

BRITISH **Go** JOURNAL

The cover features a Go board with a grid pattern. Three Go stones are placed on the board: a black stone at the top left, a white stone at the top right, and a globe representing Earth at the bottom center. The text "play GO" is written in a large, stylized font across the board. A black circle at the bottom right contains the text "The most challenging game in the world". The website "www.britgo.org" is written vertically on the right side. The email "mem@britgo.org" is at the bottom left. The "BRITISH GO ASSOCIATION" logo is at the bottom right.

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play
GO

The most
challenging
game in the
world

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BRITISH GO ASSOCIATION

The cover shows the new colour poster, which is available from the BGA for promotional uses by clubs. The poster is A4 with two A5 versions printed on the back making it useful for a variety of purposes from advertising your club meetings in the local library to showing people the way to your tournament venue.

Contact Tony Atkins, BGA Secretary, if you wish to make use of the poster.

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UK TOURNAMENT RESULTS

Tony Atkins

Beck in Front

36 players took part in the Barlow on 7th May. This year the Cambridge venue moved to the CB2 Internet Bistro, on Norfolk Street east of the centre. The venue was definitely adequate for a small event such as this, but the main playing area had to be evacuated for two hours at lunch time to allow the regular clientele to eat and there were definitely some shady-looking characters hanging around outside. The bottom graded players were separated out into their own group and Paul Smith organised a novices event during the morning. Best results in the top group were winner Phil Beck (2 kyu Cambridge) with 5/5, Andrew Spray (11 kyu Cambridge) with 4/5 and Joe Walker (9 kyu Cambridge) and Martin Cook (16 kyu York) both with 3/3. As is the Barlow tradition no prizes were awarded.

Kim's Game

63 players attended the Bracknell Tournament on 13th May, held for the second year running at Woosehill in Wokingham. Unfortunately the Wanstead Pooh Sticks team were not there to defend their title, so the top side event was Ian Marsh's Go puzzle; David Denholm (6 kyu High Wycombe) not only answered the Go questions correctly but folded his answer sheet as required to win the puzzle prize. Getting his revenge on the other Mr. Kim for last year was the winner, Seong-June Kim (6 dan Cambridge). He beat Thornton, Moreno and Cann to win; Young Kim went down to Moreno in the first round. The only other player on 3/3 was John Rae (9 kyu Internet). All those winning their first two games were awarded prizes too: Des Cann (4 dan), John Fairbairn (2 dan), Simon Butler

(1 dan), Steve Bailey (2 kyu West Surrey), Alexey Nemolovsky (2 kyu Ukraine), Paul Johnstone (8 kyu Twickenham), Steve Smith (12 kyu Winchester) and Simon Jones (18 kyu Berks Youth). Nicola Hurden (12 kyu Berks Youth) won the continuous 13x13 competition.

Goss-Emma Wins

The British Pair Go Championships was held at a very pleasant hotel in Boars Hill near Oxford on 21st May. The weather was sunny but a cold wind was apt to blow through the marquee. However the attendance of the tenth championships was a bit disappointing this time. 20 pairs took part, the top 8 playing in the championship section. As Kirsty Healey was ill there was to be a new champion as Matthew dropped to the handicap playing with daughter Lydia. Also Alison Bexfield had changed partner to her new husband Simon, and Sue Paterson had changed to Geoff Kaniuk, so the field was quite open. Maybe surprising as she is only 8-kyu and still only 18, the new champion was Emma Marchant playing with her usual partner Simon Goss (2 dan), also from Bracknell. Pairs winning two out of three were Natasha Regan/Alex Selby, Sally Prime/Nick Wedd and Jackie Chai/Francis Roads. Winners in the handicap section were



Photo: Tony Atkins

Fred Holroyd and Jini Williams, the Best Dressed Pair, playing Elinor Brooks and France Ellul in the British Pair Go Championships

Fiona Campbell and Jim Edwards from Aylesbury (average 12 kyu). Organisers Elinor Brooks and France Ellul won 2/2. On 2/3 were the Youth Champions Nicola Hurden/Shawn Hearn from Brakenhale, Epsom's Yvonne/Paul Margetts and Manchester's Jill Segerman/Tony Pitchford.

Garry White organised a 13x13 event won by himself in a pair called Giraffes. Jini Williams, in black dress with silver embellishments and Fred Holroyd, in tail-coat with white bow tie, were judged as the best dressed pair and were presented with large fans by Roger and Jill, owners of the Foxcombe Lodge Hotel. Special prizes of colourful flowers and windmills for colourful costumes went to France Ellul, Jackie Chai and Lydia and Matthew Macfadyen. All the children, those playing for the first time (Annie Hall and Martin Hearn) and the Norwegian Jakobsen family were awarded special prizes.

Can Des?

The Challenger's League was held as an all-play-all over four days of the second May Bank Holiday. The venue was the Friends Meeting House in Walthamstow and local club Wanstead ran a beginners morning on the Saturday. The last afternoon, the Monday, is reserved for play-offs (none needed this year) and all day

Matthew Macfadyen was on hand to analyse some of the games, both for the players and any other players who had come along. The final scores in order were: Des Cann 7, Matthew Cocke 6, Young Kim 5, Alex Selby 3 (beat T.Mark, John and Alistair), T.Mark Hall 3 (John, Alistair and David), David Ward 2 (Alex and Alistair), John Rickard 1 (David) and Alistair Wall 1 (John). So Des Cann will challenge Matthew Macfadyen for the British Champion's title, the games scheduled for during the MSO in August.

Cann did

A recent record of 74 players attended the Leicester Tournament, held as usual at the Church of the Martyrs, on 10th June. This year after a long absence the trophy turned up, only to be won for the second year running by Des Cann (4 dan); he beat Niculae Mandache (3 dan) in the final round. Those on 3/3 were Tony Atkins (2 dan Reading), Richard Thompson (5 kyu Leicester), Natasha Regan (5 kyu Epsom), Matthew Selby (6 kyu Epsom), Satoko Takami (6 kyu Birmingham), Malcolm Walker (8 kyu Worcester) and Chris White (25 kyu Berks Youth). Best team was Epsom with 83.3 percent. Winner of the 13x13 was Garry White (14 kyu Berks Youth) with 8 wins, and second was Nicola Hurden (12 kyu Berks Youth). The first entry prize went to Tony Atkins; Garry Beman tried to claim the prize for 2001 as soon as the 2000 award was announced.

Canoe Guo

Only nine women attended the Women's Training Weekend this year, seemingly because of pressure from other events (ten women attended Barmouth the following weekend); no juniors were present this year. However the ever popular Guo Juan was flown in from the Netherlands especially for the event which was held in a very delightful



Photo: Tony Atkins

Jackie Chai and Jill Segerman play in the sunshine of the Ladies Weekend

location. Matthew Macfadyen and Kirsty Healey had just moved from Leamington to the village of Barford, further down the River Avon. In fact the house is right by the Avon with its own landing stage and bridge to an island, leading up to a weir. This meant camping, swimming, rowing and canoeing were available, though for those with hay fever the cows in the fields opposite stirring up the grass seed was not too helpful. Even so the weekend was almost non-stop Go, despite such distractions as England beating Germany at football. As usual, Guo's helpful advice encouraged everyone and she showed that she knew how to canoe. The Eva Wilson Go Ban was won by Natasha Regan.

Matt Finish

52 players attended the 8th Welsh Open in Barmouth on 24th and 25th June. The delight of a weekend on the beautiful west Welsh coast, was made even better this year by some of the best weather for years. As well as fish and chips, ice-cream, seagulls and sand there were of course the games evenings in the Tal-Y-Don and the five round tournament too. Winner as always was Matthew Macfadyen (6 dan Leamington), making it eight straight. The next places went to Toby Manning (3 dan Leamington), Simon Goss (2 dan Bracknell) and Ruud Stoelman (2 dan Bradford). On 4/5 were: Richard Moulds (4 kyu Manchester), Natasha Regan (4 kyu Epsom), Emma Marchant (8 kyu Berks Youth), Gary Beman (10 kyu Leamington), Shawn Hearn (11 kyu Berks Youth) and Stephen Streater (17 kyu Epsom). Both Kirsty Healey (1 dan Leamington) and Elinor Brooks (6 kyu Swindon) won 3.5/5.

Bailey's Comments

The first Fuseki Follow-On Experimental Tournament was hosted on 8th July by Steve Bailey at his house in Guildford. The idea was for up to ten 1 and 2 kyus to play a tournament where each game started with a position from part way through a game

started by two pros, each playing twice as Black and twice as White. In the end 7 players took part in this free entry event and it proved quite interesting. The winner was Jimmy Mao (Bristol) with 4/4, second Jackie Chai (Bournemouth) and third Wenbo Mao (Bristol).

Is Wuge Huge?

22 players converged on Edinburgh University's Pollock Halls for the 9th Scottish Open, the first back in Edinburgh after 3 years in Glasgow. It was held on 15th and 16th July, due to the lack of an available organiser on the traditional May weekend. Several met up on the Friday at Howard Manning's house, where there seemed to be more discussion of the likes of shogi than actual Go playing. The tournament venue proved to be excellent and the weather was kind also. There was no time to climb adjacent Arthur's Seat unless you missed a round, but post-game analyses tended to take place outside. Nine players enjoyed an inexpensive Saturday evening meal, punctuated by liar dice, at a nearby Chinese before repairing to the Pollock bar. 15 players attended from outside Scotland, including Australian student Wuge (pronounced Woogay) Briscoe, entered as 6 dan. Francis Roads (4 dan) could not beat Wuge, but Quentin Mills (3 dan) was obviously encouraged by being back on his old student turf as he beat Wuge (on move 5 according to the latter), and also beat Francis, to finish with a perfect 6; he claimed the bottle of Aberlour as a reward. Wuge had to settle for 5/6 and Francis for 4/6, both getting a bottle of wine. Roger Daniel (3 kyu London) also got 4 wins and a box of chocolates. Donald MacLeod was encouraged by his first attempt at directing Go (as opposed to Scrabble); enough to want to do it again next year, though possibly with only 5 rounds, as this year, folk started to drift off to catch trains instead of playing the last round, followed by a lightning.

COUNCIL HOUSE ~ BGA OUTREACH ACTIVITIES

Alison Bexfield – BGA President

alison@acjamj.demon.co.uk

The BGA's strategy for the year 2000 includes a section on outreach. This is perhaps the most important part of our activities, as without new members we will have no Association in the future.

The objectives I set under this section for the year included the following:

- expand the youth schools programme
- encourage and support local club based development plans
- develop local press coverage of tournaments;
- target MSO 2000; introducing new people to Go
- liaise with other mind sports on joint publicity

Youth development

Following the successful visit of Yuki Shigeno in 1999, Simon Goss set up a schools programme. But in order to expand this he still requires people to contact him to provide an introduction to suitable schools. Ideally, we need some local Go playing in the area already for this approach to bear fruit.

Local activities – a new model

I write elsewhere in this journal about the importance of keeping local clubs going. Although there are large parts of the UK without adequate Go coverage, we need to be realistic about what we can achieve. Local publicity works best where an existing club is available to welcome prospective new members. Therefore I think we should focus our efforts this year on areas with existing clubs. If we can develop a model to improve attendance at existing clubs we can later look at seeding new ones.

Organising publicity for its own sake is difficult. I believe however that we can combine it with the third objective on my list which is to publicise local tournaments.

To this end we are running an experimental Wanstead tournament in October. The idea is that the tournament itself will be self financing and provide a venue that can also be used for introducing local people to the game of Go. We will be targeting the local papers, libraries and newsgroups a few weeks in advance of the tournament to advertise the 'open day'. Many local papers provide a regular feature on clubs in the area and we hope that such an event is likely to provide the stimulus for an article on the local Go club, together with publicity for the open day. The tournament will then provide some news for a follow up article. (On a more practical note, the tournament also provides something of interest during the day for the organisers if no one turns up to the open day.)

If the day proves a success then we hope it will provide a model that can be used at other tournaments around the country. Meanwhile, should any tournament organiser wish to follow this model then the BGA will be happy to assist by providing advice on what activities to arrange for the open day and on how to publicise these.

Targeting the games playing population

We are also putting significant effort into our outreach activities at the Mind Sports Olympiad this year. We will be holding formal 'Introduction to Go' sessions, providing starter Go sets to people attending these, as well as informal teaching throughout the event. I am grateful to all those who have offered to help with the teaching stand during the week. The MSO 2000 provides an opportunity to spread knowledge of Go to other games players, a population who may be more receptive to the game than the general UK population, whilst also attracting national media attention.

We will use the environment of the MSO to continue building links with other mind sports to explore ways in which we can develop interest in these types of leisure activity. The campaign to gain rights for mind sports to apply for lottery money had a set back with the appointment of the new Sports Minister. An Early Day motion was in fact tabled, which has the backing of about 40 Members of Parliament and which refers to a desire to progress this campaign. We encourage members to target their MPs to ensure that they add themselves to the backers of this motion. However progress beyond an Early Day motion is likely to be slow.

Women's Training and Social Weekend

Kirsty Healey and Matthew Macfadyen again proved excellent hosts for this event, which moved to Barford this year. Attendees were able to enjoy a beautiful river bank setting, combining teaching from Guo Juan with a relaxed tournament and social activities. As always I came away inspired to play better Go. It was pleasing to see so many of the attendees present for the Barmouth tournament the following weekend. Natasha Regan won the handicap tournament and now holds the prize Go ban for a year.



GO TUTOR ~ THE 3-3 POINT

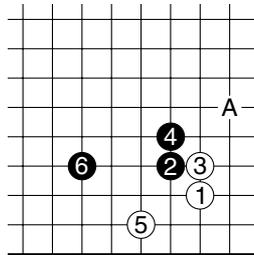
edited by Charles Matthews

charles@sabaki.demon.co.uk

The important lines in the opening are the third and fourth lines. A stone on the second line is too close to the edge and does not take enough territory. A stone on the fifth line is too far from the edge, although it is playable in certain situations. Of the three plays thus made obvious candidates for starting in the corner, here we look at the 3-3 point (the others being the 4-4 point and 4-3 point).

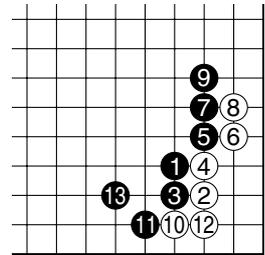
The play at the 3-3 point aims solely at making territory. You can approach it from the side, as you would expect from the first part of the chapter. You can also press down on it by playing at the 4-4 point.

The pressing move or 'shoulder-hit' is shown in Diagram 1.



□ 1

Up to 6 is a common sequence and one can expect something similar to arise. A useful lesson can be learned by comparing it to Diagram 2, where Black plays first at the 4-4 point and White invades at 3-3.



□ 2

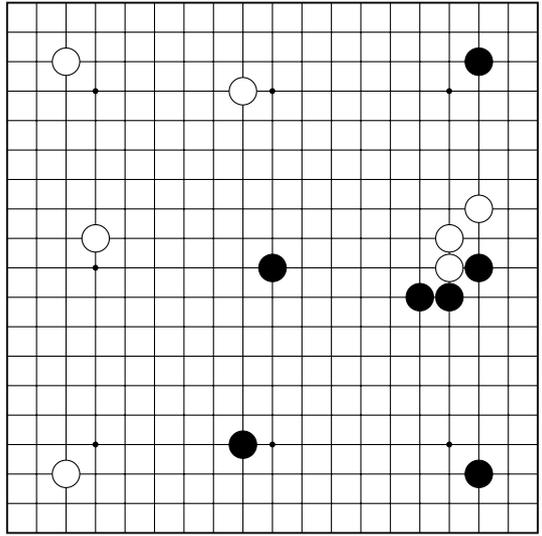
The difference made by first play with the 3-3 and 4-4 points is quite substantial: *sente* is important.

Sente (said 'sentay') is a key Japanese Go term. To have *sente* is to hold the initiative. With it you can choose your next play freely. Without it you have to answer your opponent's play (*gote*, said 'gohtay').

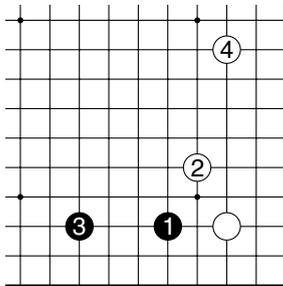
Notice how much more scope for future development White has in Diagram 1, for example with a play at A which might come immediately, and also the effectiveness of the Black wall in Diagram 2.

In Diagram 1 Black has no territory and not much influence. However, Black has restricted the size of White's potential territory by taking advantage of the low position of the white stone.

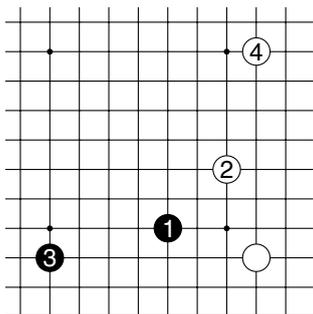
White could equally have pushed the other way, playing 3 on the other 4-3 point, and produced a result pointing in the other direction. Which orientation White should choose depends on some consideration of the positions on other parts of the board.



□ 5



□ 3



□ 4

Typical approaches to the 3-3 point from the side are shown in Diagrams 3 and 4. Both lines are of the 'White extends, Black extends' variety – no pincers. The pincer tactic tends not to work well with the 3-3 point. You could say that a pincer is an aggressive move, while the 3-3 point is a defensive, territorial move. The use of a pincer has an inconsistent feel. However, as usual in Go, there are no hard and fast rules. Positions can be constructed where a pincer would be an ideal move.

Diagram 5 shows a whole board situation. Please consider: (i) Black to play in the upper left corner; (ii) White to play in the upper right corner; (iii) White to play in the lower right corner; (iv) White to play in the lower left corner. The answers to these problems are given overleaf.

In summary: The 3-3 point takes secure territory with a single move but this advantage is a trade off against a lack of development towards the centre.

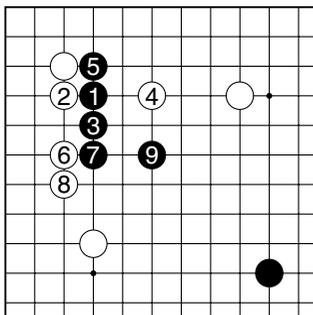
Go Tutor is based on articles by Toby Manning, David Jones, David Mitchell and T.Mark Hall.

GO TUTOR ~ THE 3-3 POINT

Whole board problem answers

BLACK PLAYS IN THE UPPER LEFT CORNER

Black must play the 4-4 point. The white stones sitting on the fourth line would deny Black a proper extension after an approach. If something like Diagram 1 resulted Black would be happy to build a position inside White's framework. Instead White might like to improvise: for example play as in Diagram 6, with a chance to attack.



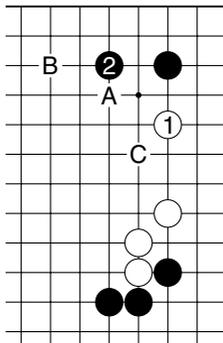
□ 6

Black then has a weak group, but has invaded deeply in White's area, and cannot realistically expect more. If White had played a fourth stone in this corner, Black would have found it much harder to invade.

The sequence of Diagram 6 is not 'book', not a set joseki, but is shown as a case in which home-made or improvised plays might be desirable.

WHITE PLAYS IN THE UPPER RIGHT CORNER

White 1 in Diagram 7 combines an extension from the three white stones on the right side with an approach to the black stone in the corner.

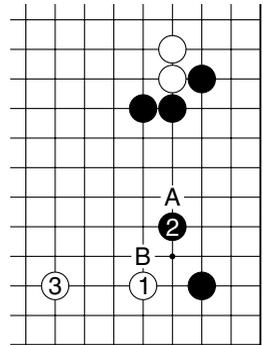


□ 7

In reply Black will probably play at 2. If instead Black plays A then White at B seems to work well. If it were Black to play in this corner he could play near C to extend from the corner stone whilst attacking the three white stones.

WHITE PLAYS IN THE LOWER RIGHT CORNER

Black is strong on the lower right side. White should come in at the bottom, with 1 in Diagram 8. A simple continuation is shown (not a pincer). It may be tempting for White to play around A, with the idea of attacking the three black stones

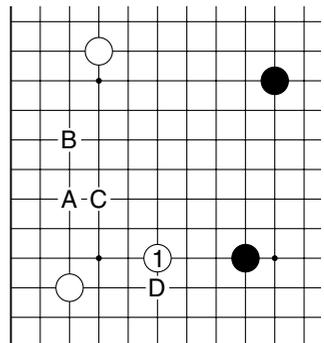


□ 8

above. But after Black plays at B there is no good continuation for White, and one gets the impression it is White who is under attack rather than Black.

WHITE PLAYS IN THE LOWER LEFT CORNER

White should play at 1 in Diagram 9, enclosing the corner and preparing to pincer the black stone in the middle of the lower side.



□ 9

After White 1, White can pincer at B if Black plays at A. Moving White 1 to the point C would allow Black a good play at D.

IN AND AROUND THE CAMBRIDGE GO CLUB

Tim Hunt

t.j.hunt@open.ac.uk

Introduction

At recent council meetings we've discussed what should go into the revised version of the BGA Organisers Handbook. We felt that it would be good to include some example of things that some Go clubs do that other clubs might like to copy. To this end, several of us were invited to go away and write about what happens at our local Go club. I would like to point out that these are things that happen to work for us in Cambridge. For example, Cambridge has tried several times to establish a club ladder without success. This is a bit of a mystery to me. Perhaps someone from a club with a successful ladder scheme would like to explain how they make it work.

To start with the broad outline, Cambridge Go Club has about 90 members. It is a joint University and City club. During the University term we meet on Tuesday evenings one of the colleges. These meetings tend to attract upward of twenty players (perhaps fewer during the summer term because of exams), fairly evenly spread from total beginners to dan strength. The other main meeting is on Thursday evenings in the coffee bar of the University Centre, the building in which the Trigantius tournament has been held in most recent years. If one was looking to draw a distinction, this is more of a 'town' meeting. Typically there are ten to fifteen of the stronger players there, ranging from about 10 kyu to dan level. There are also two, more informal meetings each week; Friday evenings in an internet cyber-cafe called CB1 on Mill Road, and on Monday evening a few people meet in a pub, the Alexandra Arms.

These are things that we do that I hope you find interesting: each Tuesday meeting starts with thirty minutes of teaching; the club has a library of Go books which members can

borrow; on the last Tuesday evening of each term we run a fun tournament called the Sonoyama Competition; and in order to have reached a membership of 90, it seems that we must be doing something right in terms of publicity.

Talks

The talks at the start of each Tuesday meeting started as a series of four introductory talks for beginners at the beginning of the academic year. Roughly these cover, week 1: the rules; week 2: two eyes equals life; week 3: ladders and nets; week 4: what to do at the start of the game. These talks proved popular so they keep going. All it really needs is someone who is prepared to stand up in front of everyone else and not be afraid of making a fool of themselves. Often it is Charles Matthews, I have done it myself occasionally too. Of course you don't end up looking foolish but that does not stop it being quite a scary thing to do.

The way it works is that the club has a magnetic demonstration board, and either we hang it on the wall and all sit round in a semi-circle, or we lay it on a table and all gather round it to make suggestions. This second method works well when we are going through somebody's game. That is one of the easier ways of getting something to talk about. If someone from the club has just been to a tournament then we might go through one of the games they played and discuss it.

Another easy sort of talk is to go through some problems out of a book. Charles has a bit of a Japanese Go book-buying habit and often he will bring one along to the club to share with us. One of the most memorable was an entire book full of atari problems. Another was all about positions where the correct answer was a two-space extension

along the third line – but which two-space extension? Experience shows that for this sort of talk you should prepare in advance a shortlist of the problems you plan to use.

Of course the best talks are usually the ones where someone has prepared something to teach. We have had a run of a few talks about the various extensions on the side and where their weak points are. In a slightly different vein I once tried to demonstrate how easy it is to count to see who is winning during a game. By having the talks at the start of the meeting we make it possible for people who are not interested to miss the talks entirely and turn up at 8:00pm when the games of Go start.

Library

I suppose that having a club library largely speaks for itself. Physically it is a plastic box of books that comes along to each Tuesday meeting. The library tends to be concentrated around beginner and intermediate level on the theory that anyone who reaches dan level will be obsessed enough to buy their own copy of the Ishida Joseki Dictionary, etc.

Getting people to borrow the books is no problem at all, the tricky part is getting them back. For this reason we have ‘club librarian’ as a separate post. This turns out to be a good way to entice new people onto the committee; it is not a big job and there is the incentive of having a complete set of the Elementary Go Series on your book-shelf most of the time.

I speak from experience because that is how I started on the committee. A good use for spare club funds, say profit from a tournament, is to buy new books. Sort of re-circulating the cash through the BGA book shop.

Sonoyama

Our end of term Sonoyama Competitions started in 1992, and the format has stayed virtually the same throughout. To start with

some history. Dr Sonoyama used to visit the Hitachi Labs in Cambridge from time to time and would look to the Cambridge Go Club to provide some opposition. He gave us a trophy for a club competition. The format that has evolved is to play six rounds on 13x13 boards with 10 minutes sudden death time limits. This fits neatly into an evening, starting at 7:30 and finishing at about 10:30pm, just in time to nip down to the college bar for last orders.

The competition is played with handicaps. The first ten or so events were played with the BGA recommended handicap system and were almost all won by dan players. The short time limits seem to help the stronger players. Then Charles Matthews won three times in a row and decided that something really ought to be done so he invented a much tougher handicap system. The new system works very well. For example it has produced a three-way tie between a 17 kyu, a 4 kyu (me!) and a 2 dan (I lost that one on the tie-break), and in the last Sonoyama tournament I had a 10 stone game that I lost by 1 point and an 11 stone game that I won by 1 point!

Δ	Grade	H'cap	Komi	Δ	Grade	H'cap	Komi
0		1	6	15		7	6
1		1	2	16		7	2
2		2	8	17		8	8
3		2	4	18		8	4
4		2	0	19		8	0
5		3	6	20		9	6
6		3	2	21		9	2
7		4	8	22		10	8
8		4	4	23		10	4
9		4	0	24		10	0
10		5	6	25		11	6
11		5	2	26		11	2
12		6	8	27		12	8
13		6	4	28		12	4
14		6	0	29		12	0

The Cambridge 13x13 handicap system

Publicity

So how has the Cambridge Go Club managed to grow to its present size? It has been a fairly gradual process. I suppose that to start with Cambridge has a higher than average proportion of the sort of people who tend to join Go clubs. But they won't join the Go club if they don't know it is there. Good publicity is key. This does not have to be anything dramatic, in fact persistence is probably more important.

We have a club web site that has brought several people to the club. We produce posters – a position from a professional game and a list of meeting details photocopied onto paper of a suitably lurid colour. Members are encouraged to take these away and pin them up on any notice-board they have access to. Cambridge library produces a list of things that happen locally and we get ourselves put in there each year. Similarly we get put into the Cambridge Evening News guide section.

One should not overlook the publicity gained simply by playing Go in a public place; of course different venues attract different sorts of people and playing in a noisy, smoky cafe has its disadvantages. Our meetings in the University Centre and CB1 sometimes arouse interest and occasionally produce a new member.

This seems to be a feature of publicity initiatives. Perhaps 100 people see one of our posters, 90 of them look straight through it, nine think 'Oh! a Go club, that looks interesting', and one actually comes along to a meeting and may end up as a member. You have to sift through a lot of people before you find someone with the good taste to join a Go club. Let's try to quantify this: there are about 70 million people in the country and 700 members of the BGA, that is 1 in 100,000. There are 100,000 people living in Cambridge and about 100 members of the Cambridge Go Club – 1 in 1000.

We also have a big drive at the start of each academic year to recruit the new intake of students. And sometimes there are other events at which we can run a stand and give out leaflets. Finally look out for special events which might attract the local press. We aim to get into the paper once a year with a decent story. The last attempt was Yuki's visit.

Once you have persuaded people to come along to your club the next important thing is to persuade them to come back. It is sometimes difficult to remember that not everyone is as obsessed by Go as oneself. They might be happy just to play once a month. There are some quite routine things to try but they do require someone to make the effort. Keeping a proper address list of all members and sending them a newsletter regularly keeps them aware of the club's existence. In Cambridge we have six excuses for a newsletter each year. One at the start of each term saying 'Tuesday meetings are starting again at ...' and one at the end of each term saying 'The last meeting of the term is ... and by the way this is our competition night.' To fill up the rest of a sheet of A4 paper folded in half to make a pamphlet, we give contact details of the committee, a few problems or a game record and members results in tournaments they have been to.

Perhaps more important is the human touch. Talk to the people who turn up to your club! Remember their name from one week to the next (not something I am good at but I can do it if I make the effort. Offer them a lift if you are driving to a tournament. Find suitable opponents for them, even if it means you have to wait for a game yourself. You may find it a bit of a bore explaining the fundamentals of Go to someone today but in a few years time they may be patiently explaining the game to another newcomer. That surely is what we are trying to achieve.

NAKADE AND ISHI-NO-SHITA ~ PART ONE: THE BASICS OF NAKADE

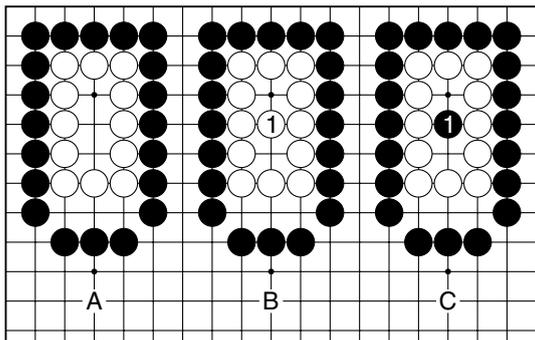
Richard Hunter

hunter@gol.com

Nakade is mentioned in several English Go books, but I think there's still room for an easier-to-understand presentation. *Graded Go Problems* has many fine examples that you can study during or after this series but they're arranged in terms of difficulty rather than being intended to teach the techniques or concepts involved. *Life and Death* by James Davies covers the basics but it's tough going for kyu players and many British dan players who have read it still have an incomplete grasp of the subject. In this series, I hope to give a clear and methodical treatment, along similar lines to my previous series on counting liberties.

Three-point eye-spaces

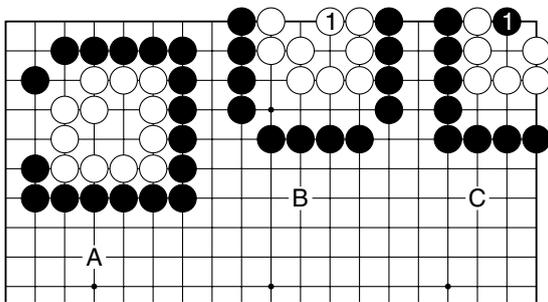
A three-point eye-space (Diagram 1A) is the smallest eye-space that can be divided into two separate eyes. If White plays in the



□ 1

middle with 1 in Diagram 1B, he lives. Black 1 in Diagram 1C, played at the central point of the three-point eye-space (three-point nakade), kills the white group. This is the starting point for understanding nakade.

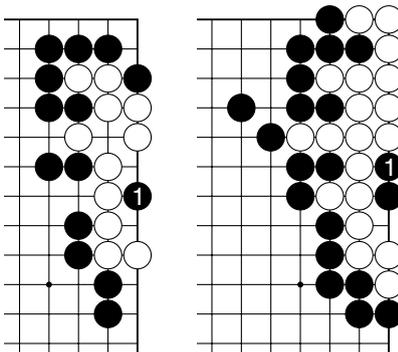
There are only two possible shapes that a three-space eye can have. The three



□ 2

surrounded points can be arranged in a straight line, as in Diagram 1A, or in a bent shape as in Diagram 2A. All other three-point eye-shapes are rotations or mirror images of these two. Diagrams 2B and 2C show how White can live and Black can kill. Thus all the possible three-point eye-spaces are unsettled; life or death depends on who plays first.

Diagram 3 shows a slightly more complicated position, which might occur in a real game. The nakade of Black 1 is fatal. As Diagram 3a shows, there's nothing that White can do. Eventually, when all the outside liberties are filled, Black will be able to play 1, putting White in atari.



□ 3

□ 3a

Diagram 4: A three-point eye-space often arises from the capture of three stones. Here, when the outside liberties are filled, White will be in atari, so he captures the three black stones with 1 in Diagram 4a. However, this does not make White alive. Black 2 kills him. The three black stones in Diagram 4 are known as a killing shape or nakade shape because they lead to nakade.

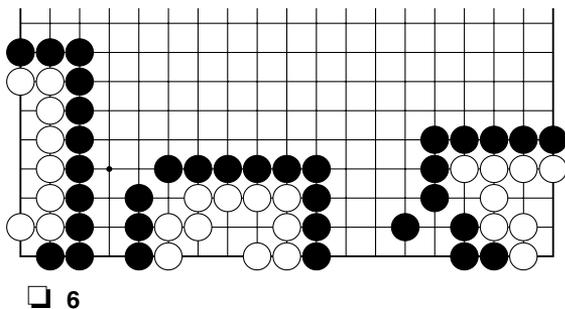
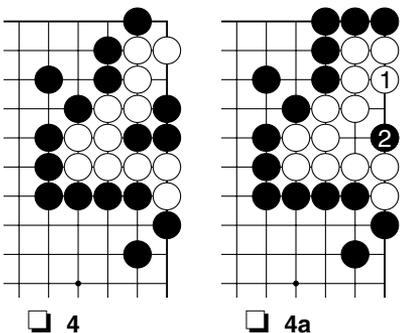


Diagram 6 doesn't seem to have a standard name in English. I propose calling it the 'dogleg four', which I think describes it well, but if anyone comes up with a better name, let me or the BGI editor know as this shape will appear often in this series.

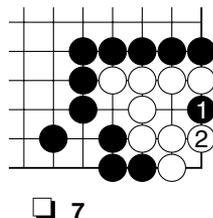


Diagram 7 shows that Black cannot kill the bent four. If Black plays inside with 1, White lives with 2. Similarly, Black 2 would be answered at White 1.

Four-point eye-spaces

Diagram 5: There are two killable four-point eye-shapes. The square eye-shape on the left is dead as it stands. White cannot make two eyes with only a single move. The pyramid shape on the right is unsettled. The central point (A) is the vital point for both sides.

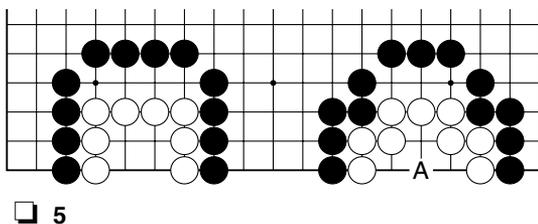
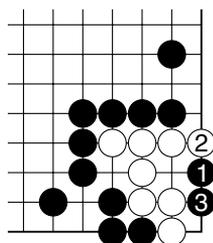


Diagram 6: The three other four-point eye-shapes are all alive as they stand. They're the 'straight four', the 'dogleg four', and the 'bent four'. While the 'straight three' is unsettled, all longer straight shapes are alive provided the walls are free of defects. The four-point eye-shape in the middle of

There's a special set of positions called 'bent four in the corner', which we'll discuss (briefly) later. This depends on the special properties of the corner and requires both 2-1 points to be involved in the eye-shape. That's not the case in the right corner of Diagram 6.

Don't make the mistake of thinking that all bent-four shapes in the corner are equivalent. For further reading on bent four in the corner, look at James Davies' *Life and Death* and Richard Bozulich's *Get Strong at Life and Death*.

A bent four can be killed if you can contrive to play two moves inside. This could happen if the white group is missing the stone on the right edge. In Diagram 7a, Black 1 threatens to connect out with 2, so White blocks at 2 himself. Now Black can play 3, killing the white group.

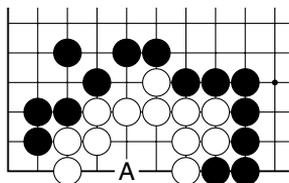


7a

When all the outside liberties are filled, Black will be able to play a third move inside the white group, putting White in atari. The final result will be three-point nakade. Another way to play two stones inside a four-point eye-space is if your opponent does not answer your first move. This could happen if your first move is a ko threat and your opponent ignores it in order to end the ko.

Five-point eye-spaces

Five-point eye-spaces come in many arrangements. Most of them are alive; only two are unsettled. The five-point eye in Diagram 8 can be killed by a Black move at A (five-point nakade). Similarly, White can

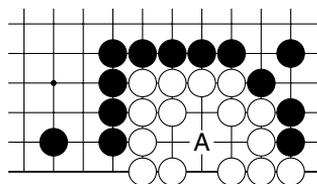


8

live by playing A. The shape in Diagram 8 is a four-point square with one extra point. This is the most compact five-point shape and is known by various names. One name

is the ‘bulky five’. Some people call it the gun shape, because when this shape is inverted, the extra point looks like the barrel of a gun.

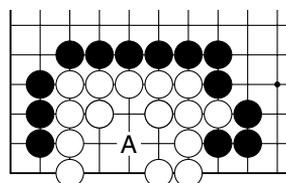
The other killable five-point eye-space is the cross in Diagram 9. A White play at A makes four eyes, but a Black play here reduces White to only one eye.



9

Six-point eye-spaces

Diagram 10: Only one six-point eye-space is unsettled. This shape is known to many Go players as ‘Rabbity Six’ after James Davies’ *Life and Death*. The Japanese name for it is flower six. You can use any name you like that helps you to remember it. One name I find very useful, which I encountered in a

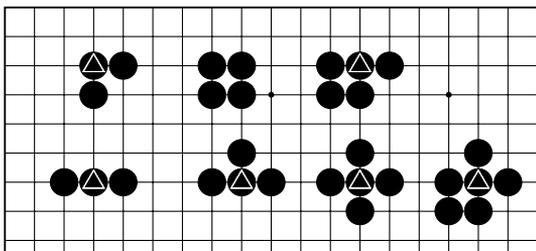


10

Japanese book, is ‘cross plus one’. It’s based on the five-point cross in Diagram 9 with the addition of one corner point. Every unsettled eye-shape is constructed by adding one more vacant point to an unsettled eye-space that is one point smaller. Although I like to use the name ‘Rabbity Six’ when discussing Go with other players, I find the shape rather hard to visualise. So I just equate the name ‘Rabbity Six’ with the shape ‘cross plus one’.

Summary of nakade shapes

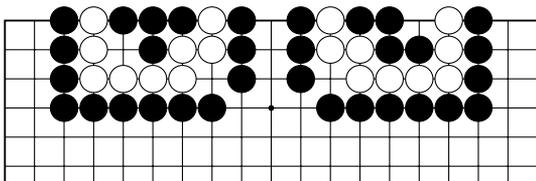
Diagram 11 summarises the nakade shapes. These are essential shapes that you should memorise. If you can almost fill your opponent's eye-space with one of these shapes, then when the outside liberties are filled, he'll be in atari and will have to capture your stones. This will leave an unsettled shape that you can kill with a move at the central point (marked with a triangle).



□ 11

Note there's one killing shape, the square four, that when captured leaves an eye-shape that is dead as it stands, so there's no need for you to play back inside. Notice in Diagram 11 how each nakade shape can be made by adding one stone to one or more of the smaller shapes. The four-stone pyramid can be made by adding a stone to either the straight-three or the bent-three. The four-stone square can only lead to one five-stone shape, while the four-stone pyramid can lead to both five-stone nakade shapes.

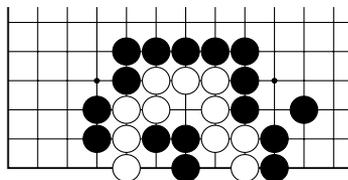
Diagram 12: Here's some shape recognition practice. The white group on the left is dead. The position will end up as four-point nakade. The four black stones inside White's eye are a nakade shape or killing shape.



□ 12

When the outside liberty is filled, White will be in atari. But capturing the black four-stone pyramid will leave a killable shape. With his next move, Black plays inside at the central point.

The white group on the right in diagram 12 is alive. The four black stones inside White's eye are not a killing shape. When White captures this dogleg-four shape, he'll be left with a live eye-shape.

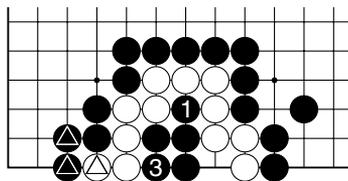


□ 13

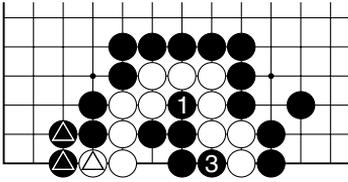
Diagram 13: White has a six-point eye-space with three black stones inside it. What's the status of White's group? To kill White, Black will need to add two more stones to almost fill White's eye. Can Black make a five-stone killing shape?

Yes, he can. Playing 1 and 3 in Diagram 13a makes a bulky five and White will end up dying by five-point nakade. White 2 plays elsewhere since adding a stone inside will just lead to a smaller nakade.

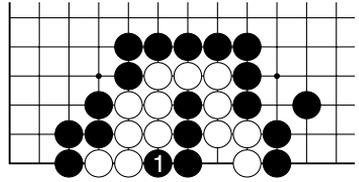
Black must be careful not to play 3 in Diagram 13b (overleaf). That isn't a killing shape. If you're worried about making a mistake like that, then play 3 first in Diagram 13a. Then you can play either of the remaining vacant points; neither of them



□ 13a



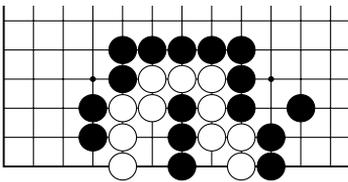
13b



14b

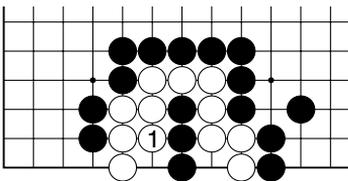
can fail. In practice, however, you don't need to play any moves at all. In Diagram 13, the white group is dead as it stands and can be removed at the end of the game. You only need to play 1 and 3 in Diagram 13a if the outside black stones get cut and threatened.

Diagram 14: This position is similar to Diagram 13. Black can almost fill White's eye-space with a nakade shape, by adding two more stones. The result is the same as Diagram 13a. The key difference here though is that the position in Diagram 14 is unsettled.

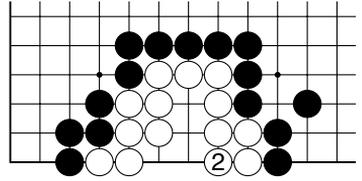


14

If White plays 1 in Diagram 14a, he lives (in seki). Black can only put White into atari by making a non-nakade shape, for example with 1 in Diagram 14b.



14a



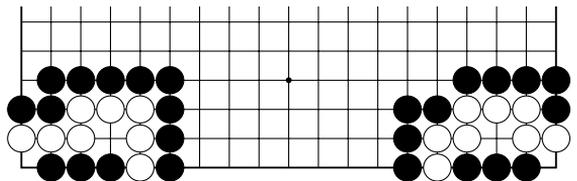
14c

When White captures with 2 in Diagram 14c, he's left with a live bent-four eye-space. After playing 1 in Diagram 14a, White must not add any more stones inside his own eye to try and capture the black stones. That would be suicidal, but it's a misconception that even dan players have been observed to suffer from.

Another common misconception is for Black to think that he's killed White in Diagram 14a because the three black stones are a nakade shape. White is not dead because he's not in atari. When there are two or more vacant liberties, you haven't 'almost filled' the eye-space. This is an important concept, so take time to understand it thoroughly.

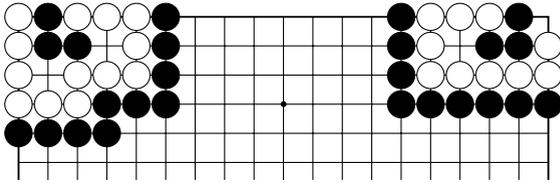
More shape recognition practice

Diagram 15: Here are two white groups with five-point eye-spaces containing a black straight three. Can Black almost fill White's eye with a killing four-stone shape?



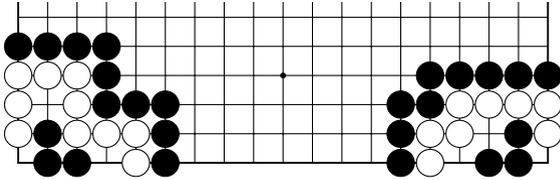
15

Dead or alive?



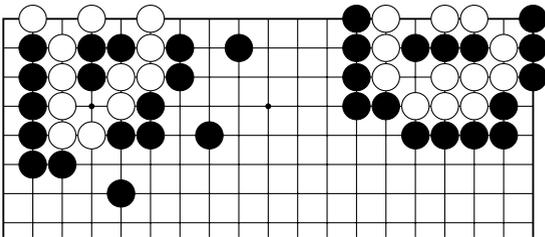
16 Dead or alive?

Diagram 16: Bent threes. What is the status of each white group?



17 Dead or alive?

Diagram 17: Bent threes with three vacant liberties. Can Black make a five-point nakade?



18 Dead or alive?

Diagram 18: Two slightly harder positions to test you. Are these white groups dead or alive?

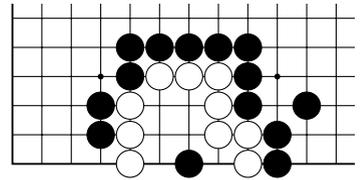
The answers for diagrams 15 to 18 are given on page 43.

Summary

Both the three-point eye-spaces are unsettled. Two of the four-point eye-spaces are killable; the other three are alive. Two of the many five-point eye-spaces are unsettled; the others are alive. Only one six-point eye-space is unsettled; the others are alive. Adding a stone inside your own eye can sometimes prevent your opponent from making a nakade shape.

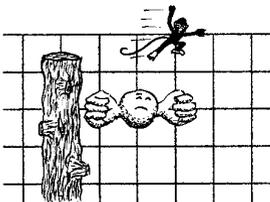
Problem

Problem 1 is a typical life and death problem taken from a book. Black to play and kill the white group.

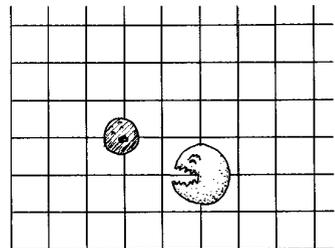


Problem 1

The answer to this problem will be discussed in the next journal. Look at the hint given on page 43 if you find it difficult.



THE MONKEY JUMP



THE HANDICAP

by Henry Segerman

WHY DO WE MAKE BAD MOVES?

PART 7: MORE ON LACK OF OBJECTIVITY

Denis Feldmann

Translated by Brian Timmins and first published in the *Revue Française de Go*.

When a player tries to make an objective assessment of a situation, a whole range of characteristics is revealed:

Optimism: ‘I’ve got a winning position anyway’. This is a common fault in Black playing with a handicap, who forgets that of course he has an initial advantage and that the problem is not in knowing whether it is being maintained but whether it is decreasing too fast!

Pessimism: ‘I’ll lose anyway if there’s a fight’. An interesting variation consists in trying to keep more and more comfortable margins for error in the middle game for fear of the yose.

Too much trust in theory: ‘Is there such a thing?’ says F, our rash dan player, ‘He’s played a ridiculous move, I don’t have to think hard any more to win.’ Oh yes you do! That play has only cost him a few points – see the series by Ishida in *Go World*, ‘What is the Cost of Bad Moves?’ – and even the most sophisticated theory doesn’t dispense with counting and analysis.

Contempt for one’s opponent: ‘What is mine is mine, what is yours we’ll share.’

Some players concentrate on one aspect of the game, neglecting and despising the rest. There are the aesthetes, in love with beautiful shape. It is as well to remember that the beauty of Go is subordinate to efficiency – theoretical – and that, ‘In the yose, shape disappears’ (Lim Yoo Jong).

These players get annoyed when their opponent starts a fight and count any game a moral victory for them if they consider they have played more good moves than their opponent.

There are the ‘brilliant’ players, with their innumerable tesujis, who find the banal (and winning) move repugnant. F is at their head,

but, as we have seen, he loses interest in a game as soon as he has played ‘his’ move, and loses it again a few plays later: ‘Like that, I have the opportunity of playing several spectacular moves in each game’. It must be said in his defence that his love of spectacle would almost lead him to give his opponent the opportunity to prove his brilliance too.

There are all sorts of examples of lack of theoretical balance. There are players who do not believe in influence (not everyone is a Takemiya); even those who are in love with the yose – ‘I knew perfectly well that I was 30 points behind, but I carried on because I like to play the yose out right to the end’ – a genuine confidence from a French player who shall be nameless.

In conclusion, one must remember that Go is the game of balance par excellence; that winning by one point is worth as much (or is even better) than winning by 50 and that, furthermore, the gain from being first to play is unlikely to exceed 5 to 7 points; that symmetrical play is there to remind us that by playing balanced moves one may lose, but probably by little (and have not some people, pushing the argument for symmetry to the limit, thought that they could deduce that the only good first move is on the centre point, in order not to disturb the initial balance?); that it is the Chess player who wants the (symbolic) death of his opponent. As for the Go player, he ‘does not wish the death of the sinner, but only that he should repent and live’ (on a small scale), to paraphrase Isaiah – the Old Testament is full of useful moral advice; and that, although one plays to win, a draw has always been considered as a good omen, and generally brings equal happiness to both players!

COUNCIL HOUSE ~ ANATOMY OF A COUNCIL MEETING

Tony Atkins

ajaxgo@yahoo.co.uk

For many years the BGA Council Meeting agenda had a structure that went: Apologies, Accuracy, Happenings, Tournaments, Matters Arising, and then one or two major topics (such as Youth or European Go Congress) were occasionally added to the end. Most things came up under Matters Arising and generally the agenda was not published in advance as it was nearly always the same. For a newcomer to Council this was clearly confusing and not a very satisfactory way of doing things. So a new system was adopted. At ICL a few years before, a system had been devised where projects were divided up into sections such as Customer, Quality, Environmental and so on; a natural extension of this was to run meetings around an agenda with the same structure.

For the work of the BGA Council this seemed to give rise to five sections: A Administration, B Tournaments, C Player Development, D Membership Services, E Outreach. Within the appropriate section there is a subsection for each regular BGA activity and space for extra agenda items to be added. Gone are the long lists of outstanding actions and it is clear that if there is something to discuss on the newsletter, say, then it is discussed in the newsletter subsection. However as the ABCDE ordering makes it seem that Outreach is the least important, it is often that the sections are taken in a different order so that time constraints do not mean a squeeze on discussing important items towards the end of a typical three hour Council Meeting.

Recently section E has featured discussions on several ways of increasing popularity of Go. Firstly there is a concern that not so many universities have Go clubs as used to; the suggestion was made that the names of anyone going up to college (or indeed

already there), who did not have a Go club to attend, should be put in contact with Council so that support can be given in starting a new club at that college. Secondly ways at expanding the schools program were looked at: anyone with a contact at a school that would like a Go-teaching visit should contact the Youth Coordinator. Thirdly summer time would be a good time to play Go outdoors in a public place, so as to raise visibility of the game. However with winter rapidly approaching it may be too late to make such activity this year. If you have played outside in public this summer, or do so in the future, then we would like to see photographs submitted to the Journal to show others what they can do. An article elsewhere expands on the BGA's current outreach strategy.

Under section D a lot of focus is made on further improving the excellent levels of information on the BGA Web Pages. Recent new pages have covered more on the history of Go in the UK and a page describing the roles of the various BGA Officers and job holders. Keeping the descriptions of Go servers accurate has also taken a lot of recent effort. The change of newsletter and journal editors and analyst in recent months has come under this section.

Under section C, Council has ratified promotions as recommended by the grading committee: Tim Hunt to 2 dan and John Fairbairn to 3 dan, for instance. It has also discussed grading policy, to try to prevent the UK getting too much out of step with mainland Europe. It must be pointed out that any dan player, from 1 dan to 7 dan even, if they find they are off form, say after many years of not playing, then they can enter tournaments at a grade lower than their achieved grade; normally permission is sought from the Grading Committee to do

this except when it is clear that such a long break from Go has affected strength. There are currently some 1 dans playing at 1 kyu, and some years ago a 3 dan went down to 2 dan with permission but then got promoted to 4 dan very soon after. Conversely there is the increasing problem of players of dan strength appearing on the tournament scene without going through the BGA promotion system. Some of these can simply claim foreign grades but more likely nowadays is a player who has got to that strength on the Internet. In these cases it seems sensible to claim a dan grade unofficially (until the BGA can ratify it from tournament results) but change that unofficial grade if the results show it to be incorrect.

Under section B, the two main areas of interest have been the organisation of the Go

events at the Mind Sports Olympiad and plans to help organise events at the 2001 European in Dublin. Various levels of help are needed for Dublin – for example a few hours registering people on the first day, running a side event, helping with the main event draw, helping out in the book shop or typing in games and articles for the journal. We will be trying to get a long list of volunteers over the winter period.

Under A, various things are discussed, such as finance, constitutional and overseas relations. The last of these will be helped along by the BGA Secretary moving into Europe as EGF Vice-President. You will find summary minutes of the EGF Annual General Meeting on page 51 and also some other articles giving more details on aspects of current BGA activities.



A PAIR OF PROBLEMS FOR PEDANTS

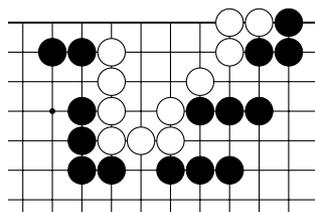
Tim Hunt

t.j.hunt@open.ac.uk

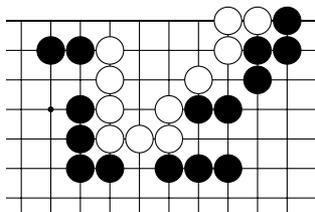
Last summer a Japanese gentleman called Mr Horiuchi visited Europe, including a number of clubs and tournaments in this country. Whilst he was in Cambridge he very kindly gave me a number of little pamphlets of Go problems. I was leafing through the collection of endgame problems when I got to problem 18 and thought, ‘hang on a minute, that’s just the same as number 17.’ After a little bit of flicking pages back and forth I convinced myself that they were in fact different problems, and that they do have different answers.

Like all endgame problems the aim is to get every last possible point by taking full advantage of the opponent’s weaknesses, suitable care of ones own weaknesses, and notice of the difference between points in sente and points in gote.

Black to play in both cases. The answers appear on page 42.



Problem 17



Problem 18

GUIDE TO THE BGA WEB SITE ~ THE CLUB LIST

Nick Wedd - BGA Webmaster

nick@maproom.co.uk

This is the second of a series of articles describing various pages of the BGA's web site. It describes the Club List. There are two versions of this on the web site:

www.britgo.org/clublist/clubsmap.html

is suitable for those whose browsers support frames and graphics, while

www.britgo.org/clublist/clublist.html

is a straight text version.

Many years ago, I was planning a week's holiday travelling around The Netherlands. It was my intention to spend each night in a town or city whose Go club was meeting that night. I found this quite difficult to arrange, although I had all the relevant information, because of the difficulty of collating a map with the club night information. Therefore I decided to create such a map for Britain.

The 'clubsmap' page on the BGA web site supplies such a map. There is a map of Britain, on which each town or city with a Go club is marked. They are shown in colours which indicate which evening of the week they meet. Clicking on such a town causes a description of its club or clubs, with contact details, etc., to be shown. A version of this map appeared on the cover of the BGA in summer 1999.

This club information given on the web site is, or should be, the same as that which appears in this Journal as the *UK Club List*. Moreover the list on the web site also includes links to clubs' own web sites, where these exist. So it is easy to use the map to answer questions such as 'what is the nearest club to Stafford that meets on a Wednesday, and how can I find it?'

Clubs' own pages

The BGA encourages Go Clubs to maintain their own web pages. A club's page can give details, such a map of how to find it, which do not appear on the BGA web site or in the

Journal. It is a good idea to encourage local directories to link to a club's page: Oxford City and Oxfordshire both have directories of local clubs and activities which list my local club Oxford City, and the club has had new members find out about it by this route. Of course, such pages should be kept up to date whenever there is a change in the club's details.

Usually, some member of a club is able to arrange for the club's web page to be hosted in their own web space. Then they set it up as they wish, and tell the BGA webmaster about it so that he can link to it from the clubs list page. Where this is not possible, the BGA can arrange for a club page to be hosted. If a club member knows how to write a web page, they can do so and e-mail it to the BGA webmaster, who will upload it and link to it. If no-one in the club can do this, but they do know what information they want on the page, they should send this information to the webmaster, who will create the page for them.

Keeping the lists up to date

When the details of a club change, the club secretary should tell the webmaster about the changes. The webmaster will pass the information on to the editor of the Journal, and to other BGA officials who may be concerned. If the club has its own web page, the club secretary should also ensure that this is kept up to date.

Every few years, the webmaster tries to contact all clubs and check that the details on the web site and in this Journal are correct. When I last did this, I was able to delete several 'dead' clubs from the listings. Such a check is now under way, so if you are a club secretary, you should have received an e-mail, telephone call or letter asking for confirmation of your club details.

PAIR GO 2000 ~ THE FINAL

Matthew Macfadyen

matthew@jklmn.demon.co.uk

This year's pair go tournament featured several new names and several new winners from among them. Of the experienced pairs, Kirsty and I did not reach the first round due to flu and Francis and Jackie, the Harveys and the Bexfields failed to reach round 3 with clean records. In the event, the unbeaten pairs reaching the last round both featured rapidly improving women. Emma Marchant was supposed to be busy with her A levels, and Natasha Regan was scarcely a Go player at all this time last year.

When playing normal Go, with one player on each side of the board, there is occasionally a problem of schizophrenia, where a player has two different interpretations of what is happening and vacillates between different strategies. In pair go this happens all the time, the best that can usually be managed is to have one player acting the reckless impetuous youth while the other tries to steady the ship and keep some kind of control. For this purpose it should help to have a wide difference in age and experience between the partners.

- White:** Emma Marchant (8 kyu)
Simon Goss (2 dan)
- Black:** Natasha Regan (5 kyu)
Alex Selby (3 dan)
- Komi:** 5.5 points

Figure 1 (1 – 32)

It soon becomes clear that both sides are dividing their resources in this way. White 4 and 8 offer fighting chances while 6 and 10 quickly cool the fighting areas down. Black 11 and 15 are also good examples of cooling down plays.

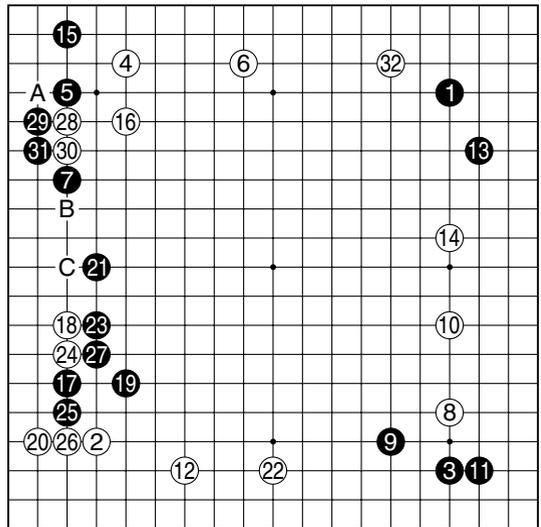


Figure 1 (1 – 32)

There is something odd, though. On the black side it is Alex Selby, 3 dan and looking forward to playing a solid endgame, who is protecting his inexperienced partner Natasha from fights. But on the White side the impetuous youth is Simon Goss, the senior player at the table by a margin, while his partner, Emma, keeps calm and tries to protect him from trouble.

The game continues fairly calmly until White 28, which is definitely trying to stir something up. White 30 is not what Simon had in mind. He wanted to cut at A to break into the side, though actually 30 allows some possibilities of building a live group including B and C. At the end of this figure the game is still close.

Figure 2 (33 – 72)

White's plays at 38 and 42 are a bit vague, while 43 carves a definite chunk out of the side. When two white stones are cut off in

the lower right it looks as if White is going to have to take an awfully large centre to catch up.

Alex's shoulder hit at 59 is meant to be a balanced play, moving into the centre while attacking the group on the right. But somehow the white stones live in sente, and by patching up the other side at 68 White moves steadily towards a large territory at the top.

The record stops at 72, but the territories stayed pretty much where they are at the end of the diagram, with White playing the steadier yose and winning by 7.5 points. The result should be regarded as a triumph for sensible Go. Emma and Simon should be congratulated on a brilliant piece of teamwork.

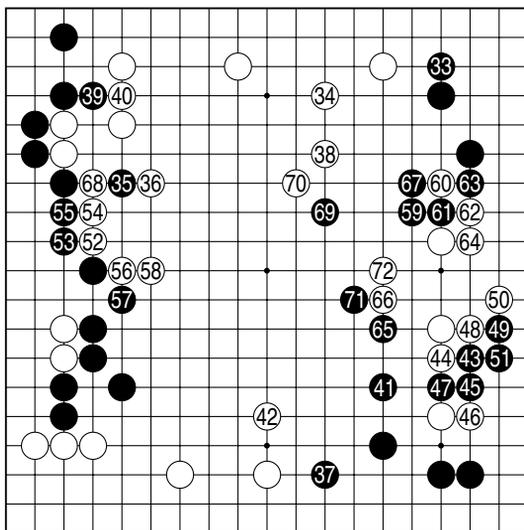


Figure 2 (33 – 72)

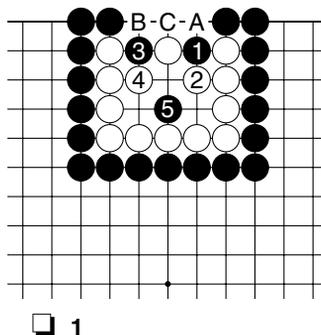


TRIUMPH OF THE PROVERB

The solution to the problem from BGJ 119

The proverb of the title is, of course, 'Play at the centre of a symmetrical formation'. Hastening to fulfil the proverb with an immediate symmetrical play results in failure. A little preparation is required.

The wedges of 1 and 3 in Diagram 1 are hard to spot because it is difficult to realise that White gains nothing by capturing either of these stones. The power of the proverb is revealed with 5. After this, White is dead. White A, Black B, White C leaves Black able to give atari between 2 and 4. If White captures at A after 3, Black connects at B with the same result.



DIAGONAL OPENINGS ~ PART 4

Charles Matthews

charles@sabaki.demon.co.uk

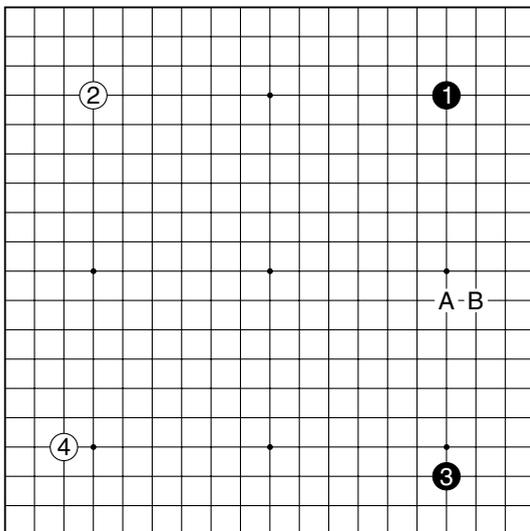
Time in this series for an interlude and an answer to the question ‘why would White allow Black a diagonal opening anyway?’ Diagram 1 shows a basic idea from pro opening play. White 2 is played adjacent to Black 1. Black 3 shapes up, perhaps to play a Chinese style on the right hand side, White 4 is a response to give Black pause for thought.

Now Black 3 could of course have been in the bottom left corner, for a diagonal opening. Strong players tend to say “ah, a fighting opening” and change the subject. Mainstream theory devotes itself to parallel openings: Black’s choice of pattern to make best use of the initiative, White’s counter-measures. Playing White 2 as shown, rather than diagonally opposite Black 1, is White’s first chance to get into the game with a combative plan.

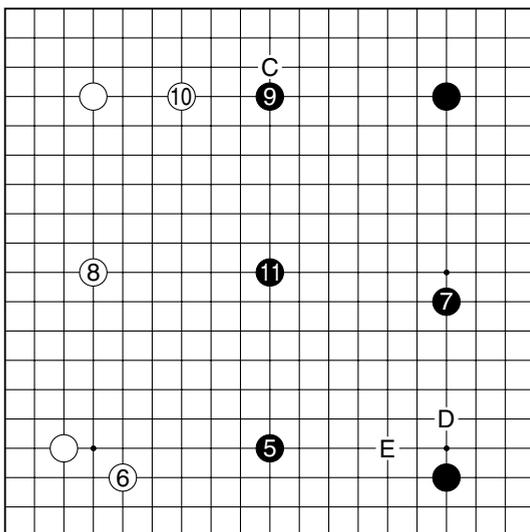
So, Black *could* continue with a diagonal opening; but if Black is a sanrensei or nirensei or Chinese buff, Black may well not. If Black 3 is at the 4-4 point in the lower right, White seems to have lost nothing. When Black 3 is as shown, White 4 is an anti-Chinese strategy. The reasoning is similar to some I put in Nirensei (Part 6) in BGJ 116.

There I was talking about sanrensei and when to make it. One can, if patient enough, go through the same exercise, looking at White’s various formations on the left and asking whether, in professional Go, Black adds a stone in the middle of the right side at A or B.

The fact is that from the elevated standpoint of pros, it would be uncommon for Black to do so, with White 2 and 4 to contend with. The main point is that White’s potential enclosure in the lower left is very good in the overall position.



1



2

Normally a professional game would now continue with Black 5 as an approach play in the lower left.

I'm fairly certain that I'm not going to be believed in some quarters. For example (a) is this all true? (b) is this difference worth worrying about? (c) how easy is it to take advantage, if Black's Chinese now is supposed to be a mistake? and (d) White may have found a kind of blocking strategy here, but is it good for anything besides forcing Black to reconsider plans?

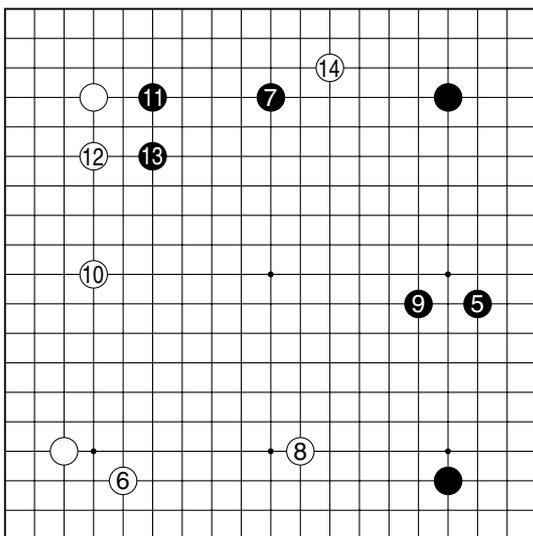
The answers to (a) and (b) are very much as in my Nirensai article. Those who play for a living do seem, as the statistics show, to take notice. Diagram 2 shows the start of my game against Mexico at Sendai. White 6 was highly praised by professionals, though White 8 would have been better at C.

On (c), consider what happens if White comes in to the lower right corner with D in Diagram 2. Black's normal plan is to build up the lower side with E, so White 6 is particularly well placed, making that area open-skirted. If your stones end up on good points after your natural plan, then the pressure is off to strive for anything extra.

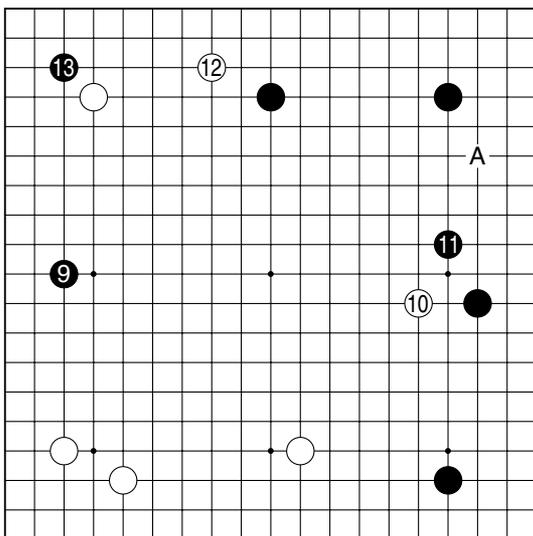
Regarding point (d), Alistair Wall (4 dan) is an aficionado of the Chinese and I played two games against him earlier in the year that started from Diagram 1. Diagram 3 was at Triggantius. This was a very large-scale game but not I think one in which White is very worried after White 8.

Diagram 4 is what happened when we met again in the Candidates'. Black 9, giving up the wish to develop on the largest scale, does seem to be a better idea. I regret White 10, which is a bit soft; coming in at A is what I'd play if given my time again. Black's invasion at 13 is probably premature. However, Alistair won this game, having lost the first.

It is clearly not sufficient to play moves simply to annoy your opponent. It has often



□ 3



□ 4

and correctly been said that in amateur Go the finer points of the opening are usually drowned out by later, grosser mistakes. An answer to that is that the contest can start at move 2, if you want it to; and as an amateur one probably does.

A BRIT AT THE US CONGRESS

Paul Barnard

paulbarn@wireweb.net

I remember reading, I know not where, about a venerable Japanese professional – I know not who, who lamented the fact that in his old age he had to cut his finger nail since he was no longer practicing and the stones were no longer wearing his finger nail away.

Lamenting the fact that due to my ongoing exile here in the US, I had played virtually no Go for a couple of years, I resolved to attend the US Congress. I thought I would lose everything in sight but it would make a fine excuse. I got the necessary spousal blessings, made arrangements, and was soon registering at the University of Denver.

The University of Denver is in a residential area. Clearly it has been there a long time, and the condition of my dorm room and the showers indicated that it had been a long time since the place had been refurbished. But I'm ahead of myself already – I was registering. I have been to many tournaments over the years; albeit only in the UK and the Isle of Man. But never have I been handed sheets together with a bag of goodies when registering. The bag was nice, as was the pin and the T shirt and the congress guide looked professional. But the sheets! I found my way up to my room, which pleasantly was in the same building as the playing rooms, opened the door, and got my first good laugh of the day. Now I knew what was meant by the phrase, 'You'll need to make your bed'. There were a couple of mattresses, a head end, a foot end, and a mattress base in the room. They were not connected to each other.

I spent the evening soaking up the atmosphere. Helped by the opening ceremony starting 20 minutes late, I felt right at home. However, not knowing anyone, I also felt a bit like it was my first ever tournament. But now I knew what Go players are like, and I didn't feel so strangely alone as I did that

day at Wanstead 15 years ago when I really was at my first tournament. I knew to just go up to people and ask them if they fancied a game, and not be put off at rejections or odd looking individuals. I did in fact play a few self-paired games that first evening, and lost them all.

Day two saw the appearance of Piers Shepperson, the only other Brit competing this year. He did rather well, winning the lightning tournament. But this is my story! After a late start, I played my first main tournament game. It was over in half an hour. I'd been thrashed by a 7 year old shodan; Curtis Tang. Well, things could only get better. Chastened, I went to my room and read the congress manual. Interesting to note some of the competitors in the youth programme:

Curtis Tang – 7 years old, shodan
Eric Lui – 11 years old, 4 dan
Richard Liang – 12 years old, 2 dan
Jonathan Wang – 17 years old, 6 dan.

There were others. The youth programme was pretty lively, and was largely run by None Redmond, Michael Redmond's mother. This is probably as near as England has yet come to producing a strong professional at the moment, since None was born and bred in Birmingham. I understand that Michael Redmond is currently 8 dan, and is looking good for 9 dan before long.

My results steadily improved through the week, as I scraped the rust off my game. It took me much longer before I felt obliged to resign my second game, and my third game was actually worth counting. I won my fourth by 2½ points, although I'd used my full time and I was in my second period of byo yomi. By this time I'd mastered the use of the Ing clocks, and having an electronic voice count out my time seemed only slightly strange. I won my fifth game more

convincingly, although we were both in byo yomi at the end, which was not pretty. He wiped out a large area I had fondly considered territory, and I killed a large group of his so that he had to resign. Interesting things happen when you have no time to think. My last game was actually easy; my opponent seemed to want to create several weak groups with many stones in them, and let me kill them. All but one of my opponents were shodans (and yes, I lost to a 1 kyu, but he won 5/6).

There were the usual variety of other events and the congress was rich in professionals – 14 I think. This meant that professional game analysis was relatively easy to obtain, and there were lectures, simultaneous games and demonstrations a-plenty. Notable was a visit by Sensei Noriyuki Nakayama; he has been a regular at US congresses for many years, and he delivered an entertaining lecture. The other lecture that stood out to me was one by James Kerwin, in which he went through the first game of the Honinbo this year. This features the most amazing ladder I've seen in a real game; none of the audience could believe it worked, but it did.

There were four vendors, which led me to spend a vast sum on a kaya board and slate and shell stones. There were several events for the day off, including white water rafting and suchlike, but I stayed and got mediocre results in the die hard tournament on that day. Also notable was the food, but not in such a nice way... And there was the award ceremony banquet, which was very pleasant, not least because I noted that all the people that beat me in the main tournament won prizes. And then, suddenly, it was over.

It's interesting how thoughts develop at congresses. A friend of mine named Barry Marshall has a theory about decision making, which I found myself adapting to the game of Go over a dinner table. It goes something like this:

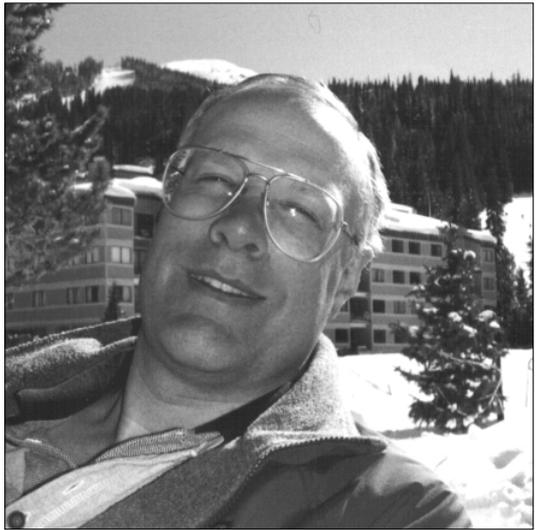


Photo: Paul Barnard

Paul Barnard enjoying a Colorado holiday

When you choose a move, there are only 2 possibilities, that it is right, or it is wrong. If it was right, all well and good. If it was wrong, there are 3 possibilities. First, that you notice before your opponent, in which case you can fix it. Second, that nobody ever notices, in which case it doesn't matter. Third, that your opponent notices first. In that case, there are two possibilities; first that he doesn't manage to do anything about it (maybe you have sente and the error goes away before he can act), the second is that he does something about it. In that case, there are two possibilities. First, that he fouls up and your error becomes a good move, and second, that he is successful in punishing your error. In that case, there are two possibilities; first that it wasn't very significant anyway, and second that it was. It's only in this latter case that it really matters. If you assign equal probabilities to all these possibilities, I calculate that it is only 4% of the time that it makes any difference what you do, which in a 200 move game is 8 moves. Now, your only challenge is to figure out which those 8 moves are...

LEE CHANGHO'S NOVEL PLAYS AND SHAPES

Book review by Matthew Macfadyen

matthew@jklmn.demon.co.uk

The title of this book is not particularly informative, in fact it is a joseki book which says novel things about shapes in particular rather than in general.

The striking difference from any other joseki book in English is that the patterns described have all been developed in the last 10 years, each of the 15 chapters analyses a new move used in top level professional play around 1995. The strong emphasis on trendy new lines will inevitably mean that the book becomes old fashioned more quickly than some others, but players who are keen to catch their opponents in unfamiliar variations will find this book a useful source.

The level of the analysis is high and several of the lines dismissed as unplayable have been used by top 9 dans. For amateur purposes it would be wise to do a fair bit of your own research using the book's recommendations as a starting point. There are a lot of reasonable looking alternatives which do not get discussed. In any case it will be necessary to form your own views on which lines you like the result of, since the book is a bit vague about just how good the good results are.

Lee Changho is arguably the top player around at the moment, but his moves only appear in about half of the chapters and several of those are rejected as clearly bad moves. The book should be regarded rather

as the product of the Go school of which he is a member than as original pieces of joseki research by him alone. This time the book does at least credit the 'Editorial assistance' of Mr Yun Chong-Su, who I suspect is the real author.

Sidney Yuan's translation introduces some new ideas to Go language. There is still no consensus as to the most effective English technical terms for Go shapes and an effective language is still slowly evolving from the 1960's habit of transliterating everything from Japanese ('de', 'te', and 'takabasami' for 'push' 'move' and 'high pincer' have all long disappeared). I am not completely convinced by the use of 'diagonal' and 'tiger' as verbs but popular usage will decide what survives. At least these terms are easy to understand.

This book is worth buying for anyone who feels that the Ishida Joseki Dictionary suffers for being 30 years out of date and who would like to use more fashionable lines without too much of the element of groping in the dark which inevitably follows from copying lines from recent professional games. But you will need to do some homework to introduce these moves into your game effectively.

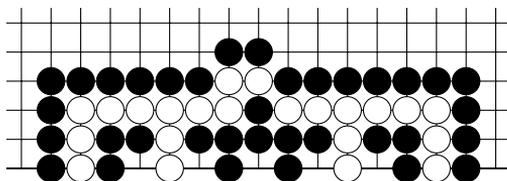
Lee Changho's novel plays and shapes is published by Yutopian Enterprises.

A PROBLEM OF STATUS

Simon Goss

simon@gosoft.demon.co.uk

What is the status of this fight? What is best play for both? A discussion and the answer are on page 54.



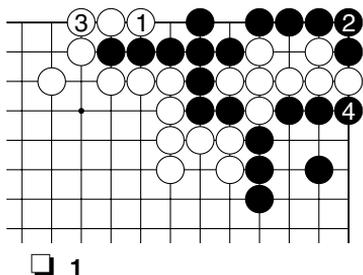
Status Problem

'L' GROUP ARTICLE CORRECTION

Richard Hunter

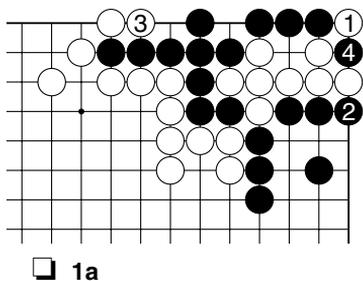
hunter@gol.com

Simon Goss has spotted an error in my L Group article in BGY 116 (Diagram 6a). When White plays 1 in Diagram 1 here, Black should not play 4 and allow White to

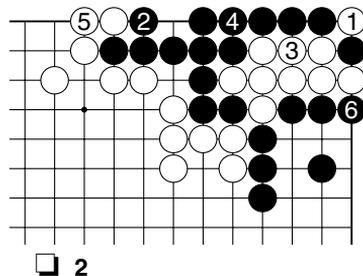


have a ko. Instead he can connect at 2 in the corner, which wins unconditionally. White cannot approach from the inside and playing 3 leaves him a move behind since 4 is atari.

Consequently, White must capture the ko in the corner immediately with 1 in Diagram 1a. This allows Black to retake the ko with 4, putting White in atari. This result is even worse for White than my original Diagram. It's an unfavourable approach-move ko for White.

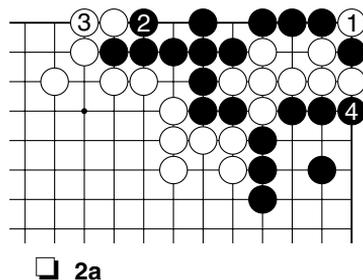


The same situation arises in BGY 117 Diagram 12a, where Black has one extra liberty, shown here as Diagram 2, but the result is different. This time, Black can answer 1 by making an eye with 2. When White plays atari with 3, Black can connect at 4 because of the extra liberty. In answer to



White 5, Black fills a liberty with 6 and White is dead. This is the correct result. So the extra liberty means that Black wins unconditionally.

If White plays 3 in Diagram 2a, Black 4 leaves White stuck. White can never put Black in atari, while Black puts White in atari every time he takes the ko. This is the same as a type 3 fight where Black has an eye and White doesn't. The ko is irrelevant. Under Japanese rules, the white stones are unconditionally captured and Black can simply remove them at the end of the game.



Although it doesn't excuse me for getting it wrong, I should point out that Diagram 6a was taken from a Japanese book of Go problems. I am now convinced that the answer given in the book is wrong. You would do well to follow Simon's example and check sequences for yourself. If you don't understand something you read or disagree with the answer, investigate by yourself and ask a strong player about it.

LETTERS TO THE EDITOR

Internet Go and club attendance

I am pleased to read that Tristan is enjoying his Go on the internet (BGJ 119). However I suspect he is someone who is familiar with computers. Those who are not, or have an older machine, may find that connecting is not as easy as he makes it sound. This has been my experience. However there are many Go players with expertise who will give advice if you do have problems trying to play online.

Whilst I welcome the increase in Go playing that has come about through the Internet, there is a danger that the local club where people can meet and play face to face will become an endangered species. I believe that clubs are vitally important to the well being of Go in this country. They are places where new players are welcomed and encouraged until they too are hooked by this fascinating game.

Without new players coming up through the ranks, the population of UK Go players will resume the decline we saw in past years. Whilst some new players will survive the tests of the Internet, others will be put off by what can be an aggressive attitude online towards those who are perceived as mere beginners.

Everyone likes to play games against stronger players or those of a similar standard but we also need to make time to play with those weaker than ourselves to redress the balance and ensure that the base of Go in this country is not eroded. A good club organiser will ensure that those attending get a variety of games with both weaker and stronger players.

I challenge those of you who play on the internet not to forget your local club and to pay it the occasional visit. If not, it might not be there in the future.

Alison Bexfield
BGA President

Wondering Roads

Congratulations on your first Journal. If this standard is to be maintained, it has truly gone from strength to strength.

One of the BGJ's best features has always been the wealth of material about Go issues and the people who play Go. This makes it welcoming for new members, interesting to those not yet committed to Go, and helps to dispel any notion that we are all anorak-wearing nerds. Also welcome is the technical material for weaker players. Those who want more advanced material should not really look to the BGJ, but patronise Gerry Mills' excellent BGA Bookshop.

I do wonder about articles such as *Come back when you're stronger*, Charles Matthews' personal views on the British Championship system. The publication of articles on controversial issues is to be encouraged; the last thing we want is censorship of any kind. But I really had to work hard to understand this article. I am familiar both with the debates which have gone on about the Championship, and with Charles' views, so after the second attempt I just about got it.

I then showed it to my wife Judith, who reads the chatty articles and ignores all the technical stuff. 'Is this some chap who's cross because he always comes fourth in something, then?' was her reaction. Judith is not unintelligent, but she had completely failed to understand even what the article was about.

So when we have articles of this type, please could they always be written bearing in mind that some readers will not know the background to the issue being dealt with. Maybe we need a couple of introductory paragraphs: 'New readers begin here.'

Francis Roads

Experimental reminiscences

In BGG 119, Steve Bailey's gives notification of his worthy experimental tournament to investigate the effect of the opening on a game of Go by starting all the games with the fuseki pre-defined from some suitable professional game to be chosen by one of our better dan players.

As part of the Shusai Weekend hosted some 20 years ago by Bob Ochser and attended by many of the stronger English Go players, there was a similar experiment, except that this was a Yose Tournament, with all the games starting from late end-game positions (a different one for each round). Again, the presumption was that being professional games the positions would be fairly close.

As I remember the results varied wildly, with plenty of groups dying and resignations by both Black and White happening in each round. The joint winners (triumphing over such notables as Matthew MacFadyen, Terry Stacey, David Mitchell and Adam Pirani) were Jon Diamond and John Welsh with 20.5 IYPs each ('International Yose Points'... no, I don't know either).

Perhaps some of those who attended may also remember the Commentary Competition, where remarks such as 'very heavy', 'crass', 'dreadful', 'ghastly', 'hacks away', 'uninteresting', 'a textbook overplay' and 'drivelling yose' were used to describe moves made by Minoru Kitani (9-dan) whilst playing Kato Masao in the latter's first game as a student professional. (Kato, who had received a 4 stone handicap, resigned after move 147.)

Weed (weed@venus.co.uk)

Alt.hardware...

Regarding the IGS article (BGG 119), it should perhaps be pointed out that you don't

have to have a PC-style computer to use IGS. If you have an old Macintosh, Archimedes, Amiga, ... lying around somewhere it's probably possible to connect to IGS with it.

And even if you use a PC you don't have to use Windows. There's certainly an IGS client for Linux and I imagine the same is true of the BSDs and BeOS.

Adam Atkinson (ghira@mistral.co.uk)

...alt.server

I found Tristan Jones' article, *The Wonderful World of the IGS*, in the last Journal interesting. However I fear that readers may be misled by it and would like to correct some possible misunderstandings.

Tristan lists four ISPs, and writes as if setting up a computer to use one of these is a trivial matter. If this is his own experience, he is either very lucky, or extremely competent. When I last tried to set up my computer to use one of the ISPs which he lists, its install program trashed many of my existing settings and it took me a day's work to repair the damage which it had done.

The article rather glosses over the need to use a client program. Some Go servers require the user to download, unzip and install a client program. This is not a trivial matter. Some Go servers, such as Yahoo, do not require the use of a client program, and are therefore easier to use.

In fact, about thirty different Go servers are available on the Internet. These are listed on the BGA web site at

<http://www.britgo.org/gopgres/play.html>

with information about how to connect to them, etc. Depending on what you are looking for, one or another of these may be more suitable.

Nick Wedd BGA Webmaster

YEARS AGO

Tony Atkins

30 Years

In the UK at this time the only regular tournament was the British; the first Wessex was held in Autumn 1970. At the European Go Congress in Vienna, Jon Diamond won three out of six to be placed third and earn promotion. Winner was Jurgen Mattern, 5 dan from Berlin and second was the previous champion Manfred Wimmer of Austria. John Barrs, Fred Hall and Tony Cooper played in the shodan section (Tony failing to win it on tie break) and Mike Digby played in the 1 – 2 kyu section. Felix Dueball, one of the first players in Germany, died in the Autumn aged 90.

In Japan the Honinbo was won by Rin Kaiho for the third time; he wiped out Sakata's challenge. However Sakata was Oza (beating Fujisawa Shuko). Ishida Yoshio beat Ohira to take the Nihon Ki-in Championship (the event that became the Tengen in 1975). On TV, Rin won the NHK cup and Hashimoto Utao won the Hayago on Channel 12.

20 Years

The traditional two tier system of choosing the Challenger for the British Championship, based on the Honinbo system, was replaced in 1980 by a single 8-round tournament. It was held at the IVC on four days around the late May holiday. 20 players took part, the winner being Terry Stacey with a clean 8; Frank May was second having lost just one. Adam Pirani won Bracknell, Jim Barty Leicester, Francis Roads at Ipswich and Matthew Macfadyen both the British Lightning at Wanstead and the Northern.

Matthew also won the European Championship in Mali Losinj, Yugoslavia, to bring the title to Britain for the first time. He won the play-off against Jurgen Mattern by resignation. Plaudits must go to the EGF executive and other players who stepped in

to help run the event when they discovered the organiser was quite literally at sea.

British Go Week was held at the end of October. Much media coverage was gained on local television, radio and press, and the Daily Express children's page. Various open days and demonstrations were held. Matthew Macfadyen's Go week as British Champion featured a win at the Wessex.

In Japan, Takemiya Masaki won back the Honinbo from Kato after three years, winning 4 – 1. However Kato held on to the Tengen beating Yamabe and the Oza beating Ishida. In the Meijin a new name appeared as Cho Chikun beat Otake 4 -1. In Cho's home of Korea another Cho, Cho Hun-hyun was winning all the titles, though he let Seo Bong-Soo win three of them. In China Nie Weiping and Liu Xiaoguang were sharing the titles. The Japanese Ladies' Honinbo Ogawa Tomoko beat Kobayashi Chizu for the second year running.

10 Years

In 1990 Bracknell was won by Oliver Schmidt (3 dan), Leicester and the Northern by Des Cann, the Women's World Qualifier by Alison Cross, and Matthew Macfadyen won Milton Keynes, Shrewsbury and further afield the Volga Boat Trip. The eight player Challenger's League was won by John Rickard, though the player to watch for the future was young shodan Matthew Cocke who failed to get into the league by only one placing in the Candidates'. Another youngster doing well was Adam Shepherd who won the Youth Championships, beating Mark Simmons by half a point in their game.

The 34th European was in Vienna and was won by Rob van Zeijst who only lost one game to Jurgen Mattern. Zhang Shutai won the Fujitsu Grand Prix and Viktor Bogdanov won the Fujitsu Cup (top European in Grand Prix) and got to play the following year in Japan. The Brussels Tournament was the first European tournament to be won by a woman as Guo Juan, the former Chinese

professional, finished ahead of Schlemper, Lazarev and Zhang.

In Japan Rin Kaiho won the third Fujitsu Cup beating Nie Weiping of China; he also won the China-Japan Tengen. However China beat Japan in the Super Go Series and Chang Hao, aged 13, won the World Amateur.

Cho Chikun fought back from 1 – 3 to win the Honinbo against Kobayashi Koichi. Koichi was the 1990 Meijin and won the Gosei, playing unrelated Kobayashi Satoru; Satoru won the IBM Lightning Go Cup. Women's Honinbo was Nakazawa Ayako and Women's Meijin was Aoki Kikuyu.

AN OLD MAN'S REMINISCENCES

Francis Roads

Tony Atkins' historical account of past British Go Congresses prompts me to share memories of some of the earlier ones. Until the first Wessex tournament in 1970, the British Congress was the only tournament that there was. The explosion in the number of tournaments since that time perhaps explains the fact that attendance at the British has not kept pace with the increase in the Go playing population.

In 1968 Oxford Colleges still locked their gates at 11 pm during the vacation. My fondest memory of the first BGC is of our first president, John Barrs, plus a few others including myself, climbing into Jesus College after an evening in the pub.

Tony mentioned that the 1991 BGC at Canterbury was a dress rehearsal for the European Congress there the following year. The same was true of the BGC at Bristol in 1969, which was followed by the EGC at the same venue in 1971. At the 1969 AGM we adopted the Japanese dan and kyu ratings, having used a German numerical system before that. (See the article by Franco Pratesi on page 44 - Ed)

The 'Open' section at the 1970 BGC in Cambridge was restricted to dan players and was for the British Open Championship; there were six entrants. This meant that the 1 kyus and below never had a chance to play any dan players at all, which caused some discontent. As at all the first three BGC's, the draw for most of us was on handicap,

francis@jfroads.demon.co.uk

and worked out in advance, so that you knew soon after you arrived whom you would be playing and when.

Following the objections raised by the 1 kyus, the Council (then called the Committee) devised the Macmahon system, based on an American club grading scheme. And we got it wrong! At Leeds in 1971, you moved up a Macmahon grade if you won, as now but you also moved down a grade if you lost. This effectively divided the tournament into two halves, giving each player a parity.

The Macmahon system in more or less its present form was introduced at Woodford in 1972, and has since spread throughout Europe, and has been re-imported to the USA as a tournament system. This tournament had a substantial entry from France, as the FFG was not yet up and running.

Tony mentioned that seven rounds were fitted in at Alsager in 1975; he forgot to mention that eight were played at Edinburgh in 1973. This was a three day event, intended to make the longer journey for many of us more worthwhile. With hindsight, this might have been worth doing at Ipswich this year, in view of the exceptional coincidence with a Bank Holiday.

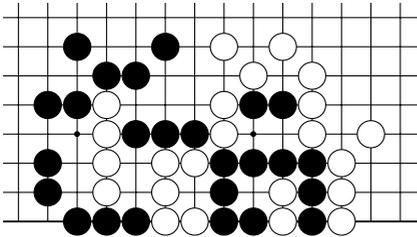
The BBC filmed at Reading in 1974 for the *Open Door* programme on Go. This was in the days of 'community television', which was supposed to give ordinary viewers access to air time. The programme was duly broadcast, and brought in 3000 enquiries.

BAMBOO JOINTS IN SEMEAI ~ HOW TO COUNT THE LIBERTIES

Simon Goss

simon@gosoft.demon.co.uk

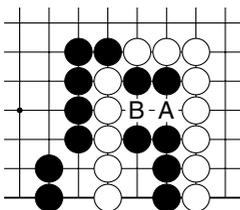
Diagram 1 is the kind of capturing race that this article is about. To solve it, you can use the methods described in Richard Hunter's series *Counting Liberties*, which has been running from BGJ 102 to the present day. But what is going on in the bamboo joints?



□ 1

To understand this article, you'll need to be familiar with the terminology of Richard's *Counting Liberties* series and to understand the six basic types of semeai and the rules for assessing their status. If you aren't familiar with these, read at least the *Counting Liberties* articles in BGJ issues 102 up to 107 very soon. They are part of a Go player's core syllabus. The article in BGJ 107 ends up with a summary of the six types of fight, which may be useful to have to hand as you read this.

Diagram 1 is a bit too complicated to dive into right away. Let's start with Diagram 2. Since neither side has any hope of an eye, and since we can see two inside liberties even without considering the bamboo joint,

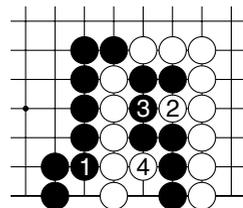


□ 2

this is clearly a type 2 fight. White is the favourite, since he has two outside liberties and Black certainly doesn't have that many. In a type 2 fight, the favourite counts just one of the inside liberties, so White's liberty count is 3.

What about Black? The point A looks like an outside liberty for Black, since it's a vacant point in contact with Black's group and not with White's. Similarly, B looks like an inside liberty, being a vacant point in contact with both groups. The underdog in a type 2 fight counts all the inside liberties, so counting one outside and three inside liberties for Black, the liberty count seems to be 4:3 and the fight settled in Black's favour. A type 2 fight settled in the underdog's favour is *seki*, and that is what Diagram 2 must be, yes?

No! In Diagram 2 Black is unconditionally dead. White can kill him by playing White A – Black B and then putting Black in atari. But, even playing first, Black cannot avoid it. Diagram 3 shows Black's most natural attempt, starting by occupying White's outside liberties, but he ends up a liberty behind.



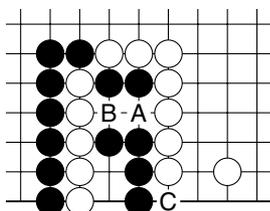
□ 3

White's push into the bamboo joint is hurting Black, but there is nothing Black can do about it. If he begins by playing at A in Diagram 2, he gets an inside liberty at B and the liberty count is 3:3, which is unsettled, but then it's White's move and White wins. Or if Black begins by playing at B in diagram 2, he gets an outside liberty at A

and again the liberty count is 3:3 with White to play and White wins.

What we did wrong was to count two liberties for Black in the bamboo joint, assuming that the physical liberties that we can see could be interpreted as effective liberties, which would be outside or inside ones depending on which groups they were in contact with. The truth is that this bamboo joint is worth no liberties to Black, because White can limit it to zero using the A-B exchange without giving up a move, while Black has to play a move at A or B to get even one liberty. Thus, in Diagram 2, the liberty count is 3:2 in White's favour and Black is dead.

In Diagram 4 we have another type 2 fight. This time White is the underdog so he counts all his inside liberties. Let's find out how many there are. Black can kill by playing at B, giving him three liberties (A, C and one of the inside liberties) against



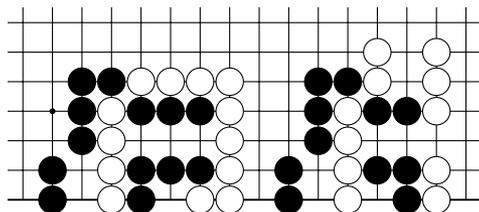
□ 4

White's two inside liberties. White can make *seki* by playing A or C. (Black shouldn't answer the latter as it leaves him with a ko threat at B).

So Diagram 4 is unsettled. We should be able to count an equal number of liberties for both sides in Diagram 4. Since we are not counting any for Black in the bamboo joint, he has two liberties, one outside and one inside. Therefore White also has two. The bamboo joint doesn't give him any either.

The *no-liberty rule* applies very widely but not universally. In the diagrams we've looked at so far, the bamboo joint is exactly

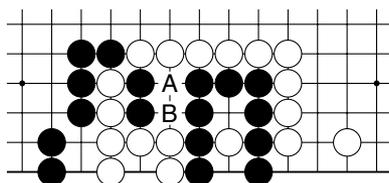
two spaces long and White is peeping into it from both ends. Diagram 5 shows positions that lack one or other of these properties.



□ 5

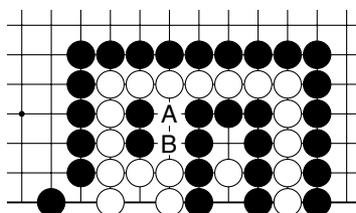
Both are unsettled, as you can read out for yourself. The three-space joint on the left is worth a liberty to Black. The gap in White's position on the right is a weakness that White will need to spend a move covering, and that too is worth a liberty to Black.

From now on, we shall restrict ourselves to considering ordinary, two-space bamboo joints with peeps at both ends. To get any further, we need to consider what exactly is peeping into it. In Diagram 6, White is peeping from the top with an outside stone



□ 6

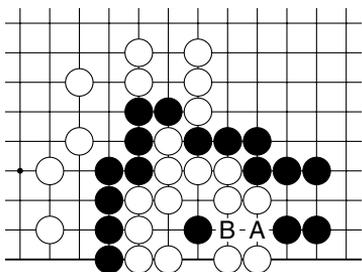
and from the bottom with an inside stone. Let's call this a *mixed joint*. In Diagram 7, both the peeps are from inside stones and we'll call it an *inside joint*. There are also



□ 7

outside joints, in which White's outside group does all the peeping.

Finally, there are two kinds in which one of the peeping stones is an invading stone inside an enemy eye and the other is either an outside one or an inside one. Diagram 8 is an example.



□ 8

In this case, A is a very urgent point. If White plays it, his 5 space big eye with one invader is worth 7 liberties. If Black plays A and White replies at B, White's 4 space big eye with one invader is worth 4 liberties. The issues involved with this type of bamboo joint are dealt with in the *Counting Liberties: Applications* article in BGJ 110, from which Diagram 8 is taken. Please refer to BGJ 110 for the details.

Inside and Mixed Joints

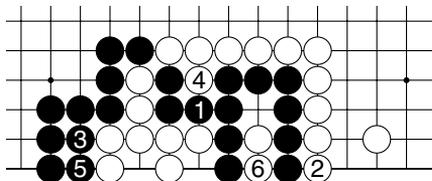
These two kinds behave almost the same. The no-liberty rule gives you the status accurately in both cases. The only major difference is that the owner of a mixed joint may have two options about how to win a winnable fight, while the owner of an inside joint must accept the less desirable option. Diagrams 6 and 7 illustrate this.

Diagram 6 is unsettled, since each side has three exclusive liberties (remember, these are outside plus eye liberties) and there are no inside liberties and none for either side in the bamboo joint. The interesting point is how Black, playing first, goes about winning. He can play White's outside liberties first or not, as he prefers, but sooner or later he must

play in the bamboo joint. The right choice there is Black B, which creates an exclusive liberty and thus kills the white stones. Black A only gets seki, which is a waste.

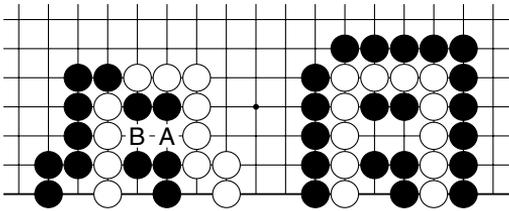
There is also a right and a wrong way for White, playing first, to win Diagram 6. It doesn't matter if he plays exclusive liberties first or not, but sooner or later he will have to push into the bamboo joint. When he does so, he should do it from the outside, at A. White B also *works* but it is wrong. The reason is that Black will ignore any winning White move for now, saving the responses for use as ko threats. If the ko is large enough (admittedly, it would have to be huge in this case), then White may want to ignore that threat in order to win the ko. If he does so, his loss after playing B is greater than his loss after playing A.

Diagram 7 is also unsettled with each side counting 2 liberties, but in this case Black only gets an inside liberty, whether he plays A or B, so he has to make do with the seki. This is the major difference between inside and mixed bamboo joints. It also applies to type 4 fights (Diagrams 6 and 7 are of type 6). Even with mixed joints, it only arises when there are no other inside liberties. Diagram 9 shows what happens when there are. Black 1 is the right move to try for the kill, but he doesn't get it because of the inside liberty already present.



□ 9

The same kind of thing happens yet again at the threshold between type 1a and type 2 fights. On the left of Diagram 10, we have the mixed joint case of this. Black A makes a disappointing seki, while Black B kills. But

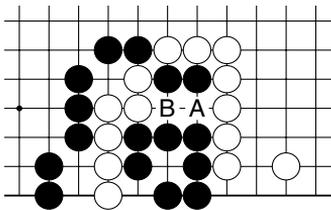


□ 10

on the right, with an inside joint, Black can only make a seki, wherever he plays.

After all these examples, it must begin to seem that the owner of a mixed joint, if he plays in it at all, should always play on the inside of it (B in all the examples). That is true in fights of type 4 and 6 and on the type 1a/type 2 threshold, because in these cases the purpose of the inside liberty is to protect the underdog from death. But if you are the favourite in a fight of type 3 or type 5, it is better to play on the outside part of the mixed joint.

Diagram 11 illustrates this for a type 3 fight. Both sides count 3 liberties, so it's unsettled.



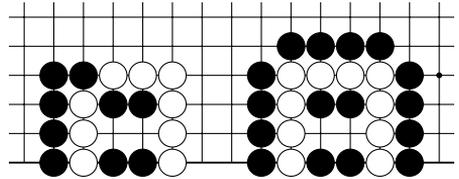
□ 11

Black's best way to win is to play at A immediately, creating an inside liberty that does not help White to make seki but is a point of black territory. If Black starts at B he gives up that point. If he starts with one of White's outside liberties, A is White's sente and again Black loses a point.

Take care not to create an inside liberty if you're the underdog in a type 3 or type 5 fight though. Inside liberties count for the favourite in these fights. If you create one as the underdog, it's one liberty worse than passing!

0 = 1

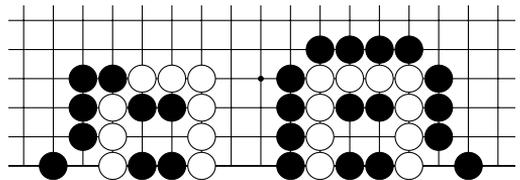
Diagram 12 shows an amusing pathological case that exists for both mixed and inside joints. In both positions, the no-liberty rule gives us a count of zero liberties for both sides. This clearly doesn't imply a capture,



□ 12

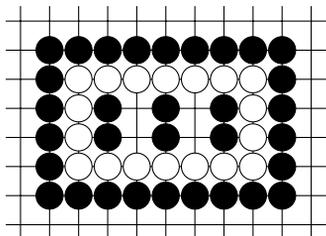
since the capturing rule works on physical liberties, not effective liberties. But at least, since both sides get the same effective liberty count, we might expect these fights to be unsettled. Surprisingly, they are both settled. On the left, with the mixed joint, White is dead, while on the right, with the inside joint, it's seki.

There's worse. Diagram 13 is the same as Diagram 12 except that White has been given one outside liberty in each fight. The effective liberty counts seem to be 0:1, but these fights are unsettled. Apparently, $0 = 1!$



□ 13

This is not really a problem. It just means that when the no-liberty rule leaves either side with no liberties at all, you need to be sceptical about numbers and do some reading. It's worth it anyway, since such positions can have interesting properties. Diagram 14 (overleaf) shows one such. It is another 0:0 seki involving inside joints. In this one, White can push into one of the

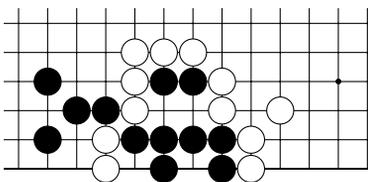


□ 14

joints as a ko threat. The unusual thing about this ko threat is that Black cannot erase it. If he plays in one of the joints, White captures him by pushing into the other. Black cannot block that push because of dame zumari.

Outside Joints

Diagram 15 shows a very simple type 3 fight with an outside bamboo joint. If we apply the no-liberty rule, Black counts the eye liberty and the inside liberty and White counts only his two outside liberties.

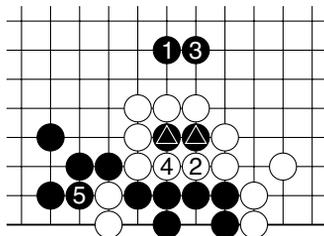


□ 15

The 2:2 score implies an unsettled fight and, indeed, Black can win it either by playing in the bamboo joint to make an outside liberty for himself, or by taking one of White's.

However, in this fight Black has another option: tenuki! The best White can do is to push into the bamboo joint with 2 in Diagram 16. Black cannot answer this by connecting at 4, but he can tenuki again, defending the remainder of his group with 5 when White plays 4. White 2 in Diagram 16 is merely an endgame move, worth 4 points in gote.

What has happened here is that the no liberty rule has told us that the fight is unsettled if Black is planning to save all his stones.



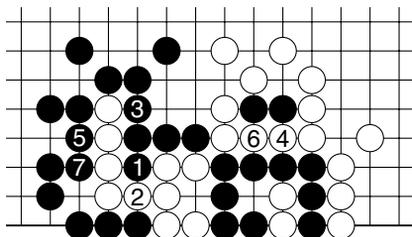
□ 16

1, 3 tenuki

If Black is willing to give up the two stones (the *tail*), then he can count the vacant points in the bamboo joint as outside liberties for the rest of his group (the *body*). Let's call this strategy *shedding the tail*.

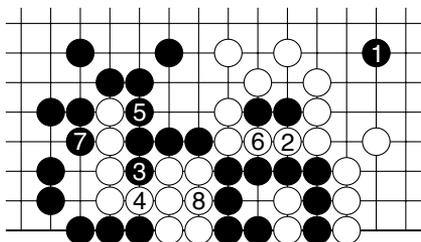
Shedding the tail is more than merely an advanced technique for you to get a few extra endgame points or to enable you to ignore a ko threat (which is another of its applications). Sometimes it is the only way to survive serious damage in a fight. See if you can now read out Diagram 1.

Applying the no-liberty rule, we count three liberties for Black, two exclusive and one inside liberty that belongs to him as the favourite in this type 3 fight. White has four outside liberties and seems to have won. However, Black can play as in Diagram 17, shedding his tail and winning the rest.



□ 17

But please be careful. A careless Black might have tenukied here, perhaps thinking something like 'no-liberty rule gives 3:4 and I lose. Shedding the tail gives me two more liberties, so 5:4 and I've already won.' This fellow is headed for tears when White plays Diagram 18.



□ 18

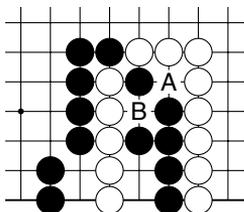
1 tenuki

Shedding the tail is not a mechanical procedure of adding two liberties to the first count. When you shed your tail, you also shed all the liberties in the tail. You also lose any eye shape in the tail, which may cause you to lose access to inside liberties in the body. It's as if the tail had never been.

The correct procedure for analysing a fight with an outside joint is to take two completely separate counts: one for the whole group, applying the no-liberty rule; the other for the body alone, counting two external liberties where the bamboo joint is but ignoring all liberties and eye shape in the tail. Once you have these two counts, you know the effect both of saving your tail and of shedding it, and can choose accordingly.

Exercise for the Reader

A bamboo joint differs from a solid connection because it can be threatened once. So does a kosumi. Compare Diagram 19 with Diagram 2. How much of the discussion here can be translated into positions involving kosumi?



□ 19

Summary

If one of the stones peeping into a bamboo joint is an invader in an eye then blocking or pushing into the joint is often urgent since it can affect the size of the eye. See *Counting Liberties: Applications* in BGJ 110 for a discussion.

- For inside and mixed bamboo joints, the no-liberty rule gives an accurate indication of status, except when one side gets a count of zero, when you have to read it.
- Push from the outside into mixed bamboo joints to minimise the potential sacrifice.
- When closing up your mixed bamboo joint in a fight of type 4, type 6 or on the borderline between type 1a and type 2, be careful not to make a seki where you could kill.
- When closing up your mixed bamboo joint in a fight of type 3 or 5, if you are the favourite, the outside connection gets one more point of territory. But don't make the outside connection if you're the underdog!
- When there is an outside bamboo joint, you need two counts: one tells you what happens if you save the tail, the other what happens if you shed it. Do each count separately, as there is no fixed relationship between one and the other.

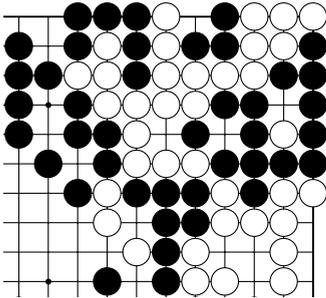
Thanks to Richard Hunter and Matthew Macfadyen for advice and ideas given before I started writing and for commenting on the first draft.

COUNTING LIBERTIES ~ ANSWERS TO CAPTURING RACE INVOLVING KO

Richard Hunter

hunter@gol.com

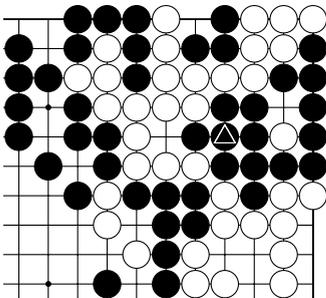
Diagram 1 shows how the position will end up when the liberties have been filled. The ko in the corner is irrelevant. It makes no difference who wins and fills it so I've shown it filled by White here. The problem concerns the effect of the ko in the middle.



1

For simplicity, let's start by considering what would happen if there were no ko at all.

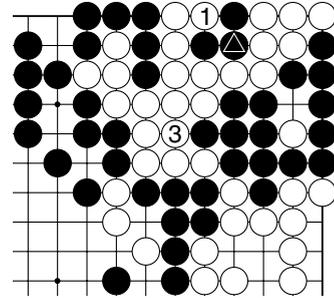
In Diagram 2, the ko has been eliminated by adding the marked stone. This is now a simple type 5 fight. White is the favourite;



2

he has a big eye while Black has a smaller eye. The result is that Black is unconditionally dead. Black can never put White in atari, so Black has no move he can play. White can choose his timing: when all the outside liberties, all but one inside liberty, and all but one liberty in Black's eye have

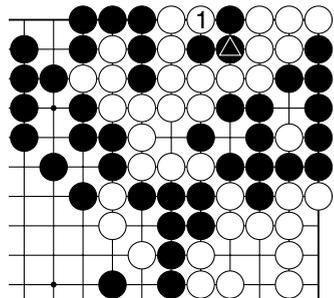
been filled, he can capture the three stones in his own eye, as shown in Diagram 2a.



2a 2 at marked stone

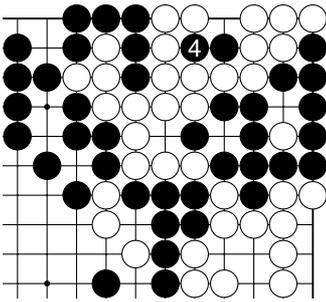
The feature of a big eye is that capturing the stones inside leaves at least three liberties. The smallest big eye is a four-point eyespace, which is what we have here. When White captures the three black stones that are almost filling it, he's left with three liberties. Since Black has only two liberties (the ones that White couldn't approach), he loses.

So what happens when there's a ko, as in Diagram 1. If White captures with 1 in Diagram 3, Black plays nakade. Next, if



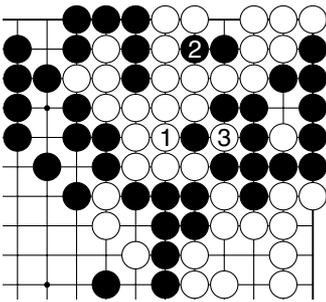
3 2 at marked stone

White plays elsewhere, Black can make a seki by adding a second stone inside White's eye with 4 in Diagram 3a. On the other hand, if White plays on the inside liberty



3a

with 1 in Diagram 3b, Black 2 puts him in atari. White must win the ko to avoid being captured. Even if White carefully chooses when to start this ko, it's a risky plan, so White might opt for the seki. Is this really the answer?



3b

The commentator for this professional game, Sakakibara Shoji 9-dan, said that rather than starting the ko, White should simply claim that Black is unconditionally dead according to the rules. This game was played under Japanese rules. The position is analogous to 'bent four in the corner'.

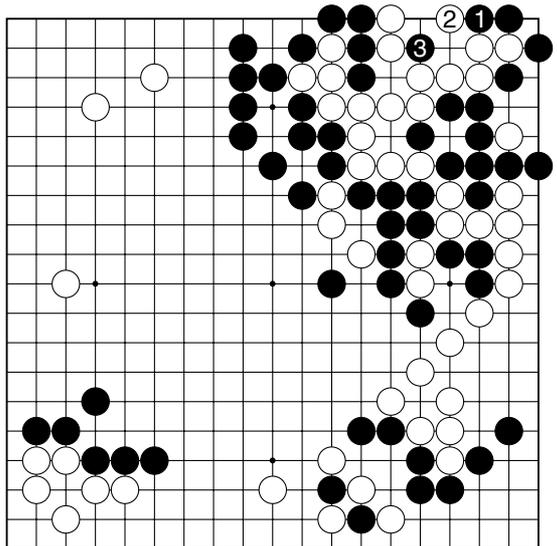
Starting the ko in Diagram 3b is perfectly legal, but not advisable. However, once White has played 1 in Diagram 3b, there's no going back.

Of course, if you encounter a similar position in one of your games, your best course of action will depend on what rules you're playing under.

Under some rules, you might have to play out the position. Tournament directors might like to consider how they would handle a situation like this in which White claims Black is dead and Black disagrees. Sakakibara said that the players in this game, Kobayashi Satoru 9-dan and Yoda Norimoto 9-dan, had surely encountered positions like this before and were both quite clear about the status of the corner.

What would have happened if Black had played first in this corner when he had the chance? Pushing at 1 in Diagram 4 reduces White's eye to a three-point eye-space. Since that's not a big eye, the position is a type 6 fight, so the result will be seki. White blocks at 2, forcing Black to play nakade with 3, but then White can take sente. Although White can no longer kill Black, he's in no danger of dying.

Ending in gote would have left Black behind in the game, so his strategy was to leave the top-right corner until later. A move here is essentially just a large endgame move.

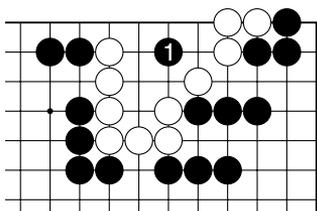


4

A PAIR OF PROBLEMS FOR PEDANTS ~ SOLUTIONS

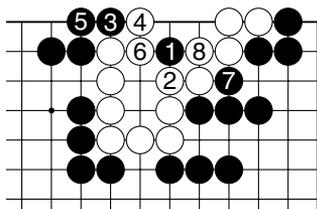
Tim Hunt

t.j.hunt@open.ac.uk



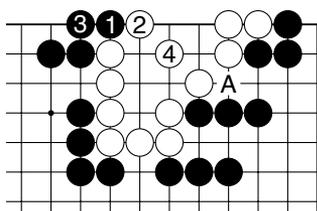
17a

Right answer 17a: Black 1 strikes at the vital point. It is a serious attempt to kill White and so White is forced on to the defensive.



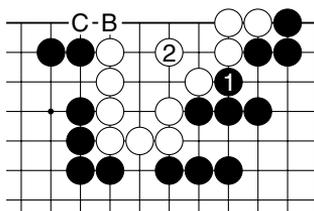
17b

Right answer 17b: As White is forced to defend Black can play sente moves on both sides and White is reduced to just 6 points (5 points of territory plus 1 prisoner). Black 1 was a clever sacrifice.



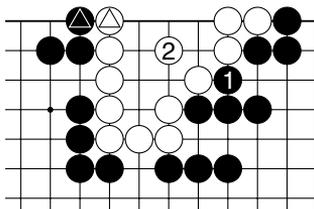
17c

Failure 17c: If Black just plays the hane and connect then it is sente so this is not too bad. However a Black move at A no longer threatens White at all so White has 7 points. Furthermore, later in the game White will be able to play A in sente and so Black will lose one point on the outside. Overall this result is two points worse for Black than the correct answer.



17d

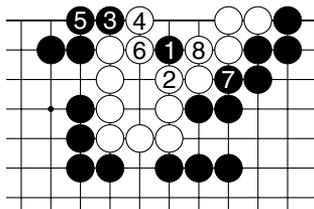
Failure 17d: Similarly Black can play the 1-2 exchange in sente, but then Black B would be gote. This means that again Black only gets to play one of the two endgame moves. Since White C would also be gote we may assume, for the purpose of counting, that the result will be as in Diagram 17e.



17e

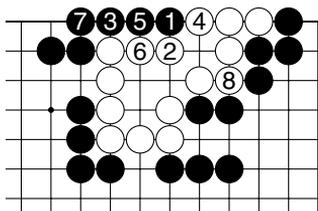
Diagram 17e: We can see that the black territory is the same as before but that the white territory is 8 points. Again this is two points worse for Black than the correct answer.

What about problem 18. Of course exactly the same sequence works for Black again, but since these are consecutive problems in the same book that can't be right.



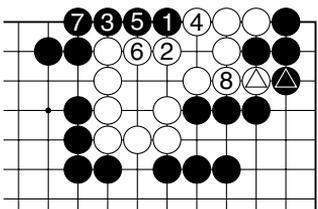
18a

Failure (we assume, but must confirm) 18a: White ends up with 6 points.



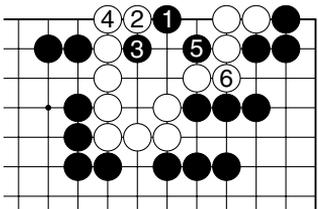
□ 18b

Right answer 18b: According to the book this is the right answer. White gets reduced to only 4 points. Now why didn't this work before?



□ 17f

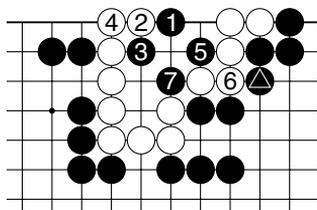
Failure (presumably) 17f: Suppose we see what happens when we play the same sequence in problem 17. White is reduced to 4 points, but then later White will be able to play the marked exchange in sente so Black ends up losing two points on the outside. Overall this is no better for Black than the correct answer. But then again it is no worse. Have we really got to the bottom of this?



□ 17g

Failure (really) 17g: In fact Black has been guilty of wishful thinking (*katte yomi* - as Richard Hunter taught us to call it in the last Journal). In this situation the correct answer to Black 1 is White 2. The result is a total failure for Black.

So Black 1 can be refuted. Now why doesn't this work in problem 18?



□ 18c

White's failure 18c: This time the marked black stone ends up filling a critical White liberty - a disaster for White.

I think that these two problems are a beautiful illustration of the way that a tiny little change in a position can alter the vital point. To become strong Go players we must learn to appreciate these nuances. Endgame problems are a good training ground in this respect because in the endgame everything comes down to territory and territory can be counted exactly. Trying to study these subtle differences in the context of the opening or the middle game is much much harder because it is so difficult to compare the outcomes of different sequences there.

Nakade Diagram Answers:

Diagram 15: The white group on the left is alive; the one on the right is dead.

Diagram 16: The white group on the left is dead; the one on the right is alive.

Diagram 17: The white group on the left is alive; the one on the right is dead.

Diagram 18: Both groups are alive.

Nakade Problem Hint

The position should end up as a five-point nakade but the order of moves is important. Looking back at Diagrams 13 and 14 should help to clarify the objective.

THE GO RANKING SYSTEM OF BRUNO RÜGER

Franco Pratesi

pratesi@dmti.unifi.it

Let me begin by acknowledging that my investigation on the various ranking systems adopted by Go players has been stimulated by Prof. Klaus Heine from Wilhelmshaven. Discussion with him is going on and hopefully further parts will soon appear, after the following historical contribution.

It is well known that Bruno Rüter cared for many aspects of Go, to begin with publishing more than a dozen Go books and editing the *Deutsche Go Zeitung* from 1920 to 1945. During this long time, he was the main – and often the only – reference for all the European Go players. For them, among other activities, he organised several summer holidays, from which directly derive nothing less than the yearly European Go Congresses of nowadays.

Rather early in his Go activity, Rüter encountered the problem of how to rank the Go players. The starting point for his attempt came from letters that he received from Japan by Max Lange, the renowned chess author; in particular, Lange provided some information on the Japanese system of separately ranking the Go masters and the variously strong players. Thus, the first table of ‘equivalent’ grades between Japan and Europe can be found in the fundamental short article, *Ein Vergleich der Spielstärke japanischer und deutscher Gospieler*, (A Comparison of the playing-strength of Japanese and German Go players) which Bruno Rüter published in *DGoZ* 1922 No 4, pp. 1-3.

A first comment is needed on the nations involved; actually, the word German used by Rüter may be misleading. Go players were seen by Rüter first of all as subscribers to the *Deutsche Go Zeitung*. From the very beginning this meant both German and Austrian players, together with exceptional cases from other countries; in a sense, we

might use the term European (maybe better Mitteleuropean) from the beginning. However, most readers of the journal were, if not German, at least German-speaking – other groups of active players hardly existed in Europe, whereas subscriptions from the USA arrived later on.

In any case, the basis for the new ‘European’ ranking system clearly appears as an empirical adjustment of the Japanese grades, introduced for practical reasons, with no mention of any theoretical derivation.

Let us examine in some detail how the system has been introduced. There are in Japan nine ranks for masters, separated by one half stone, so that a master of the lowest rank accepts four handicap stones from the top master. Below we find a large group of strong players, who must accept various handicaps from the masters. The lower limit of their strength is easy to set because any strong player must accept less than nine handicap stones from the master of the lowest rank. Thus Rüter can establish for Japan a list of nine ranks for masters and sixteen for strong players, each separated by one half stone. These ranks he ‘translates’ for local players as classes 1 to 25. Here his transformation from Japanese ranks is finished, because no lower ranks apparently existed for weaker Japanese players.

However, he rightly observes that in Europe the ranks must continue to lower levels because players are much weaker than in Japan. He thus defines new groups of players and gives them corresponding ranks. In particular, he adds another group of sixteen ranks followed by a final group of nine.

In conclusion, Rüter proposes the system shown in the first part of the Table. First we have ‘masters’ from 9 down to 1 (namely until four stones handicap) – ‘translated’ for

Europe as classes 1 down to 9. ‘Strong players’ follow, divided into sixteen grades (16 highest), namely until eight stones handicap, which he names classes 10 down to 25. Then come ‘mid-strong players’ from 16 to 1 (again until eight stones handicap); these Rürger calls classes 26 to 41. Finally, come ‘weaker players’ from 9 grade down to 1 but here with one stone handicap difference between grades, thus from one to nine handicap stones. These Rürger calls classes 42 to 50.

Group	Name	Grade Diff	Grades
1922			
I	Master	1/2 stone	1–9
II	Strong player	1/2 stone	10–25
III	Mid-strong player	1/2 stone	26–41
IV	Weaker player	1 stone	42–50
1944			
I	Master	1/3 stone	1–9
II	Strong player	1/2 stone	10–23
III	Mid-strong player	1/2 stone	24–37
IV	Weak player	1 stone	38–51
V	Beginner	1 stone	52–60

The ‘European’ Go ranking system proposed and modified by Bruno Rürger.

In 1922, the assignment of the German players to the different classes is as follows: Dueball 23, Holz 24, B.Rürger 26, Sprague 27, A.Rürger 29, Peters 30, Lindeman 31, John 34, Braune 42, Noack 45 – that is all! There existed other Go players at the time and even the subscribers to the Journal were significantly more but they had not encountered an opportunity to play together, thus establishing their relative strengths.

In the course of time, lists of ranked players were published in DGoZ almost every two years, with updated values and new entries. Rürger increasingly wishes that all his subscribers are ranked, but this is not an

easy task. Eventually, in 1942, after having used for twenty years the same ranking system, he decides to list all his subscribers, assigning to the 50th and last rank all those unable to provide a reason for a better assignment.

During WW2, many old players cannot be found any longer and their destiny is not known, but at the same time, beginners enter the list of subscribers more than ever before. In the last months of the war, Rürger explicitly regrets that he suffers from a shortage of paper, books and so on, when he verifies that the interest in Go is increasing.

It thus occurs that in one of the last issues of the journal (DGoZ 1944, pp. 29-30) Bruno Rürger is induced to insert a change in his ranking system, which had been working for more than twenty years without any modification. However, even this only change is not a remarkable one for the ranks already established. It mainly consists in the addition to the existing system of new lower ranks from 51 to 60. These are now needed to distinguish the large mass of new enthusiasts of the game – several of them ladies and girls – evidently of lower strength.

In passing from the old to the new system (see the two parts of the Table) little change is applied to the ranks of the players previously listed. In particular, the nine strongest grades are now separated by one third of a handicap stone – but this hardly affects the lists, because no European had ever entered this group. Two groups follow, 10–23 and 24–37, both with grades separated by half a stone. Then 38–51 (which is somewhat more extended than the previous 41–50 but not remarkably) and the ‘new’ 52–60 additional lowest group. Rürger clearly states that such division in groups is arbitrary and that for his final choice he had taken symmetry into account – particularly evident in the same number of nine ranks for both the strongest and the weakest players.

THE WORLD AMATEUR GO CHAMPIONSHIP IN SENDAI

Charles Matthews

charles@sabaki.demon.co.uk

Before the vacuum-packed schedule of the World Amateur in Sendai in June, I took my family to Japan for a fortnight's holiday. A miracle of precision planning, though I say it myself; down to getting Seong-June to feed the goldfish.

I'll spare you the slide show, but Japan does guarantee some unusual encounters. My conversation with the boutique man on the main street of Karuizawa, on how to trim beards; my daughter falling for a feline robot from the far future (the cartoon character Doraemon) and the subsequent resort to a dictionary in the case of a plastic figure supplied with mysterious tablets, turning out to be a bath toy on the lines of the plastic submarines one used to fill with baking powder; the 'Freshness Burger', 'Domestic Sausage' and 'Viking Cowboy' restaurant chains, the last being Korean-style with gas barbecue at each table; the purchase of a child's mahjong set, with types of sushi for suits; my son playing *Fir Elise* on a Yamaha piano in its natural living-room habitat, to plaudits.

On the Go front, I met up again with Matsumoto Katsumi, winner of the first two Trigantius tournaments, and still a strong 4 dan though out of practice; and Kanetake Susumu, recent visitor to the Cambridge club. I bought far too many Go books, having to bribe my children with unspecified gifts to stuff their luggage with old Kido Yearbooks. I was impressed with the number of publishers of new Go books, not usually to be seen in my usual and sadly receding source at Oriental City in Colindale.

The event itself had a hotel at Narita Airport as rendezvous. French at breakfast with Madagascar (Jean Rakotondravelo, who had scanty English). Off at 7 am by coach on the Saturday morning for the long ride north to Sendai; little chance to doze after the first stop as *Godzilla*, dubbed into Japanese, came on as in-flight entertainment, then a tourist video suggesting a visit to Ireland, wasted on Stephen Flinter next to me. Lunch combined with briefing at the Sendai hotel; I'm next to Pak of North Korea, so no chat – I explain the function of the bus pass by means of a sketch. The draw gives me Geert Groenen, Dutch 6 dan, who is suspiciously friendly for the rest of the weekend. A few minutes to find our luggage and rooms, then bussed to a shopping arcade for friendship games.

Sendai, an attractively laid-out modern city of a million souls, has at least a mile of undercover shopping, which fills up in the evening with amateur Bob Dylans and fashion-conscious teenagers. Photographed playing ladies from the *Aoba-Kai* (translates as WI), I make the national Asahi Shimbun



Photo: Charles Matthews

Britain v Venezuela in the World Amateur at Sendai

newspaper on Sunday. Go off in the direction of the station with South Africa (Paul Edwards) in search of wrapping paper, Pokemon and dinner, with overall success.

Sunday: AGM of the IGF, Germany oversleeps and sits down in Poland's place for the final 10 minutes.

Alan Held retires, Armenia and Lithuania are admitted. We are 55 this year as it is, with one player dropping out for personal reasons (Heiser of Luxembourg).

Lunch from stalls set up by the Aoba-Kai outside the conference centre where we'll play; I discuss AGJ articles with Bill Cobb of the AGA, here for the parallel symposium on educational aspects of Go. 'Serious' friendship match; Takemiya smiles at my game. I try simultaneous Japanese-French translation of one of his public commentaries for Jean; taxing. Reception: one of the passport photos we all supplied has been put into a video presentation, much like a police parade. Lavish food and drink, Takemiya sings a karaoke version of the Sendai song.

Monday. Down to business after two days of Japanese hospitality at (what I hope is) its most overwhelming. My draw is tough but I get a chance to kill Groenen's group after he unwisely ignores a ko threat. Pro analysis afterwards makes it look simple but I don't find it so, and lose. Afternoon it's the stony-faced but amiable Chacon of Mexico (4 dan). I win after a good opening and a dog's breakfast of a middle game. Sonoda (9 dan) drops in on the post-game analysis. India (Mandish Singh) isn't struck by Japanese food, so I find him the first of many teriyaki chicken burgers for dinner.



Photo: Charles Matthews

Playing Matsumoto Katsumi at his home

Tuesday: Lose to Chile in the morning, a ding-dong battle after an early life-and-death setback (once more), then about a third of the board a seki by mutual consent, the game continuing through a deep invasion and ko fight, and a couple more floating groups, before ending as I lose some key stones. The pots of strawberry jam from breakfast Pablo Saez (3 dan) gulped down before we started were clearly good stuff. At lunch I show the new book with Kim (on shape) to James Davies and John Power, who are acting as interpreters.

Walk a couple of miles in the blazing sun, only to find second-hand Go books just round the corner. Afternoon game against Venezuela, baseball cap pulled down over his eyes – I win by a large margin. Meet Korean pro Nam Chihyung and talk about our books; she turns me down for dinner, since she is meeting the North Koreans behind the scenes. Evening, a good-humoured talk by Tokimoto Hajime 8 dan, in the Kageyama mould of preacher of good sense. My suggested reduction play is likened to seeing a Picasso for the first time.

Wednesday. The one that got away, a loss to Thailand by half a point after an exciting game: some spurious early endgame as I live by the skin of my teeth all over his centre and then carelessly get a second group into a ko fight, escaping lizard-style with a tail worth about 20 points dropping off. My chance of an impressive result here slips away. Afternoon: a reasonable win against Spain from a bad position. Thailand is 4 dan, Pons of Spain 3 dan but with Chile I'd say we were all much of a strength, at least on my form of this year. I find some e-mail at last and send off to Clare and the Mind Sports site. Looks like Japan (Sakai) will win as he defeats North Korea. Takemiya, genuine bloke as he seems to be, is still commenting in the analysis room on games of players around 1 and 2 dan.

Thursday: Slovenia in the morning, Match (5 dan). Suffice it to say that various irritations get through to me and I lose quickly. I have time to buy bags from a 100-Yen shop to carry the excess of books. Find a taisha problem book at the station: first time I had asked they thought *igo no hon* or Go books was *eigo no hon* or English books, a very common hazard.

Afternoon: I play South Africa and win in some comfort for a 50% score. I have had White for seven games in a row, and have been photographed many times that number, but have survived the ordeal. Party time! I realise that the Irohani where we are taken is a drinking joint, all food merely to induce thirst. A caterpillar in the salad is the only fault I can find with the week's hospitality (and the only thing to stop the epicurean Ralph Spiegl of Austria in his tracks). Back at the hotel Takemiya gives Donzet (5 dan, France) an 'even' game and arranges to lose Shigeno-style by two points on the board with White after 'misreading' a life-and-death problem. A leading European player gives me his name tag and disappears into the lift with two girls. I am in the party of

about half the participants who go on the friendship trip to nearby Shiroishi (that is, 'White Stone'; there is a Kuroishi or 'Black Stone' on the way back to Tokyo, and they play matches), a probably typical small town of 40,000.

Two more packed days. Friday is a subdued start in the bus. School visits, some go to a Korean school, I'm in Yuki Shigeno's lot seeing Go taught in a Catholic school. We play atari Go with the kids. Then a sake distillery; the process uses both a rice mash and added grape sugar. Shiroishi Castle, newly reconstructed (local daimyo guessed wrong in the Meiji Restoration) where we see a 3D samurai film, then onto a samurai house, hot baths, reception. Things are looking up; we can eat before the speeches. The North and South Korean reps are photographed together, not insignificant in the scale of things. Long talk with John Power about books.

Saturday we do culture: a.m. it's koto and flute music, tea ceremony, Japanese dance. We teach some Go in return. Afternoon at the 'White Cube', a huge modern building like an inside-out Pompidou Centre. We are supposed to paint traditional dolls (Chile skips this for a game of shogi, wisely in my view); then an International Pairs friendship match. My pair is in his early nineties; we lose too many points in the yose. I meet my old Japanese friend Onishi back at the hotel.

Sunday: wrong kind of mist at the end of the tunnel as the visit to Mt. Zao is cancelled, we spend a low key morning at a recycling centre (which mainly exchanges paperbacks) playing the locals and each other. I acquire 15 shogi books for Seong-June, bringing on a final packing crisis. Bussed back to Narita, final dinner with the Latin Americans is smoked eel and yakitori from a convenience store's microwave. And so home in a heap after 23 days, facing yet-unsolved shelving problems for my new library.

A ROYAL POSTSCRIPT TO THE GUILIN TRIP

T Mark Hall

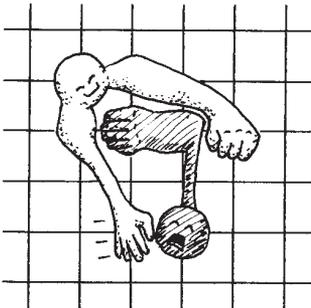
tmark@gogod.demon.co.uk

In my diary of the trip to China (BGJ 118), I said that John Fairbairn and I had found some advertising flyers for Chinese Go sets, which showed a photo taken when the Queen and Prince Philip had visited China in 1986. I said that we would try to find a better photo and determine what happened to the set presented to the Queen.

I have since discovered that the photo was taken by a Chinese photographer and it appears that none was taken by anyone accompanying the Royal party.

I have spoken to Buckingham Palace, who have told me that the set was retained by the Queen at Sandringham but, unfortunately, we can't find out whether anyone in the Royal family knows how to play Go.

As you all know, a number of games can be played on a Go board. I'm sure many members of the BGA would enjoy showing our Royal Family the fascination of the game of Go.



THE SLAPPING TESUJI

by Henry Segerman



The Queen receiving a Go set on a visit to China in 1986 as Prince Philip looks on.

THE PRINCE OF GO

The Prince was in the making,
growing up the board of Go,
stones fastened to his elbows,
in his cot, thrashing to and fro’.

His handsome journey through Life,
marked by the placing of a stone, so;
here and there - a flock in air,
meditating on the Rules of Go.

“Are they Fair?”, he asked his father, the King!
“Are they Just? Just tell me, my Queen,
Mother!”

But the wisest Go-board on his wall –
told him to ask another.

So, off he set to find her;
and circled all the Land.
All his plays were so inspired,
because he used one hand!

And that started everyone thinking.
“For if a young lad can win games - so!!”
His Bride, he’s won! His Reign’s begun!
He is, it justly can be told –
forever –

Prince of Go!!

Roger Daniel

BRITISH GO CHAMPIONSHIP SURVEY REVISITED

Tim Hunt, Championships Organiser

t.j.hunt@open.ac.uk

The BGA Council has asked me to review the current system under which the British Go Championship is run. As you probably know the design of the current system involved much discussion and this year is the first year that it has run. The aim of this review is to consider how well the current system worked in its first year and how well it met the current stated objectives of the British Go Championship.

Terms of reference for the review

PRIMARY OBJECTIVE

To review the operation of the new system in its first year to identify what went well and what could be improved.

This should be done by:

- considering whether it met the current stated objectives for the championship.
- researching the views of BGA members across a spectrum of ability but focusing on those who attend tournaments in the UK.
- researching the views of those stronger members of the BGA who chose not to compete in this year's championship.

The focus of this part of the review should be on the current system and how it operates rather than referring back to past systems.

SECONDARY OBJECTIVE

Based on the results of the first part of the review, to recommend small changes in the detailed implementation of the various stages of the current system with the aim of better meeting the current stated objectives.

This throws up the question 'what are the current stated objectives of the British Go Championship?' These were set out in a article by Alison Bexfield on pages 20 - 22 of BGJ 117.

Objectives of the Championship

To summarise Alison's article:

The main objective is to determine a British Championship:

- ...who should be a strong, on form player who meets the qualifying requirements.

Secondary objectives include publicity and player development:

- promoting the British Championship to be a high profile event to attract publicity.
- encouraging players to improve by allowing long time limits, and even games between improving and established players.

Reading the rest of the article it appears to me that there is another objective that is not stated explicitly; namely:

- to be a set of tournaments that are attractive to competitors and which don't make excessive demands on players' time.

So those are the aims, both of the championship and of the review. We have had one chance to see the new system in operation.

How well do you think it meets the stated objectives?

What adjustments do you think might be necessary in the light of a year's experience?

What went well this year?

What could be improved?

If you have views on this subject please send your comments to me.

Please note that Tim has recently moved to Milton Keynes. His address can be found with those of all other BGA officers on page 60

AGM OF THE EUROPEAN GO FEDERATION, 2000

Tony Atkins

tony.atkins@european-go.org

The Annual General Meeting of the European Go Federation was held on the evening of Friday August 4th 2000 at Lakeside Hotel, Strausberg, Berlin. It started at 18:15 and ended the same day. Martin Finke as Vice-President took the chair up to the elections as the President, Erik Puyt, was absent following the recent birth of his son. 25 countries were represented, including newly joined members Bosnia and Belarus.

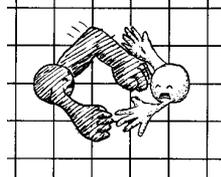
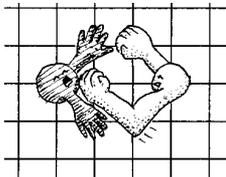
There were strong objections to the 1999 minutes both by and about Italy. The previous day there had been a three hour meeting to discuss the proposed constitution changes: those that allowed the installation of an EGF Appeals Commission and some small amendments were passed; those that allowed observers alongside a sitting member in the same country were not accepted. The executive will start to plan towards a replacement constitution in the coming years. A motion from France to mediate in the Italian dispute was passed, but the part about the EGF picking Italian representatives was not.

The accounts were passed, but there was big concern that the EGF was investing some money in stocks rather than bonds. The new executive was elected without opposition as President Zoran Mutabzija, Treasurer Thomas Pfaff, Secretary Matti Siivola, Vice-Presidents Oleg Gavrilov and Tony Atkins. Zoran chaired the rest of the meeting.

The various EGF commissions' reports were examined: areas that the executive will look at are Promotion and Education (maybe better as two rather than one commission) and the need for a new logo. The new executive is committed to better spreading of information to the member countries and the ability to handle e-mail voting should be investigated.

The European Go Congress in Berlin had attracted 600 participants and was running very well. Plans for the 2001 EGC in Dublin were presented by the Irish Go Association, including posters and price information, though the discount structure has not been decided yet. In 2002 the EGC will be at Zagreb in Croatia. 2003 was given to St. Petersburg in Russia and surprisingly the congress will return to Tuchola Poland in 2004. The Swedes, Finns and Czechs are all interested in 2005.

Other topics discussed were representation outside Europe, professional visits, training, Ing Fund proposals and the recent registration of the EGF as a legal entity in the Netherlands. The 2001 European Youth will be in Poland (03/03/01), Pairs in Bosnia (07/04/01) and the Teams in Russia (17/03/01). Finally the EGF agreed a fund should be set up to pay for future visits to congresses by sensei Saijo as he is retiring this year.



KO BY HENRY SEGERMAN

THE EUROPEAN GO CONGRESS 2000 AT STRAUSBERG

Francis Roads

francis@jfroards.demon.co.uk

From the literature I had expected Strausberg to be a Berlin suburb; in fact it is a very pleasant peaceful country town, a good hour from the capital by train, and surrounded by forest and lakes. I thought I had booked good and early but in order to get a single room I had to be in a rather up-market hotel; the alternative had been a room in a military barracks. The hotel was described as an 'Englisches Landhaus'. This meant that you had to pass suits of armour and an oak panelled staircase etc. before arriving at your international-style hotel room. I quickly had to brush up my German, which was the language of all 14 TV channels in this Englisches Landhaus.

You could hire bicycles, and that was a good idea, bringing the tournament venue, a high school, about six minutes away. Strausberg is bike-friendly; everywhere are bike-parks and cycle tracks, and where there aren't the latter, it is acceptable for pedestrians and cyclists to share the pavement. So bikes get used a lot, so there are fewer cars, so it is better for bikes... How sensible. How un-British.

Registration at the congress took five minutes. The Germans had ten computers networked together, so they could register ten persons at once. If you have had the experience of waiting an hour or more to register after tiring travel, you will realise what a boon this was. And the tournament rounds, including the first, started on time. No, that isn't a misprint. The rounds started on time. It can be done. At 10.10 am stones were clicking on most boards, and most of the Ing clocks had finished saying 'Black time count begin.' There were just on 500 players in the main tournament. British tournament directors, please take note.

The total attendance was nearer the 800 mark. Partners and families were much in

evidence. There was plenty for the youngsters to do; apart from almost daily Go tournaments, there were sporting and other activities. A popular one was frisbee Go. A 9x9 board was marked out on the courtyard grass, and blue and white plastic dinner plate covers were used as stones. You had to throw these onto whichever point you wanted, but they had the aerodynamic properties of frisbees, so some unconventional positions resulted. Missing the board altogether was a pass. I have to say that the occasional adult was seen joining in...

There were all the usual side events; A weekend tournament; 9x9, 13x13, rapid Go, lightning, Rengo, Pair Go, professional lessons and commentaries, and some I've forgotten. I found the most intriguing event a four round 21x21 board tournament. I got absolutely thumped at this; it is quite surprisingly different from 19x19 Go. As usual, games other than Go got played as well. This year backgammon seemed much in evidence.

The first Wednesday excursion was to the palace at Potsdam, followed by a visit to a Berlin ethnology museum with a permanent Go exhibition. Having been to Potsdam before, I passed this up, and spent the day exploring Strausberg and its countryside on the bike, and taking a boat out on the lake. Strausberg was in the old East Germany, and is a curious mixture of the old and new. The crumbling pavements and buildings that one associates with the Communist regime are still to be seen, and you can find yourself walking down Karl Marx Strasse. And though they are learning English quickly in the East, if you speak to someone in German, you get answered in that language, which is very different from the West, where you get answered in American.

But also there is evidence of much new development. A most welcome surprise was the standard of the food. The cuisine is perhaps not up to French standards, but the raw materials are excellent. The quality of the fresh food in shops was better than anything I can find in my London suburb.

Volunteers were called for to spend one night away from the *Englisches Landhaus*, which was over-booked because of a visiting party. Always game for an adventure, I set off on the bike through dark country lanes for my one-night stay in a hotel in Eggersdorf, a town some five miles away. My luggage was dealt with by room service; it was just myself that I had to get there. It is hard to carry a map in ones head. Yes, I missed my turning and found myself well on the way to Berlin. I found the hotel eventually, but what slightly unsettled me was the question asked by a German on my return to Strausberg the following day: “Did you see any of the wild boar?” He wasn’t joking.

It isn’t every day that one has the opportunity to visit a cucumber museum. The second off-day excursion was to Spreewald, which, as you remember from your school geography, is Germany’s main cucumber growing centre. It is a low-lying swampy area, criss-crossed by natural and man-made channels, and few roads. Motor boats are banned from the channels because of damage to the banks, so the main means of both public and private transport is the punt. We were bundled into two public service punts for a tranquil excursion. I didn’t actually see many cucumbers but there was a unique style of architecture, horticulture and agriculture

devised to take advantage of the swampy conditions, and now part of a protected conservation area. At midday we stopped for lunch at a restaurant where cucumbers were more or less compulsory, and then to that museum; more interesting than you might think.

The other highlight of my fortnight was the song party on the last Friday night. The classroom soon filled with a good 50 lusty singers, and we sang non-stop for two and a half hours without repeating a song, and leaving out many old favourites. There were many new contributions to the genre of the Go song, especially from the French contingent, and the first Dutch Go song actually in Dutch. Most of us understood more or less what it was about.

So where were all the Brits? We only managed 20 attendees out of 500; and many of them managed only a few days or a week. Perhaps they are all saving their vacation time and money for Dublin next year; I hope that’s the reason. This was the best organised large scale congress that I have ever attended, in Europe, the USA or anywhere else. Unless you were one of the 20, you missed a treat.



Photo: Francis Roads

A punt of players could signal the birth of a new collective noun

A PROBLEM OF STATUS ~ THE SOLUTION

Simon Goss

simon@gosoft.demon.co.uk

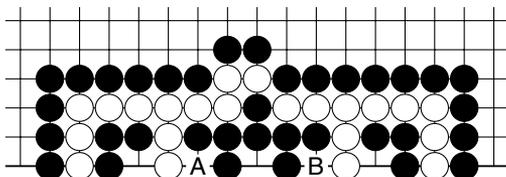
To put the central Black group into atari, White needs to play A and B in Diagram 1, but a shortage of liberties prevents him doing so immediately.

First he must capture the black stones inside his eyes. When he does so, in each case Black plays inside the eye as in Diagram 2. Now White finds that he can still play neither A (Black kills with C) nor B (Black kills with D).

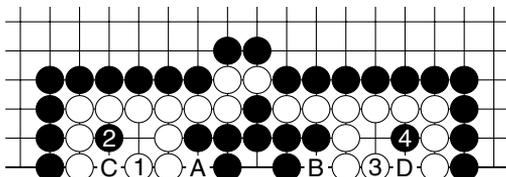
Since White can do nothing but kill himself, Black is in no hurry to do anything at all; but can he capture or is it seki? Diagram 3 shows Black trying to capture by playing the nakade on the left. When White replies at 4, Black must be careful.

In Diagram 4 he tries to kill everything and falls into his own trap when White plays atari at 6. Instead of this, Black must play as in Diagram 5, capturing White's group on the left while letting him live on the right.

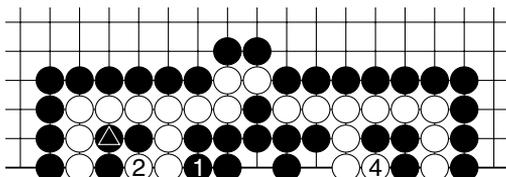
The status of the problem position is very strange: White can die; Black can kill just half of it while letting the other half live. Correct play for White is to leave the position alone. Black should also leave it alone until the dame stage, when he must play the sequence in Diagrams 3 and 5. If he neglects to do that before the counting, the position would stand as seki under Japanese rules.



□ 1

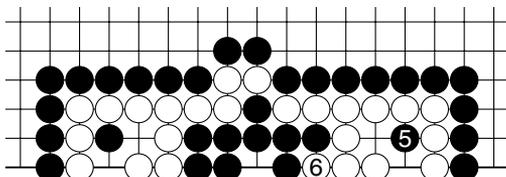


□ 2

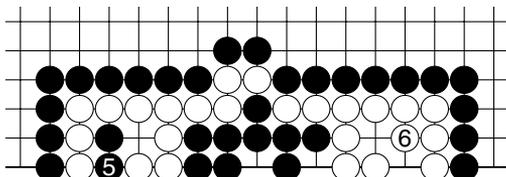


□ 3

Black 3 at the marked point



□ 4



□ 5

May in Europe

59 players attended the second Toyota Tour tournament, held in Bled, Slovenia on 6th and 7th May. Joint winners on 5/6 were Vladimir Danek (6 dan Czech) and Tibor Pocsai (5 dan Hungary); third on tie-break was Gert Schneider (5 dan Austria).

58 players attended the major tournament in Budapest, Hungary, the following weekend. Winner was Tibor Pocsai (5 dan) on 5/5 and second was Diana Koszegi (5 dan) on 4/5 both local. The Croatian major in Zagreb at the end of May was attended by 36 players and won by local Zoran Mutabzija (5 dan), the best on 4/5.

June in Europe

The third Toyota Tour tournament was held at the EGCC in Amstelveen, near Amsterdam, Netherlands, from the 1st to 4th June. Four of the 148 players had travelled from the UK – Harry Fearnley (2 dan) scoring 4/6. Another 50 players took part in side events, and more still attended for the first EGF Referees Workshop which was held the day before (attended by Geoff Kaniuk). Winner of the tournament was Du Jingu (the Chinese living in Braunschweig in Germany) with 6/6. Second was Guo Juan with 5/6 and third was Frank Janssen the best on 4/6. The only other player to win 6/6 was young Kei Shinada (3 kyu) who is living in Belgium. 115 players took part in Hamburg Toyota Tour Tournament and the result was a repeat of Amsterdam of a week earlier: Du Jingu won and Guo Juan was second with 6/6 and 5/6 again. Stefan Budig (4 dan) only lost to the top two to be third. Fourth was Egbert Rittner (6 dan) and fifth was Benjamin Teuber (4 dan), also on 4/6. A special youth tournament was arranged for 16 children. This win put Du in the lead of the TT points table ahead of Danek and Guo.

July in Europe

The fifth Toyota Tour event was held as part of a week-long Russian Go Congress in Moscow ending on the 9th July. 119 players took part. Alexei Lazarev finished first by 1 SOS point ahead of Alexander Dinerstein, both on 5/6. Third was Andrei Kulkov (still only 17), fourth Mikhail Galchenko and fifth Roman Gatallin, who beat Dinerstein in round 1.

World Amateur

56 countries attended the 22nd World Amateur in Sendai on Japan's east coast. Britain's Charles Matthews (3 dan Cambridge) was a very creditable 32nd with 4/8. His results were -Netherlands +Mexico - Chile +Venezuela -Thailand +Spain - Slovenia +South Africa. First was Sakai Hideyuki of Japan and next places were Pak of DPR Korea, Hong of Korea, Zhao of China, Ng of Singapore, Geert Groenen of Netherlands, David Schoffel of Germany and Ion Florescu of Romania. Other BGA friends were Paul Edwards for South Africa in 42nd and Stephen Flinter for Ireland (46th).

World Youth

The Ing World Youth Go Championships were held at Pruhonice Village near Prague in the Czech Republic. Korea won both the titles. The two sections were run as a Swiss followed by knockout. Junior winner was Kang Dong Yoon who was placed ahead of the Chinese and Taiwan players. Hur Young Ho was the senior winner despite losing in the Swiss to 1 dan pro from China, Wang Lei, placed second. Third was Lee Kuie-Han of Taiwan. Top Europeans were Germany's Benjamin Teuber in fourth and Diana Koszegi in sixth. Many exciting side activities were organised for the children including trips to the local castle and park.

European

The HITACHI European Go Congress was the 44th and one of the biggest yet. As well as a large number of Germans from the host country, there were large numbers of visiting Japanese. There were more than a dozen pros there, officially and unofficially: Ms Hua and Duan Rong from China; Saijo, Nakayama, Muraoka, Baba, Katsura and Ms Fu from Japan; Chun, Oh, Ms Lee and Ms Yoon from Korea; Taranu and Pietsch from Europe. The venue was a red-brick school building in the historic small town of Strausberg, about 25 miles from the centre of Berlin. Mostly the weather was sunny and large crowds were seen on the lawn playing Go and other games.

The main tournament managed to get 501 names on the results list. At the top Lee Hyuk took the lead from round 5 and held on to win with a perfect 10/10, and be the Open Champion of Europe. Alexander Dinerstein lost only to Lee in round 4 to take the Champions title. Zhao Pei lost only to the top two, to show she is the strongest woman when Guo Juan's not around, in third with 8/10. On 7/10 were Sumikura Yasuyuki and Kai Naoyuki from Japan, and Germany's Franz- Josef Dickhut. T.Mark Hall in 55th and Francis Roads in 60th were the top ranked Brits, both winning half their games. Mike Cockburn scored 5/9 at 2 kyu, and in the first week Natasha Regan scored 4/5 at 3 kyu, and Ian Meikeljohn, Alex and Matthew Selby all scored 3/5. Seven players lower down won 8/10: Russia's Julija Solomatina (1 dan), Timour Douguine (1 dan) and Artem Douguine (2 kyu), Poland's Jerzy

Pomorski (6 kyu), Germany's Michel Spode and Michaela Mengeler (both 15 kyu) and Finland's Timo Lindi (11 kyu).

The Weekend Tournament attracted 402 players, with the supergroup bar set just below 6 dan. Kim Se Hyun (7 dan Korea) won with 5/5. On 4/5 were Alexander Dinerstein (7 dan Russia), Lee Hyuk (7 dan Korea) and Du Jingu (7 dan China). Many Japanese and Germans (naturally) took part but only seven Brits of whom the best were Bill Streeten (4 kyu) on 3/5 and Pauline Bailey who won 4/5 playing at a deflated grade of 16 kyu. On 5/5 were Czechs Alex Cieply (1 dan) and Marin Jarek (3 kyu), Hungary's Rita Pocsai (1 kyu), Poland's Michal Rans (4 kyu), Russia's Artem Douguine (2 kyu), Romanian Bogdan Andrei Dimitrescu (3 kyu), Germany's Johannes Ulrich (10 kyu), Carsten Kraus (13 kyu) and Michel Spode (15 kyu) and Finland's Timo Lindi (11 kyu).

The Rapid was held over 17 rounds in the late afternoon. The winner was young Andrei Kulkov (5 dan) from Russia with 14 wins. The three players tied for second were all Dmitris: Surin, Bogatskiy and Ejov.



Photo: Francis Roads

Frisbee Go at the European Congress in Strausberg



Photo: Francis Roads

Saijo sensei was the most popular pro at the European Congress

Of the 195 players, 5 were Brits; Bill Streeten was the best with 9 wins. Finland's Timo Lindi continued to do well winning 12/17.

Accommodation was provided in hotels of varying standards around the town and could be a cycle or tram ride away, or across Strausberg's lake by ferry. Formerly part of East Germany the area looked a little less cared for than in the west, but otherwise there was little to show for its heritage. Of course Berlin city was the main tourist distraction: Brandenburg Gate, Palaces, Parks, Museums galore. The Ethnological Museum in Dahlem district had a special exhibition of Go Art, complete with live game and commentary on the first day off. The other day out trip was to Sans-Souci and the other palaces of Potsdam, all set in beautiful parkland. Other activities included parties, kids activities and of course many side events, all described in a full colour congress magazine.

US Open

The 16th US Go Congress was held at Denver University in Colorado and news was reported daily in the American Go E-Journal. 238 players from 6 to 87 years and

seven countries took part. Top British hope was Piers Shepperson who had chosen to play in the 4 dan section. He won his first four games and ended up second in the section behind young Eric Lui. Eric also won the Redmond Cup for Juniors and Jonathan Wang won the Senior section.

The main Tournament winner was Ted Ning who finished ahead of Thomas Hsiang and Jong Moon Lee. The latter two also took the top places in the Ing Cup. The North American Masters was won by Jujo Jiang (9p). The Lightning winner was Piers Shepperson who beat Ned Phipps in the final. The Pair Go was won by young Joey Hung and Gina Shih (7 dan/1 kyu), with Joanne and Ned Phipps in second, Debbie Siemon and Thomas Hsiang in third.

Other events included the crazy Go night, the really hotly contested continuous self-paired event, and a Tag Game, won by Chris Garlock's team or Straus, Kierulf and Shaevel. An altitude record for games on earth was claimed by Korean pro Mr Soo who played a game at 14,000 feet on Pike's Peak. Next year the congress is in Baltimore, Maryland from 4th to 12th August.

SMALL ADS

Wanted

Go Review 1961/3 1968/5 1968/7

Autumn 1974 (quarterly vol.6)

Autumn 1975 (quarterly vol.10)

Go World 57

Kido Yearbook pre-1966 1968

1978 1985 1987.

Charles Matthews

charles@sabaki.demon.co.uk

PHOTO COMPETITION

Think you're a bit of a click artist?

A prize will be awarded for the most interesting and unusual photograph with a Go theme submitted between now and the end of the year. The best pictures will also be published in the Journal.

Send your entries to the Editor at the

▼ address below. ▼

NOTICES

Post Vacant

The post of Publicity Officer is *still* vacant. Please contact BGA Secretary Tony Atkins if you think you could fulfil this vital role in the promotion of Go. See BGA Officials on page 60 for contact details.

Advertisements

£100 per page and pro rata. Privately placed small ads, not for profit, are free.

e-mail lists merged

ukgolist and *bgagolist* have been merged. Everyone who subscribed to the latter has been added to *ukgolist*. Please only post to *ukgolist* in future.

SGF files of Journal games

Shortly after the publication of each issue, sgf files of any games published in the Journal will be available on the net at:
www.faldera.co.uk/Go/BGJ/BGJ-Index.html

New games analyst

Des Cann is now running the game analysis service of the BGA. His contact details can be found on page 60.

Journal Contributions

Please send contributions for the Winter Journal as soon as possible and in any case by 17th November.

Copy sent via e-mail is especially welcome. Please supply plain text as all formatting information will be discarded.

Diagrams can be supplied as mgt or sgf files from any recent Go editing program.

Please e-mail your contribution to:

journal@britgo.org

or post to:

David Woodnutt
3 Back Drive
Lillingstone Dayrell
Buckingham
MK18 5AL

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FORTHCOMING EVENTS

October

Saturday 14th:

Wanstead. An experimental tournament; 6 round McMahon, 30 minutes time limit, no overtime. **Free entry** if this is your first ever Go tournament.

Contact Alison Bexfield 020 8504 6944.

Sunday 15th:

International Autumn Match at the Nippon Club, London. (by invitation only).

Contact Simon Bexfield 020 8504 6944.

Sunday 29th:

Wessex at Marlborough Town Hall. 4 round McMahon. 50 Minutes + 30 then 60/5 overtime. Entries to Simon Shiu, Tel. 0117 962 8907 (before 9:30pm please).

November

Saturday-Sunday 11th-12th:

Three Peaks. A 5 round McMahon with 60 minutes time limit plus 20 stones in 5 minutes overtime. Held in delightful surroundings at the Marton Arms Hotel, a large country pub, in Thornton-in-Lonsdale, about a mile outside Ingleton.

Contact Toby Manning 01926 888 739.

Sunday 19th:

National Small Board Championship played on 13x13 boards. Organised by the Cambridge Junior Chess and Go Club.

Contact Paul Smith 01223 563 932.

Sunday 26th:

Swindon at the Dunbar Club.

Contact David King 01793 521 625.

December

Saturday 2nd and Sunday 3rd:

West Surrey Teach-in (Sat) and **West Surrey Handicap Tournament** (Sun).

Contact Pauline Bailey 01483 561 027.

Sunday 10th:

Anglo-Japanese Winter Match at the CLGC, London (by invitation only).

Contact Simon Bexfield 020 8504 6944.

29th - January 1st:

London Open. This will be the 27th London Open Go Congress. As usual, it will be held at the Highbury Round House.

The London Open Go Congress is a Major tournament in the Toyota Tour and as such all the Toyota Tour rules apply. You should refer to

www.european-go.org/toyotatour

for the full EGF details, and especially if you are 4 dan or stronger.

- 1500 euros prize money.
- A Go teacher will be on hand to comment on games for players at 10 kyu or below.
- Side events include 9 x 9 and continuous handicap tournaments.
- There will be an Indian meal for those who wish to celebrate New Year locally.
- Limited private accommodation is available. Please contact us as soon as possible for this.

Contact Geoff Kaniuk 020 8874 7362.

For the most up to date information on future events, visit the BGA web site at:
www.britgo.org/tournaments

BGA OFFICIALS

☛ indicates member of BGA Council

☛ **PRESIDENT:** Alison Bexfield
29 Forest Way, Woodford Green, Essex IG8 0QF
(020 8504 6944) alison@acjamj.demon.co.uk

☛ **TREASURER:** T. Mark Hall
47 Cedars Rd, Clapham, London SW4 0PN
(020 7627 0856) tmark@gogod.demon.co.uk

☛ **SECRETARY:** Tony Atkins
37 Courts Rd, Earley, Reading RG6 7DJ
(0118 926 8143) ajaxgo@yahoo.co.uk

MEMBERSHIP SECRETARY: Kathleen Timmins
The Hollies, Wollerton, Market Drayton,
Shropshire TF9 3LY
(01630 685292) mem@britgo.demon.co.uk

JOURNAL EDITOR: David Woodnutt 3 Back Drive,
Lillingstone Dayrell, Buckingham MK18 5AL
(01280 860 624) journal@britgo.org

BOOK DISTRIBUTOR: Gerry Mills
10 Vine Acre, Monmouth, Gwent NP25 3HW
(01600 712 934) bgabooks@btinternet.com

☛ **CHAMPIONSHIPS ORGANISER & TOURNAMENT
COORDINATOR:** Tim Hunt 208f North Row,
Central Milton Keynes, MK9 3LQ
(01908 695 778) t.j.hunt@open.ac.uk

☛ **YOUTH COORDINATOR:** Simon Goss
4 Butler Road, Crowthorne, Berks, RG45 6QY
(01344 777 963) simon@gosoft.demon.co.uk

WEBMASTER: Nick Wedd
37 North Hinksey Village, Oxford OX2 0NA
(01865 247 403) nick@maproom.co.uk

PUBLICITY OFFICER: post vacant.

NEWSLETTER EDITOR: Jill Segerman
20 Ivygreen Road, Chorlton-cum-Hardy,
Manchester M21 9ET
(0161 861 8467) jilseg@email.com

ANALYSIS SERVICE: Des Cann
402 Holyhead Road Coventry CV5 8LJ
(01932 788 426) des@cann.demon.co.uk

ARCHIVIST: Harry Fearnley
38 Henley Street, Oxford, OX4 1ES
(01865 248 775) archivist@goban.demon.co.uk

GRADING COMMITTEE CHAIRMAN: Jim Clare
32–28 Granville Rd, Reading RG30 3QE
(0118 950 7319) jim@jaclare.demon.co.uk

☛ **JOURNAL BACK NUMBERS:** Steve Bailey
49 Stocton Road, Guildford, Surrey GU1 1HD
(01483 533 748) sgbailey@iee.org

☛ **Bill Streeten** 3 Wellington Court, Wellington
Road, London E11 2AT (020 8926 6923)

☛ **Chris Dawson**
21 Eltham Avenue, Cippenham, Slough, SL1 5TQ
(01753 676 095) chris_dawson@bigfoot.com

GODRAW PROGRAM/CLGC: Geoff Kaniuk
35 Clonmore St, London SW18 8EL
(020 8874 7362) geoff@kaniuk.demon.co.uk

NATIONAL TRAINER: Matthew Macfadyen
22 Keytes Lane, Barford, Warks. CV35 8EP
(01926 624 445) matthew@jklmn.demon.co.uk

AUDITOR: Toby Manning
7 Oak Tree Close, Leamington Spa CV32 5YT
(01926 888 739) toby@ptmfa.freemove.co.uk

Useful e-mail and web addresses

e-mail for general BGA enquiries

bgab@britgo.demon.co.uk

BGA Web site

<http://www.britgo.org>

BGA e-mail lists

see web site for details of how to enlist

for general and discussion broadcast:

ukgolist@dcs.rhbnc.ac.uk

for youth discussion broadcast:

youthgolist@dcs.rhbnc.ac.uk

UK CLUB LIST

☛ Indicates new information

BATH: Paul Christie 01225 428 995
p.christie@bath.ac.uk Meets at The Rising
Sun near Pulteney Bridge, Wed 7.30pm.

BILLERICAY: Guy Footring 01277 623 305
guy@Footring.demon.co.uk Meets Mon.

BIRMINGHAM: Kevin Roger 01214 494 181
kevin_roger@europe.notes.pw.com
Meets various places.

BOLTON: Stephen Gratton 01617 613 465
Meets Mon 7.30pm.

BOURNEMOUTH: Neil Cleverly 01202 659 653
cleverlyn@poole.siemens.co.uk Meets at 24
Cowper Rd, Moordown, Tues 8pm.

BRACKNELL: Clive Hendrie 01344 422 502
clive.hendrie@freenet.co.uk Meets at Duke's
Head, Wokingham, Tues 8.30pm.

☛ **BRADFORD:** Kunio Kashiwagi 01422 846 634
kashiwag@aol.com Meets at Prune Park
Tavern, Thornton Wed 7.30pm.

BRIGHTON: Steve Newport 01903 237 767
snewport@pavilion.co.uk
Meets at The Queen's Head, opposite
Brighton Station, Tues 8pm.

BRISTOL: Antonio Moreno 01179 422 276
Meets at Polish Ex-servicemen's Club, 50 St
Paul's Road, Clifton, Bristol, Tues 7.30pm.

CAMBRIDGE CHESS & GO CLUB:
Paul Smith 01223 563 932
andreapaul@andrea-paul.freeserve.co.uk
Meets Victoria Road Community Centre,
Victoria Road, Fri 6.15 to 7:45pm. Caters for
beginners and children.

☛ **CAMBRIDGE UNIVERSITY & CITY:**
Charles Matthews 01223 350 096
soc-cugos-contacts@lists.cam.ac.uk Meets at
Alexandra Arms Mon 9pm; the Chetwynd
Room, King's College Tues 7.30pm (term);
Coffee Lounge, 3rd floor, The University
Centre, Mill Lane Thurs 7.30pm; CB1 (café),
32 Mill Road Fri 7.00 to 9pm

CHELTENHAM: David Killen 01242 576 524 (h)
Meets various places, Wed 7.30pm.

☛ **CHESTER:** Dave Kelly 01244 544 770
davekelly@free4all.co.uk
Meets at Olde Custom House, Watergate St,
Chester, Weds 8.00pm.

DUNDEE: Bruce Primrose 01382 669 564
Meets weekly.

DURHAM UNIVERSITY: Paul Callaghan
0191 374 7034 p.c.callaghan@durham.ac.uk

☛ **EDINBURGH:** Howard Manning 0131 667
5260 howard@manning2353.freeserve.co.uk
Meets at 4 Bright's Crescent, Edin. EH9,
Weds 7.30pm.

☛ **EPSOM DOWNS:** Paul Margetts 01372 723 268
paul@yuhong.demon.co.uk Meets at 7
Ripley Way, Epsom, Surrey KT19 7DB but
check with Paul first. Tues 7.30 to 11pm.

GLASGOW: John O'Donnell 01413 305 458
jtod@dcs.gla.ac.uk Meets term time at
Research Club, Hetherington House,
13 University Gardens, Weds. 7pm.

☛ **HIGH WYCOMBE:** Paul Clarke 01494 438 917
paul.clarke@eu.citrix.com Meets Weds
8.00pm.

☛ **HP (BRISTOL):** Andy Seabome 01179 507 390
afs@hplb.hpl.hp.com Meets Wed & Fri noon.
Please ring in advance to ensure that players
are available.

☛ **HUDDERSFIELD:** Alan Starkey 01484 852 420
Meets at the Huddersfield Sports Centre,
Tues 7pm.

HULL: Mark Collinson 01482 341 179
mark@collinson.karoo.co.uk
Meets Sat 7.30pm.

IPSWICH: Vince Suttle 01473 625 111
v.suttle@btinternet.com Meets Thurs.
evenings in the Brewery Tap, Cliff Road.

ISLE OF MAN: David Phillips 01624 612 294
Meets Mon 7.30pm.

☛ **LANCASTER:** Adrian Abrahams 01524
34656 adrian_abr@lineone.net Meets
Weds. 7.30pm Gregson Community Centre,
33 Moorgate.

- LEAMINGTON: Matthew Macfadyen
01926 624 445 Meets Thurs 7.30pm.
- LEICESTER: Richard Thompson 0116 276 1287
jrt@cix.co.uk Meets at 5 Barbara Avenue,
LE5 2AD, Thurs 7:45pm.
- MAIDENHEAD: Iain Attwell 01628 676 792
Meets various places Fri 8pm.
- MANCHESTER: Chris Kirkham 01619 039 023
chris@cs.man.ac.uk Meets at the Square
Albert in Albert Square, Thurs 7.30pm.
- ☛ MONMOUTH: Gerry Mills 01600 712 934
bgabooks@btinternet.com
Meets by arrangement.
- NEWCASTLE: John Hall 01912 856 786
jfhall@avondale.demon.co.uk
Meets various places, Weds.
- ☛ NORWICH: Keith Osborne 01603 487 433
Meets first, third & fifth Weds of month.
- OPEN UNIVERSITY & MILTON KEYNES:
Fred Holroyd 01908 315 342
f.c.holroyd@open.ac.uk Meets 1st Monday
of the month in O.U. Theatre Bar others at
Wetherspoons, Midsummer Boulevard
Central MK, Mon 7.30pm.
- OXFORD CITY: Richard Helyer
01608 737 594 Meets at Freud's Café,
Walton Street, Tues & Thurs 6pm. Check
with Richard that Freud's is available.
- OXFORD UNIVERSITY: Henry Segerman
henry.segerman@st-johns.oxford.ac.uk
Meets in Besse 1.1, St Edmund Hall
(term only) Weds 7.30 to 11pm.
- PORTSMOUTH: Kevin Cole 02392 820 700
kevjcole@yahoo.com
Meets various places, Sun 1pm.
- READING: Jim Clare 01189 507 319 (h)
01344 472 972 (w) jim@jaclare.demon.co.uk
jim.clare@icl.com (w) Meets at the Brewery
Tap, Castle St, Mon 6.30 pm.
- ☛ S. E. WALES: Paul Brennan 02920 625 955
brennanp@uk2.net Meets Chapter Arts
Centre, Market Street, Cardiff. Tues 7:30pm,
- ST ALBANS: Alan Thornton 01442 261 945 or
Richard Mullens 01707 352 343
Meets at The Mermaid Wed 8pm.
- SWINDON: David King 01793 521 625
Meets at Prince of Wales, Coped Hall
Roundabout, Wootton Bassett, Wed 7.30pm.
- TAUNTON: David Wickham 01984 623 519
Meets Tues various places.
- TEESSIDE: Gary Quinn 01642 384 303 (w)
g.quinn@tees.ac.uk
Meets at University of Teesside Wed 4pm.
- ☛ WEST CORNWALL: John Culmer
01326 573 167 john_culmer@talk21.com
Meets Acorn Theatre, Parade Street,
Penzance, Mon 8.00pm.
- WEST WALES: Jo Hampton 01341 281 336
jo@barmouthbay.freeserve.co.uk
Baron Allday 01341 280 066 Llys Mynach,
Llanaber Rd, Barmouth LL42 1RN.
- WEST SURREY: Pauline Bailey 01483 561 027
pab27@compuserve.com
Meets in Guildford, Mon 7.30 to 10pm.
- WINCHESTER: Mike Cobbett 02380 266 710 (h)
01962 816 770 (w) mcobbett@bigfoot.com
Meets mostly at Black Boy, Wharf Hill,
Bar End, Wed 7pm. Check with M. Cobbett.
- WORCESTER & MALVERN:
Edward Blockley 01905 420 908 Meets
Weds 7.30pm.

LONDON CLUBS

CENTRAL LONDON: Geoff Kaniuk

020 8874 7362 Meets in Daiwa Foundation,
Japan House, 13-14 Cornwall Terrace, NW1,
Sat 2pm. Please press doorbell marked 'Go'
and wait 3 minutes.

☛ NIPPON CLUB IGO KAI: K. Tanaka

020 8693 7782 gokichi@tanaka.co.uk Meets
at Nippon Club, Samuel House, 6 St Albans
St, SW1. (near Piccadilly Circus tube)
Fri 6.00 to 10.30pm. (Entry to building until
9pm). £4 Board Fee All players welcome.

NORTH LONDON: Martin Smith

020 8991 5039 martins@dcs.qmw.ac.uk
Meets in the Gregory Room, back of Parish
Church, Church Row, Hampstead
(near Hampstead tube) Tues 7.30pm.

NORTH WEST LONDON: Keith Rapley

01494 675 066 (h) 020 8562 6614 (w)
Meets at Greenford Community Centre,
Oldfield Lane (south of A40), Greenford
Thurs 7pm.

☛ SOUTH CENTRAL LONDON: Mark Graves

020 7639 3965 (h) 020 7888 1306 (w)
mark.graves@csfb.com Temporarily
suspended.

TWICKENHAM: Neil Hankey 020 8894 1066 (h)

Meets Sunday evenings.

WANSTEAD & EAST LONDON: Jeremy Hawdon

020 8505 6547 Meets at Wanstead House,
21 The Green, Wanstead E11, Thurs 7.15pm.

Up to date information on UK Go clubs
is maintained on the BGA Web Site at:

www.britgo.org/clublist/clubsmap.html

Please send any corrections and all new
or amended information to Nick Wedd,
the BGA Webmaster.

See page 60 for all BGA contact details.

YOUTH GO CLUBS

youthgolist@dcs.rhbnc.ac.uk

BERKSHIRE YOUTH: Simon Goss 01344 777 963

simon@gosoft.demon.co.uk
Meets at St Paul's Church Hall, Harmanwater
Mon 4pm to 7pm.

☛ BLOXHAM SCHOOL (Oxfordshire): Hugh

Alexander 01295 721 043
hughalexander@talk21.com

BRAKENHALE SCHOOL:

Emma Marchant 01344 481 908

CAMBRIDGE JUNIORS: Paul Smith

01223 563 932 (h) 01908 844 469 (w)
paul@mpaul.cix.co.uk

THE DRAGON SCHOOL (Woodstock):

Jonathan Reece 01869 331 515 (h)
jon.reece@zetnet.co.uk

EVELINE LOWE PRIMARY SCHOOL (London SE1):

Charles O'Neill-McAleenan 0207 252 0945

FITZHARRY'S SCHOOL (Abingdon): Nick Wedd

01865 247 403 (h)

HAZEL GROVE HIGH SCHOOL (Stockport):

John Kilmartin 01663 762 433 (h)

LONGWELL GREEN PRIMARY SCHOOL (Bristol):

Bob Hitchens 01761 453 496
bob@hitchens10.freeseve.co.uk

ST IVES SCHOOL (Cornwall) Ms Alex Maund

01736 788 914 (h)
alex@st-ives.cornwall.sch.uk

ST NINIAN'S HIGH SCHOOL, Douglas, I.O.M.

Steve Watt

ST PAUL'S SCHOOL (Cambridge):

Charles Matthews 01223 350 096 (h)
charles@sabaki.demon.co.uk

STOWE SCHOOL (Buckingham): Alex Eve

01280 812 979 alex@figleaf.demon.co.uk

WHITEHAVEN SCHOOL: Keith Hudson

01946 810 573 keith.jill@lineone.net

GLOSSARY OF GO TERMS

- AJI:** latent possibilities left in a position
- AJI KESHI:** a move which destroys one's own aji (and is therefore bad)
- ATARI:** having only one liberty left; stones are said to be 'in atari' when liable to capture on the next move
- BYO YOMI:** shortage of time; having to make a move in a given time. Overtime is now more widely used in tournament play
- DAME:** a neutral point; a point of no value to either player
- DAME ZUMARI:** shortage of liberties
- DANGO:** a solid, inefficient mass of stones
- FURIKAWARI:** a trade of territory or groups
- FUSEKI:** the opening phase of the game
- GETA:** a technique that captures one or more stones in a 'net', leaving them with two or more liberties but unable to escape
- GOTE:** losing the initiative
- HANE:** a move that 'bends round' an enemy stone, leaving a cutting point behind
- Hamete:** a move that complicates the situation but is basically unsound
- HASAMI:** pincer attack
- HOSHI:** one of the nine marked points on the board
- IKKEN TOBI:** a one-space jump
- ISHI NO SHITA:** playing in the space left after some stones have been captured
- JIGO:** a drawn game
- JOSEKI:** a standardised sequence of moves, usually in a corner
- KAKARI:** a move made against a single enemy stone in a corner
- KATTE YOMI:** self-centred play; expecting uninspired answers to 'good' moves
- KEIMA:** a knight's move jump
- KIKASHI:** a move which creates aji while forcing a submissive reply
- KOMI:** a points allowance given to compensate White for playing second
- KOSUMI:** a diagonal play
- MAIAI:** two points related such that if one player takes one of them, the opponent will take the other one
- MOYO:** a potential territory, a framework
- NAKADE:** an eye-shape that can be reduced to one eye by a play at the vital point
- OVERTIME:** in tournament play, having to play a number of stones in a certain time e.g. 20 stones in five minutes
- PONNUKI:** the diamond shape left behind after a single stone has been captured
- SABAKI:** a sequence that produces a light, resilient shape
- SAGARI:** a descent, extending towards the edge of the board
- SAN REN SEI:** an opening which consists of playing on the three hoshi points along one side of the board
- SEKI:** a local stalemate between two or more groups dependent on the same liberties for survival
- SEMEAI:** a race to capture between two adjacent groups that cannot both live
- SENTE:** gaining the initiative; a move that requires a reply
- SHICHO:** a capturing sequence shaped like a ladder
- SHIMARI:** a corner enclosure of two stones
- SHODAN:** one dan level
- TENGEN:** centre point of the board
- TENUKI:** to abandon the local position and play elsewhere
- TESUJI:** a skillful and efficient move in a local fight
- TSUKE:** a contact play
- YOSE:** the endgame

BGA BOOKS

~ THE BEST SOURCE OF GO BOOKS AND EQUIPMENT ~

Newly Available

A Way of Play for the 21st Century – BP01 (£14.00) is a compilation of lectures by Go Seigen on Japanese television. The book is clear and well-presented, with a great deal of interesting material concerning the fuseki and early middle game. However, I found it difficult to discern a clear theme. The book is Intermediate level.

Kido Year Book for 2000 (in Japanese) – KI00 (£38.00) All about Go professionals and their games. Only three copies available.

Ranka Year Book for 2000 – RA00 (£6.00) An interesting account of Go around the world with a dozen commented games from the 1999 World Amateur Go Championships. Should appeal to all levels of players.

Lee Changho's Novel Plays and Shapes Y26 (£10.00) The title says it all! A very stimulating book which examines a number of moves which one would never think of playing and demonstrates their effectiveness. If you have an aggressive fighting style, this book will appeal to you. I can only recommend this book at Advanced level.

The Endgame – G15 (£8.00)

Glass stones (8.5mm) – SLG are again available at £24.00.

Go World

The price of all issues of *Go World* has been increased to £4.50, again due to the strength of the Japanese yen. Existing subscriptions are not affected but new subscriptions must be at this price per copy.

Price Changes

Katsura folding board – B102 has now gone up to £30.00.

Appreciating Famous Games – G25 is reduced to £8.00.

The 3-3 Point – G44 is reduced to £8.00.

Golden Opportunities – Y12 is reduced to £10.00.

No Longer Available

Beyond Forcing Moves – G37

Goods Direct

The BGA Bookshop, with a wide range of books, equipment and other items, will be at the Wanstead, Wessex, Swindon and West Surrey tournaments. A limited range of books (and equipment by arrangement in advance) will be available at the Three Peaks tournament. For details, please see the BGA web site or contact me.

Ordering information

A full price list is available on request.

All prices quoted above include the cost of postage and packing.

Please note that credit card facilities are not available.

Orders, accompanied by cheques made payable to 'British Go Association', should be sent to:

R. G. Mills, 10 Vine Acre,
Monmouth, Gwent NP25 3HW

Telephone: 01600 712 934

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