.

Kyu Games Commented

by T. Mark Hall

Black: P. Barnard, 1 kyu
White: C. Scarff, 1 kyu
komi 6

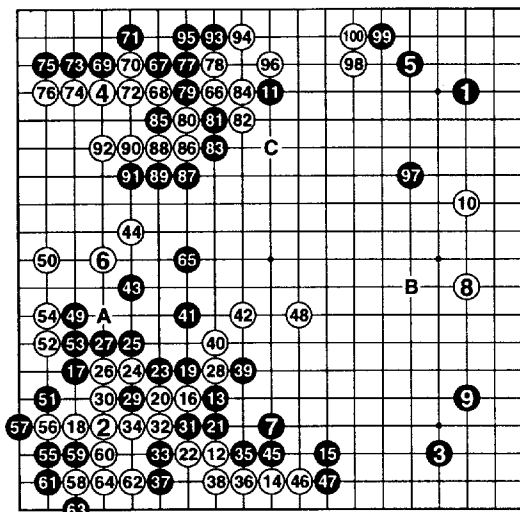


Figure 1 (1—100)

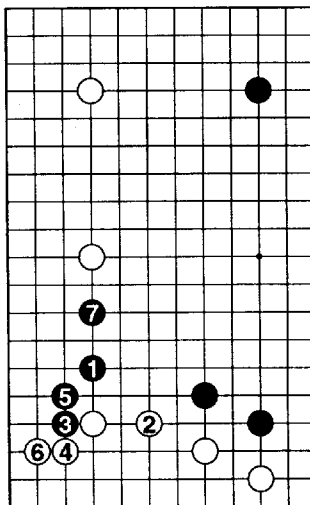


Diagram 1

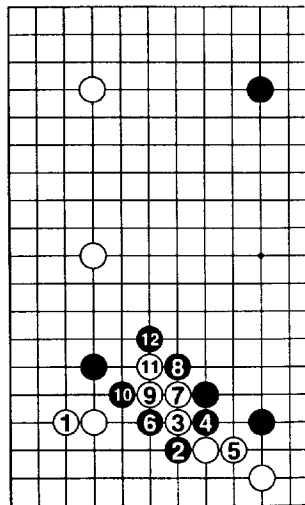


Diagram 2

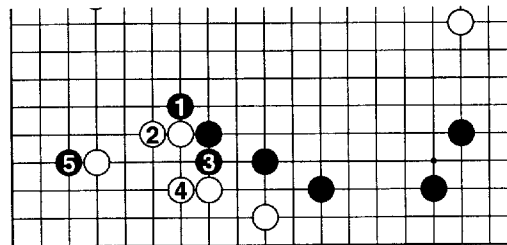


Diagram 3

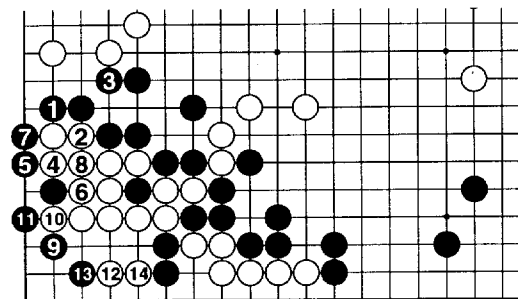


Diagram 4

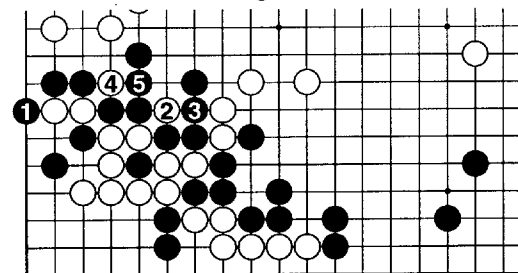


Diagram 5

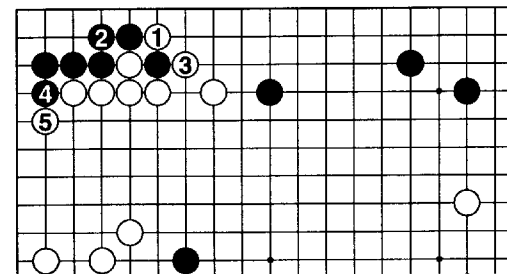


Diagram 6

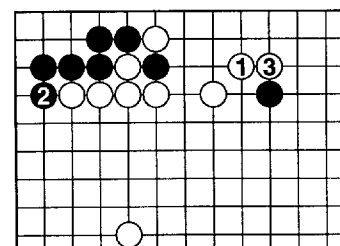


Diagram 7

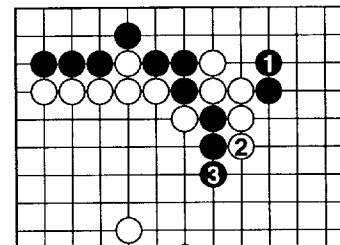


Diagram 8

13: I also considered 14 and 67. (P.B.)

15: Allowing him the next move on the left as well as this burrowing operation is a mistake. It's probably better to break up the left side now and worry about moves like 15 for later. (See Diagrams 1 and 2. Move 1 in Diagram 2 is an alternative for 2 in Diagram 1.)

17: This is now a move late.

Diagram 3: Perhaps this line would have been better?

23: Heavy! You should treat 19 as kikashi and move out lightly at A.

28: I felt like playing atari on this but I didn't know which way. I was not happy; I'd forced him to make lots of territory and now I was getting cut up. (P.B.)

29: This sequence is better left as aji (or as ko threats). Playing at 41 is better.

31: Loses a liberty.

38: This exchange was supposed to give him something to worry about and give me a bit of aji in the corner. Perhaps I could threaten to make the black stones live in the corner and get enough liberties to kill the white stones, including 38 if he was careless. (P.B.)

However you are the careless one since you have played out your hand and now he knows where the attack will come. If you get a stone around 49, then 55 may become an aji point if you haven't committed the shape beforehand.

53: What's wrong with eyes at 1 in Diagram 4? (Move 1 in Di-

agram 5 is an alternative to 3 in Diagram 4.)

65: I felt that the reduction of the corner had been a success. What mattered now was who was attacking who in the center. This move seemed to make me nearly alive. (P.B.)

67: Distraction from the main event; you can still invade a san-san so you should just secure territory with 96.

76: Since you will live whatever he does he should play at 1 in Diagram 6 for the ponnuki. (Move 1 in Diagram 7 is an alternative for 3 in Diagram 6.)

85: See a cut, play it! Lose all the aji in a position again. Better to play as in Diagram 8.

96: Well those last few stones weren't very good for me were they? (P.B.) Wasting aji again. (T.M.H.)

97: Seems loose and aimless now. At the time it seemed a key point for influence. It also broke the ladder, meaning that the white group including 84 was not completely secure. (P.B.)

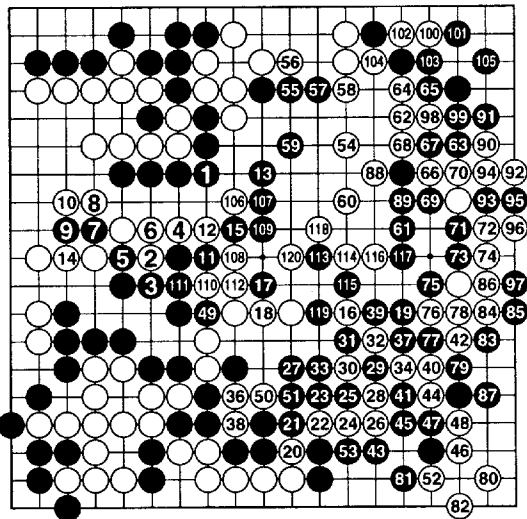


Figure 2 (101—220)
135 at 130

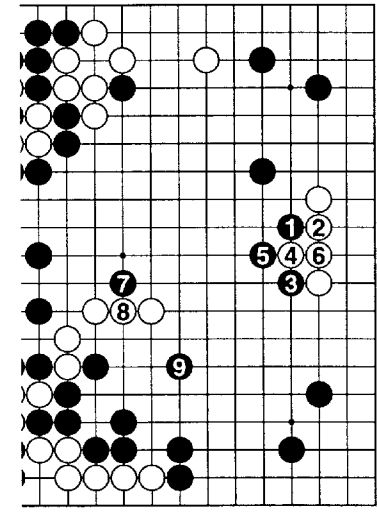


Diagram 9

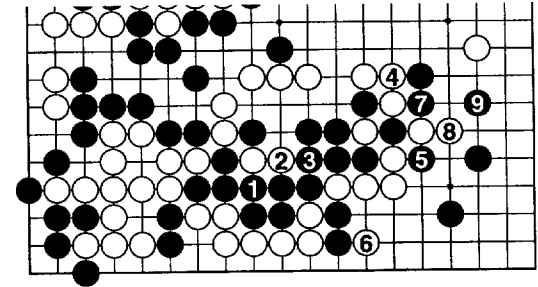


Diagram 13

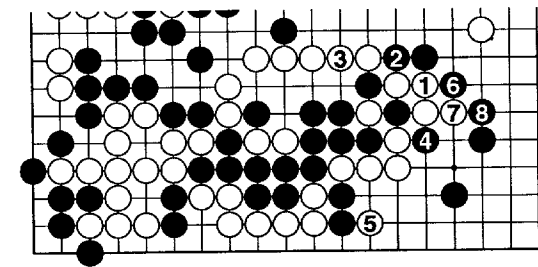


Diagram 14

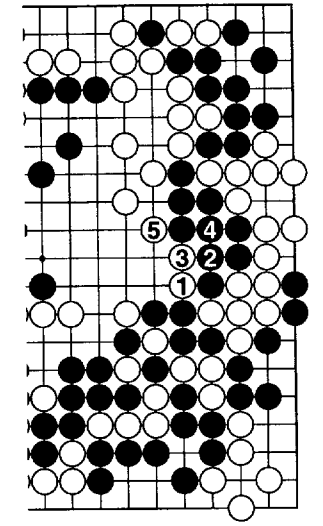


Diagram 15

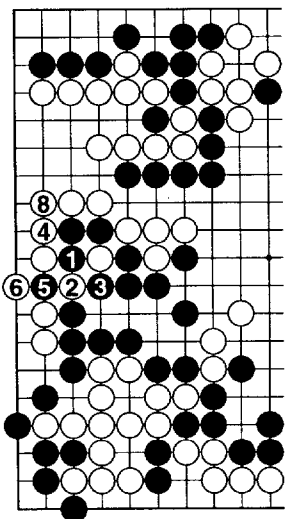


Diagram 10
7 at 2

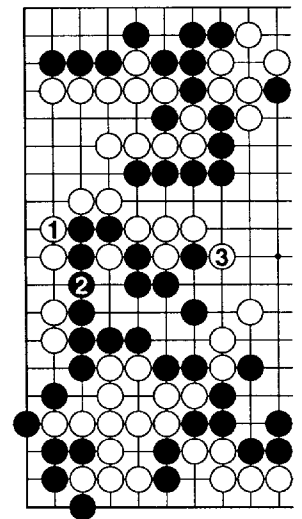


Diagram 11

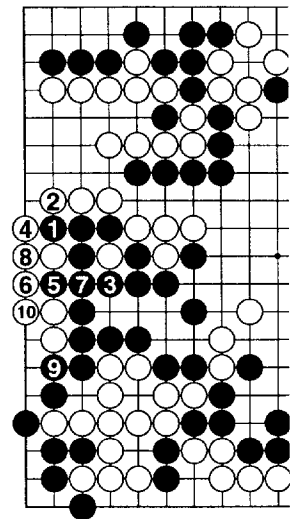


Diagram 12

Since a stone at C threatens to capture on both sides you're not going to make much of a ladder here in any case. Better at B.

99: Chicken feed! Since you have played 97, try and make some sense of it with Diagram 9.

101: Too slow.

111: However there are alternatives for White in the variation.

Diagram 10: I had had in mind capturing one stone like this but abandoned the idea because of a squeeze. However it seems I didn't see the second atari. (P.B.)

Diagram 11: If White plays this way your six stones are still in a bit of trouble.

Diagram 12: This variation seems better still. (Move 1 in Diagram 12 is an alternative to 3 in Diagram 10.)

119: I thought I was in command here; this looked like a

classic splitting attack to my naive mind. I was a little worried about my bottom group but only a little. (P.B.)

Diagram 13: It seems I could have got away with this. At the time I thought that if I didn't cut now it didn't work. (Move 1 in Diagram 14 is an alternative to 4 in Diagram 13.)

138: Well that was the end of that attack. Now I had a rescue job... (P.B.)

151: How to lose sente at a critical point, in one easy lesson. I could write a book on it.

171: This is all horrible shape.

206: Yes, I'd been afraid of that for some time now. (P.B.)

Diagram 15: I was also afraid of this. (P.B.)

220: Black resigned.



Go Tutor

Charles Matthews is editing most of the material from Go Tutor, a series of BGA instructional leaflets, into booklet form.

The original authors will receive early proof copies; anyone else who would like to have one should make themselves known to Charles.

(Address etc. see page 2)

The Master of French Go

by Brian Timmins

When I asked Maître Lim if he would give an interview for the British Go Journal he was perhaps rather defensive, and definitely taken by surprise. It was half way through the morning, he was half way through a beer, and we were waiting for the draw to be announced for the next round of go at Luminy, near Marseille.

However, when Maître Lim discovered that, like himself, I had been a teacher of French and English and that, like himself, I had a love of red wine (especially French) he was much more forthcoming. After all, we had one important thing in common.

He learned to play go at school, but did not take it seriously, and only played irregularly over the next few years. He was involved in two wars, the Second World War and the Korean War. It was in 1966 that he left Korea, spending six months in Malaysia before coming to France, and in 1967 settled in Paris.

"Why did you choose France?" I asked. "You have been here a long time."

"I hesitated between the United States and France, but France is a romantic country, and the land of claret."

A year later he discovered go players in a games shop near the Jardin du Luxembourg. It was not even a club, just a few enthusiasts who met from time to time.

"They barely knew how to play. I should say they were all at the level of about 30 kyu." He smiled. "And I became Pépé le Moko."

Maître Lim likes a joke. Pépé le Moko was a comic character in an old film by Jean Gabin.



Maître Lim in light-hearted mood

Pépé? Why not? But le Moko? Well, le Moko, he explained, le mot-go...

It is not an exaggeration to call Eugène Lim the Father of French Go. The strongest go player when he came to France, he has been around for a long time to help players improve, including such leading lights as André Moussa. He now goes regularly to the Café Lescot, in Paris, where he is available for games or teaching.

"What I really want to talk about," he said, "is the philosophy of go. The five most important things in life are wine, song, literature, go, and sex. In that order."

I was disappointed that he did not put go first, but from a

dedicated player at least that was different.

"Go has affinities with the teachings of Confucius, with Lao-Tsu, and I Ching, the change of the world. And Go is like Canton cookery. You eat everything but the go ban..."

He proceeded to explain his style of play, in which the enemy is devoured in what he called the Philosophy of Chop-Chop.

Then he posed for a photograph, but not too seriously. Despite his age (he was born, he said, in the same month of the same year as George Bush) and his venerable Oriental beard, he does not like to be too serious. That made a refreshing change from what I had expected.

Join the AGA through the BGA!

As a member of the American Go Association you will receive the American Go Journal (full of lively articles, game commentaries up to professional level, and news), and Newsletter. Among many other activities the AGA maintains a computerised numerical rating system and a web site (<http://www.usgo.org>).

No need to mail money abroad—just send a cheque for £20, made out to the British Go Association, to:
BGA Membership Secretary, Alison Jones, 29 Forest Way, Woodford Green, Essex IG8 0QF.

Wanstead Wanderings

by Francis Roads
Francis@jfroards.demon.co.uk

Helsinki

Vesa Laatikainen, he of the broad smile, turned up at the airport to greet me on the Friday before the Helsinki GP tournament (28/29 June).

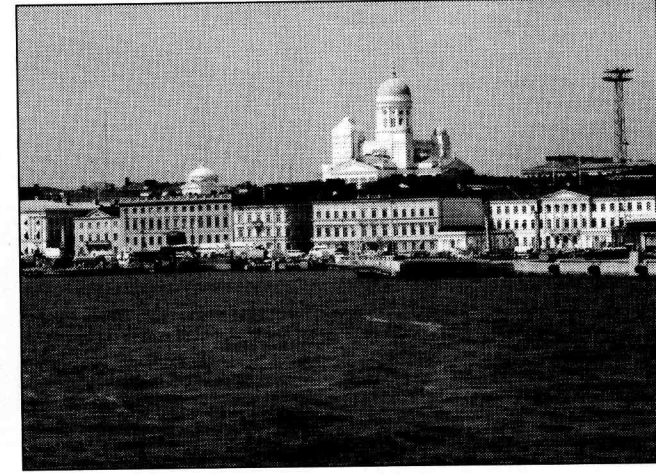
This was the week when Wimbledon and the Test Match were being washed out, so I had rainwear and sweaters a-plenty. Factor 16 and a sunhat would have been more appropriate; we sweltered throughout the weekend.

Vesa parks his car in a rather intriguing underground cavern. Helsinki is built on granite. You see great lumps of the stuff sticking out of the ground. The Finns have become adept at burrowing down into it. I notice that the doors to the car park are of steel, and a foot thick; stronger, you might think, than is necessary to keep out car thieves.

They are in fact blast doors; the car parks double up as underground nuclear shelters. Virtually all Helsinkians can be accommodated in them, in contrast to our green and pleasant land, which has shelters only for the ruling élite. Which country has the more realistic attitude? I wonder.

In the evening to Matti Sivivola's flat for a party, where I had my first lesson on the kantele, a Finnish folk instrument with five strings and as many notes. Then late to the airport again to meet Alison and Andrew Jones, completing the Wanstead Go Club's assault squad.

Saturday to a school in the suburbs, where the tournament



Helsinki waterfront and Russian church

is to be played. There are 28 of us, which is regarded as a reasonable turnout for a Nordic event. (Take note those British tournament organisers who whinge if they get fewer than 50.) Rather more than half are Finnish; there's a goodly Russian contingent, including a resident Chinese, an Italian, and us three Brits.

It's quite tough going; some of these Finnish shodans and nidans take a bit of beating. In the evening to a restaurant, where reindeer and horse are amongst the Finnish delicacies. (On a market stall later I even saw bear on offer.) We learn that Finnish Liar Dice has slightly different rules; instead of a dog's life there is a lemming's life. I leave the consequences of this rule to your imagination.

By the end of the five rounds on Sunday the results are predictable, with the two Russian 6 dans at the top, and then the three strong Finnish players. At Wanstead, we regard ourselves as a team, paying little attention to individual results. Suffice it therefore to say that on this oc-

casional our performance was a modest 6/15 games.

Sunday evening is earmarked for a sauna party. This was my first experience of a sauna. Saunas in Britain have a mixed reputation, but there is nothing mixed about Finnish ones; gentlemen to the left, ladies to the right. You strip off to your nothingness and enter a small room with a bench with room for about eight friendly people. It is very hot. Then someone ladles water onto a crate of hot stones, and the heat hits you in the face. You wonder how many minutes you can last, but no-one wants to cry chicken. I last about five minutes.

There being no snow in which to roll naked, I settle for a (costumed) swim in the lake. Then back to the sauna for another couple of sessions, and barbecue time. Here my impression that Finland is not a vegetarian-in-reinforced country is reinforced; I feast on barbecued tomatoes and courgettes.

On Monday Olli Lounela has kindly taken a day off work to show Enzo Pedrini, the Italian

and us Brits around Helsinki. You're never far from water in Finland. We walk around a lake, see the old churches etc., and in the afternoon take a boat trip to a local island fortress.

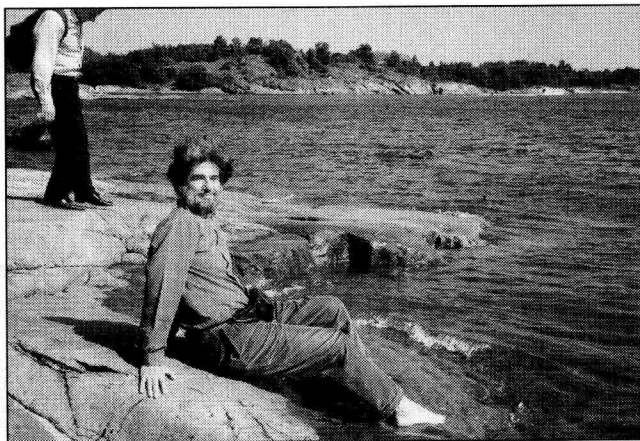
Finland has a remarkable coastline. As your plane nears Helsinki, you notice that the islands are becoming more numerous and closer together. As you land, you are looking at equally close and numerous lakes. But the point at which islands give way to lakes is hard to spot.

In the evening we play go at Vesa's well appointed flat, where we have been staying. The Finnish summer nights are disorienting, or to be more precise, they don't exist, as you can no more distinguish dusk from dawn than you could the lakes from the islands. Playing go by natural light at 11.45 pm on Vesa's balcony was a strange experience.

On Tuesday the Jones's are up early to catch the flight that will enable them to reach London in time to do a day's accounting. I have a nice lazy morning looking round Helsinki again.

Has it ever stuck you what a transparent, straightforward, user-friendly language Swedish is? No, I don't suppose it had, but a few days in Finland will change your mind. Like Wales and Belgium, Finland is a bilingual country, with all notices in Swedish as well as Finnish. Finnish is just about the most impenetrable European language that I have yet come across. Even Japanese has more recognisable words than Finnish. The humble integer '78' requires no less than *seitsemänkymmentakahdeksan* to find expression in Finnish. You turn with relief to the Swedish, where every other word is vaguely guessable.

In the afternoon I catch the train to Tampere, Finland's second city. I have been kindly invited there as guest of the Tam-



Francis about to paddle in Finnish foam?

pere Go Club. I am greeted by a reception committee of no fewer than four go players. I am shown the sights, and we end up in the garden of a restaurant playing go and Tippi, a Lapp card game which occupies the same place in Finnish go culture that Pits does in ours.

Tampere is an industrial city built on an isthmus of land between two large lakes. These differ in height by 19 meters. A 19th century Scottish engineer spotted the hydroelectric potential, and Tampere became the first Nordic city with electric light. To this day the by now thoroughly Finnish firm Finlayson remains a large employer in the area.

Tampere Go Club is celebrating the fact that it boasts the first Finnish dan player outside the capital city. As when I was in Australasia, I am struck by how easy things are for us, by comparison with such a thinly populated country. I don't think that they get many visits even from their own dan players; hence my right royal welcome.

Wednesday arrives, and time for me to go home. A coach connects Tampere with

Helsinki airport, so once again I get two hours worth of Finnish countryside. This is probably something of an acquired taste. If you like non-stop forests and lakes, you'll love it.

But don't get the wrong idea. I loved Finland and the Finns. I expect I'll be back.

Late News: I.O.M. 1997 by Francis Roads

Finland, France, Germany, Japan and the Netherlands were all represented at this year's IOM congress. But more remarkable still was another statistic. Out of the 52 players that competed in at least one of the events, over a third (19) were female. And the unfortunate accidental clash with the Mind Sports Olympiad does not seem to affected overall attendance. The future of this event seems secure.

This year we moved to Port Erin, a small seaside resort at the southern tip of the island. Of all British go events, this is the one which I would be sorriest to miss.

Full report in next issue

Attach-Extend Mysteries

by Charles Matthews

Part 1

The attach-extend pattern is a fundamental shape, which may be used in any part of the board (see Diagram 1). Its attraction is that it builds strength efficiently while leaving the opponent with a cutting point.

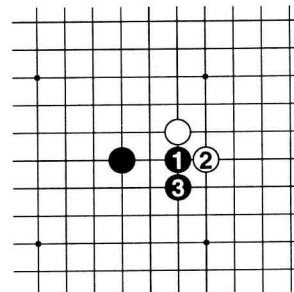


Diagram 1

It is also a major ingredient in corner openings. Many people meet it first as a recommendation for Black in nine-stone games (Diagram 2).

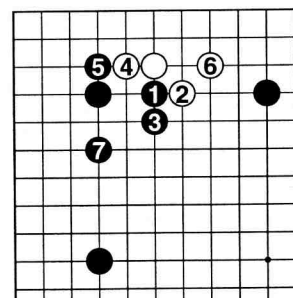


Diagram 2

Now I personally would prefer Black to be trying the diagonal attachment (Diagram 3). If

you compare the two patterns shown, the major differences are that the latter leaves the corner less secure for Black, but White has not so much eye shape. I play more nine-stone games with White than I care to think about; and I do like to settle my groups early if I can. Think about it this way: at the start of a high-handicap game White has a large choice of invasions, and the extra one left behind at the 3-3 point in Diagram 3 isn't going to tip the balance strategically, until after move 100 or so.

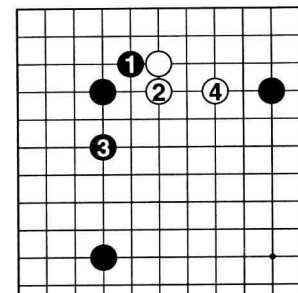


Diagram 3

Where the plain attach-extend pattern may score in handicap go is at four or five stones. Diagram 4 shows it used properly, with a long extension up the side. White has next the chance to come in at A,

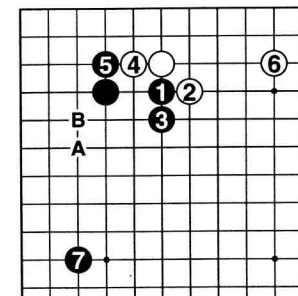


Diagram 4

when Black plays B and fights. In the (large and rambling family of 4-4 openings with double approach moves, the attach-extend manoeuvre comes into its own. The slogan here is always "Don't get your groups shut in!". The idea can be seen in Diagram 5, a jewel among joseki. The pattern ends with Black 15 (or A when one understands what this play is doing, it becomes evident that in case Black plays A, White shouldn't answer at B).

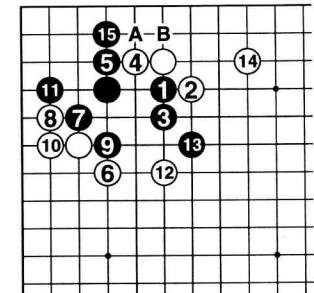


Diagram 5

The scenario for Diagram 5 is clear and uncluttered. Black has allowed a second approach move against a 4-4 point, having played some good-looking move elsewhere. White has made two low approaches, meaning that Black will find it hard to make points in the corner. There are no complicating handicap or pincer stones backing up the Black piece.

Under those circumstances two of the other options seem poor for Black. In Diagram 6 the diagonal play into the center prevents White shutting the corner in, but the immediate 3-invasion gives trouble. The White corner is big and Black hasn't had good value for money. The other diagonal play back into the corner (Diagram 7), invites a fight. Without other local Black stones this is a rash choice. Returning to the se-

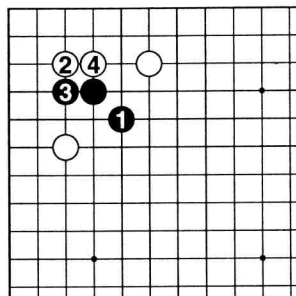


Diagram 6

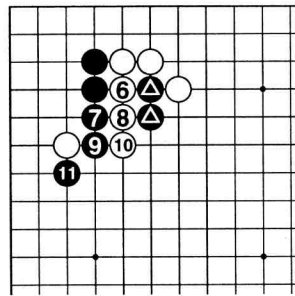


Diagram 8

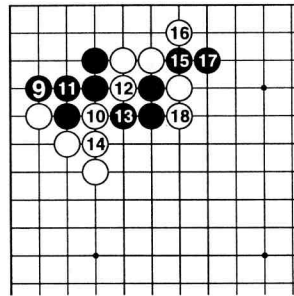


Diagram 9

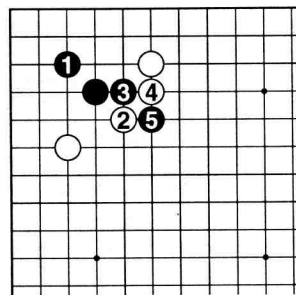
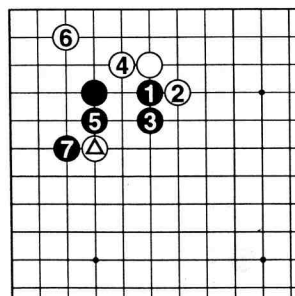


Diagram 7

stones in the centre have a major strategic meaning, this will be a loss for White. Note however that if White makes the second approach a high one, as in the Reference Diagram, Black cannot duck a fight in the same way, and ought to make the bamboo joint shown with 5. (Black 7 there is a small-scale move, by no means always correct.)

Next, (b). Watch it! In Diagram 9 Black gets cut after all. White survives the cut at 15 and sets the game ablaze with 18. "Anything can happen in the next half-hour," as they used to say on *Stingray*.

(c) The problem with the atari thou shalt not play in this joseki is a subtle one. For example it may be easy to lapse into playing Diagram 10.



Reference Diagram

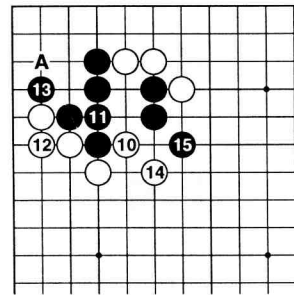


Diagram 10

If you don't know that White has a secret aim in this formation, of lurking around and then playing the clamp at A to gouge out the corner, you may not see what's wrong here. You might spot that White 10, with the earlier 4, had ended up in the 'peeping both sides of a bamboo joint' taboo formation. You might write that off, as fustpotting. You would be wrong of course. I seem to have explained this point three times to one Cambridge player, so perhaps it isn't superficial.

In fact points (c) and (e) are the same one. In the formation of Diagram 11 look at the clamp 1. Add the marked stones to get Diagram 12, and Black has the tesuji at 4. White fails. Therefore back in Diagram 5 Black adds 15, or A; and if White answers A with B Black has patched in sente.

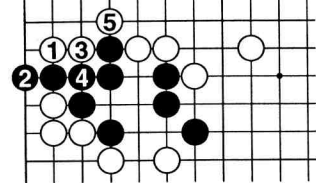


Diagram 11

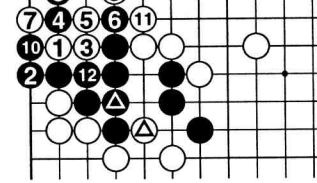


Diagram 12

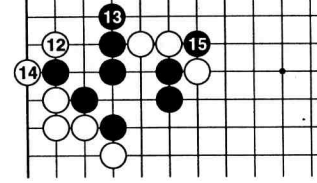


Diagram 13

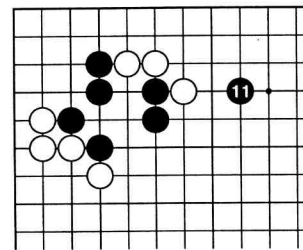


Diagram 14

Final point (d) in this outburst of didacticism: Black 13 is a nice (in all senses) and widely applicable shape idea. You can check that it threatens to cut White above.

So much for the joseki. In professional games the players

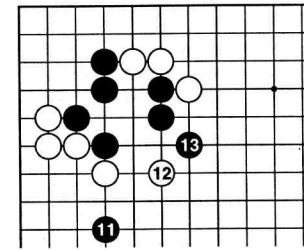


Diagram 15

are still working at it. Some examples.

In a game from 1976, Fujisawa Shuko played the clamp at 12 against Nie Weiping (see Diagram 13). White avoided a weak group on the left by making the stones at the top a sacri-

fice.

For Black to postpone playing in the problematic corner and attack directly at 11 in Diagram 14 is another idea, in a game Fujisawa Shuko-Han (Oza match 1991, Kido Yearbook 1992 p.163). I saw Alex Selby play this once; that was in fact the start of these articles, as my theories that it was wrong went down in instructive flames. It is also known for Black to attack on the other side (Diagram 15), as in a game Rin Cho Hunhyun (KY 198 p.306).

Needless to say, these fighting lines cannot be judged out of context. However, that's enough diagrams for one time.

Pair Go

by Matthew Macfadyen

The British team reached the final of the European Pair Go Championship in Amstelveen, but then lost to the German pair. The standard was remarkably uniform; the Germans seemed to be a stone or so ahead of the rest, but there were perhaps 12 teams within a stone of each other in strength.

There were 16 teams from 15 different countries. The event was run in two stages. We did badly in the preliminary rounds, held in a crowded shopping precinct, with beginners' teaching as a sideshow, and so were seeded 11th. But on the second day, a 4 round knockout with seeding determined from the previous rounds, we survived to the final of the knockout, beating Belgium, Hungary and Norway, and then lost the final to Germany.



Kirsty and Matthew playing the Hungarians in Round 2

* Indicates new information

Bath: Paul Christie, 8 Gordon Rd, Widcombe, Bath BA2 4NH. 01225-428995. Meets at The Rummer, near Pulteney Bridge, Wed 7.30pm.

Belfast: Contact member needed.

Birmingham: Kevin Roger, Flat 5, Nelson Court, 70 Trafalgar Rd, Moseley, Birmingham B13 8BU. 0121-4494181. Meets various places.

Bloxham School: Hugh Alexander, 6 Greenhills Park, Bloxham, Oxfordshire OX15 4TA. 01295-721043.

Bolton: Stephen Gratton, 525 Tottington Rd, Bury BL8 1UB. 01617613465. Meets Mon 7.30pm.

Bournemouth: Marcus Bennett, 24 Cowper Rd, Moordown, Bournemouth BH9 2UJ. 01202-512655. Meets Tues 8pm.

Bracknell: Clive Hendrie, ICL, Lovelace Road, Bracknell, Berks RG12 4SN. 01344-472741.

Bradford: Steve Wright, 16 Daisy Hill Grove, Bradford BD9 6DR. Meets at The Prune Park Inn, Prune Park Lane, Allerton, Wed 7.30pm.

Brakenhale School: France Ellul, 35 Sunnycroft, Downley, High Wycombe HP13 5UQ. 01494-452047 (home).

Brighton: Steve Newport, 70 Northcourt Rd, Worthing BN14 7DT. 01903-237767. Meets at The Caxton Arms, near Brighton Central Station, Tues from 7pm.

* **Bristol:** Antonio Moreno, 96 Beaulay Rd, Southville BS3 1QJ. 0117-9637155. Meets at Polish Ex-servicemen's Club, 50 St Paul's Road, Clifton, Bristol, Tues 7.30pm.

Cambridge University & City: Charles Matthews, 60 Glisson Rd, Cambridge CB1 2HF. 01223-350096. Meets in Robert Gardner Room, A5 staircase, Emmanuel College, Tues 7.30pm (term); coffee lounge (cafeteria level), Univ Centre, Mill Ln. Thurs 8pm; CB1 (café) 32 Mill Road, Fri 7-9pm.

Cheltenham: David Killen, 33 Broad Oak Way, Up Hatherley, Cheltenham, Gloucestershire GL51 5LG. 01242-576524 (h). Meets various places Thurs 7.30pm.

Chester: Dave Kelly, Mount View, Knowle Lane, Buckley, Clwyd CH7 3JA. 01244-544770. Meets at Olde Custom House, Watergate St, Chester, Wed 8pm.

Culcheth High School: Bob Bagot, 54 Massey Brook Ln, Lymm, Ches WA13 0PH. 01925-753138.

Devon: Tom Widdicombe, Woodlands, Haytor Vale, Newton Abbot, TQ13 9XR. 01364 661470. Meets Thurs 8pm.

* **Dundee:** meets weekly. Contact Rich Philp, 01382-202283, or Bruce Primrose, 01382-669564.

Durham University: Chris Cooper, Dept of Computer Science, Science Site, South Rd, Durham.

Edinburgh: Stephen Tweedie, 10 Upper Grove Place, Edinburgh EH3 8AU. 031-228-3170. Meets at Postgrad Students' Union, 22 Buccleugh Place, Wed 7pm, Sun 1.30 to 5.30pm.

Epsom Downs: Paul Margetts, 157 Ruden Way, Epsom Downs, Surrey KT17 3LW. 01737-362354. Meets Tuesdays.

Glasgow: John O'Donnell, Computing Science Dept, Glasgow Uni-

versity, Glasgow G12 8QQ. 0141-3305458. Meets term time at Research Club, Hetherington House, 13 University Gardens, Thurs 7pm.

Harwell: Charles Clement, 15 Witan Way, Wantage OX12 9EU. 01235-772262 (h). Meets at AERE Social Club, some lunchtimes.

Hazel Grove High School: John Kilmartin, Hazel Grove High School, Jackson's Lane, Hazel Grove, Stockport SK6 8JR. 0161-456-4888 (w).

Hereford School: Chris Spencer, 2 Crossways, How Caple, Hereford HR1 4TE. 0198 986 625.

High Wycombe: Jim Edwards, 16 Strawberry Close, Prestwood, Gt. Missenden, Bucks. HP16 0SG. 01494-866107. Meets Wed.

HP (Bristol): Andy Seaborne, 17 Shipley Road, Westbury-on-Trym, Bristol BS9 3HR. 0117-9507390. Meets Wed. lunch times.

Huddersfield: Derek Giles, 83 Ashdene Drive, Crofton, Wakefield, WF4 1HF. Meets at the Huddersfield Sports Centre, Tues, 7pm.

Hull: Mark Collinson, 12 Fitzroy St, Beverley Rd, Hull HU5 1LL. 01482-341179.

Hursley: Mike Cobbett, 24 Hazel Close, Hilingbury, Chandlers Ford, Hants SO53 5RF. 01703-266710 (h), 01962-816770 (w). Meets various places, Wed.

Isle of Man: David Phillips, 4 Ivydene Ave, Onchan IM3 3HD. 01624-612294. Meets Thurs 8pm at 'Banbury', Farmhill Gdns, Bradan.

Lancaster: Adrian Abrahams, 1 Ainsdale Close, Lancaster LA1 2SF. 01524-34656. Meets Wed. Gregson Community Centre, 33 Moorgate.

Leamington: Matthew Macfadyen, 29 Milverton Crescent, Leamington CV32 5NJ. 01926-337919. Meets Thurs 7.30pm.

Leicester: Eddie Smithers, 1 Tweed Dr, Melton Mowbray, LE13 0UZ. 01664-857154. Meets: Sixty-Six Club, Albion House, South Albion St, Leicester, Tues 7.30pm.

LONDON

Black Horse: Colin Weeks, 67 Willow Way, Farnham, GU9 0NT. 01252-716925 (h), 0171-232-3554 (w). Meets at The Anchor, Bankside (just off Park St), Southwark, SE1, Thurs 5.30-8.30pm.

Central London: Stuart Barthropp, 3 Wintergreen Lodge, 11 Langley Lane, SW8 1TL. 0171-8200378 (h), -2154143 (w). Meets Fri eve, Nippon Club, Samuel House, 6 St Albans St, SW1 (smart dress). Rosemary Branch Pub, Southgate R/Baring St, N1, Sun pm.

* **North London:** Martin Smith, 84 Rydal Cres, Perivale, Middlesex, UB6 8EG. 0181-991-5039. Meets in the Gregory Room, back of Parish Church, Church Row, Hampstead (near Hampstead tube station) Tues 7.30pm.

North West London: Keith Rapley, Lisheen, Wynnswick Rd, Seer Green, Bucks HP9 2XW. 01494-675066 (h), 0181-562-6614 (w). Meets at Greenford Community Centre, Oldfield Lane (south of A40), Greenford, Thurs 7pm.

South London: Jonathan Chetwynd, 29 Crimsworth Rd, SW8 4RJ. 0171-978-1764.

Wanstead & East London: Alison Jones, 29 Forest Way, Woodford Green, Essex IG8 0QF. 0181-504-6944. Meets at Wanstead House, 21 The Green, Wanstead E11, Thurs 7.15pm.

Maidenhead: Iain Attwell, Northurst, Westmorland Rd, Maidenhead. SL6 4HB. 01628-76792. Meets various places, Fri 8pm.

Manchester: Chris Kirkham, 201 Kentmere Rd, Timperley, Altrincham WA15 7NT. 0161-903-9023. Meets at Mr Thomas's Chop House, Cross St, Thurs 7.30pm.

Monmouth: Jeff Cross, 'Lamorna', Machen Rd, Broadwell, Coleford, Glos. GL16 7BU. 01594-832221. Meets various places.

Newcastle: John Hall, 10 Avondale Court, Rectory Rd, Gosforth, Newcastle NE3 1XQ. 0191-285-6786. Meets various places, Wed.

Norwich & Norfolk: Tony Lyall, 01603-613698.

Nottingham: Alan Matthews, 96 Brookhill St, Stapleford, Notts. NG7 7GG. 01159-491535.

Open University & Milton Keynes: Fred Holroyd, 10 Stacey Ave, Wolverton, Milton Keynes MK12 5DL. 01908-315342. Meets Mon 7.30pm, alternately in O.U. Common Room and at Wetherpoons, Midsummer Boulevard, Milton Keynes.

Oxford City: Nick Wedd, Sunnybrook, 37 North Hinksey Village, Oxford OX2 0NA. 01865-247403. Meets at Freud's Café, Walton Street, Tues 6pm.

Oxford University: Nicolas Fortescue, Trinity College. Meets Wed 7.30pm, Danson Room, Trinity College.

* **Portsmouth:** Neil Moffat, 28 Lowcay Rd, Southsea, Portsmouth PO5 2QA. 01705-643843. Meets various places, Sun 2pm.

Reading: Jim Clare, 32-28 Granville Rd, Reading, RG30 3QE. 0118-9507319 (h), 01344-472972

(w). Meets at The Brewery Tap, Castle St, Reading, Tues 6.30pm.

Shrewsbury: Brian Timmins, The Hollies, Wollerton, Market Drayton, Shrops. 01630-685292.

South Cotswold: Michael Lock, 37 High Street, Wickwar GL12 8NP. 01454294461. Meets at Buthay Inn, Wickwar, Mon 7.30pm.

* **Stevenage:** Club not meeting.

* **Stirling University:** Contact Duk-Hyun Yoon, Inst of Aquaculture, University of Stirling. Phone & fax 01786-470058.

* **Swindon:** David King, 21 Windsor Rd, Swindon. 01793-521625. Meets at Prince of Wales, Coped Hall Roundabout, Wootton Bassett, Wed 7.30pm.

Taunton: David Wickham, Trowell Farm, Chipstable, Taunton TA4 2PU. 01984-623519. Meets Tues, Ilminster.

* **Teesside:** Gary Quinn, 26 King's Rd, Linthorpe, Middlesbrough TS5 5AL. 01642-384303 (w). Meets at University of Teesside, Wed, 4pm.

West Cornwall: Paul Hunt, c/o The Acorn, Parade St, Penzance. Ralph Freeman, 01736798061. Meets at 1 St Mary's Place, Penzance, Thurs 7.30pm.

West Wales: Jo Hampton, 5 Handlith Tce, Barmouth, LL42 1RD. 01341281425. Meets regularly.

West Surrey: Pauline Bailey, 27, Dagley Farm, Shalford, Guildford GU4 8DE. 01483-561027. Meets in Guildford on Mondays 7.30-10pm.

Worcester & Malvern: Edward Blockley, 27 Laugherne Rd, Worcester WR2 5LP. 01905-420908. Wed 7.30pm.

Counting Liberties: Applications

by Richard Hunter
hunter@gol.com

Part 1: The Throw-in

In the six-part series *Counting Liberties*, we studied the basic types of fights and read out the status of the fight to see who was winning. You didn't have to find any clever moves, as you do in tesuji or life-and-death problems. From now on, I'll build on the reading skills you've learned in order to consider where to play when fighting. I shall try and avoid duplicating things that are well covered by the English go literature and focus on filling in the gaps. For preparation and further reading, James Davies's books *Tesuji* and *Life & Death* are required reading. I also recommend *Graded Go Problems* and Richard Bozulich's *Get Strong at Tesuji* and *Get Strong at Life and Death*.

Many book problems and also real-life positions are difficult because it's hard to evaluate the eventual result and see that it's good. Therefore, instead of presenting problems in the 'Black to play' style, I shall present various possible end results first, so you can work out for yourself which ones are desirable. Then it's easier to find the path towards the target.

Figure 1 shows a very simple fight that I hope you can all read out instantly. Weak players often find themselves in a position like this and then stop to read out the result. That's useful, but at this stage, if you find the result is bad for you, you don't have any options. Strong players read out the results of alternatives in advance, before com-

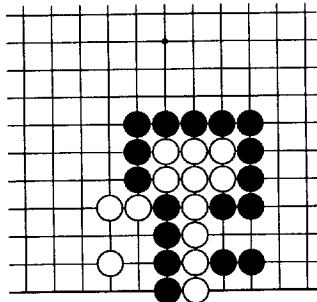
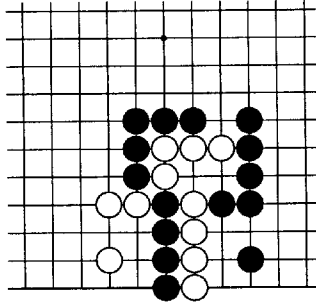


Figure 1



Position 1

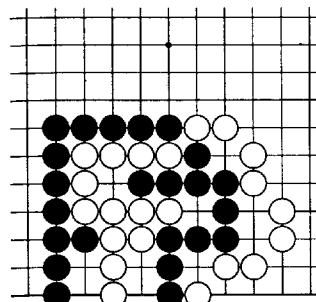
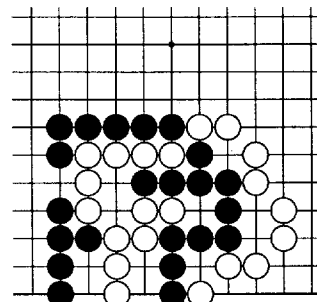


Figure 2b



Position 2

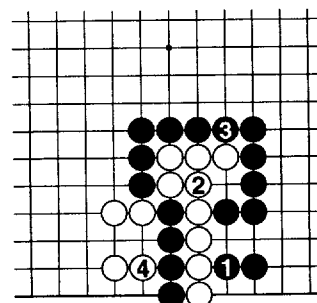


Diagram 1a

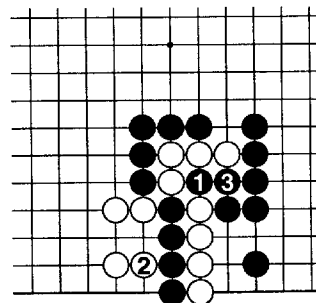


Diagram 1b

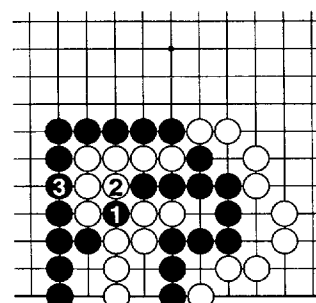


Diagram 2a
4 at 1

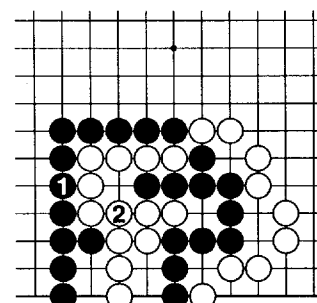


Diagram 2b

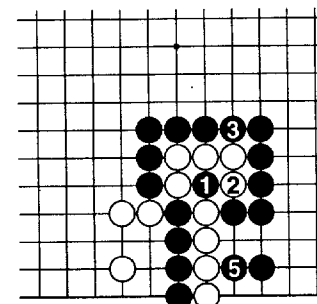


Diagram 1c
4 at 1

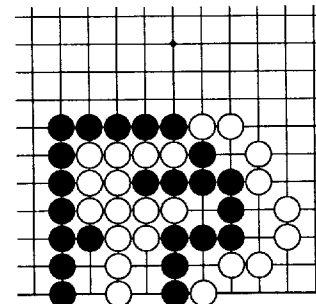


Figure 2a

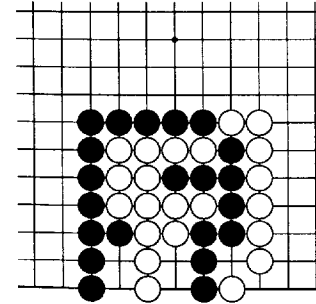


Figure 3a

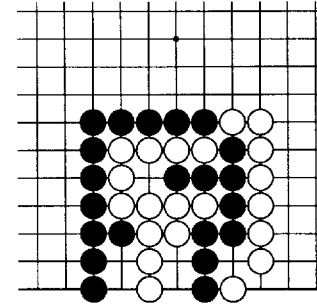


Figure 3b

mitting themselves irrevocably to a course of action. We'll slowly work backwards towards this goal.

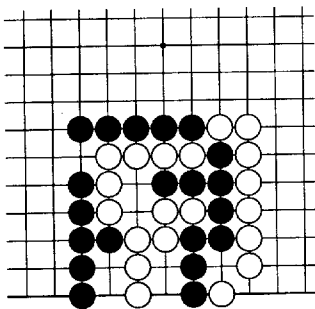
Position 1 shows the fight a few moves earlier. Black wants to play on the White liberties, but which one should he play first? If Black plays 1 in Diagram 1a, White will play 2. Then, after Black 3 and White 4, the result is easy to read. Black is a move behind. The throw-in at 1 in Diagram 1b is a powerful tesuji that most players learn fairly early on. Francis Roads introduced the concept of it in proverb 61 in the last journal, and you'll find examples of this technique in many books, such as *Tesuji* and *Graded Go Problems*. However, most of these books fail to explain that there are positions where the throw-in is a bad move. This is something that even dan-players get wrong. We'll look at some examples later. After Black 1 in Diagram 1b, if White fills in one of Black's outside liberties, Black connects at 3 and the result is easy to read. Black is a move ahead. If White captures with 2 in Diagram 1c, then Black ataris at 3, forcing White to connect. Now after Black 5, we get the result in Figure 1, which you've already read out. Black wins.

Figures 2a and 2b show two possible results of a fight. What is the status in each figure? They are both type 2 fights, where there are two or more inside liberties. Black has more outside liberties, so he is the favourite. In Figure 2a, the fight is unsettled: if Black plays first he can kill White, and if White plays first he can live in seki. In Figure 2b, there is one more inside liberty. This belongs to the underdog, which is White. This fight is settled. Even if Black plays first, he cannot kill White, who is alive in seki. Of these two figures, clearly Figure 2a is preferable for Black. Position 2

shows the same fight a few moves earlier. Black to play.

Once again, the throw-in, at 1 in Diagram 2a, is the tesuji. Black 3 is atari, forcing White to connect at 4. Now the fight is the same as Figure 2a. It's Black's turn to play, so if he fills one of White's outside liberties he can kill him. Playing Black 1 in Diagram 2b lets White take the vital point and connect at 2. This is the result shown in Figure 2b. Even though it's Black's turn next, he can't kill White. The fight is settled; it's seki.

So far, it's been pretty easy. Now we get to the tricky bit, so slow down and pay attention. First, read out the status of Figures 3a and 3b. Next, look at position 3, where it's Black to play. The throw-in of Black 1 in Diagram 3a is the instinctive response of many players, even supposedly strong ones. After all, the throw-in is tesuji, right? Well, it is in the appropriate position, but not here. I can't recall ever seeing a book problem like this position, where the throw-in is the wrong answer. After the throw-in and atari, White connects with 4 at 1 and the result is the same as Figure 3a. Black needs to add another move at 5 in Diagram 3a in order to live in seki; otherwise, White can kill him. Many players would be happy with that result, thinking that living counts as a success. However, Diagram 3a is really a failure for Black. Instead of throwing in, he should simply fill an outside liberty with 1 in Diagram 3b, forcing White to connect at 2. This result is the same as Figure 3b. The situation is settled. Black is already alive in seki in Diagram 3b, and can take sente to play elsewhere. The important point to understand about the throw-in tesuji is that, while it efficiently reduces liberties, it's essential to know whose liberties you are reducing. In position 3, Black is the underdog



Position 3

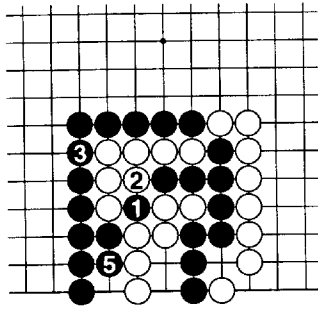


Diagram 3a
4 at 1

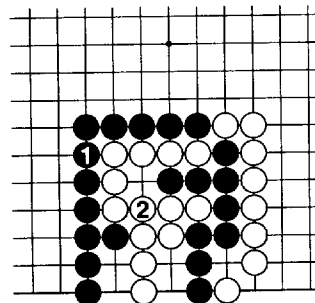


Diagram 3b

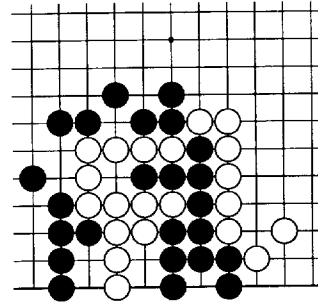


Figure 4a

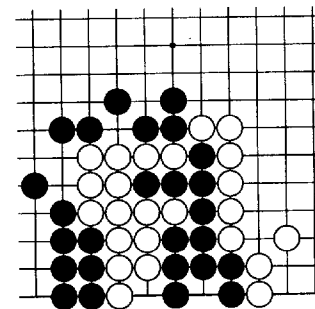
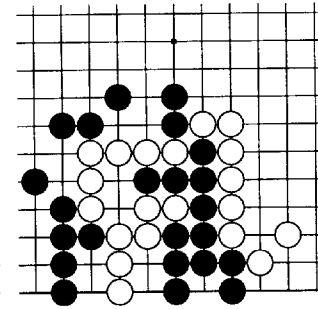


Figure 4b



Position 4

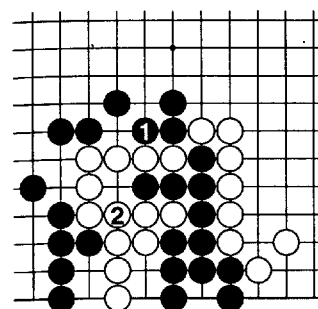


Diagram 4a

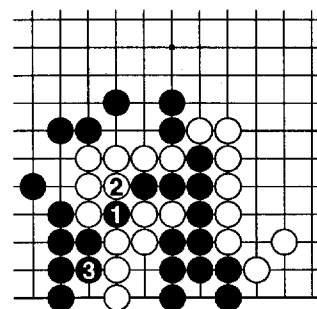


Diagram 4b

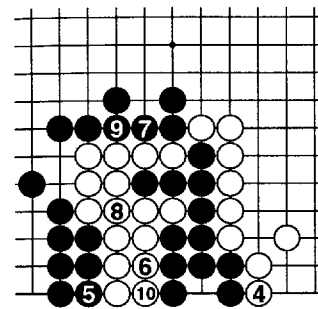


Diagram 4c

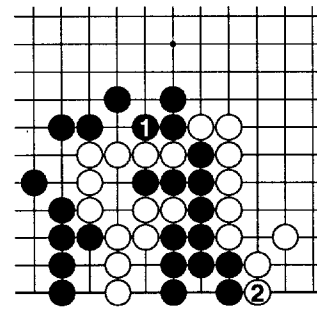


Diagram 4d

because he has fewer outside liberties. Therefore, the inside liberties belong to Black. If he throws in at 1 in Diagram 3a, he reduces his own liberties. This is a sharp contrast to the first two positions.

Figures 4a and 4b show two possible results of a type 3 fight, where Black has an eye and White doesn't. Figure 4a is clearly a more desirable result for Black because he counts the inside liberties; the status is unsettled.

In Figure 4b, on the other hand, Black is dead. Position 4 shows the fight a few moves earlier, where it's Black to play. Think about the answer before reading on. If Black fills an outside liberty with 1 in Diagram 4a and White connects at 2, the result is easy to read out. The

position is unsettled and Black will win because it's his turn next. The throw-in at 1 in Diagram 4b is a mistake because in a type 3 fight, the inside liberties belong to the side with the eye. So here Black is reducing his own liberties. This may seem obvious if you think about it or if it is presented as a problem in a book, but it's not unusual for even dan-players to misplay this kind of position in a game. Diagram 4c shows the continuation, which becomes the same as Figure 4b after White connects at 8. White 10 puts Black in atari and it's all over.

White 2 in Diagram 4a simplifies the situation. Instead, White 2 in Diagram 4d offers Black more opportunity to make a mistake. Black must not

try and take advantage of White's failure to connect by making a throw-in. It's essential for Black to refrain from making the throw-in right up until the end. White has no hope of winning a type 3 fight unless he plays all the inside liberties, so Black must not make a throw-in on an inside liberty.

Guidelines for winning a fight

Reduce your opponent's liberties, not your own. A throw-in is a tesuji for reducing liberties, but make sure they're not your own liberties.

Contact Information

Contact information is held for the BGA by Simon Goss (schools), Kirsty Healey (women), Charles Matthews (students, "Where are they now?" for disappeared dan and other players). Please pass on to them any names which can help us keep fuller lists.

Less formal but important liaisons: friendship events are or have been organised by Paul Margetts of Epsom Downs (Anglo-Korean), David Ward of CLGC (Anglo-Japanese, with the Nippon Club), Harold Lee of CLGC (Anglo-Chinese). We apparently don't have a Manchester area Anglo-Chinese liaison (and should).

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Kirsty at 01926-337919 and kirsty@jklmn.demon.co.uk

Charles at 01223-350096 and charles@sabaki.demon.co.uk

Paul is at 01737-362354 and paul@yuhong.demon.co.uk

Harold at 0181-440-1001, fax 0181-449-9949, and David at 0171-354-3285.

The Diamond

Part 4

by Thomas Wolf
T.Wolf@qmw.ac.uk

How could one have spotted this solution?

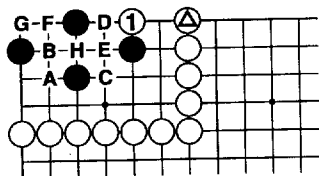


Diagram 1

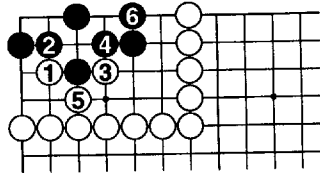


Diagram 2

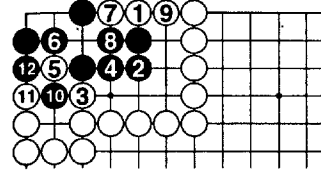


Diagram 7

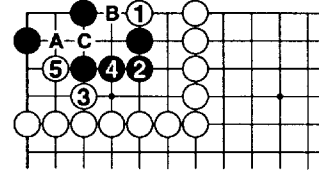


Diagram 8

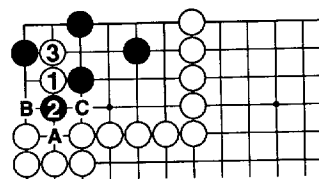


Diagram 3

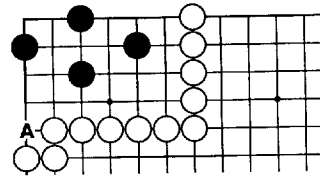


Diagram 4
White to play

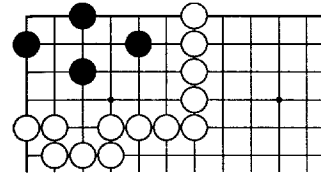


Diagram 9
White to play

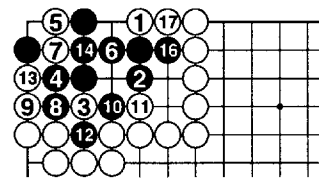


Diagram 10

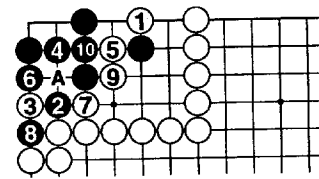


Diagram 5

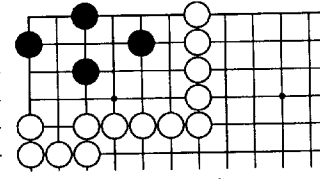


Diagram 6
White to play

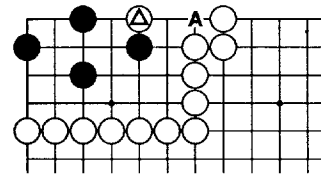


Diagram 11
Black to play

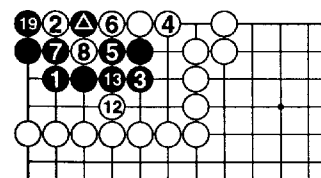


Diagram 12

9, 10 ko threat and answer;
11 at triangled stone;
14 at 8; 15, 16 ko threat and answer;
17, ko; 18 ko threat

to a ko where Black has to find an extra threat.

The line of play for White to begin with 1 (or equally 3) is still a possibility if the boundary is moved by one point anywhere. For example, in Diagram 3 a White stone is missing at A. Nevertheless, the attempt to catch White 1 with 2 fails as B and C are miai.

White therefore can always

simple as possible' static explanation which, for example, could easily be programmed.

The effect of White 1 is to destroy D as a possible eye point and it is safely linked to the triangled stone. The point D is of high value to Black for two reasons. It has only two liberties and is therefore closer to being fully enclosed than, for example, B or E, which have three empty liberties. The point F is equally shielded with the difference that a White move on the neighbouring point B would not be safely linked to the outside.

The second reason is that D is on one end of the chain of potential eye points G, F, B, H, E, D. The other end point G is not accessible to White. So White 1 not only takes away a well shielded point but also spoils the eye shape. In contrast, White at A does no harm

to the eye shape and even provokes Black to split the potential eye space in two with B.

Extending the boundary

In order to solve a life/death problem where the area involved is large, as is the case with this diamond problem, many variations have to be considered, especially if one side wins only marginally and wins only if it has thoroughly investigated the single correct move. Minor variations to such problems can have large consequences. So how does the status of the diamond shape vary if the boundary is moved by only one single point?

Before we look at the favourite move of White 1 in Diagram 1 we will check the very first variation shown in Part 1 (Diagram 2) which leads

enforce a favourable ko, but is there still a better move? Removing one white stone from the wall can only strengthen Black's position. As White 1 in Diagram 1 was the only move for White to do better than the ko in Diagram 2 before moving the wall, it is the only move that has a chance to kill unconditionally after moving the wall and it is the only move we will consider in the following cases.

In the first case (Diagram 4) the white stone at A on the edge of the board is missing. This has an effect on the safety of links. In Diagram 5, White 1 now gives the same result as in Diagram 2. White 5 prevents a second eye on the right, Black 6 aims at a black eye at A. Due to the internal threat of White 9, Black needs one external threat to live.

In the next case to be checked (Diagrams 6 and 7) the answer of Black 2 to White 1 enforces White 3 as was explained in Part 3 (Diagram 12). Black's strongest reply is 4. In the original diagram problem (Diagram 8), this would not have worked because White 5 is safely linked to the wall; it has to be answered by Black at A and White at B then falsifies

the eye at C. But in Diagram 7 Black can capture White 5, connect at White 5 and live.

All other attempts to answer Black 2 in Diagram 7 also end with life. The best White can do is therefore to rely on the sequence in Diagram 2.

In the case of the Diagrams 9 and 10 Black is not quite as successful in answering White 1. Still, he manages to reach a better ko than in Diagram 2. White needs one external threat to win the ko.

With a white stone missing at A in Diagram 11, the triangled white stone is much weaker. Indeed, in Diagram 12, Black 3 gives a ko where Black has to find two extra external threats. Interestingly, Black 3 failed in the original problem as an answer to White 2 on any of the points White 2, White 8, Black 5 and White 6 in Diagram 12. Black 3 works even better in Diagram 12 which guarantees life.

The best move for White in that case is therefore also the version of Diagram 2.

Removing any other stone of the wall would not change the result that Black is dead with White 1 in Diagram 1.

What is the essence of our minimal extensions of the problem?

To me, it was interesting to see how just one more potential liberty for Black in the lower left corner of the problem (eye space remains unchanged) affects the status of the problem for which the best White move is otherwise located in the opposite upper right corner. Obviously the shape of the eye space in the original problem favours the two lines of play— those in Diagrams 2 and 7. The one in Diagram 2 is not as efficient in the original problem as the one in Diagram 7. On the other hand it turns out to be more robust. It is not affected by removing any

single white boundary stone. White's double attack in Diagram 7 is different. This depends essentially on White 1 and 5 being safely linked to the outside. If that is not the case (Diagrams 6 and 11) then this line of play fails completely and Black lives (Diagrams 7 and 13). If the link is weakened (Diagrams 4 and 9) then Black at least gets a ko (Diagrams 5 and 10).

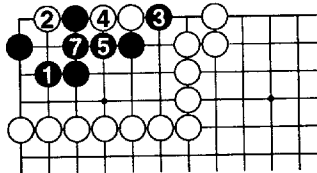


Diagram 13

The sequences shown are not necessarily the most interesting ones. The best way to experience the richness of possible variations is to play the problem against the computer, trying out whatever seems to be an interesting move. For more details about the program see the web page:

<http://www.qmw.ac.uk/~uga/h006/gotools>

or contact me at:
142 Dowdeswell Close, Putney,
London SW15 5RL. (The price
has been reduced to £25 within
the UK.)

In the page:

<http://www.qmw.ac.uk/~ugah0/06/tsumego>

one finds two computer generated life/death problems every day.

Finally, I want to thank Matthew Macfadyen, Steve Bailey and Charles Leedham-Green for comments on earlier versions of this article.

Letters

Paul Brennan writes:

Just a quick note to mention what great work Gerry Mills at BGA Books is doing. The speed and efficiency of the service is second to none. I have never experienced a mail order company that manages to operate as well as BGA Books appears to. Just by way of an example, following checking a list of books available by way of the BGA Books web page <http://www.britgo.demon.co.uk/bgaprices.html>

on Monday, I sent of an order and a cheque for the books. I received the books by Thursday. This is much quicker than it would have been if I had waited until I had the time and energy to visit a games shop. Furthermore BGA Books are cheaper!!!

As I say I thought it was worth mentioning and congratulating all concerned.

Francis Roads writes:

I have written before on the subject of poor attendance at tournament prizegiving ceremonies. That was in the context of my view that for amateur players overtime or byo-yomi on the whole does more harm than good. I seem to have lost that argument, but the prizegiving problem remains.

Perhaps the most important happening at any tournament is the vote of thanks to the organisers. If for that reason alone, I consider it discourteous for people to leave before the scheduled end of the tournament. The haste with which some people leave when they have disappointing scorelines could lead an uncharitable person to accuse them of being bad losers.

"Stones are captured when out of liberties", "There may be a lot of traffic", "I've got a busy day tomorrow"—sorry folks, I don't buy it. If the organisers are on the ball with their prizegiving policy, and they are using Geoff Kaniuk's draw program, there are seconds, yes, seconds, between the end of the final game and the beginning of the prizegiving. The point is that if the people slipping away early had been involved in that final game, would they then "have had to get away now"? Would they have resigned the game before the end in case "there might be a lot of traffic"? Would they have forgone their right to overtime because of that "busy day tomorrow"? I think that courtesy to both organisers and those who have done well demands a full attendance at prize-givings.

The ever-resourceful Harold Lee hit on the idea of holding a draw, for which only those attending the prizegiving at the London Open Congress would be eligible. I would go further than that, and suggest that to claim a prize one should be physically present at the ceremony, and not be allowed to delegate the function.

All participants would then be encouraged to make their travel arrangements with the possibility of being a prizewinner in mind.

Can anyone think of any other positive ways to encourage people to stay?

James Davies writes:

BGJ No. 107 arrived today with its as usual interesting load of articles.

Readers inspired by Richard Hunter's review to buy *Get Strong at the Endgame* should take a particularly close look at the answers to 267 (White to play), 271, (Black to play) and 273 (White to play).

Mr Ing

One of the most extraordinary people in the go world passed away yesterday, August 27, 1997, due to complications resulting from intestinal cancers. At the age of 84, Mr Ing Chang-Ki is survived by his wife of more than 60 years, one son, and one daughter.

An inventor, entrepreneur, and go philanthropist, Mr Ing was born in Ningbo, China. He made his fortunes in textiles, chemicals, and food products. Mr Ing founded the Ing Chang-Ki Weiichi Educational Foundation in 1973 with the bulk of his wealth and has since become a major promoter of go, helping to spread go activities in the whole world.

I am sure there are many others who are much more qualified than I am to document Mr Ing's remarkable career; here I only offer my limited scope and share with readers glimpses of this career.

I first met Mr Ing in 1980 and was surprised at how accessible and friendly he was to a young and unknown such as myself. At the time the new Weiichi Rules had already been published. Mr Ing cheerfully explained to me why the new rules were necessary. He said he had been very much troubled by the complexity of the Japanese Rules that contained so many special rulings. (For the unfamiliar readers, the Japanese Rules include 15 special case-rulings for determining life-and-death alone! See Chapter III, Section 7 of the Nihon Ki-in Igo Rules). Mr Ing believed that such cases should be solved by playing out on the board, based on a simple set of rules, without having to resort to case-rulings.

The new rules at the time contained only four items:

"Stones are captured when out of liberties", "Capture to prove life and death", "Space and stones are both territories", "Whole-board pattern repetition is prohibited". A very elegant set of rules that made all of the "case rulings" unnecessary.

How the new rules will now evolve remains to be seen. But one thing is certain, the new counting method (Rules 2 and 3 above) is clearly considered by most to be superior to the Japanese Igo Rules. Whether the "fill-in" method of counting is used is irrelevant, because the traditional "stone-counting" used in China can easily be used when the play sets are incomplete. Another alternative, the AGA Go Rules, is based on the same principles.

A side benefit of this is the removal of the silly "half point" komi, or worse, the "1/4 stone" komi. After all, the board contains 361 point, an odd number, so win or loss should be easily determined without the need of fractional points (except, of course, the very infrequent sekis that involve odd numbers of shared liberties).

From that first meeting, Mr Ing always took time to chat with me whenever I visited Taiwan. He shared his vision, his life philosophy, his values, with this awe-struck audience. His last project, a large-scaled self-financed go school located in Shanghai, was launched in 1996. During my most recent visit, in January this year, Mr Ing's eyes still brightened when he mentioned this project, even though at the time he had just recovered from two weeks of unconsciousness following a cancer-related surgery.

Cancer, Mr Ing's health... another story that is legendary. For over 20 years now Mr Ing has suffered from diabetes, hypertension, heart problems, then cancer. Yet you would never know it when you meet

him. He is always joyous, energetic; walks fast, talks fast. "Too busy", he always says, "wish I have time to play go more".

He did not play more, but he made certain the rest of us do. One needs go no further than to look at the recently concluded US Go Congress to appreciate Mr Ing's impact. The Congress was equipped with nice, uniform go sets donated and shipped by the Ing Foundation. (Remember the old days when we were asked to bring our own sets and clocks to the Congress?) The Ing Invitational Tournament at the Congress (started with the Rochester Congress in 1991) is perhaps the single most important factor that brought out the participation of many of the strongest players. Then there are the youth tournaments that have been so inspirational to the young players that we now see sixty-plus in the number of the under-twenty crowd. And, of course, the North American Professional Go Association is partly funded by Ing.

The world of go has lost a great friend. We have all been better off because of his contributions. Let us take a moment to remember and give thanks to this effervescent gentleman, Mr Ing Chang-Ki.

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