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Matthew Macfadyen

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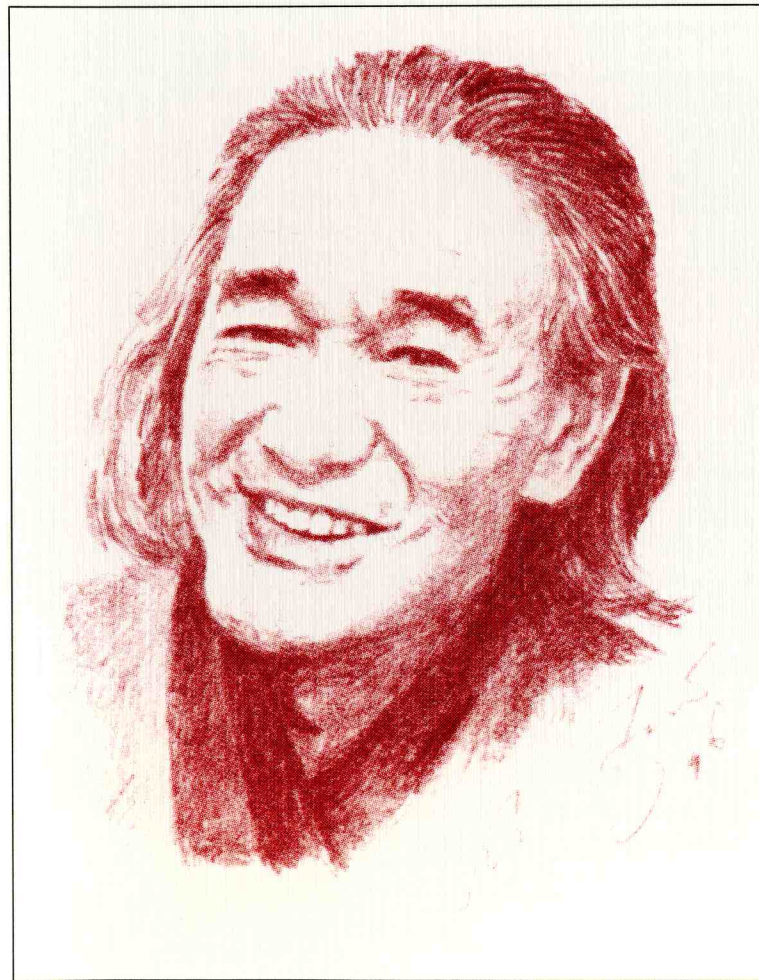
British Go Journal

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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

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
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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

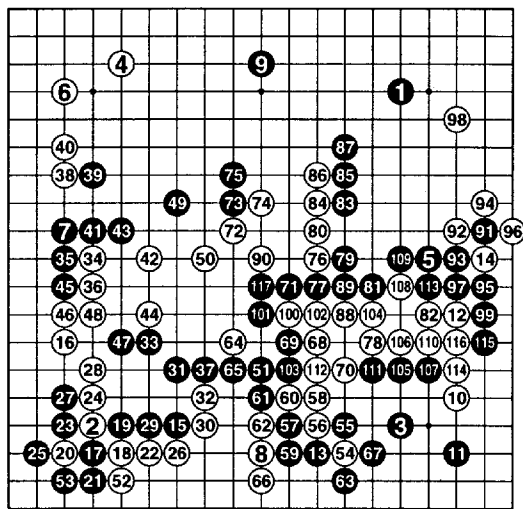


Figure 1 (1—117)

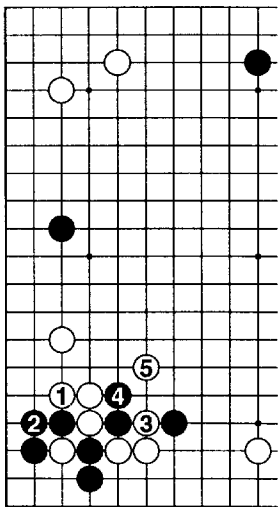


Diagram 1

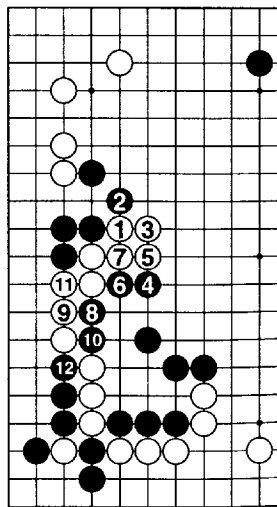


Diagram 2

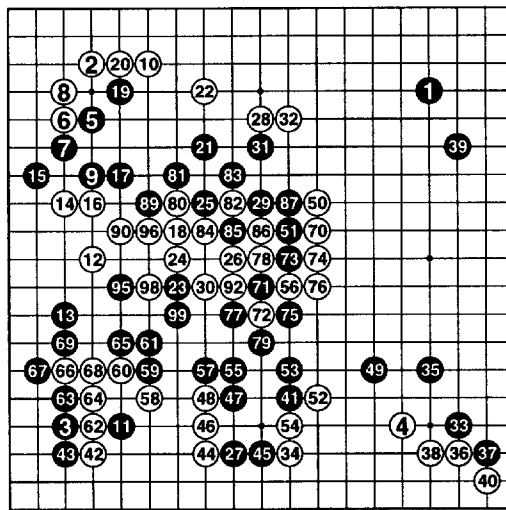


Figure 1 (1—100)

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.

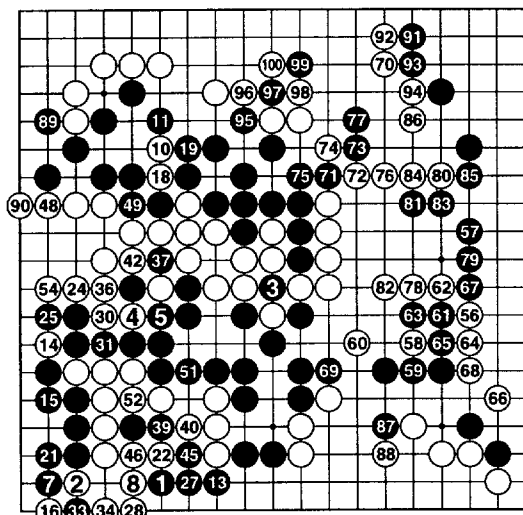


Figure 2 (101—200)

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.

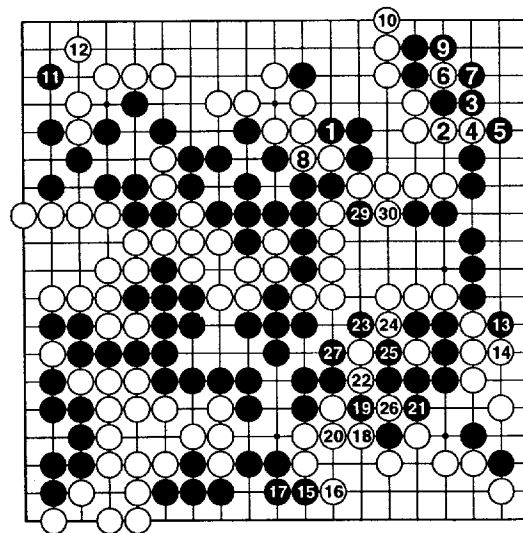


Figure 3 (201—230)

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.

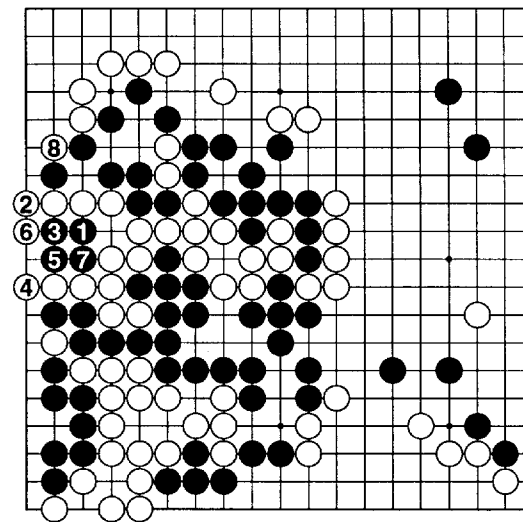


Diagram 1

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.

