

Go Teaching Services

Matthew Macfadyen

New Seminars in Leamington Spa for Autumn 1999:

Three new seminars this autumn will concentrate on the area of "Natural flow"; how to identify the way your game wants to develop, and follow what the position requires without straining.

What the Seminars involve:

- Study material circulated beforehand, typically a 12 page A5 booklet.
- A thorough, 8 hour teaching session which works the material into shape.
- A detailed write-up circulated afterwards, typically a 32 page A5 booklet.
- Lunch is included in the price of £45.

Saturday 9 Oct	Community Policing	Punishing unreasonable moves without having to fight.
Sunday 24 Oct	Go with the Flow	Identifying and developing the "ordinary" continuation from a position.
Saturday 20 Nov	Knock for Knock	Keeping the game balanced by matching your ambitions to the damage you expect to sustain.

The Correspondence Course

This course has now been running for four years and continues to attract new players from all over the world. The course is run in two phases:

Phase 1: you complete a detailed questionnaire about your go, how you think about it, what you want to expand on and how much time and effort you wish to devote to it. I then send you a detailed analysis of the strengths and weaknesses of your game, with recommendations for how to build on your present skills and what to study next. This phase costs £25 or US \$50 or Euro 50. If you like the style, you can then join the second phase of the course.

Phase 2: I construct explanatory articles and collections of problems and send these together with comments on your games, records of professional games illustrating features of the other articles and recommendations for further reading; and you send game scores for me to analyse, answers to the exercises, and details of positions or ideas which you are having difficulty with. This phase costs £75 or US \$150 or Euro 150 for each 8 packages of material. Commentaries on your games can concentrate on any aspect you want to see expanded upon, and will include recommendations for adapting your style to suit your particular strengths as well as pointers to sources for widening your vocabulary. Where the existing literature does not contain suitable explanations, I will write new articles for your personal use. I am now able to accept cheques in most major currencies. Ask for details.

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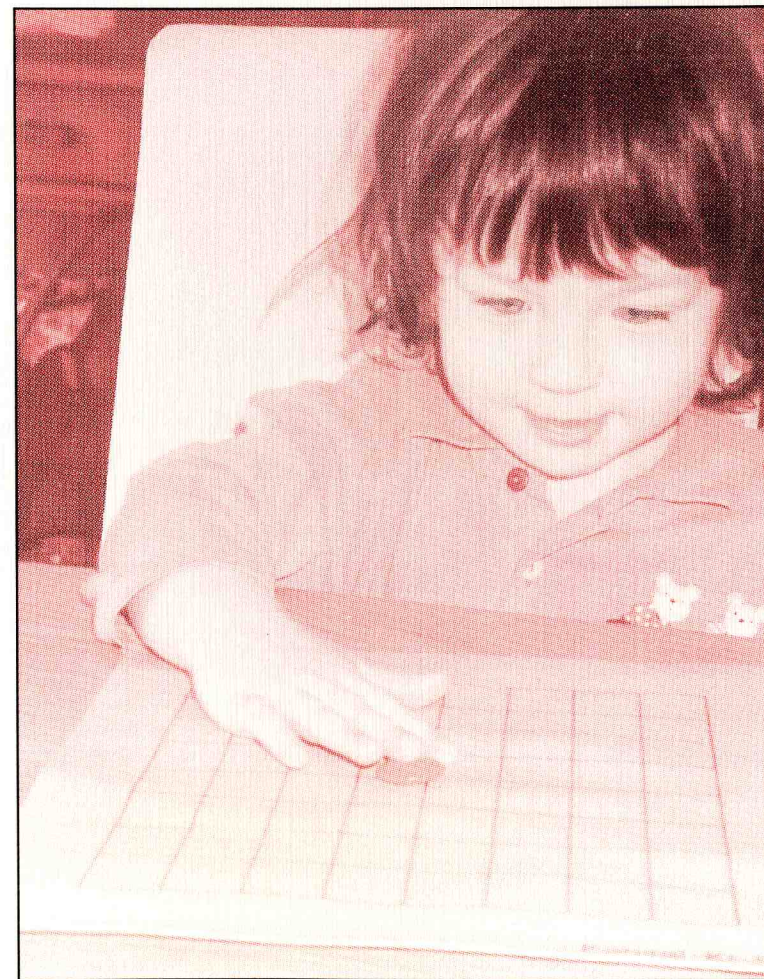
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Front cover: The youngest player? Phoebe Chetwynd playing go on her third birthday.

Tournament Calendar

Milton Keynes: September.

Shrewsbury: 3 October. Brian Timmins, 01630-685292.

International Teams Trophy: October.

Wessex: Marlborough, 31 October. Terry Wright, 01275-842258.

Three Peaks: Thornton in Lonsdale, 13-14 November. Toby Manning, 01926-888739.

Swindon: 28 November. David King, 01793-521625.

West Surrey Handicap: 5 December. (Teach-in, 4 December.) Pauline Bailey, 01483-561027.

Anglo-Japanese: December. By invitation only.

London Open: 31 December—3 January.

Youth Championships: January.

Furze Platt: January.

School Teams: January.

Oxford: February.

Trigantius: Cambridge, 5 March.

International Teams: March.

Irish Open: March.

Coventry: March.

Bournemouth: April.

British Go Congress: March/April.

Barlow: Cambridge, May.

Bracknell: May.

Pair Go: May.

Scottish Open: May.

Challenger's: May. By qualification.

Leicester: June.

Anglo-Japanese: June. By invitation.

Barmouth: June.

Portsmouth: July.

Norwich: August 2000 (biennial).

Northern Go Congress: Manchester, September.

For the next three or four months details of tournaments are given, but only if confirmed.

Notices

Posts Vacant

The positions of Publicity Officer and Youth Coordinator are both vacant.

If you are interested in helping the Association in one of these fields then please contact:

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Competition on page 58

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World Amateur

by Matthew Macfadyen

This year the World Amateur Championship continued its tour of Japan with a visit to Oita city, on the North side of Japan's South island, Kyushu. As usual during these events the first day was taken up with organised friendship games against the local players. In this case an extremely long shopping mall was filled with a line of go boards with which the organisers hoped to beat some sort of record.

The tournament itself was held in a modern hotel, there was time to check the city's reputation for producing excellent seafood during the evenings, and with Otake Hideo as chief referee these were not likely to be wasted.

The International Go Federation are keen to increase the number of go-playing nations, and the main expansion area at present seems to be Latin America. The 53 participants included more Spanish speakers than any other language, and with Chinese born players representing Canada, Australia, Norway and South Africa as well as China, Taipei and Hong Kong the European contingent felt a bit small.

As to the go, the anomaly by which Korea failed to win any of the first 19 World Championships continued to be rectified with their second successive win. I met the South Korean player in the first round. The following commentary concentrates on the question of how completely I was outclassed, and in which parts of the game.

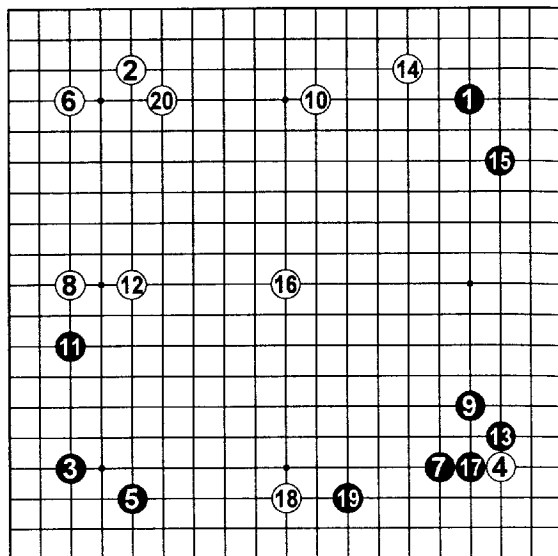


Figure 1 (1—20)

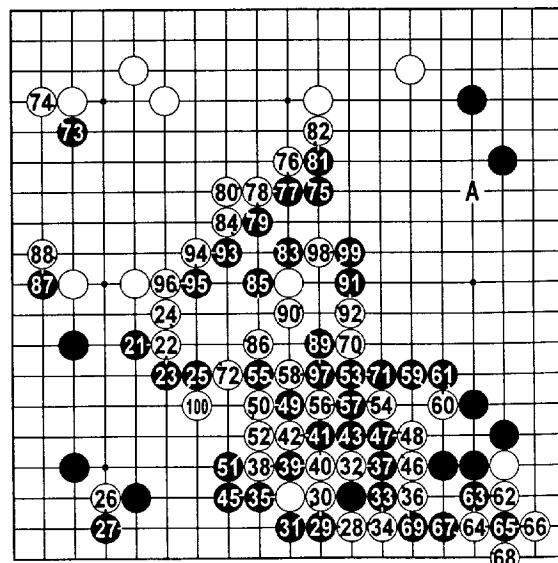


Figure 2 (21—100)
44 at 39

Black: Yoo Jea Sung
White: Matthew Macfadyen

Up to White 16 I built one big corner, while my opponent had three smaller ones. I decided that the 18, 19 exchange was enough to prevent him from taking the whole lower side, and tried to convert my corner into a 100 point territory with 20.

This was a mistake. Although 20 does more or less complete the territory, I have spent 8 stones building it, and the amount of territory I get is about right for 8 stones. The effect is that he does not have to worry about my corner any more. At this point I had the opportunity to add a stone on

the outside, as in Diagram 1. This would make my corner slightly too big, so that he would have to choose between a deep invasion (A looks likely) which would be slightly risky, and letting me have the corner which would involve him in trying to catch up in the yose.

There were two parts of my judgment of the situation which failed here; I thought that my territory was big enough after 20 in the game, and I was unduly pessimistic about the result when I expand the moyo and he makes a small life inside. But there was also the small chance that I could kill his invasion to take account of.

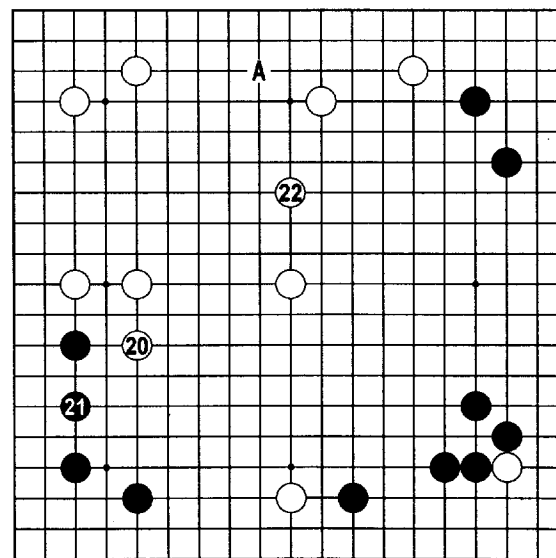


Diagram 1

The game soon got back to the sort of local fight I can handle reasonably well. He had overlooked the vulgar looking push at 60 which allowed me to live in sente in the corner. When I found time to add an extra stone at 72 the game was still close, but my inability to judge the state of the game failed me again. White 76 is not big enough. Although I can hold on to a lot of my territory he will get too much on the right side, given that my stones in the lower centre are still not absolutely secure. The proper thing to do here is to play 76 at A which will result either in a large scale attack on his invading stone or in my being able to reduce the upper right corner to nothing. This way the game would still be reasonable for both.

White 86 was an attempt to get rid of all the bad aji in the centre, but I was still not completely alive. It was essential that I either break into the lower left corner or invade the right side.

White 98 was part of a scheme to create liberty shortage in the centre so he could not cut, but it only works in ko (exercise for the reader). Eventually I played 118 to secure my stones, hoping that it would be sente to do something on the left.

But he found that there was nothing working if he just took

the enormous point at 119. The rest of the game consists of progressively more desperate attempts to find something, but essentially he was winning by the whole of the right side by the time I resigned.

The main reason I lost this game was that he knew what was going on across the whole board, while I only had a reasonable focus on each area separately. But even if I had got those things right, the result would only be to make things close. When I got badly behind, my attempts to find something interesting collapsed completely. There was no chance to see what kind of thing Yoo could get up to if he fell behind, since it didn't happen during this tournament.

A question which is often raised at these events is how strong the winners actually are. Some measure was made last year, when a tournament between the first 19 winners was held to celebrate the 20th world championship. Some of the top players (Nie, Ma) were missing, but the field included three 9 dan pros and an 8 dan. Two of the 9 dans met in the first round, but none of them reached the final which was contested by two amateurs. The answer appears to be that the weaker 9 dan professionals are not good enough to be sure of winning the World Amateur Championship.

Congratulations to Mick Reiss, whose program Go4++ has just become world champion, by winning CGF-99 (Computer Go Forum, a Japanese organisation). This was a no-prize-money tournament run by academics, but at least Mick's publishers can put a 'World Champion 1999' sticker on his software!

The top five placings (out of 28) in the computer go tournament were:

1. Go4++, 8 wins 1 loss (to Haruka)
2. Haruka
3. Goemate (also known as Handtalk)
4. FunGo
5. Wulu

Mick Reiss produced Go Professional (see Reviews in this issue, and the advertisement on the back of BGJ 115).

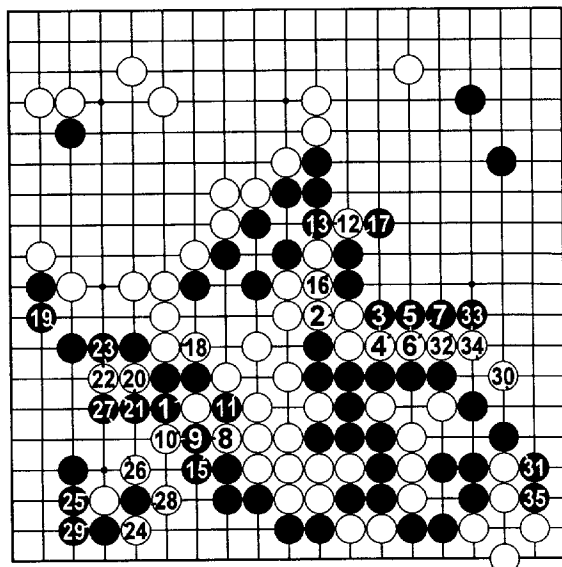


Figure 3 (101—135)
114 ko (111)

Computer Go World Champion

Years Ago

by Tony Atkins

Ten Years Ago

The 1989 British Go Congress was held at Oakham School in the ancient county of Rutland. Matthew Macfadyen beat Adam Pirani to win the Lightning, but lost on tie-break to Piers Shepperson of Nottingham in the Open. Unfortunately the accounts had not been brought to the AGM causing an EGM to be held during Leicester.

Bracknell was won by Edmund Shaw, but the prize giving did not start until after 8:30. Leicester was won by Adam Pirani and the Youth Championships at Stowe was won by Matthew Cocke (1 kyu) from Norwich. Harold Lee won the Northern and the Wessex; Matthew Macfadyen won at Shrewsbury. The first Open University tournament was held in Wolverton, Milton Keynes, and was won by Matthew Macfadyen and Edmund Shaw, due to a vagary in the draw.

The 1989 European was held in Niš, Yugoslavia. Matthew Macfadyen was European Champion and won the European Fujitsu Cup with 24 points more than Robert Rehm. Yoo won the Grand Prix and also won the tournament to celebrate the Meijin game in London in September. Awaji Shuzo beat Kobayashi Koichi, but Kobayashi went on to win the match 4-1. He also won the Gosei. Cho Chikun won the Honinbo. Cho Hunhyun of Korea won the first Ing Cup, beating Nei of China. Takemiya Masaki of Japan beat Rin Kaiho to win the second Fujitsu Cup.

Twenty Years Ago

The 12th British Go Congress was held at the University of Bath. Mark Hall won the Light-

ning; Matthew Macfadyen and David Mitchell were tied in the Open. Toby Manning was the new BGA President. The first Bracknell was held at International Computers and was won by Macfadyen. Terry Stacey won Leicester, Macfadyen the Northern and Stacey the Wessex.

Various visits overseas saw Macfadyen winning Prague and Stuart Dowsey leading a go tour of China; British Go Journal 46 featured go on the Great Wall on its cover. The European Go Championship was held near to Bonn. Macfadyen was fourth and Jurgen Mattern was Champion after a tie break with Schlemper and Rehm.

In Japan Otake held on to the Meijin beating Sakata 4-1; Kato beat Rin by the same score in the Honinbo. Kato also won the Oza and Tengen. Ogawa Tomoko won the Women's Honinbo. In China Nei Weiping was winning all the titles.

Thirty Years Ago

The 1969 European was held in Ljubljana in Yugoslavia. Winner was Manfred Wimmer of Austria ahead of Jurgern Mattern and Zoran Mutabzija. Top Brit was Tony Goddard in ninth place. Tony Cooper won the zone for the 2 and 3 kyus.

In September a match between Edinburgh club and Newcastle club was won 17 to 3 by the Scots.

In Japan Stuart Dowsey of Ishi Press was at the opening of Iwamoto's Go Salon. Stuart was soon in action teaching foreigners at the Salon, and John Tilley arrived in Tokyo to study go and featured in a match there. Kato Masao became the challenger to Rin in the Honinbo, despite being only 5 dan; he lost 4-2. Rin also won the Meijin beating Takagawa 4-2. Sakata, Judan, added the Pro Best Ten title to his list of victories.

Nirensai

by Charles Matthews

Part 6

This final episode on the nirensai (parallel 4-4 point) opening looks at the question of when you should upgrade to sanrensei, by adding the 10-4 point in the middle of the side. Sanrensei is a framework strategy on the large scale, while as we have seen nirensai is a rapidly developing plan that leads off in a number of directions.

The introductory comment should certainly be that making the sanrensei is always a big move. If there is no very urgent point elsewhere, connecting those 4-4 points strategically at the intermediate star point is something to be considered seriously. It will not always be the very largest point, but taking it in preference to another big point will not be a major loss.

That way of thinking may suffice for more than a few. Going further presents problems. For one thing there is the whole range of White formations on the other side of the board to take into account. Then again the safe basis for any conclusions has to be professional play. The testimony of professional games, however informative, is quite lengthy to sit through.

I think this topic is in the grey area between those studies that tangibly improve strength, and go appreciation. Since part of my credo is that the nuances at one level become the vital points at another, I shall get on with the article rather than apologise further.

The raw facts seem to be like this: there are two dozen possible White patterns for plays 2 and 4 on the left hand side of the

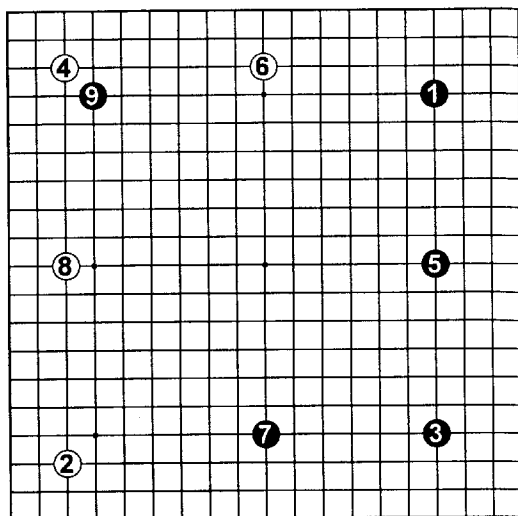


Diagram 1

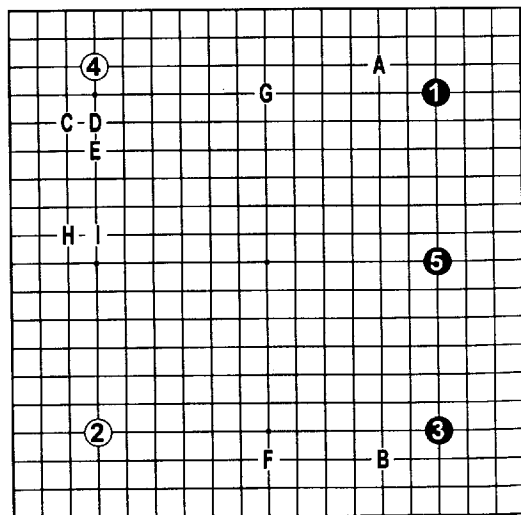


Diagram 2

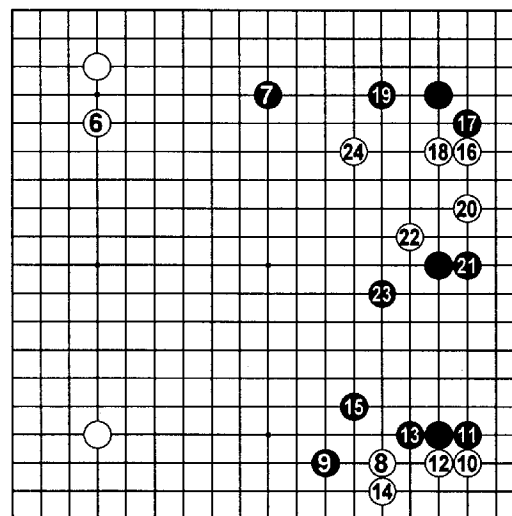


Diagram 3

board, that are seen with any frequency. It is only in one of those cases that forming the sanrensei is actually the preferred play for the professionals. That is when White plays two 3-3 points. There are a further five formations in which the sanrensei at move 5 is seen, but less than half of the time. In the rest of the cases the sanrensei isn't favoured. In what follows I look at these three kinds of verdict.

The case of White's parallel 3-3 points isn't necessarily hard to understand. In Diagram 1 Black 5 feels like the biggest point on the board. It leaves three other big points on the sides. If they are divided up as

at 9. Therefore White will do something else. But the underlying configuration, will remain. The 3-3 point supports a single long extension, but is poorly adapted to the second shoulderhit play such as 9, while the 4-4 point is good in the context of such a doubling formation (and weaker without any extension at all). Black 5 is both the intuitive and the thoughtful play.

As an example of the second category, consider White's idea in Diagram 2. One time in three an averaged-out professional as Black will play sanrensei here.

The points A to I mark out tries for White 6. No way am I

going to discuss them all. White 6 at D is a place to start, considering that in Part 4 of this series Black played there with 5.

What happens in Diagram 3 is representative enough (from the 1981 Tengen title match Kato-Kobayashi Koichi). Black gets a large-scale game. There is plenty of play remaining on the left-hand side. This sort of position is hard to assess, the point being that White has gone some way to match influence against influence. Such games are likely to be decided by fighting.

For the record, the four other White formations against which Black regularly plays the sanrensei are: White two 4-4 points (under half the time, but fluctuates with fashion); White 4-4 and 3-3 (about 15% of the time); White two 4-3 points as in Part 5 (about 25% of the time); White 4-3 and 3-3 in parallel mode, i.e. make White 2 a 3-3 point in Diagram 2 (about one time in six). Other cases are rare.

Turning therefore to the many situations in which the Black sanrensei isn't apparently good enough in professional eyes, there is much to explain, rather too much for the frothy confection that is a BGG article, anyway.

Spot the deliberate mistake in Diagram 4, for example. Naturally, it is that White 6 is a

very good play. Here amateur and professional thinking diverge. Amateurs play 5 as shown if they feel like it. Pros just don't (evidence 98% or so in favour of this assertion). Taking this to be an actual mistake, it is not so much the size but the glaring quality: Black should deny White such a good enclosure. White's formation on the left is one of the ideal shapes, and Black feels some reluctance to extend along the bottom side towards White 6. The top side isn't so great either, and anyway Black now feels an obligation to make an approach in the top left. Altogether this is a discouraging start for Black: Black 5 is a bit blinkered.

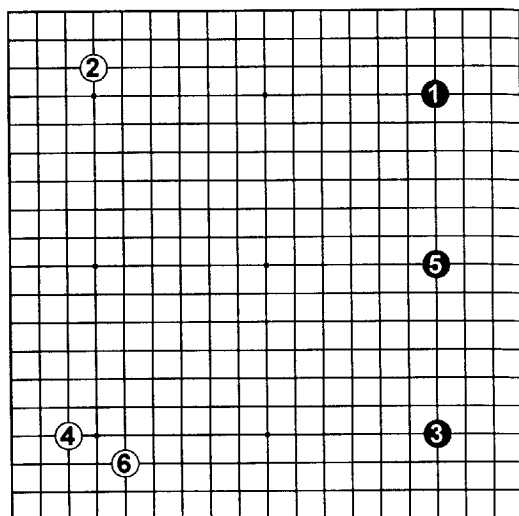


Diagram 4

Now focus on the related Diagram 5. One of last year's British Championship games started this way (BGJ 113); I may be taking my reputation, if not my life, in my hands here. In that game Macfadyen as White played well for a fairly surgical win. White's influence along the top and bottom sides, based on White 4 and 8, proved effective against the sanrensei. A 1989 game Shaw-Macfadyen like this (BGJ 77) was much less convincing for Matthew. From a canine perspective, I suppose I'm always for the underdog, but find something in my heart for a dog of my generation who can learn new tricks, too.

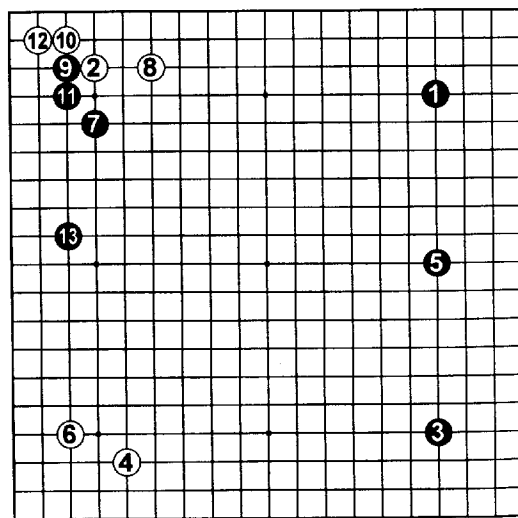


Diagram 5

Diagram 6 shows a 1993 game from South Korea, with Black making an approach move at 5 in the lower left rather than completing the sanrensei at 35. Here the Black stones were in fact held by Lee Chang-ho, in the days when he had

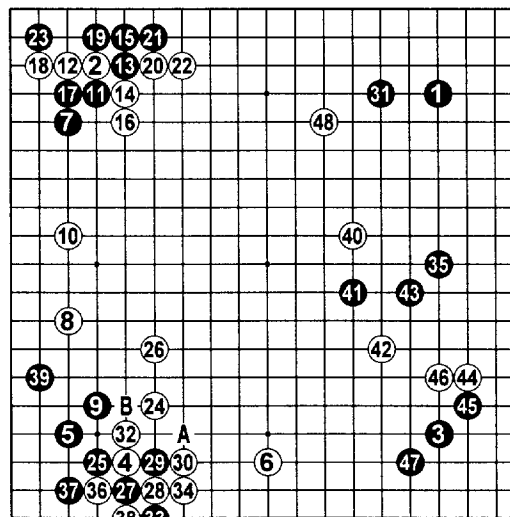


Diagram 6

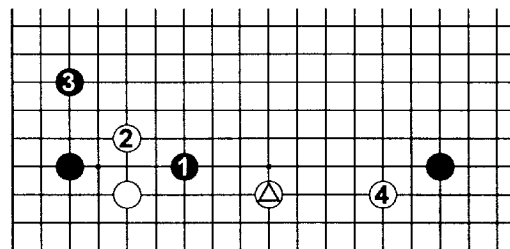


Diagram 7

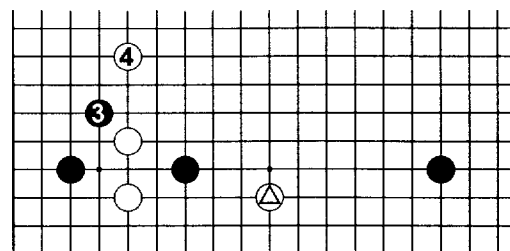


Diagram 8

the fame but the fortune was to come. The idea of playing at 5, and then transferring to the top left corner with 7 when White extends to 6, comes from the master games of the Go Seigen era. Nowadays it is just as common for Black to approach the top left immediately. In this case, up to White 48, Black ends up playing for territory (at least three of the corners) against influence.

What about the Black invasion at A, as soon as White extends to 6? White will jump out at B and there will be early fighting. This has also been seen in professional play.

I believe that croquet players have an apt term for the marked White stone in Diagrams 7 and 8. They speak of 'laying a tice': deliberately placing a ball where the opponent is tempted to hit it, but with a tricky shot. It isn't possible to predict the course of the evolving fight, but White's stone on the lower side is well placed for whatever comes next. Black's idea in Diagram 8 is to settle the lower left with the sedentary Black 3, but White 4 there has the feeling of White taking the initiative.

Perhaps it would be fitting to finish this series with that fall-back of report writers: further research on nirensai is definitely required.



British Championship Game 1

by Matthew Macfadyen

I have referred to the players as 'Black' and 'White' throughout the following; 'me' and 'him' seems a bit partisan, 'Matthew' and 'Matthew' a bit confusing.

Black: Matthew Cocke
White: Matthew Macfadyen

The broad structure of the game is already appearing at move 14. Black is going to spend a lot of moves on the upper side, and make an amount of secure territory, White is going to make large, loose territories on both sides of the board, and try to make it too dangerous for Black to invade.

Within this structure, there are some detailed arguments about, for example, how many stones Black will need to complete the upper side as territory and how easily an invasion at the lower right 3-3 point can live.

Black 15 is a very good idea. By extending short, Black makes it clear that one more stone would suffice to complete the upper side, and makes it difficult for White to find a good way of developing the lower right area which also threatens anything at the top. White 16 is more or less forced.

Black 19 is not the obvious idea. To justify playing here Black will need to develop some sort of splitting attack on the invading group at the

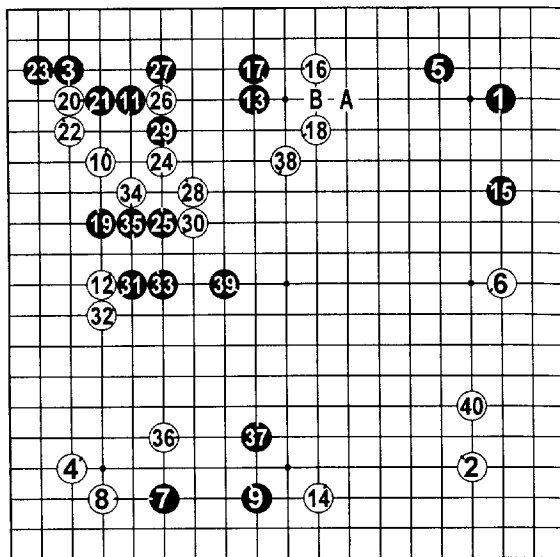


Figure 1 (1—40)

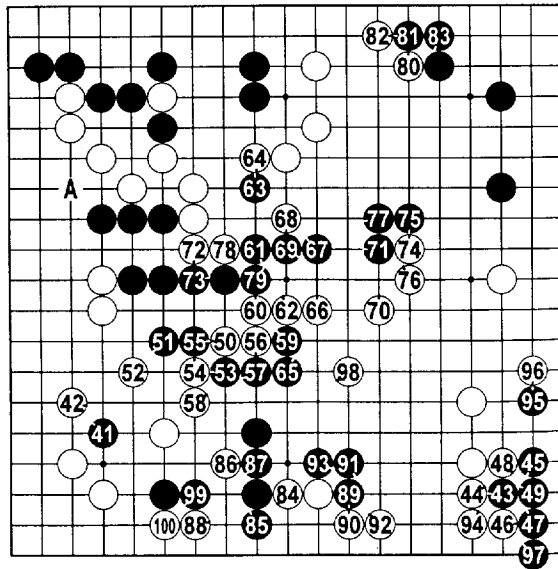


Figure 2 (41—100)

top and the loose stone cut off from the white formation.

Black 29 is not strictly necessary, but it does make the black corner bigger and stronger. The problem is that White gets sente to play 38, which effectively connects the groups Black was hoping to separate and attack. Black's sequence would work better if he could have found time for A, B, 38 at some stage. However Black is still ahead in secure territory, and White will need to do some attacking to catch up.

After Black 49, the corner is not completely alive. I had in mind a game in which Fujisawa Shuko made very effective use of this shape by threat-

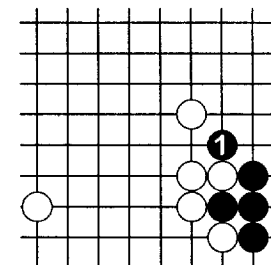


Diagram 1

ening to kill Kato's corner, but after the game we discussed this shape with Kim Seong June (The British Open Champion) who recalled a Korean professional game in which the group died, and in which the move in Diagram 1 was suggested. This simple peeping move is very hard to ignore, but any half way sensible reply

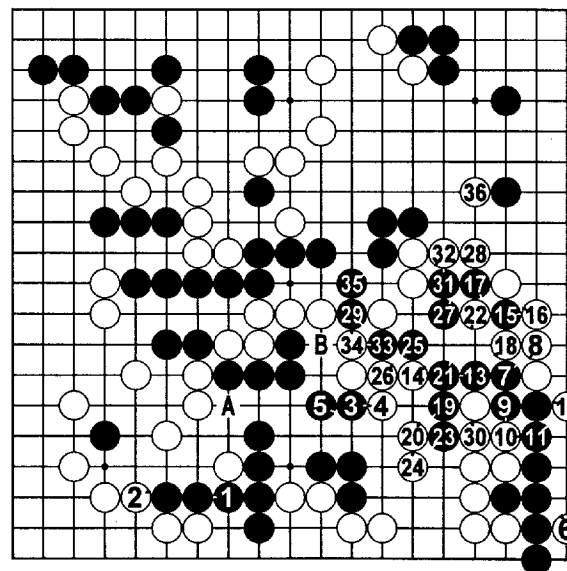


Figure 3 (101—136)

to it leaves the corner completely alive.

White 50 was an attempt to cause some fighting to happen in the centre of the board, so that the instability of the lower right group becomes an important issue. Black responded by trying to connect his groups together immediately but this did not work, white 58 was an effective move protecting all the main weaknesses at once.

Black 59 would have been good if 61 really required an answer. Otherwise it would be better not to help White run away with the cutting stones while leaving a weak point. When Black had to go back and protect at 65 the white stones were able to run towards the vital space needed for Black's corner group to make its second eye in.

At Black 71 there was a good chance to play instead at A. This threatens to connect along the left edge, and also takes the eyes from the White group.

White 76 completes White's preparations for killing something in the lower area, but there is still a problem as to whether black 77 threatens to kill something equally big at the top. I was a bit worried about a black hane to the left of 64, and patched the group up by playing 78, but this was a bit greedy. White 78 only threatens to cut, and Black can

just as well answer by playing *A* instead of 79. The exchange would actually weaken the whole white position at the top. It would have been more prudent to play 78 at *A*, making sure of having eyes for at least part of the white group and threatening to connect along the left side. Black would need to protect the thin position at the bottom and a close end-game would result.

But once Black played the lazy connection at 79, and continued obediently with 81 and 83, the prospects of a large scale attack in the upper area receded. White 84 starts to ask serious questions about eyes.

White 106 could also try to kill the other group by playing at *A* in Figure 3, but whatever happens Black is in trouble.

The Black group struggles vigorously, but White keeps calm, and makes sure that one group or the other can be killed while covering as many cutting points as possible. Black 129 is a sharp move which cuts some stones off in the centre, but it does not actually threaten to save the corner stones.

Black resigned at 136, which reaches a helping hand towards the remaining weak white stones as well as covering some remaining weaknesses around the dead black group.



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Friends of Go

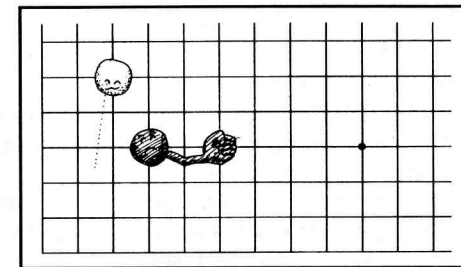
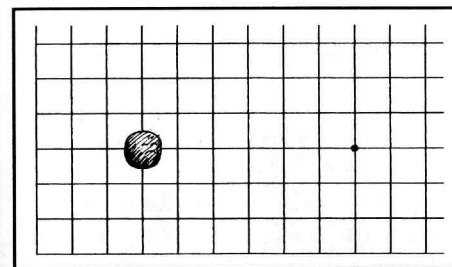
Many thanks to Alex Rix for giving £100, the first donation received. Any more well-wishers out there?

The Secret Lives of Go Stones

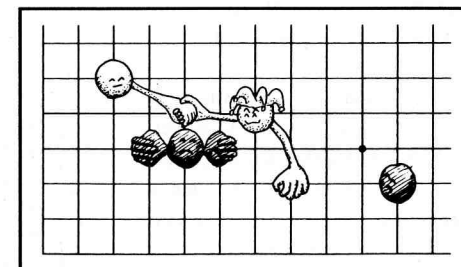
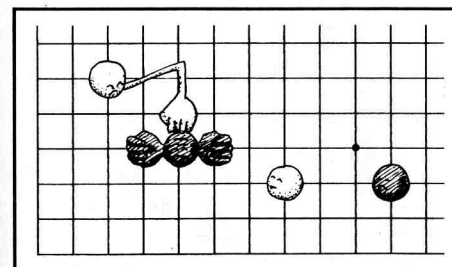
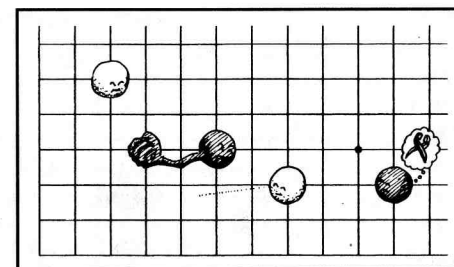
...the side of them that we don't see in real life, though we keep *talking* about it

by Henry Segerman

Episode 4: A Trick Sequence



(White plays first)



How can Black get a good result? Look out for the answer in Episode 5!

Sparkling Schooling

by Charles Matthews

I recently played a couple of interesting and just about survivable five-stone games against the ten-year old son of a Dr. Li, visitor to Cambridge University. Li junior attends a school in China at which go is taught—his teacher is of amateur 6 dan level.

Here are some sequences from the games, of interest as showing the sort of thing he has already been taught, and also pointing up a few weak points. He would anyway be among the strongest players in Europe in this age group.

The moves shown in Diagram 1 are impressive. Black 6 is a little slow, but leaves White nothing at all to aim at in this corner. Black 12 is an interesting way to take sente (this is like Problem 19 in *Strategic Concepts*). White really has to play at 13. Then Black 14 is excellent. Seong-June Kim comments that kyu players just don't play this way.

In Diagram 2 Black was playing more of his own moves. Black 3 is a defective shape; the marked White stone is ideally placed to counter this *faux* eye, a point that came up also in the second game. Black with 7 and so on has read a ladder, but not

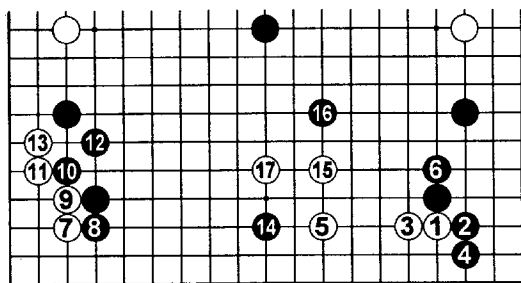


Diagram 1

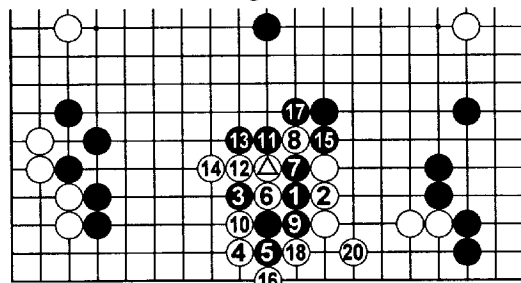


Diagram 2 (19 at 8)

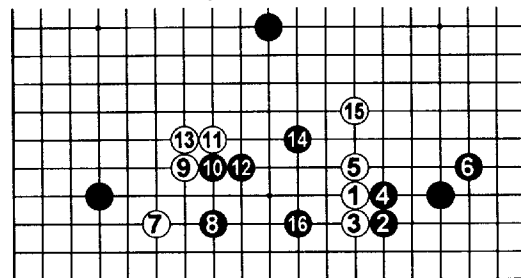


Diagram 3

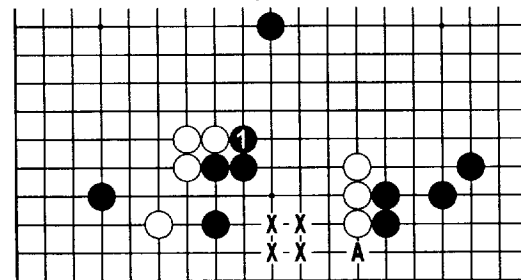


Diagram 4

perhaps the connection under with 16.

Black 19 connects at 8. Up to 20 Kim's verdict is that Black is thick. Since he also has sente this result isn't so bad in a handicap game.

From the start of the other game we played, Diagram 3 features another sequence 2 to 6 that is likely to be the result of instruction. Black 10 is good, but at Black 14 we perhaps see too much interest in capturing the White stones to the right.

Simply bending round to escape, as shown in Diagram 4, would be correct at 14 of Diagram 3. Black should anyway try not to rely on a play at one of the X points to make a base for this group. The reason is that a White play at or near A later might threaten this eyespace, while also having an adverse effect on Black's corner on the right. There is some tension here with the idea that this area affords a base play for both sides but moving out has priority, since it affects the whole board position, and if White tries to make eyes on the side too early he will fall behind.

Overall I'm impressed with Master Li's teacher. This talented young player has been given ideas that, joseki or not, are sound and practical, and also lead to good fighting positions.

Diamond Go

reviewed by
Matthew Macfadyen

Those of you who have visited tournaments over the past year or two will probably have noticed a rather attractive wire mobile decorated with small pieces of origami being discussed in a corner. This is Henry Segerman's answer to people who find go too limited—playing it in three dimensions.

There have been various attempts over the years to play go on boards other than a square grid. Simple possibilities include defining the edges of the board as equivalent so that the board is (topologically) a torus. There are also obvious options of using hexagonal or triangular grids.

It soon becomes apparent, though, that the tactical richness of go depends heavily on most of the points on the board having either three or four liberties, with some structure around the corners where there are points with fewer liberties than this so Henry's choice of the diamond crystal as the basis for his board is a good start.

I have only played on the smallest diamond board, which has 84 intersections and so might be expected to behave roughly like a 9x9 go board.

The small scale shapes are all new, and a number of differences from go soon appear. It is extremely difficult to make eyes in the centre, and the board has a lot more edge to it in proportion to the amount of centre (as well as having six corners).

The question of whether this is an enduring game of skill will eventually come down to whether experienced players are able to build a complete vocabulary of the important local shapes, and get to recognise them quickly and fluently so as to be able to handle strategic concepts without confusion. All I can say so far is that it is quite confusing for a beginner, which is not surprising. But an experienced go player should be less confused by the diamond than a complete beginner faced with go.

This is certainly an attractive object to have about the house, though it is quite delicate and I would not recommend it in households with frisky cats, or children. The playing pieces require a steady hand but with a little practice this is not a real problem.

Henry's web page can be reached by a link from the BGA pages, and lists current prices and availability. The smallest diamond, with 84 intersections, is currently listed at £25.

Why do we make Bad Moves?

by Denis Feldmann

translated by Brian Timmins
(first published in *Revue Française de Go*)

Part 3: Fixations and Inconsistent Moves

Is there any need to recall the anguish of the beginner confronted with the immense go ban and the prospect of an interminable match? It is very difficult at that point to think globally and save up some sequences 'for later'. The beginner always seeks to finish sequences, and play not too far from the last exchange. His anguish is increased by the temptation always to answer White's moves in a handicap game (as we shall see later), which leads to passive reflex play, the opposite of the description of go as a war consisting of simultaneous combats, which seems however to be the vision of the non-initiated attempting to popularise the game (cf *Go and Mao*, for example). "When I play simultaneous games, I often ask an opponent where he has just played. A stupid question! But I always have a slight fear of finding myself swindled by a play that I haven't seen." (Remark by F, our rash dan player.)

Contrasting with this attitude, the continual preoccupation of Black on a big handicap should be, "If only he stops playing sente moves, I will at last be able to launch my attack, and take control of the game."

The other type of fixation consists in thinking only about one aspect of the position: attacking a single group of an opponent who has two weak ones (that's a pity), attacking (too closely) by pushing one's opponent into a territory that he ravages and where one cannot hope to kill him (that's clumsy), cutting ("It can't do any harm") a group which could be attacked in its entirety, making it heavy etc.

Here, F. intervenes to complain as White: all these passive Black players degrade his play. Indeed it must be said that the concept of *kikashi* (a forcing move) is not easy to acquire, and can easily be confused with the bad *aji-keshi* (a play which is sente, certainly, but helps your opponent by strengthening him); if on top of that you have to check that the move is really sente... The good thing about players who are weaker than oneself is that you can be sure that they will reply. "The worst thing, in a tournament, is that if an opponent doesn't reply, my first reaction is to try to punish him immediately, which can often turn into a catastrophe if he was right..." (F)

There is however one aspect of the beginner's play which could give the impression of great flexibility: it is the lack of consistency in the following two fields:

1) *Attack or defence?* That is the major problem for the player on a large handicap. Of course, go theory explains that one must attack (to make good use of the handicap while White has not yet had time to settle himself), but sooner or later the beginner takes fright and abandons his attack ("It isn't working any more"), forgetting (fixation on the objective) that you don't attack only to kill, and also that to halt an attack in order to play a defensive move is generally less profitable than to play a defensive move first (solid play) and that this sort of choice must therefore be made at the start.

2) *Choice of direction.* It is not always easy to choose direction of play (although when in doubt one never regrets having respected the order corner-edge-centre), but to change direc-

tion because one realises the drawbacks that it presents (while forgetting the advantages that it also brings), is to confuse flexibility and indecision: a good move has two *simultaneous* objectives, but playing two contradictory moves with two successive objectives is playing two bad moves.

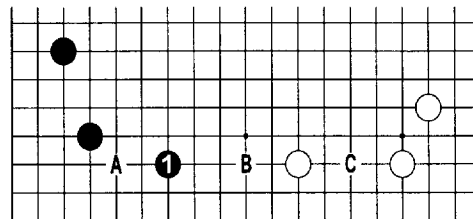


Diagram 6
The choice is between A (defence) and B (threatening C), but 1 is neither.

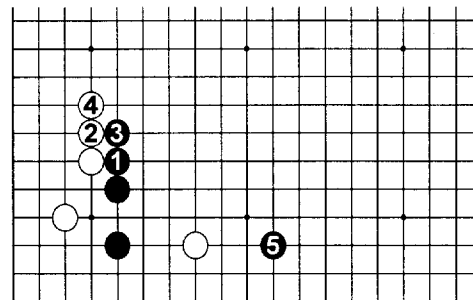


Diagram 7a
If, 'to play on both sides', White plays 4 at 5...

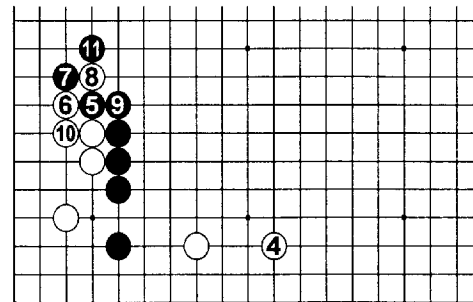


Diagram 7b
...he undergoes terrible pressure!

With regard to this, two types of technical fault arise in players around 3 kyu from a praiseworthy intention of applying this principle: on the one hand, they try to play moves partially satisfying two objectives (for an example see Diagram 6); on the other hand they try to 'play on both sides' in positions where only one is satisfactory (see Diagrams 7a, b). This type of error must on the whole be judged on technical grounds, but generally comes from a deeper psychological failing: the desire to keep everything, to have one's cake and eat it.

Cambridge versus China

by Charles Matthews

The Cambridge club played a match against the Chinese Scholars and Students Association, made up of visiting Chinese scholars at the University. It took place on 20 May and 27 May under a Chinese system of 'double meeting', both times on eight boards. Chinese rules were used for the first round, making little difference since only one game required counting, and Japanese rules for the second round. That allowed a drawn game, rare under Chinese counting. Since the CSSA players didn't have grades, Cambridge put out a team with seven dan players first time round, winning 6-2. The team for the second encounter had an average strength on the 1 kyu—2 kyu boundary, and this time the match was much closer, going 4.5-3.5 to Cambridge with all depending on the top board game that eventually came out as jigo. Liu Yunkang of the Chinese team is now recognised as 2 dan for club purposes, and four others of the CSSA, including the energetic Professor Chen Caiyu (visiting the Department of Anglo-Saxon) who set up the match, as 1 kyu.

A Bluffer's Guide to the 4-4 Point

by Tim Hunt

Part 2

Plan 1: The steady approach

The extension to *A* (in Diagram 9) or one of the similar extensions to *B* or *C* is a nice steady approach. It provides some necessary strengthening for the corner without helping Black at all. It does not have any clear-cut aim in itself, but it leaves White with a number of good follow-ups for when the time comes.

If Black does not add another move then a pincer would be very severe, so Black should extend along the top. If Black does not intend to make such an extension then the original knight's move approach was suspect.

Extensions to *P*, *Q* and *R* in Diagram 10 are all good moves. The extensions to *P* and *R* leave White the possibility of invading at *V* but often Black can deal with that by invading the corner at the 3-3 point. The extension to *S* is perhaps a little too narrow. If White can get away with exchanging *T* for Black *U* then Black ends up over-concentrated. If Black wants to extend to *S* then this might be a better option:

In Diagram 11 both sides end up with fine positions. The extension to 4 is not absolutely necessary for

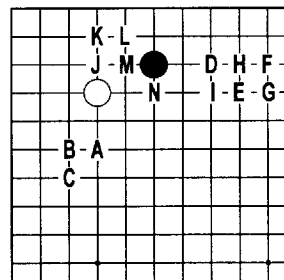


Diagram 9

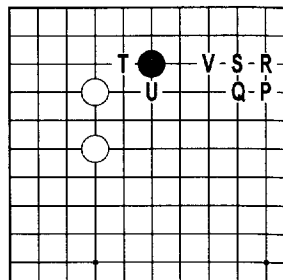


Diagram 10

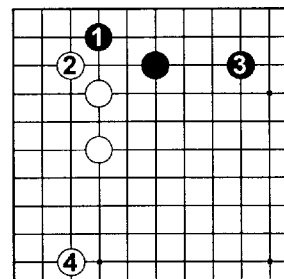


Diagram 11

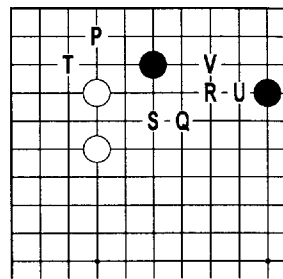


Diagram 12

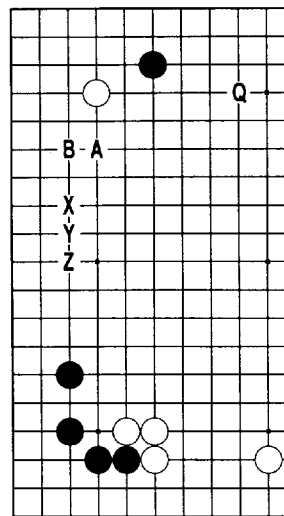


Diagram 13

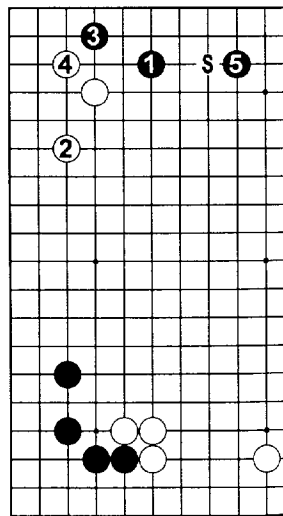


Diagram 14

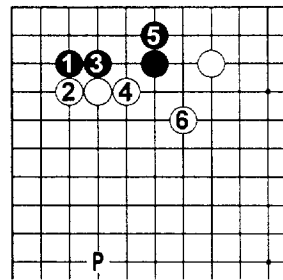


Diagram 15

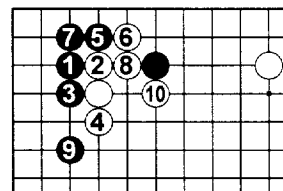


Diagram 16

White, but it is a jolly fine move so why not play it?

After a more normal, wider Black extension we start to see some of the many good follow-ups I promised you.

The invasion at *V* (see Diagram 12) has already been mentioned. There is another vital point at *U*. However it may be better to secure the corner at *P* or to build up on a large scale in the centre with a move like *Q*, whilst threatening to make these invasions. *R* is a good answer to *Q* locally. If Black wants to forestall any of these moves then *S* is a good point, possibly exchanging *P* for *T* first. And without this exchange it is still possible for Black to invade at *T*.

Plays at *B* and *C* in Diagram 9 are similar to *A*, but

being on the third line they are slightly more territory-oriented and have less influence towards the centre. In particular the moves mentioned in the last paragraph are less effective after *B* and *C* than after *A*.

Don't play *C* without a really good cause because it leaves all sorts of nonsense in the corner. The kind of position where *B* is good is when Black has a very solid position down the left side and so it is not interesting for White to extend in this direction.

If White does play *A* in Diagram 13 instead then Black will just extend to *Q* (or nearby). But then at the first opportunity Black will play *X* which undermines the corner. White could extend to *Y* or *Z* to prevent this, but that is extending towards a very solid Black position so is not very interesting for White. And there are probably still ways for Black to stir up trouble in the corner. In this position reasonable play for both is shown in Diagram 14.

But be warned that there are evil people in the world who will answer 3 at *S*, causing a messy fight.

Plan 2: Pincer to give up the corner in exchange for the outside

The next family of answers are the pincer answers, of

which *D*, *E* and *F* in Diagram 9 are perhaps slightly more normal than *G*, *H* and *I* (don't ask me why, this is just a feeling I have picked up from somewhere). The default answer is for Black to invade at the 3-3 point. Here are 2 typical sequences:

Diagrams 15 and 16: I think that a good way to think about these lines is that White clearly concedes something—the corner territory—in return for an outside wall. It is up to White to justify this by getting good value from the wall. In fact the first line should only really be used if White already has a stone at (or near) *P*. If not then Black will immediately play at (or near) *P* and White's wall will become almost totally useless. The first line is excellent when White has a san-ren-sei on the left hand side. (San-ren-sei translates literally as '3 stars in a row'. It is the Japanese name for the opening formation where one player has one stone on each handicap point along one edge of the board.)

It is interesting to compare the second example to the case when Black just invades at the 3-3 point (see diagram 4 in Part 1). Black has sacrificed a stone on the outside, but in return is not shut into the corner so much.

You will note that when White plays the pincer he has already thought ahead to the 3-

3 invasion. After the 3-3 invasion the proverb says to 'block on the wider side'. So if you think that you want to block off the left edge you play a close pincer as in the first line. If you want to block off the top you play a distant pincer as in the second line.

Like all things in go there are exceptions. Furthermore, if Black wants to make trouble he can respond to the narrow pincers by making a 1 point jump into the middle, and respond to the wide pincers by making a double kakari (i.e. playing a knights move on the other side as well). All of these make a mess and there are potential complications even if Black does play the 3-3 invasion as expected.

Plan 3: Lean on the top to build up on the left

Next there is the contact on top answer to the knight's move approach (*N* in Diagram 9). Basically there are two lines:

Diagram 17: White can take a big corner. Next Black should defend at *X*, *Y* or *Z*, then White should play *A* or similar, then Black should extend along top to avoid being pincer. The objection to this is that Black has been strengthened unnecessarily at the top, and there is still possible nonsense in the corner starting

with something like Black *P*. However this can be good when it makes Black over-concentrated at the top.

Diagram 18: White seems to be building up on a grand scale. But again Black has been strengthened unnecessarily. Also you have to know what happens if Black pushes through at *Q*, then cuts. It doesn't work but refuting it is hard. Also White only has a moyo, not territory.

Also, there are ways for Black to cause trouble by responding to White 1 other than at Black 2 in diagrams 17 and 18.

Plan 4: Take the corner territory whilst attacking

And finally there are the answers *J*, *K* *L* and *M* in diagram 9 where White blocks off the corner. These moves are not really in the spirit of White's original move on the 4-4 point. They can be a bit inefficient unless they also serve to attack the Black stone. However, here is an example of one of these moves at its best, in Diagram 19.

Another good use of these moves is when White has already played one move near the corner stone (see Diagram 20).

Of these *M* is a slightly special case. It provokes Black to play 2 in Diagram 21, but it

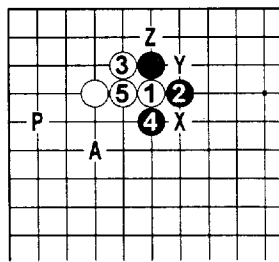


Diagram 17

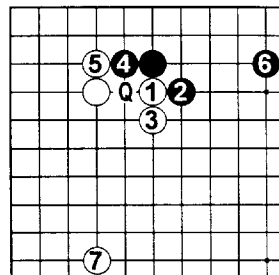


Diagram 18

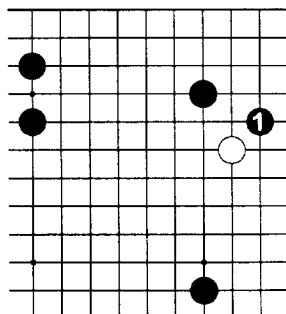


Diagram 19

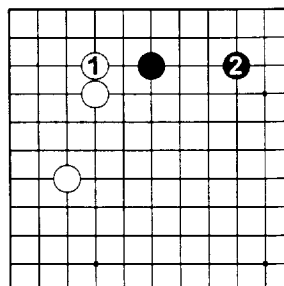


Diagram 20

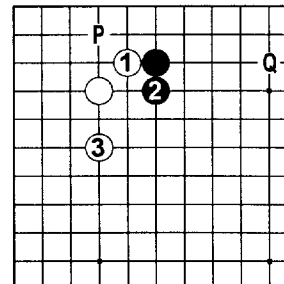


Diagram 21

does not actually stop the corner being invaded. The sole purpose of this move is to prevent Black from sliding to *P* to make eyes, and to make Black heavy. This is relevant when White already has a stone in place near *Q* (for example in a high handicap game, reversing the colours of course) and so Black is being attacked severely. If there is no white stone near *Q* then Black will extend there and get an excellent 3 space extension from a 2 stone wall. There is no possible way in which it could be good for White to give Black a free gift like this.

Summary

I hope this has been a useful survey of the possibilities of the 4-4 point. *Opening Theory Made Easy* (by Otake Hideo) says, "Be flexible in deploying the star point." I certainly seem to have demonstrated that there is plenty of flexibility avail-

able. In fact I have probably tried to describe too many different options. Don't worry about taking it all in. Just try and remember some of the different flavours of moves. And remember the knight's move approach and the one point jump response. These are the moves that preserve flexibility.

Dan Stromberg turned my original article into an SGF file which is available from <http://nis.acs.uci.edu/~strombrg/lessons/odin-question.sgf>. You might find this helpful. Alternatively you might find that entering all of these moves into your favourite go editor was a useful exercise, forcing you to think, at least momentarily about each move.

Thanks to Odin Maxwell for donating the nice wood-textured background.

The above is a piece of original writing by me, and as such should not be copied without my permission. It does not, however, pretend to be sparkingly original. On the contrary I have only attempted to present the most basic and orthodox views here. I would like to take this opportunity to thank the many go players and the authors of the books from which I have acquired this knowledge over the years.

Coming Events

Wanstead will be holding a one-off tournament on 16 October combining a 4 round McMahon full board tournament with the UK small board Youth Championship. Contact is Alison Jones.

On 17 October there will be a teach the teachers day at Woodford Green. Contact Tony Atkins for details.

Cambridge Chess and Go Club are holding an event on 21 November. This will also include the 13x13 UK championship. Contact Charles Matthews for more details.

The Toyota European Go Tour starts January 2000 where selected majors are Tour events.

The date of the Dublin Tournament is now fixed as the weekend of 1st to 2nd of April 2000.

Note for Newcomers

On long game figures each numbered stone has a tiny pointer on the edge to indicate where to find the next move.

BGA Training Events

by Alison Jones

The BGA held two training events in the first half of 1999. These were a ladies go and social weekend in February and an event aimed at improving the playing of our stronger players held in June.

Player development is one of the activities being promoted by the BGA Council, which is currently considering a programme of events for the year 2000 with Matthew Macfadyen. If you have any suggestions for inclusion in this programme please contact Matthew or Alison Jones.

A Politically Incorrect Event

Prior to the weekend in Leamington I received a lot of comment from other members of my club about the sexist nature of the women's training weekend. Normally I am against positive discrimination and quotas of any sort. But, having enjoyed the event the previous year, I was looking forward to this one. And I was not disappointed. Politically incorrect and sexist the event may be, but it's a lot of fun and inspirational as well.

The weekend was a mixture of formal training sessions, playing games and eating. In fact eating was a big part of the weekend. We were lucky to have some excellent cooks amongst our number, (not me), who certainly contributed to the good time had by all.

In her former life in China, Guo Juan had received coaching on how to be a good go teacher. As she explained to me, it is not enough to be a good player. You have to know how to relate to your pupils— whatever their ability. I continue to be amazed at the quality of

Guo's teaching. We ranged in ability from 2 dan down to 23 kyu and yet Guo managed to make the group sessions of interest to us all.

I have read some of the standard yose books that are available through the BGA bookshop—and thought that I had a reasonable knowledge of basic end game moves. However Guo managed to show me some new things here when we were looking at sacrifice stones.

I am not normally very good at reading through someone else's game. But the session that really kept everyone's attention was when Guo took us through her thought processes behind one of her recent games. At intervals we all studied the position and had to choose a follow up move. As she showed us, we could all find the big moves when we tried.

As in the previous year, I came away from the weekend motivated and inspired to improve my game. In answer to my fellow club members' criticism that we were all having a pyjama party, I am now organising the BGA's training weekend for stronger players. Whilst I am sure that Guo's teaching will be just as good as this, I can't help thinking that the men won't have as much fun as we did.

UK Go Master Class

In a fit of enthusiasm following Guo Juan's teaching at the women's weekend, I volunteered to organise the UK go master class. There was a strong element of self interest here. We had decided to limit the weekend to players of 3 dan and above initially, not really being sure of the demand. By hosting the weekend, I could ensure that I was able to attend some of the sessions despite not meeting this criterion, (although I had not appreciated all the work involved when thinking this). In the event, a number of keen 2 dans requested any spare places that were going whilst there was a noticeable

lack of response from the five dans, so the attendees ranged from 2 dan to 4 dan.

I was fortunate to rope in some helpers—Kirsty Healey scribed throughout the weekend and produced the follow up booklet with Matthew Macfadyen whilst Simon Bexfield proved an excellent cook. My thanks to both Kirsty and Simon for helping to ensure the weekend ran so smoothly. (We were luckily not aware of the last minute panic that occurred in Amsterdam as Guo nearly missed her flight and had to sprint for the plane.)

Matthew Macfadyen (6 dan) had been due to attend but withdrew at the last moment due to family commitments. This was fortunate as the theme of the weekend was how to beat Matthew. We were told that "Matthew is a very strong player and very good at reading. His weakness is that he is often too focused on a single objective—the one-way street. The way to beat him is to play flexibly— there are many ways to get to Beijing. When we play flexibly, we don't need to fight, just give our opponent what they want and take something larger for ourselves." Whenever I lose a group in a game I now justify it by claiming to be playing 'flexibly'.

Guo's teaching was very popular and I was surprised at the stamina of everyone. At break times and during lunch a hard core of players could always be found poring over a go board. Many of those players have since been seen at tournaments trying to put into practice some of what we learnt during the weekend, although no-one succeeded in beating Matthew Macfadyen at the subsequent Barmouth tournament.

Initial feedback has been very positive and we will consider running further such events in the future.



Data-Point Calculation for the Game of Go

by Roger Daniel

1. A go board has $19 \times 19 = 361$ intersections.
2. An average game of go has 220 moves.
3. Therefore an average position has 110 stones on the board at any time.
4. To make a constant visual distinguishment and recognition of the black and white colours of the pieces with respect to the board, the countenancing capability is 2 per stone. Therefore the value of the stones per average position is $110 \text{ stones} \times 2 = 220$.
5. The average number of empty intersections is the fixed number of intersections minus the average number of stones on the board at any one time. $361 - 110 = 251$.
6. The value of the average position is the value of seeing the stones and the intersections, ie. $220 + 251 = 471$.
7. Total average value of game = value of average position multiplied by the average number of positions. $471 \times 220 = 103,620$.
8. Therefore the average game of go takes *one hundred thousand* data-points to play.

Keep going!!!

Essay: Flow Options in the Fuseki

by Roger Daniel

For beginners and kyu players

Price £3, obtainable from:

Roger Daniel, Flat 13, Monkridge, 81 Crouch End Hill, London N8 8DE.

Practising the Yasuda Method

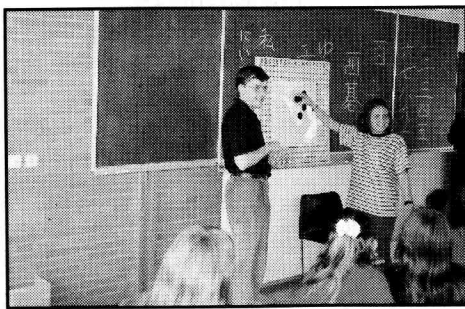
by Tony Atkins

A few years ago Yasuda Yasutoshi, an up and coming Japanese professional, heard a news story of a teenager who died whilst playing with a rope. This seemed to be a polite way to say he hanged himself, which made Mr Yasuda ponder on what had become of the younger generation.

Certainly hardly any young people played go in Japan, so go seemed to be the answer. Yasuda decided to dedicate himself to spreading go to the school children of the world. He started visiting schools and met with failure. Go was too complicated and he too boring to attract the children.

So he honed his teaching method and turned his initial failure into success. Nowadays his only failures are schools where the teacher does not believe in his methods and insists the children play dan-level moves immediately.

His method now is to firstly grab the children's interest—he tells them a funny story or sings them a song. Whatever he does depends on the age group of course, for example kindergarten games for the very youngest. Then with



German School, Darmstadt



Tony, Yuki, Micha, Paola and Mathias

minimal explanation he gets the children playing capture go. Then there's no looking back as the children generate their own enthusiasm and learn more about the game. Yasuda even claims his teaching leads to excellent therapy for handicapped people, with miraculous results.

Many have been won over to this way of teaching, such as Mr Ao who I visited in Japan last November, and Shigeno Yuki, the Japanese pro now based in Milan.

I was lucky to experience Yuki's teaching first hand in May. She and I had both been invited to Germany for a week by Michael Marz who had returned home from his spell in Birmingham and was now organiser of the Darmstadt Tournament. At 8:00 on a Wednesday morning I was in a German school ready for three sessions with groups of 60 German 11-year olds.

In the Yasuda fashion for the first half of the session we entertained them—no singing or stories, but cultural stuff about where we came from, what the Japanese did, how they wrote and so on. However we were surprised to be entertained back as one girl could write Japanese and two boys wanted to demonstrate their prowess at judo and karate.

The second half of the session was the capture go lesson. First explain how to place on the



Yuki versus Micha

intersections, second explain that surrounded stones get captured, thirdly get the kids to work out how to do this with only four stones.

From then on it was table against table at team go. Unfortunately interclass rivalry and lack of teacher control meant this got very loud; half the room shouting out good moves and the other half bad, at the poor unfortunate whose turn it was.

Good advice we learnt the hard way is to stop the tournament as soon as all the tables from one class are eliminated, otherwise the other class turns off. Anyway, each child was sent on their way with a copy of *Go and Asia* (German edition), a paper board and stones, and the chance to go to the tournament for another session on the Friday. Unfortunately as it was a bank holiday weekend only one of the boys and a friend turned up.

Paola Maneggia and Mathias Kegelmann had turned up too by now, so there was quite a BGA presence at the Tournament, though we graciously let the Germans win all the prizes. Jochen Tappe (2 kyu) won the Friday night Rapid Play, and Anton Grzeschniok (3 dan) won the Tournament.

After this the top two players of the region played a game to determine the Hessian Champion; I recorded the game and down the corridor

in the main hall Yuki commented on their play. Anton beat Kai Gogl (3 dan) by three and a half, reversing their result in the tournament.

All this took place in an old manor house set in a park, which made this a rather pleasant event. The whole week was much fun with trips to go clubs, bars, restaurants, the Russian Chapel, the Odenwald with its boulder strewn hillside at Felsenmeer and to the local asparagus farm to buy the white variety which was in season.

Having used the Yasuda method, what happens next? Well, after capturing one stone to win, you increase the target up to 3, 5 and so on up to capture as many as possible. When asked how do you get them to learn full go, Yasuda could only answer that the children would go to uncles and grandparents who play and soon would be playing the game we know and love.

However this would not work so well in the west, so the EGCC are producing a follow up to *Go and Asia* that will teach the rest of the rules. Moreover it is important that local players are in contact with a school or group of children and help keep them playing and learning. And that's where you come in.

The BGA can provide *Go and Asia* leaflets free of charge if you are in contact with a school or group of children who want to learn go. In addition there is a Teachers' Guide, so a school can learn capture go unaided, and cardboard 9x9 sets for the school to keep. Also grants can be made towards purchase of equipment both by the BGA and by the Castledine and Barnes Trusts. In addition Yuki is planning to visit south-east England in October for a week, so if you would like a visit or any leaflets or go sets contact myself or Paul Smith, BGA Youth Co-ordinator.



BGA Finances

by Alison Jones

At the AGM held in April of this year some of the BGA members requested more explanation as to the finances of the Association. In this article I explain the sources of income for the Association and how we spent our money in 1998.

1998 Accounts

At the 1998 AGM Toby Manning, BGA auditor, promised to follow up on an accounting discrepancy in the presented accounts. He has now done so and reported back to the Council that he is satisfied that the numbers shown for membership subscriptions were accurate and were supported by the underlying records. He has corrected the numerical error that was identified at the AGM and represented the accounts.

Included below is a summary of our income and expenditure in 1998. I have reformatted the accounts for 1998 that Toby Manning has agreed, although the underlying numbers remain the same. The new format reflects the way in which we conduct Council business and more clearly shows the split between necessary ongoing expenditure (member services and tournaments) and more ambitious plans for player development and outreach activities. The categories shown are summarised. Greater detail will be available in the 1999 accounts which will be published in advance of the next AGM.

Stewardship Issues

One of the reasons that I have reformatted the accounts was to take account of the new Friends of Go scheme and the Pair Go Promotion Partners scheme that have been set up. It is important that we can separately identify monies re-

lating to these initiatives and show where the money has been spent. Accordingly the balance sheet will show the Association's reserves split between funds for these specific schemes and the general funds available for ongoing activities. Separate income and expenditure accounts will be produced for these schemes to demonstrate how money raised has been spent. Accounting in this way means that if the projects for which the funds are collected do not go ahead, then the monies will be returned to the donors or their permission sought to merge them with the general reserves.

Our first proposals for projects to be supported by Friends of Go will be set out in the next journal.

I believe that ring fencing of special funds in this way is a prerequisite before we can collect significant sums for any longer term projects so as to prevent any mutuality issues arising in the future. Building our balances is not an end in itself but is designed specifically to promote go.

What the Subscription Covers...

The accounts demonstrate that the subscription money we collect broadly covers the direct costs of members services. The tournament levies cover the majority but not all of the costs associated with tournaments. These include the provision and repair of boards and sets.

However we are relying on the BGA Books income to top up shortfalls in both these areas and to cover related administration costs for the Association, with any surplus being available for special projects. It is for this reason that the Council has been raising the subscription in recent years. To keep our finances on a stable footing the subscription should cover all direct member costs so that there is no financial disadvantage in attracting new members. This leaves spare income from BGA Books available to develop and promote go to attract new members.

Income & Expenditure

	Notes	1998 £
Subscriptions	1	5,091
Tournament levies	2	1,382
BGA Books Ltd		3,600
Other	3	590
Total income		10,663
Member services	4	5,586
Tournaments	5	1,962
Player development	6	—
Outreach	7	420
Administration	8	2,149
Total expenses		10,117
Net surplus for year		546

Balance sheet

	Notes	1998 £
Equipment	9	3,031
Debtors (BGA Books)		7,902
Cash	10	6,018
Future subscriptions	11	(3,374)
Other creditors		(241)
Net assets		13,336
General reserve		13,336
PGPP	12	—
Friends of Go	12	—
Total reserves		13,336

Notes to the summarised accounts

1. This figure represents subscriptions collected that relate to the 1998 calendar year. Adjustments are made to remove amounts prepaid for future years.
2. Tournament levies are based on the number of people playing in a tournament.
3. Other income includes bank interest, advertising and profits from tournaments underwritten by the BGA.
4. Member services include the newsletter and journal production and postage costs and the affiliation fees per member due to the European Go Federation and International Go Federation.
5. Tournament expenses include the candidates, challengers and pair go events, engraving and equipment repairs and an amount to cover depreciation on equipment. (Depreciation is a measure of the wearing out of the equipment so that we spread the cost of sets over their useful lives.)
6. No costs were incurred directly in this category in 1998. It is an area we are currently developing with initiatives such as the women's teaching event and the stronger players master class in 1999.
7. Outreach refers to any publicity and promotion activities that we undertake.
8. Administration covers travel, postage and stationery costs, computer maintenance and running costs, bank charges and other miscellaneous expenses. The figure is inflated in 1998 as the go information leaflet production costs were included under stationery in the accounts presented to the AGM. They would be better classified under outreach.
9. Equipment represents the cost of computers, sets and clocks reduced by depreciation (see note 5).
10. Our accounts are drawn up at the end of December of each year. The majority of our subscription income is received by this date, in advance of the year to which it relates, which is why our cash balances always appear high at this time.
11. Subscriptions received in advance which do not relate to the current year.
12. Donations to Friends of Go and Pair Go Promotion Partners will be kept in segregated reserves and will not be available for ongoing activities.

British Go Association

* Indicates new information

School clubs are listed separately

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

Billericay: Guy Footring, 01277-623305. Meets Mon.

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

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

Bournemouth: Neil Cleverly, 6 Swift Close, Creekmoor, Poole, Dorset, BH17 7UZ. 01202-659653. Meets at 24 Cowper Rd, Moordown, Tues 8pm.

* **Bracknell:** Clive Hendrie, ICL, Lovelace Rd, Bracknell RG12 4SN 01344-475741. Meets at Duke's Head, Wokingham, Tues 8pm.

Bradford: Kunio Kashiwagi, Danehurst, Hurst Road, Hebden Bridge, W. Yorks HX7 8HU. Meets at Prune Park Tavern, Thornton, Wed 7pm.

Brighton: Steve Newport, 70 Northcourt Rd, Worthing BN14 7DT. 01903-237767. Meets at The Queen's Head (opposite Brighton Station), Tues 8pm.

Bristol: Antonio Moreno, 21 Sefton Park Rd, St Andrew's, Bristol BS7 9AN. 0117-9422276. Meets at Polish Ex-servicemen's Club, 50 St Paul's Road, Clifton, Bristol, Tues 7.30pm.

Cambridge Chess & Go Club: Paul Smith, 2 Townsend Close, Milton, Cambridge CB4 6DN. 01223 563932. Meets Victoria Road Community Centre, Victoria Road, Fri 6.15 to 7.45pm. Caters for beginners and children.

Club List

Cambridge University & City: Charles Matthews, 60 Glisson Rd, Cambridge CB1 2HF. 01223-350096. Meets at Alexandra Arms, Mon 7.30pm; the Erasmus Room, Queens' College, Tues 7.30pm (term); coffee lounge, 3rd floor, the University Centre, Mill Lane, Thurs 7.30pm; CB1 (café), 32 Mill Road, Fridays 7-8.30pm;

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

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

Dundee: Bruce Primrose, 01382-669564. Meets weekly.

Durham University: Paul Callaghan, Dept of Computer Science, South Rd, Durham DH1 3LE.

* **Edinburgh:** Phil Blamire, 2 Cortleferry Grove, Dalkeith EH22 3HX. 0131 663 0678. Meets at Postgrad Students' Union, 22 Buccleugh Place, Wed 7.15pm.

Epsom Downs: Paul Margetts, 157 Ruden Way, Epsom Downs, Surrey KT17 3LW. 01737-362354. Meets Tuesdays 7.30.

Glasgow: John O'Donnell, Computing Science Dept, Glasgow University, Glasgow G12 8QQ. 0141-3305458. Meets term time at Research Club, Hetherington House, 13 University Gardens, Thurs 7pm.

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

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

September 1999

HP (Bristol): Andy Seaborne, 17 Shipley Road, Westbury-on-Trym, BS9 3HR. 0117-9507390. Meets Wed & Fri noon. Please ring in advance for security clearance.

Huddersfield: Deric Giles, 83 Ashdene Drive, Crofton, Wakefield, WF4 1HF. 01924-862726. Meets at the Huddersfield Sports Centre, Tues, 7pm.

Hull: Mark Collinson, 12 Fitzroy St, Beverley Rd, Hull HU5 1LL. 01482-341179. Meets Sat 7.30pm.

* **Ipswich:** Vince Suttle, 10 Carlford Close, Martlesham Heath IP5 3TB. 01473 625111. vince.suttle@bt.com

Isle of Man: David Phillips, 4 Ivydene Ave, Onchan IM3 3HD. 01624-612294. Meets Mon 7.30pm

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

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

Leicester: Eddie Smithers, 1 Tweed Dr, Melton Mowbray, LE13 0UZ. 01664-857154. Meets Thurs from 7.45pm at Richard Thompson's house. For details ring Eddie, or Richard (0116-2761287).

LONDON

Central London: Geoff Kaniuk, 35 Clonmore St, London, SW18 5EU. 0181-8747362. Meets in Daiwa Foundation, Japan House, 13-14 Cornvall Tee, NW1, Sat 2pm. Please press doorbell marked 'Go' and wait 3 minutes.

* **Docklands:** Mark Graves, 0171-888-1306 (work). Meets Henry Addington Pub, Canary Wharf. Tues from 6pm.

September 1999

Nippon Club: K. Tanaka, 8 Dovecourt Rd, SE22 8UW. 0181-6937782. Meets in Samuel House, 6 St Albans St, SW1. (near Piccadilly Circus tube station) Fri 6pm-10.30pm.

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

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

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

Twickenham: Neil Hankey, 432 Staines Road, Twickenham TW2 5JD. 0181 894 1066 (home), 0181 954 2311 (work). Meets Sunday evenings

Wanstead & East London: Jeremy Hawdon, 22 West Grove, Woodford Green, Essex IG8 7NS. 0181-5056547. Meets at Wanstead House, 21 The Green, Wanstead E11, Thurs 7.15pm.

Maidenhead: Iain Attwell, Norhurst, Westmorland Rd, Maidenhead. SL6 4HB. 01628-676792. Meets various places, Fri 8pm.

Manchester: Chris Kirkham, 201 Kentmere Rd, Timperley, Altrincham WA15 7NT. 0161-903-9023. Meets at the Square Albert in Albert Square, Thurs 7.30pm.

* **Monmouth:** Gerry Mills, 10 Vine Acre, Monmouth, Gwent NP25 3HW. 01600-712934. Meets alternate Sundays.

Club List

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

Norwich: Tony Lyall, 01603-613698. Meets last Wed of month.

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

Oxford City: Richard Helyer, The House by the Green, Rope Way, Southrop, Hook Norton, Oxon. OX15 5QB. 01608 737594. Meets at Freud's Café, Walton Sreet, Tues 6pm. Check with Richard that Freud's is available.

Oxford University: Henry Segerman, St John's College. Meets in Besse 1.1, St Edmund Hall (term only) Wed 7.30-10pm.

* **Plymouth:** Liz Tompkins, 231 Old Laira Road, Plymouth PL3 6BW. 01752-671741. Meets at the Caffeine Club, Tues from 8pm.

Portsmouth: Neil Moffatt, 28 Lowcay Rd, Southsea, Portsmouth PO5 2QA. 01705-643843. Meets various places, Sun 1pm.

Reading: Jim Clare, 32-28 Granville Rd, Reading RG30 3QE. 01189-507319 (h), 01344-472972 (w). Meets at 37 Helmsdale Close, Reading, Thurs 18.30.

Shrewsbury: Brian Timmins, The Hollies, Wollerton, Market Drayton, Shrops TF9 3LY. 01630-685292.

South Cotswold: Michael Lock, 37 High St, Wickwar GL12 8NP. 01454-294461. Meets at Buthay Inn, Wickwar, Mon 7.30pm.

* **S.E. Wales:** Jeff Cross, La Morna, Machen Rd, Broadwell, Coleford, Glos. GL16 7BU. 01594-832221. Meets Newport or Cardiff, Tues/Wed 7.30pm.

British Go Association

St Albans: Alan Thornton, 63 Hillfield Rd, Hemel Hempstead HP2 4AB. 01442-261945, or Richard Mullens 01707-352343. Meets at The Mermaid, Wed 8pm.

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

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

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

West Cornwall: John Culmer, Rose-in-Vale, Gweek, Cornwall TR12 7AD. 01326-573167. Meets Flat 4, 25 Lenoweth Rd, Penzance, Thurs 7.30pm.

West Wales: Jo Hampton, 1 Glangy-Don, High St, Barmouth LL42 1DW. 01341-281336. Baron All-day, Llys Mynach, Llanaber Rd, Barmouth LL42 1RN. 01341-280066.

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

Winchester: Mike Cobbett, 24 Hazel Close, Hiltlingbury, Hants SO53 5RF. 01703-266710 (h), 01962-816770 (w). Meets mostly at Black Boy, Wharf Hill, Bar End, Wed 7pm. Check with M. Cobbett.

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

Club Secretaries' e-mail addresses are on page 46

Counting Liberties: The L group

Part 1

by Richard Hunter
hunter@gol.com

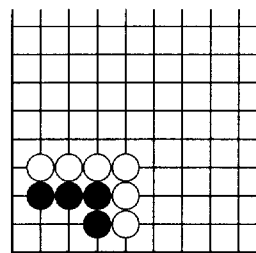


Figure 1

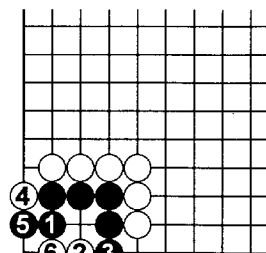


Diagram 1a

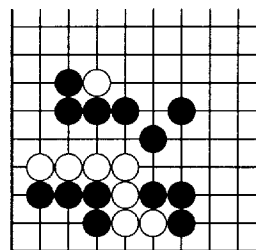


Figure 2

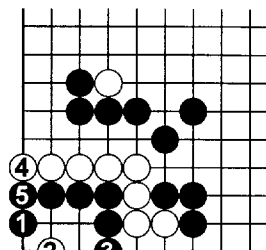


Diagram 2a

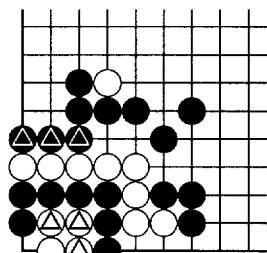


Diagram 2b

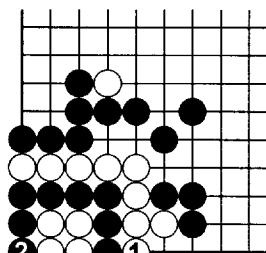


Diagram 2c

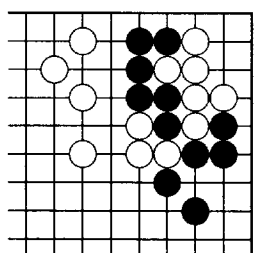


Figure 3

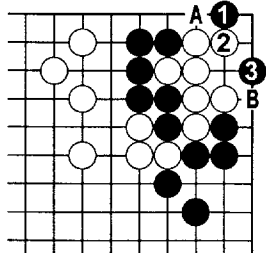


Diagram 3a

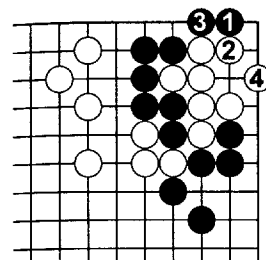


Diagram 3b

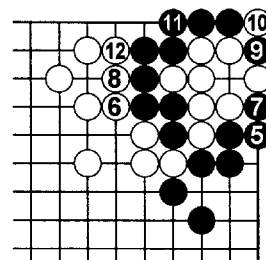


Diagram 3c
13 at 9

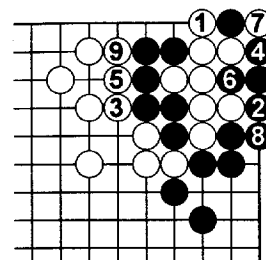


Diagram 3d

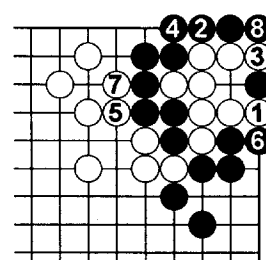


Diagram 3e

The L group is dead.— This well-known proverb tells us that the position shown in Figure 1 is settled: the black group in the corner cannot live even if Black plays first. Most books on life and death show that it cannot make eyes, as in Diagram 1a, for example. However, if the surrounding white stones are not alive in their own right, White may actually have to remove the L group from the board. How many liberties does the L group have?

Consider Figure 2. The white stones are surrounded and cannot make two eyes, so sooner or later, White will have to fill in Black's liberties and remove the L group. But how many liberties does White need in order to win the capturing race. It's important to know whether a black move filling a liberty is sente or not, because there is a big difference between playing elsewhere in safety and dying through miscalculation. Of course, you could wait until the position arises in a game and read it out then, if you wish, but a little studying in advance is well worthwhile.

In previous parts of this series, we saw that if the liberties counts are equal, then the position is unsettled and whoever plays first wins; if they are different, then the position is settled. The problem here is to count the liberties on each side. The

L group is a rather complicated position, and it's difficult to assign it a single specific number of liberties. It's also not exactly trivial to count the liberties on the surrounding stones. Instead, we are going to look at various positions this. But Black 3 makes a where the surrounding big eye, and as we know, big eyes have more liberties than the size of their eye-space. After Black 5, and the results. Then we'll derive some simple guidelines that will give you a rough idea of what to do and how to calculate the relative strengths of various positions. People who want more precise answers

are welcome to study more deeply by themselves. Diagram 2a: Black 1 is the key move for maximizing liberties. It's not a very promising way to try and make two eyes, since White 2 clearly prevents this. But Black 3 makes a big eye, and as we know, big eyes have more liberties than the size of their eye-space. After Black 5, you should be able to count Black's liberties in a flash: $8-1+1=8$. White might seem to have eight liberties too, and since it's his turn, you might expect him to win. However, after adding three moves for

each side in Diagram 2b, we see that White's only move is to play atari in Diagram 2c. After Black captures at 2, his four-point eye is worth five liberties, while White only has four liberties. White 1 in Diagram 2c is an inside liberty that belongs exclusively to Black and not to White. So, going back in Figure 2, White actually has only seven liberties, which is not enough to win if Black plays first.

Figure 3: This time the colours are reversed. (There is a popular convention that problems should always be Black to play.) Black only has five physical liberties, so if White plays first he wins easily, in the manner shown in Diagram 2a. So we'll focus on what happens if Black plays first. The 2-1 point of Black 1 in Diagram 3a is the vital point. White's best response is 2. Then Black 3 is the eye-stealing move. Check for yourself that White 2 at A quickly dies after Black 2. Diagram 3a is the foundation on which the rest of this article builds. The next question is whether White should play A or B. It would be nice if the answer were always the same, but it's not. The correct choice depends on the arrangement of the surrounding stones and their liberty count. Although Black 3 in Diagram 3b does actually achieve the same result, it just makes things easy for White. I belong to the school of go that advocates setting the opponent difficult choices. Diagram 3c ends in ko with Black taking first. If White blocks at A in Diagram 3a, we get Diagram 3d. After White 9, Black takes the ko (left of 7), so White has to make the first ko threat. That's equivalent to Diagram 3c, and it's the best result for Black, if White plays optimally. After 3 in Diagram 3a, for

White to block at *B* is a mistake. It leads to Diagram 3e, where White dies unconditionally. White could throw in with 3 at 4, but in this position, it makes no difference. The 2-2 attachment in Diagram 3f is a move worth knowing, but the descent at 3 is bad. It reverts to the line in Diagram 2a, so Black loses unconditionally. Black's follow-up is the diagonal move in Diagram 3g, which aims at playing the throw-in on the 1-1 point at some suitable time later in the game. The result is ko, but since White captures first and gets to tenuki once at 6, it's not such a good ko for Black as Diagram 3d. Nevertheless, it will come in handy later, in positions where Black has fewer liberties. White cannot avoid the ko by playing at 1 in Diagram 3h. Although White 5 captures three stones, Black throws in at 1 in Diagram 3i and makes an extra liberty for his stones when he captures with 5.

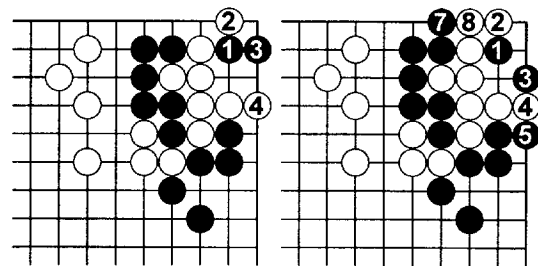


Diagram 3f

Diagram 3g
6 elsewhere

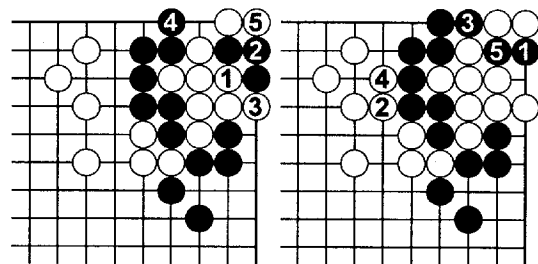


Diagram 3h

Diagram 3i

Figure 4: This position is similar to Figure 3, but Black's isolated stones are on the other arm of the L group. The result is similar, but not identical. After adding the basic moves (see Diagram 3a), White 1 in Diagram 4a is the correct block. This is on the long arm of the L group as before, but this time it's the arm away from the capturing race. The result in Diagram 4b is ko, but White has to play an approach move at *A* before he can resolve the ko (which he does by playing atari from the back at *B*). This is a better result for Black than Diagram 3c, so the conclusion is that Black is slightly stronger in Figure 4 than in Figure 3. Blocking the other side, at 1 in Diagram 4c is a mistake like before. White dies unconditionally. The effective difference between Diagrams 4b and 3d is the location of Black 6. In Diagram 4b it's on an outside liberty, which incurs no loss for Black. In

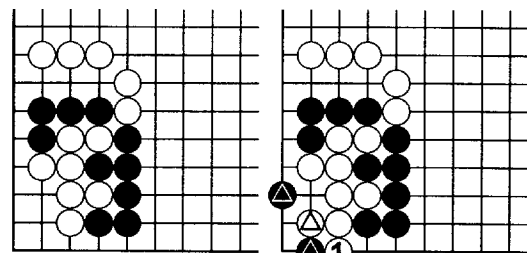


Figure 4

Diagram 4a

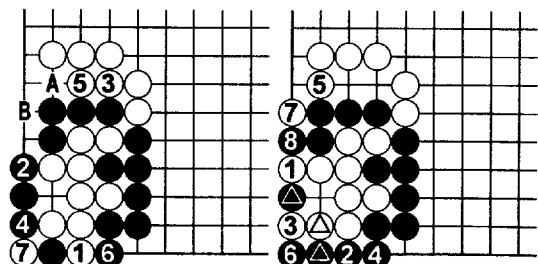


Diagram 4b

Diagram 4c

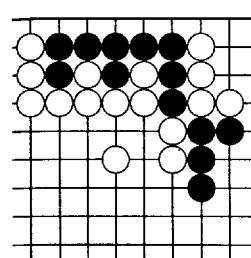


Figure 5

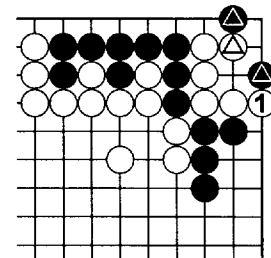


Diagram 5a

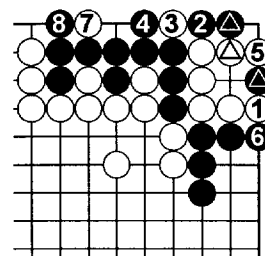


Diagram 5b

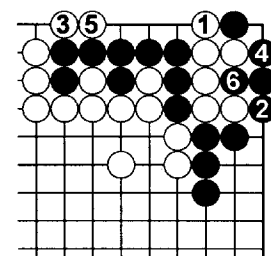


Diagram 5c

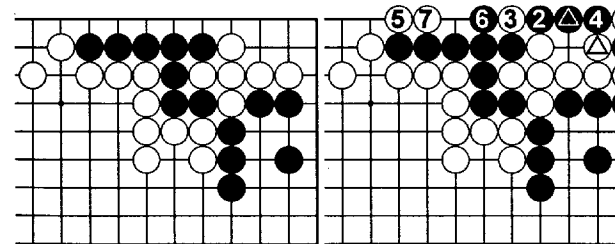


Figure 6

Diagram 6a

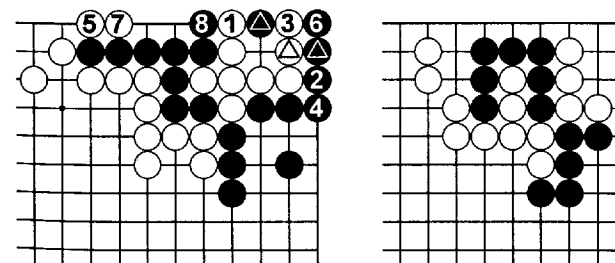


Diagram 6b

Figure 7

Diagram 3d, Black 6 weakens Black's own position by making White 7 atari, but Black has no other choice.

Figure 5: Black has five physical liberties, but they are all stretched out along the second line. This might let White play a throw-in to reduce Black's liberties or it might enable Black to make an eye. White should block at 1 in Diagram 5a. Note this is the block that was wrong in Diagram 3a; I said the choice depended on the position. In Figures 3 and 4 it was bad, but here it's best. You wouldn't want to go to be a simple game, would you? In Diagram 5b, Black succeeds in living in seki, but fails to capture the L group. Note White 7, which gets the seki in sente for White. If White plays 7 at 8, he has to connect in gote to ensure a seki. Black has the option of playing 2 at 5 to start a ko, but it's an unfavourable ko for Black, since he has to make an approach move. If White blocks the other side, at 1 in Diagram 5c, the result is a direct ko with White having to find the first ko threat. This would seem to be a big risk for White, and is unlikely to be as profitable as the seki in Diagram 5b.

Figure 6: This is similar to Figure 5, except the isolated black stones are on the other arm of the L group. White should block at 1 in Diagram 6a. This sets up the throw-in at 3. The result is an approach-move ko. After taking the ko, White must make an approach

move (connecting to the left of 5) before he can atari to resolve the ko. This result is better for Black than the one in Figure 5, so we can conclude that Black is slightly stronger in Figure 6 than in Figure 5. Blocking the other side, at 1 in Diagram 6b, loses unconditionally.

Figure 7: Black has five physical liberties, but only three of them are along the side. White should block on the short arm, at 1 in Diagram 7a. If Black connects up with 2 he dies unconditionally when White throws in at 3 and makes an eye with 5. Unlike Diagram 5b, Black can't make an eye to get a seki. Instead of 2 in Diagram 7a, however, Black can hane at the 2-1 point with 2 in Diagram 7b. This forces White 3 and then Black fills an outside liberty. The result is an approach move ko favouring White. White can end the ko directly by capturing the black stones, but Black has to make an approach move (left of 3) before he can resolve the ko. Black has another way to get a ko, but it doesn't look as good. Black 1 and 3 in Diagram 7c produce the ko we saw in Diagram 3g. In Diagram 7a, blocking the other side (1 and 2) would result in a direct ko for both sides, which is worse for White.

Figure 8: Similar to Figure 7, but the isolated black stones are on the other arm of the L group. As a result, Black's position is slightly stronger than in Figure 7. Blocking on the long arm, at 1 in Diagram 8a, is best for White, but he only gets an unfavourable approach-move ko. White can't resolve the ko directly, but must play an approach move above 5. The other block, at 1 in Diagram 8b, dies unconditionally.

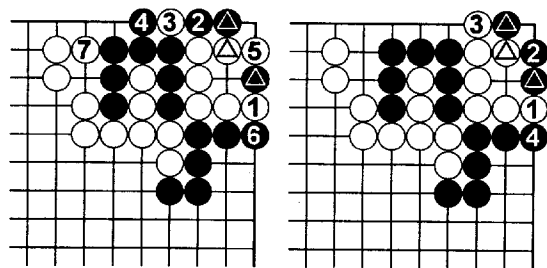


Diagram 7a

Diagram 7b

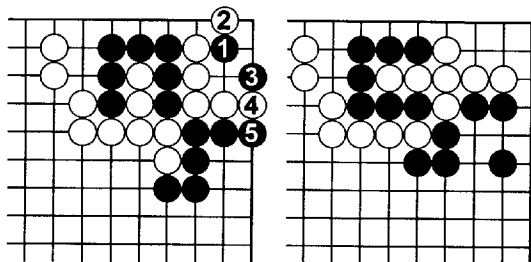


Diagram 7c

Figure 8

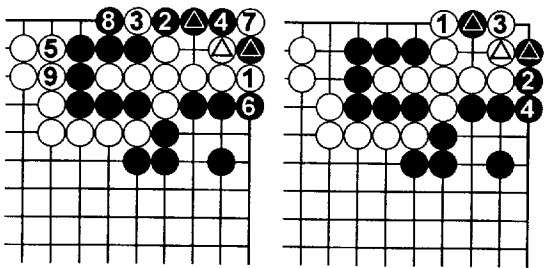


Diagram 8a

Diagram 8b

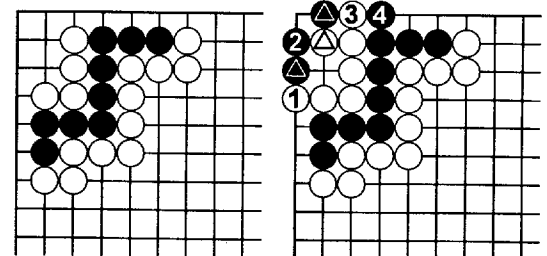


Figure 9

Diagram 9a

Figure 9: Again, Black has five physical liberties, but they are wrapped around both sides of White's L group. Like Diagram 7b, White gets a favourable approach move ko, as shown in Diagram 9a.

In this part we looked at positions where the surrounding stones had five physical liberties. Next, we will consider positions where they have more or fewer. Interesting things happen with both four and six physical liberties. We'll also look at some examples of positions where L groups can arise is actual games.

I'd like to thank Matthew Macfadyen for discussions on this theme. He corrected several mistakes of mine, but I would not be at all surprised if there are still a few inaccuracies. Feedback and comments are welcome. I suggest that you treat this article as stimulation for your own studies. Never assume that what you read in a book is completely free from error. Learn by questioning and analysing. Books do make mistakes and go theory progresses with time. Ultimately you are responsible for the moves you play on the board. Matthew has recently produced some excellent material on the L group for his correspondence course, focusing more on the life and death fundamentals.

Friends of Go

We recognise that there is a balance between providing good value for money and being ambitious in promoting Go and therefore we are introducing a *Friends of Go* scheme to encourage those who feel able to contribute more each year to the BGA to support greater promotion of go. The patrons, unless they wish to remain anonymous, will be acknowledged in each issue of the journal. The various levels of support per annum are set initially as follows:

Gold supporter: £75 or more

Silver supporter: £40 to £75

Bronze supporter: £20 to £40

Described below are some projects that would benefit from funding. We intend to report at intervals on progress and on new ideas to show how money is being applied.

One idea is to subsidise the placing of *Teach Yourself Go* in public libraries. Another is to develop go material for children by translating and publishing existing Chinese, Korean or Japanese books.

Starter sets for juniors are always useful to have in plentiful numbers and now that we have a suitable set (9 by 9

at least) we wish to make them freely available. Schools sometimes ask for our help in starting clubs e.g. in buying robust 19 by 19 boards and stones. We currently have a youth budget of £200 but ideally we could devote a lot more to this area.

We would like to encourage those who wish to teach children to play go e.g. by subsidising or even paying all their costs. We would also like to be able to support more professional visits.

The BGA would like to help more to promote the playing ability of our top players and our juniors, something which has been effective in developing chess, for example.

We would like to develop our promotional material e.g. posters, displays and leaflets and to encourage all members to make free use of them to develop go.

Finally, there is the longer term idea of resurrecting a permanent go centre in this country like the old London go centre or the current European go cultural centre.

Donations should be sent to the Treasurer (see page 2), with cheques made out to the British Go Association, and Friends of Go written on the back.

Counting Liberties: Corrections to Problems

by Richard Hunter
hunter@gol.com

Two of the problems given in the last journal seem to be flawed and inappropriate as examples of simple capturing races. I'd like to thank James Davies for questioning my answers and asking what happens if White plays 4 at 5 in Diagram 5b and if Black plays 1 at 7 in Diagram 7a?

Problem 5: In Diagram 1, White's throw-in at 4 does indeed seem to be a better move than blocking at A, which the book gave as the only move. In reply, I considered Black playing A, B, or C. Extending at A, to reduce White's eye-space, was my first idea, but the result seems to become a *seki* in sente for Black. Capturing at B seems to be best, but the result is some kind of complicated *ko*, if White correctly avoids the double *ko*. The other candidate is the *hane* in the corner at C. That gains liberties locally, but seems to end up slightly inferior for Black. I'll leave you to analyse the position by yourself if you want. It's good practice.

Problem 7: In Diagram 2, Black 1 seems to win the capturing race. This move was not given in the book, but I modified the problem, which seems in retrospect to have been a bad idea. In the original problem, the white liberty at A was filled and Black won with the sequence given in Diagram 7a. I thought it would be more interesting to change the liberty count by one and have Black lose by one liberty, but it seems that the book sequence for winning was sufficient but not optimal. I reckon that Black 1 in Diagram 2 gains a liberty for Black and does in fact win.

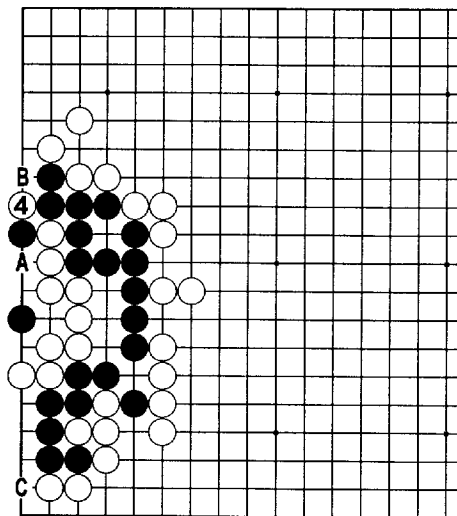


Diagram 1

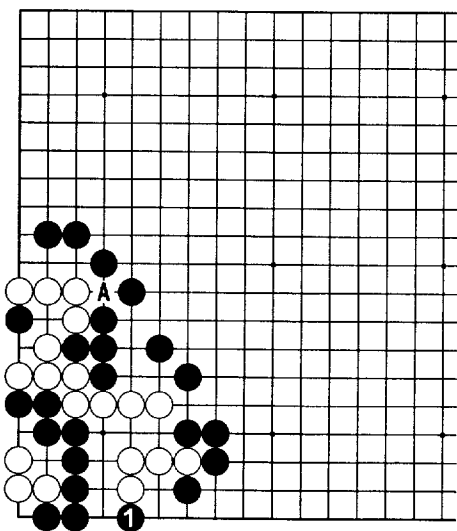


Diagram 2

Letters

Tim Hunt writes:

In the Summer 1999 journal Pauline Bailey says that weaker players could be helped a lot by discussing their games with stronger players and by having teaching games against stronger players. I agree. I have learnt a lot from several stronger players who have taken time to go over my games with me at tournaments. In particular I would like to thank Francis Roads and Charles Matthews.

Pauline also writes that it starts to feel like an imposition if you regularly go and ask stronger players for help. I am less inclined to agree with this. I think that you should not hesitate to go up to a stronger player at a tournament and politely ask them to explain something to you. Of course you have to be prepared for the stronger player to say, "Sorry, I can't right now, I've got to get some lunch before the next round starts," or words to that effect. Part of a polite request is making it easy for the other person to say no. But I think that most of the time the answer will be yes.

More to the point: I love talking about go but no-one has ever come up to me at a tournament and asked me to have a look at their game. This is very disappointing. Please, someone, come and put me out of my misery.

Francis Roads writes:

I wonder if we can help people like Pauline who feel diffident about approaching strong players by putting teaching games on a more organised footing. Already there is the Guildford teaching day in December, and Matthew Macfadyen's seminars, which are of course done on a professional basis.

But I wonder if there is an opening for an organiser here to run more in the way of sessions

where people can have one-on-one teaching games, either as part of a larger event, or as a free-standing event. In the latter case, one would have to have some sort of informal self-pairing tournament on the go while people were waiting for their turns. This sort of thing already happens at a much higher level with the pro's at the European and US Go Congresses.

Personally, I would be happy to participate as one of the at least nominally stronger players, so long as somebody else did the organising.

Pauline Bailey writes:

Regarding your points about my letter*, Tim, I agree with most of what you say but weak and lowly players do not feel at ease approaching Godlike dan (or high kyu) players asking for help, unless they know them personally, and even then not too often. The willingness to help needs to be expressed by the strong player one way or the other first.

I shall be looking for you at the next tournament we both attend, hoping for help.

Steve Bailey writes:

Recently there has been discussion of late tournament entry both on email and on bgaolist and at recent BGA council meetings.

As a tournament organiser I am aware of the many planning and organisational difficulties late entries present. I don't intend to describe them here as it would take up too much space.

I am fortunate that I run a tournament which provides no catered food or accommodation, for those that do the problems are magnified.

I should like to urge all tournament attenders to enter events early. The majority of entrants know what they will go to long in advance—perhaps folk could enter the weekend after the

* The promptness of the response is due to these letters being sent via e-mail. – Editor

newsletter and forms arrive rather than the weekend or day before the tournament. The thought of this happening causes wonderful and happy smiles!

Apparently in the US, entry on the day isn't allowed. I can't see this happening in the UK, but perhaps stiffer late entry fees will be tried.

Please think about this and please, please enter tournaments much earlier.

Richard Court writes:

That was a very interesting article of Geoff's in the last journal.

I think the reason for the artefact is that while most players want to be at their correct grade/rank (see footnote 1), there are some who prefer to win significantly more than 50% of the games they play, and there are others who value kudos above winning games.

This would even out for a particular grade, if there were no other factors. However the BGA only promotes 1 kyus to dan status, and never demotes dans. Anybody who likes to win much more than 50% of their games, and thinks they would struggle to do so at shodan, is likely to stick at 2 kyu. On the other hand, people who covet dan status may put themselves 'up for promotion' optimistically, by moving to 1 kyu prematurely.

Any 2 kyu who plays tournaments and regularly gets 3/3 must be beating shodans, and probably should be promoted.

Another aspect of the problem is that some BGA members, probably a majority, only play their own club's tournaments, if those, though they play frequently in their club. These people presumably base their grade on performance within the club, and would be difficult for the BGA to grade.

For a few months now, I've been playing on IGS, and they also have grading problems. There is a lot of talk of escapers (2), and I had

one player start a game and immediately resign against me, and checking their played games for the day showed 6 or 7 consecutive wins, and 6 or 7 straight resignations, so I presume they liked winning and disliked promotion (I didn't note the name, unfortunately perhaps).

It seems to be the case that one user can have several identities on IGS, with different grades, though why anyone wants to I don't know.

Play is very aggressive among the kyu grades, typically, lots and lots of fighting and invading (I've yet to see a 2/2 invasion, but wouldn't be that surprised if I did). It's noticeable that among the dans, the play is a lot more defensive/conservative.

It's also true that you get promoted and demoted a lot on IGS, and if you miss a couple of weeks the odds seem to be that you will be demoted. This could be due to recent games having more influence on grade, so with a gap older games would have more effect.

Allegedly IGS also makes grades relative, so if you're beaten by someone who is then rapidly promoted, it matters less to your grade than if they are demoted, and vice versa if you win. I haven't found that to be a noticeable effect.

Grading is complex, someone once did a computer simulation of gradings, and found that typically the strengths within one grade were bunched toward the low end of the grade (the distribution was skewed, not a perfect normal curve).

In summary I want to say, grading kyus on a voluntary basis is likely to be difficult and may be inaccurate. It would be good to fix the 2kyu/1kyu problem, but this is probably down to the perception that to be considered for promotion to shodan you have to register for tournaments as 1kyu. Changing that, or declaring it to have long been false, whichever is applicable, is probably all that can be done.

(1) I'm going to use grade from here on, please read that as grade/rank, I am aware there

are differences, but they don't seem that significant at this point.

(2) People who abandon the game instead of resigning, though currently that results in the loss of the game in 30 days if it's not resumed before.

Disgusted of Leamington Spa writes:

Should Colin Adams be allowed to continue perverting the minds of our younger go players by teaching them Chu Shogi? I watched him in action at Barmouth and was, frankly, shocked.

(Name and address supplied)

Council House

by Tony Atkins

Recent BGA Council activities have been dominated by events on a European level. The President of the United Kingdom (Alison Jones) and myself as BGA Secretary travelled to the European Go Congress in Slovakia to attend the annual meeting of the European Go federation (and also to play some go).

As some will know there is a split in Italy and the AGI were asking for recognition instead of the FIGG. However the EGF Constitution was not able to support such a bid, so a committee was set up to recommend changes to allow such problems to be resolved easily in the future. Italy also have offered to run the European in 2006, the year of their Winter Olympics. Next year's European is in Strausberg near Berlin, then Dublin (joint Irish/British congress), Croatia and then possibly Russia in 2003.

The meeting accepted the plan to abolish the Fujitsu European Grand Prix system and in January 2000 the Toyota European Go Tour will start instead. About a dozen of the top

European events will feature in the Toyota Tour each year (including the London Open at the end of 2000) and there will be annual finals held during Paris. Qualifying for the Fujitsu Cup will be also be under a new system.

A new EGF logo is to be chosen from the entrants that can be seen on the EGF website (<http://www.european-go.org/>) and also Promotion and Education Committees are being set up. Following the end of Alan Held's long involvement at the EGF, Martin Finke has moved to Vice-President and Anne Tombarello from France has taken over as Secretary. Erik Puyt continues as President and as Director of the European Go Cultural Centre.

On a more domestic level there has recently been some welcome publicity. Wanstead Go Club featured for 45 seconds on Out and About on BBC2 South East television. The Times Mind Sport supplement on 24th July gave go much prominence. The BGA's new display board and some go teachers were at the Japanese Matsuri Festival in Acton. As well as reaching the public some important corporate contacts were made. All this was achieved without a Publicity Officer, a position still vacant.

Youth work continues despite Paul Smith having to step down in the autumn due to family reasons; Yuki Shigeno is visiting for a week starting with the Wanstead and Youth Small Board Tournaments (16th October) and will have a busy schedule visiting schools in the south-east.

As the year 2000 is rushing up it was suggested we mark the occasion by having a special cover on BGJ 117. A prize of a book to the value of ten pounds from BGA Books will go to the winning designer. Runners up may have their covers on later journals too. Designs should be portrait, usable in the proportions of 4 by 5, and may be drawn, printed or photographs. They should be sent to the Editor before 4th November 1999.

Staying out of Trouble

by Charles Matthews

(First published in the Triganthus Tournament booklet.)

Black: Matthew Reid, 4 kyu
White: Steve Bailey, 2 kyu

White displayed a markedly superior sense of shape in this game. Perhaps nothing very special seems to be going on in Figure 1. You might note that it's a game of small groups (five each), so not likely to go completely quiet. Also White, with plays such as 46 and particularly 50, stores up shape assets for the future.

Matthew attacked purposefully in Figure 2, with the full intention of killing something. He did succeed, though he may not have been pleased with the pigmentation when it came down to it. The Black stones on the top side were really fairly weak, to be used as a scrimmage machine by the White group one along from them to the right. It all ends up as a capturing race, but after 126 Black has run out of shape and it's time to start the post-game analysis.

Both players found moves to suit to their purposes throughout the game. White won through having a more feasible plan—to stay out of trouble.

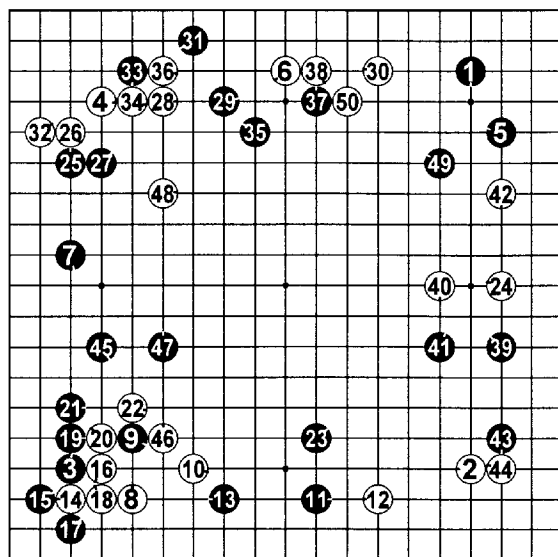


Figure 1 (1—50)

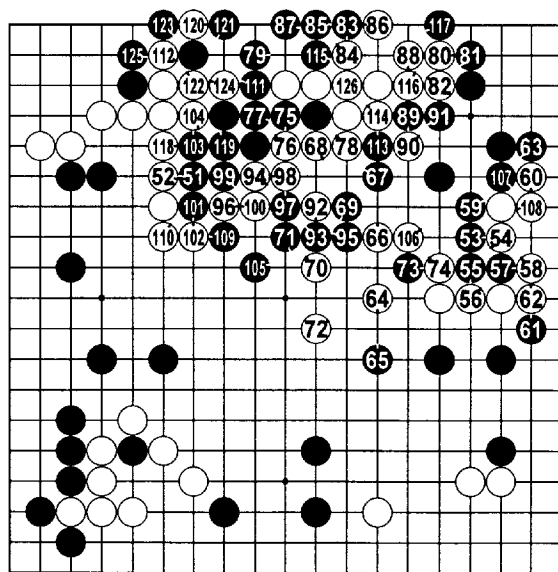


Figure 2 (51—126)

Contesting the Centre

by Roger Daniel

Opposite is shown a game I played in the Scottish Open this year. Martin Harvey won by 1 point, and on a good day he is three grades stronger than me. This was a non-handicap game and I think that my early play in the centre helped me.

It is also interesting because Martin contested the centre early, at moves 12, 14 and 16.

Maybe kyu readers would like and benefit from checking out this game.

Notice that move 193 in the lower right corner might have been improved on. I got into two corners and three sides, as well as taking territory in the centre, and still it was not good enough, but if anyone could play this better I would enjoy a game or two with them.

Promotions

Congratulations to the following, promoted to 2 dan:
Dan Micsa
Granville Wright.

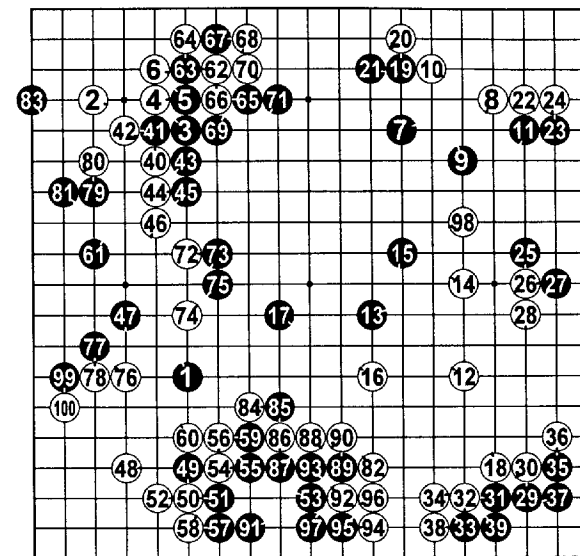


Figure 1 (1—100)

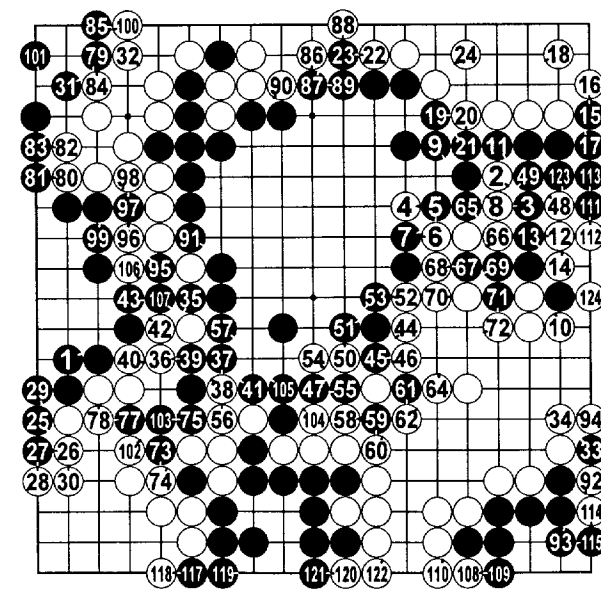


Figure 2 (101—224)
163 at 16, 176 at 49, 216 at 133

• *Go Tutor* was a BGA publication in 12 parts, designed to help the novice player. In its present form, Chapter 1 is based on articles by Nick Webber, Toby Manning and David Jones, and edited by Charles Matthews. In this part, Diagrams 33 and 34 and commentary were revised by Matthew Macfadyen.

Chapter 1 The Life & Death of Stones

Live and Dead Shapes More Examples

Shapes 5, 6 and 7 (Diagrams 28,29,30): Unsettled shapes with five or six points, the first of them seen before. Black lives by playing *A*, White kills by playing there. Note however with these larger shapes the process of taking the Black pieces off the board in emergencies is quite slow (especially in the last case).

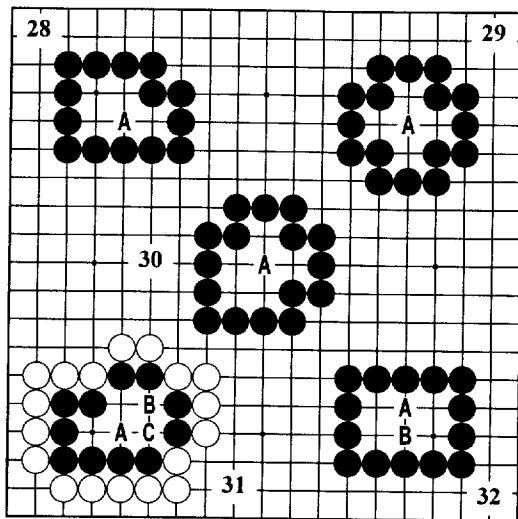
Example 5 (Diagram 31): Black is dead. Black at *A* allows White *B* double atari. Black at *C* reverts to Example 4.

Shape 8 (Diagram 32): Unconditionally alive. Black will get one of the points *A* and *B* to form two eyes. Put it another way— if Black has this shape plus *A* White doesn't have a threat against the group.

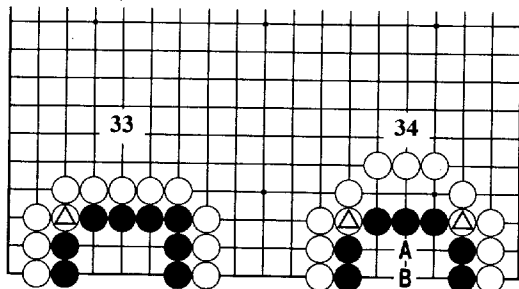
Example 6 (Diagrams 33,34): Note that Black must be able to answer *A* with *B* in this pattern. If there are cutting points in the black wall this may not be possible. Consider these two cases.

In Diagram 33 the triangled stone threatens to cut. Black has time to protect the cut at the same time as taking a key point; either of the central points will do.

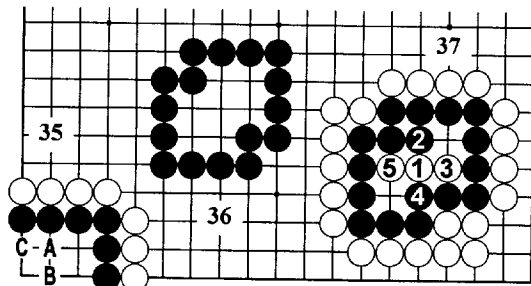
In Diagram 34, with weaknesses on



Diagrams 28—32



Diagrams 33—34



Diagrams 35—37

both sides, Black is helpless despite having plenty of liberties in the centre. A black stone at *A* gets *B*, threatening snap-back on both sides at once, while *B* allows White to cut on both sides, running Black out of liberties.

Example 7 (Diagram 35): Unsettled. Black plays *A* or *B* to live (try to find a reason to prefer one... all revealed below). If White plays *A* first, Black *B* and then White *C* spoil Black's chances because of lack of liberties.

Shape 9 (Diagram 36): Alive unconditionally (along with every other complete shape of seven or more points— Shape 7 is the only unsettled shape with six).

Example 8: (Diagram 37) But White can make a seki. Black is then alive but scores no points in this group. More about seki in the final part of the chapter.

Life and death is a difficult aspect of go. These examples have only scratched the surface. Answer to the question posed about Example 7 (Diagram 35): both *A* and *B* leave two ko threats. But Black at *B* is a better way to live. White *A* is then a ko threat, answered by Black *C*. White's next threat is to the right of *B*. It is only a ko threat to start a ko. Perhaps a tiny point, but games have been won and lost on less.

BGA Officers Let Loose in Slovakia

by Alison Jones

It was a last minute decision on my part to attend the European Congress in Slovakia. At a Council meeting we had realised there were few entrants from the UK and we needed a representative at the EGF AGM which is held during the Congress. In the event it turned into a Council outing. I persuaded Tony Atkins, Simon Goss and Colin Adams (ex Council) to join me.

Congress official information on travel had been a little patchy, as had responses to emails, so I was fortunate to find a helpful Polish travel agency near my office which fixed us up with flights to Krakow from where we would pick up a car to travel over the border to Slovakia.

Kracow is a delightful place, as we discovered on our return trip, with a central square to rival that of Prague. Polish drivers and roads are not quite so delightful. The distance to the border with Slovakia was 120km with a further 60km the other side to Podbanske where the Congress was being held. However a combination of the potholed roads, winding roads

through the mountains and my inexperience driving on the wrong side of the road meant that the journey took us four hours.

The drive through the Slovakian mountains was memorable. Other traffic was sparse and the views of the mountains were spectacular. In fact this side of the border is considerably less populated than the Polish side. Arriving in Podbanske in the early evening we found that the hotel situated in a magnificent location with mountains rising up behind it. In fact there was very little else in Podbanske other than the hotel. We later found a police station, a handful of houses, two ski lifts and a small shop. The nearest village to Podbanske was 9km down the road so people without a car were reliant on the local bus services to escape the Congress venue. For those staying on site, there was little reason to leave however. The hotel offered food and leisure facilities and walks started from the hotel up the mountains to scale various peaks or passes into Poland.

The Congress organisers had underestimated the desire for Western go players to have single rooms and as a result had run short of accommodation in Podbanske. I had booked us into a hotel 15km away, found for us by the Slovakian tourist agency in London. We had a

few adventures finding this place— which we had foolishly left to do at 11pm. After several false moves into various fields and deserted farms we were made very welcome by the host who stayed up every night to let us back in.

Tony Atkins had professed several months previously that on no account would he be dragged up a Slovakian mountain. However that first day he found himself climbing several thousand feet up towards a mountain pass. Not walking but climbing. Chains were set into the rock in various places to assist climbers where conditions were treacherous— such as crossing an expanse of boulders close to a sheer drop

or where the path took a near vertical route. Mountain goat Colin was in his element but then he was not a weak kneecan like the rest of us. We managed to handicap Tony with a twisted ankle on the descent— which I made good use of in the tennis matches later in the week. Simon and myself took charge of the search for good local restaurants, being successful in the larger town of Poprad some 30km away.

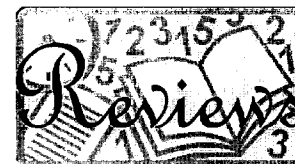
I will skip briefly over the go playing. None of us performed with distinction although Tony was doing well and accumulating promotion points before unfortunately meeting me in the final round.

We were pleased to find Piers Shepperson present, keeping up the UK end in the stronger sections of the draw. Curiously he seems able to beat 5 dans but loses to 3 dans.

My overall impressions of the ten days I spent in Slovakia were favourable, despite some hiccoughs with the Slovakian organisation which meant that rounds often started very late. The location was superb— both in terms of scenery and in the facilities available at the hotel. Being Eastern Europe it also had the advantage that food and drink was very cheap. It is a pity more UK players do not attend when the Congress is in Eastern Europe.

Go Professional...

...Cho Hunhyun



*Strategic
Fundamentals*

Go Professional

reviewed by Matthew Macfadyen

When I received a review copy of this commercial version (Oxford Softworks) of Mick Reiss's highly successful go playing program I was expecting to be asked how well it played, and what it could do. It came as a surprise to be called on to recognise the song of a Chinese bush warbler.

This is mainly a program which plays go. The standard is about as good as you can get at present. I find actual grades hard to judge, but Go Professional plays at a similar level to Many Faces of Go or Handtalk, it does not try to swindle you as much as Handtalk, and plays quite correctly for much of the time. For all three programs I can give a 9 stone handicap and win by over 100 points without difficulty, but killing every stone on the board is very difficult (I have not managed that against Go Professional yet). Anyone below 10 kyu can expect a decent challenge.

As to the extras, there are facilities for setting up network games, so as to be able to relay games from one computer to another, but as far as I can see the program will not work alone as an internet client. It can read sgf files, but is relatively fussy about their format. If you collect recent professional games by clipping them out of postings on rec.games.go there will often be spurious characters (especially carriage returns) in the file, and Go Professional seems to digest these slightly less well than Many Faces. There is no facility for adding comments or variations.

But the recommended price is a little over half that for Many Faces, and you do get a choice of whether your cursor will be an umbrella or a carrot. And if you don't like the Chinese bush warbler there is some Japanese classical music, but I was not able to identify that.

Strategic Fundamentals in Go

reviewed by Matthew Macfadyen

The title of this new offering from Yutopian (by Guo Tisheng and Lu Wen) invites comparison with Lessons in the Fundamentals which is widely felt to be the best of the Ishi Press books. Neither of these is by any means a beginners' book; 'fundamental' in the far East, where people think more holistically, seems to refer to the last and deepest ideas you come to, not to be confused with the first building blocks the word indicates in Western teaching.

This is not an easy read at any level. Many of the diagrams have a lot of moves on them, and are often over the page from the text referring to them. The material flits rapidly from one area of the game to another, and anyone below about shodan in strength can expect some hard work in extracting the wisdom contained here.

But there is a lot of go wisdom, some of it not at all well documented elsewhere in English, and for those prepared to struggle through the undergrowth there is enough good go in this book to make it a welcome addition to the small collection of books with new ideas for dan players.

E-Mail Addresses for Club Secretaries

Secretaries with other posts can be found on page 14

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 Billericay: Guy@Footring.demon.co.uk
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 Bournemouth: cleverlyn@poole.siemens.co.uk
 Bracknell: Clive_Hendrie_cah@fjcomp.com
 Brighton: snewport@pavilion.co.uk
 Bristol: antonio.moreno@ADSWNET.com
 Bristol (HP): afs@hplb.hpl.hp.com
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 Winchester: mcoobbett@bigfoot.com

Please notify the Editor of changes or additions

Cho Hunhyun: Life and Master Games

reviewed by Nick Wedd

This package consists of a book and a CD. You can buy both together, or just the book. I shall describe the book first.

The book

Cho Hunhyun was born in Korea in 1953, and travelled to Japan as an *insei* (a newly qualified professional player, usually in his teens) in 1962. He returned to Korea in 1972, and from 1973 until 1989 he dominated Korean go. Since then his pupil, Lee Changho, has displaced him as the top Korean player.

Until now, no collection of his games has been available in English. This book presents twenty of his most important games, and devotes precisely ten pages to each. It was originally written in Japanese, and has been translated by Bob Terry, whose style will be familiar to regular readers of this Journal.

For each game, about ten figures are given, showing the actual sequence of play; and about ten diagrams, showing some interesting variations. The commentary describes the game from Cho's point of view, and explains the basis for his decisions.

At the end of the book are some interesting sections on the history of go in Korea. One of these gives the traditional Korean rules of go, which were still in use in the 1940s. The game begins with seventeen stones already on the board, in an arrangement which makes some fighting likely. This perhaps explains why Korean players had the reputation of excellence at fighting and relative weakness at fuseki.

The format of the book is a 'landscape' paperback. It is nicely printed and presented, and

for those who enjoy playing through professional games, I believe it is good value for money.

Off at a Tangent— Go Game Records

The availability of a CD with this book is an innovation in go publishing. If I devote more space to the CD than to the book, it is because I am interested in, and welcome, this innovation.

When you play through a game from a book, you probably lay the stones out on a board. To do this, you have to find each move in the figure. Some people regard this as a valuable training exercise, as you are forced to think about where the next move is likely to be. Other people (including myself) find that this need to search is a nuisance, which reduces their enjoyment of the game.

There has long been available free computer software which takes records of go games, and allows the user to present the games on their screen, stepping backwards and forwards through a game and exploring variations. Inevitably, there are several different and incompatible formats for such game records. It is possible to obtain collections of professional games, some of them with commentaries, in some of these formats. There are open questions about the legality of distributing records of professional games, which I will not discuss here.

Ideally, when I buy a book of game commentaries, I would like to receive with it a disk of computer records of the games, in one of the two most popular formats (Ishi and SGB), so that I can use my favourite software to play through the games and variations. This is unlikely to happen, for copyright reasons. If publishers did this, purchasers would be able to copy the game records and give away the copies, reducing demand for the book— such copying might be illegal, but would still be likely to happen. Moreover, the publishers' deal with the

owner of the copyright may limit the number of copies that can be made, and the copyright owner would want to restrict the possibility of further copying, legal or otherwise.

If I receive a go game record in Ishi or in SGB format, I can load it into a program which reads this format and then save it in a form which can be copied. Use of copy-protection and other techniques cannot deny me this possibility. So if a publisher wants to distribute game records in a form which cannot be copied, these formats can be ruled out. However a format which can be used is the 'locked book' format, specific to the Nemesis program. A 'locked book' can contain any number of game records, can be read only using some version of Nemesis, and cannot be effectively copied. I don't know how this copy-proofing is achieved, and I have failed to find a way of circumventing it.

Nemesis is a program written by Bruce Wilcox, and now owned by Nemesis Enterprises. This book, and the accompanying CD, are a joint venture between Ishi Press, of California, and Nemesis Enterprises. Nemesis Enterprises' involvement has made possible the use of the Nemesis program, as a viewer for game records which cannot be copied.

The CD

The CD works with both Windows and Macintosh computers. It provides a version of the program Nemesis Junior; a 'locked book' with the twenty commented games discussed in the paperback, complete with comments; and other 'locked books' with about two hundred more of Cho Hunhyun's games, uncommented.

It is easy to install Nemesis Junior from the CD onto your computer. The installation instructions are provided in PDF format which you may not be able to read, but this does not matter, you just find the install program and run it. Nemesis Junior is a cut down version of the

full Nemesis program. Compared with the full version, it lacks the ability to play on a board larger than 13-by-13, and some of the facilities for valuing a position, notably Wilcox's 'sector lines'. However it has all of Nemesis's facilities for playing through recorded games. Once you have installed Nemesis Junior, you can use it without the CD for playing through games saved in its (not locked) 'book' format, for recording small-board games, and for playing small-board games. You cannot use it for playing, or recording, games larger than 13-by-13; this would require the full version of Nemesis.

Also on the CD are eight 'locked books', containing over 200 of Cho's games. Only the twenty games discussed in the book are commented. The comments and variations given on the CD are the same as those given in the paperback. These locked books cannot be copied in a usable way, so to view the games you will need to have the CD in your drive.

A weakness of Nemesis, as a game-viewer, is that it does not allow you to put variations on the board. When I am playing through a game, I sometimes want to try out what would happen after White *A*, Black *B*, White *C* etc., and while some game-viewing software allows this, Nemesis does not. However I respect the publishers' decision to use Nemesis as the viewer program, as it is the only such program that prevents copying of game records.

For two hundred legally acquired game records, the CD is excellent value.

Prices

The book can be bought direct from Nemesis Enterprises, PO Box 8292, North Brattleboro, VT 05304-8292 USA for \$19.95 plus \$10 shipping outside the US. For the CD as well, add \$10 to this. They may soon be available also from the BGA Bookshop.

Miniature under the Microscope

by Charles Matthews

Part 4

This is the final instalment about a short game, Barnard-Hunt, as elucidated by Seong-June Kim.

Diagram 1 shows the rest of the game. Black 27 strikes at the waist of a knight's move, in line with the proverb. White is left with continuing shape problems here. At Black 55 White realised that the capturing race on the lower side was lost for him, and resigned in disgust.

The way Black extended with 35 was a bit greedy. It gave White a chance to take control.

In Diagram 2 White finds a large-scale way of playing. Black will become settled on the lower side, but White has already gained in other directions. The White influence on the right makes itself felt by knock-on effects.

Therefore one can question what Black's plan should be at 33. Once Black has come in with this approach move, and White answered with the footsweep 34, it seems that the correct continuation is to jump out as in Diagram 3.

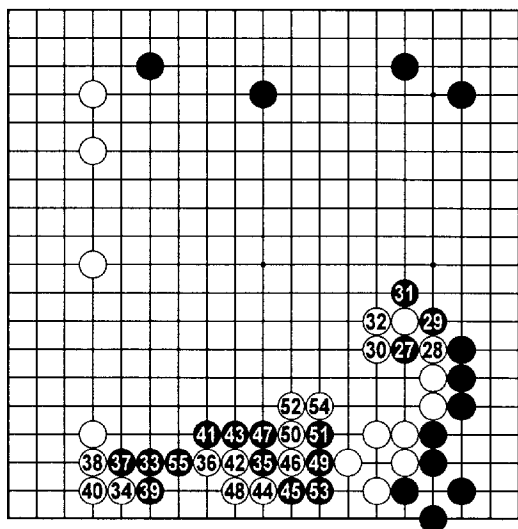


Diagram 1

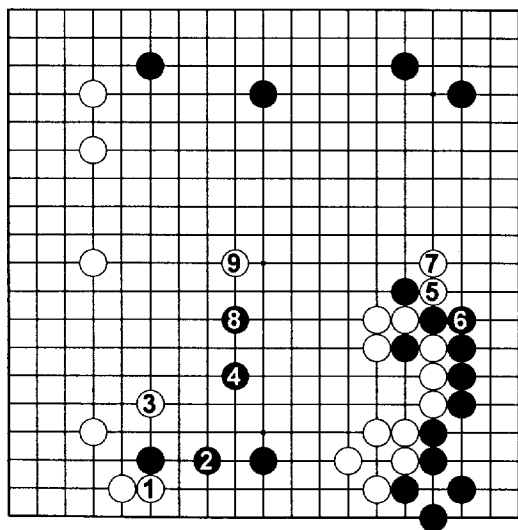


Diagram 2

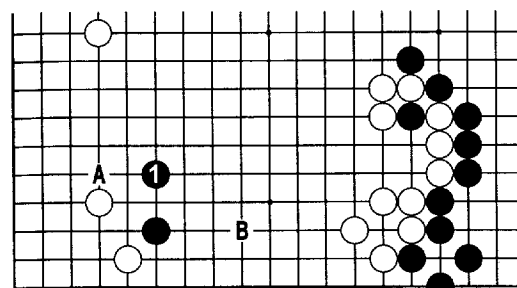


Diagram 3

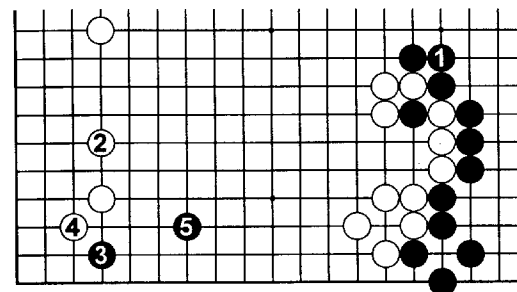


Diagram 4

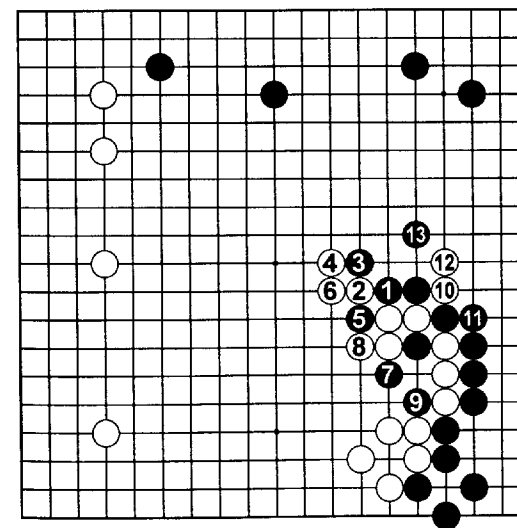


Diagram 5

Black 1 there sets up subsequent plays at *A* or *B*, to strengthen the group. However if Black doesn't have a good extension along the bottom side there is the suggestion that this approach move was anyway a little heavy.

Diagram 4, based on a quick count of the game, is a reasonable way for Black to play. The solid connection at 1 makes the right-hand side big for Black, while White cannot take the whole bottom left with one more play. After White 2 Black would simply aim to live with Black 3. White can play to take the outside instead with 4; but the lower side alone isn't enough for White to win the game.

In fact conditions are right for Black to play with greater severity. Black at 33 could have initiated a pushing battle on the right, shown in Diagram 5. This way of playing depends on a little reading, up to Black 7. Here the poverty of shape for White, based on his lack of liberties, is being punished in exemplary fashion. This idea does require Black to have confidence in the fighting to come.

There is one more thing to be said, about the final fight. White at the end miscalculated liberties. But Black was somewhat lucky.

Before going through with 49 and so on of Diagram 1, Black should have spent time on plays

to the left, such as 1 and 3 in Diagram 6.

The reason can be seen in Diagram 7. If at 54 White had sprung that combination of 1 and 3 on Black, the fight would suddenly have gone his way.

With the marked stones in place, as shown in Diagram 8, this line would have held no terrors for Black. There is a capturing race going on, in which Black has more liberties but White has better eye shape. The White formation on the right has significant weaknesses. You may find it interesting to analyse, but Black hardly needs to win this fight to win the game now.

To end this series on a cheerful note, Tim Hunt was a 1 kyu at the time of this game, matched against a shodan opponent in Paul Barnard. Now that Tim has reached 1 dan too, he has no doubt put losing such games behind him.

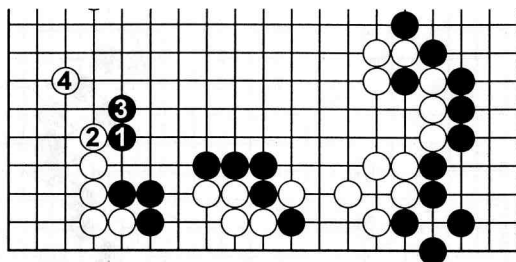


Diagram 6

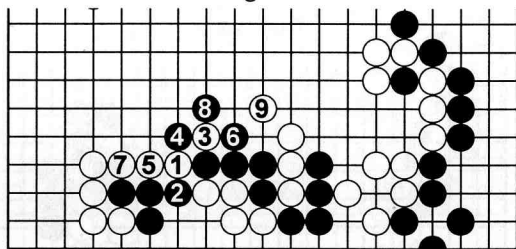


Diagram 7

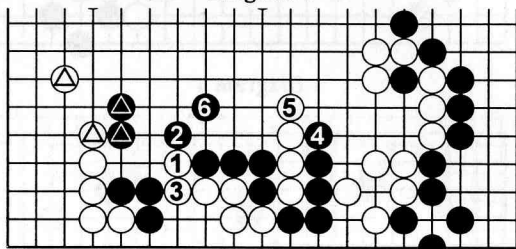


Diagram 8

Subscriptions & Donations

As proposed at the AGM, subscriptions from 1st January 2000 will be as follows:

UK standard membership £12, Europe £14, rest of the world £17.

UK family membership will be £17. Concessionary membership will remain unchanged at £5.

Multiple year membership up to 5 years is accepted. This has of course the advantage of protection against any rise in fees.

Many thanks to Alex Rix for his donation of £100 to the Friends of Go project. Are there any other generous go players out there?

Tournament News

by Tony Atkins

Pooh Sticks

For those who are usually confused by all the roundabouts in Bracknell then this year the confusion was even worse as the Bracknell Tournament was not actually in Bracknell. For the 21st tournament the venue was, like the go club meetings, actually in the neighbouring town of Wokingham. The community centre proved very popular as a venue as it was next to a supermarket and a pleasant, but hidden, park. Those who did not find the park missed the chance to play Pooh Sticks in the Emmbrook and had to be content with go. At the top of the 70 players it was a battle of the Kims. Winner was Young Kim (5 dan CLGC) who beat Seong-June Kim (6 dan Cambridge) in the last round. Winners of prizes for 3/3 were Simon Bexfield (1 dan CLGC), Granville Wright (1 dan Brighton), Alan (Harry) Metz (2 kyu Portsmouth), Tony Lyall (7 kyu Norwich), Thomas Wolf (9 kyu Twickenham), Neil Moffatt (10 kyu Portsmouth), Richard Barnes (15 kyu Unattached), Ian McAnally (22 kyu



Youth Pair Go Championships

Manchester) and Andrew Gale (29 kyu Brakenhale). The 13x13 winner was Daniel Calvelo (21 kyu Brakenhale).

Best feet

The following weekend organisers France Ellul and Elinor Brooks welcomed 31 Pairs to the British Pair Go Championships at Stokenchurch near High Wycombe. The hope had been for 50 male-female pairs and a little cheating had to go on to get 31 pairs. This year the competition was in three sections: the British Championship, the Open Handicap and Youth Handicap. France had made a special effort with the kids from Brakenhale and also Wildridings School, so there was a very good entry for the

Youth Handicap. Winners of this section were Brakenhale's Nicola Hurden and Shawn Hearn. The runners up were somewhat embarrassingly a scratch team of Andrew Gale and Garry White (Brakenhale/Wildridings). The Open Handicap winners were Jini Williams (19 kyu Carmarthen) and Fred Holroyd (2 kyu Open University). The runners up were Yoko Sone (4 kyu Reading) and John McAnally (1 dan Manchester) who had only been paired up on the day. In the Championship section winners for the third year running were Kirsty Healey (1 dan) and Matthew Macfadyen (6 dan) from Leamington. This year the runners up were Alison Jones (2 dan Wanstead) and Tony Atkins (2 dan Reading). Since they top the points table,

it looks like the latter pair who will be our representatives in the World Pairs Championships in November. Other pairs on two wins were Emma Marchant (8 kyu Brakenhale) and Simon Goss (2 dan Bracknell), Sue Paterson (2 kyu London) and Des Cann (4 dan Leamington). As usual there was a Best Dressed Pairs competition, judged this year by Bob Brooks. The winners were Sylvia Kalisch and Richard Parkins in red ball gown and matching leathers, and Luise Wolf and Thomas Wolf in Japanese kimonos. A new event after the criticism of the previous year was the Best Dressed Feet Contest, won by youngsters Emma-Jayne Fairbrother and Tom Blockley. Various prizes were awarded in the top ten go songs competition for titles that may, or may not, be connected with go. An additional prize went to George Haig for travelling back from France for the event. Thanks must go to the British PGPP members and the Japanese Pair Go Committee for supporting the event.

North of the border

Twenty-three players attended this year's Scottish Open, held for the third time at Glasgow University, over the second May Bank Holiday

weekend. Not so many players travelled from south of the border this year which was a shame as a lot of the local players had to play each other and play handicap games. A group of mainly 1 kyus came over from Edinburgh and fortuitously a couple of extra English 1 kyus arrived on the second day to give them some new opposition. Actually the best of the Edinburgh contingent was Morgan Hankins who at 2 kyu nearly beat a 2 dan and found himself playing a 2 stone game on board 1 in the last round. Winner this year was Simon Shiu (4 dan Bristol) who won all 6. Second on 5/6 was Tony Atkins (2 dan Reading) who lost the crucial game with Simon in round 3. Young Ian McAnally (20 kyu Manchester) also won 5/6 and was only stopped by Arthur Somerville (9 kyu Reading) in a 9-stone game. As usual with a weekend tournament there were chances to socialise in the evenings with trips to Chinese and Italian eateries and game sessions in the University Staff Club.

Paper Trophy

Fifty-four players attended the Leicester Tournament in June, again held in its church hall venue. A change from recent years was that the trophy



Elinor Brooks (centre) with the Best Dressed Pair, Sylvia Kalisch and Richard Parkins

actually arrived, after a rescue from Matthew Macfadyen's trophy cupboard by Des Cann; there was no need for the paper replica this time. Actually it was Des who took it away again as he was the winner. Playing at 4 dan, he did well to beat Seong June Kim (6 dan Cambridge) in the last round. Kim was second and David Ward (3 dan Cambridge) was third despite having to play two other Cambridge players, including the 6 dan, and the Bracknell winner Young Kim (5 dan London). Prizes of 3/3 went to Dan Micsa (1 dan Reading), Steve Bailey (2 kyu West Surrey), Malcolm Walker (9 kyu Worcester), Theo Elliott (14 kyu Brakenhale), Chris Jones (20 kyu Unattached) and Nick Calvelo (29 kyu Braken-

hale). Dan Calvelo (the elder brother) won the continuous 13x13 ahead of school mate Shawn Hearn.

Mutant Seagulls

Fifty-four people also attended the Welsh Open at Barmouth during the last weekend in June. This was a record attendance possibly caused by predictions of fine weather (even though there were violent thunderstorms amongst the bright sunshine) or by the events reputation for a fun atmosphere and the beautiful sea and hills around. As ever the winner was Matthew Macfadyen (6 dan Leamington) for the seventh time. A creditable second place was Andrew Grant (2 dan Open University) who was placed ahead of several 3 dans. Prize winners for 4/5 were Edward Blockley (2 kyu Worcester), Tom Blockley (3 kyu Worcester), Peter Fisher (5 kyu Leicester), Richard Moulds (8 kyu), Jill Segerman (12 kyu Manchester), Shawn Hearn (15 kyu Brakenhale) and Dan Calvelo (17 kyu Brakenhale). Their prize was what could be best described as a tasteful representation of a mutant seagull. Attractive china ducks went to Brian Timmins (2 kyu Shrewsbury) and Alison Ewens (8 kyu Open University) for scoring ducks. Owing

to a subtle rule change Leamington did not win the team prize, this going to the Manchester Reds. There were two side events: a 9x9 won by Garry White (30 kyu Wildridings) and a Lightning won jointly by Nicola Hurden (13 kyu Brakenhale) and Philip Marshall (7 kyu Isle of Man).

Additional prizes were awarded to Paul Margetts for entering twice, Yvonne Margetts for being cheeky and Simon Goss for entering first. Jo Hampton's helpers were also rewarded: Sue Pitchford with a larger than usual G and T, and pottery fishes to Ruby Hampton and Lydia Healey.

Pompey Panorama

The first ever Portsmouth Tournament was held in the small pleasant village of Southwick high on the Downs above the city. In fact you can miss Portsmouth all together if you come from the west, but just to the east there is a spectacular panoramic view across the ancient seaport to the Isle of Wight. 46 players attended, mostly from the south coast or Bracknell, but two from Japan. Despite a large number of Brakenhale children turning up none won prizes. Maybe this was caused by the attraction of being able to play football in the field luring them away



Pair Go Handicap winners: Fred Holroyd and Jini Williams (centre) shaking hands with Elinor Brooks and Tony Atkins

from the 13x13; Dan Micsa (1 dan Reading) won this event earning himself one of the new BGA Books tokens.

Winner of the Tournament was local member Alistair Wall (4 dan) who won a go cabinet. Runner up was Tony Atkins (2 dan Reading). Those winning engraved glasses for three wins were: Neil Moffatt (9 kyu Portsmouth), Greg Lane-Serf (10 kyu Winchester), Michael Davis (12 kyu Plymouth), Ian McAnally (18 kyu Manchester) and Garry White (28 kyu Wildridings). Kevin Drake (1 kyu Bourne-mouth) also won a glass for 2 wins and a jigo. Portsmouth graciously declined to win the

fan that was the team prize and offered it to Winchester instead.

Farewells

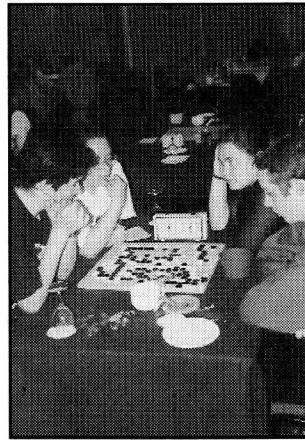
Two farewells were celebrated in July. The first was Mr Niwa who has been running the Nippon Club Go Section for many years and has long been associated with the Anglo-Japanese matches in London, such as the one that the CLGC won 11-7 recently. A farewell go session was organised at the Daiwa Foundation and many wished Mr Niwa well for his leaving England in August.

The other farewell was to Mr France Ellul, who was leaving Brakenhale after 12 years. The end of term party, despite being his leaving do, took the usual format with a tournament, a quiz or two, an end-game challenge from Steve Bailey, promotions, prizes and the traditional raffle that seemed to go on and on for ever. For children from Broadmoor Junior School it was their first contact with the game; also a group from Wildridings Junior School came. It is currently planned to start a Bracknell Junior Go Club to keep the various go playing children in contact. You will be hearing more from Mr Ellul in the future, no doubt.

Championships

Fifty-five countries took part in the World Amateur that was held in Oita on Kyushu in Japan. Countries such as Vietnam, Madagascar, Guatemala and Columbia are now on the list, so it is much harder to get a high placing. Winner was Yoo Jae-Sung of Korea with a perfect 8. Second was Sakai Hideyuki of Japan who only lost to the winner. The other placings were: 3 Ri Pong-Il (DPR Korea), 4 Yu Cheng-Juei (Taipei), 5 Wei Xin (Canada), 6 Kan Ying (Hong Kong), 7 Sun Yi Guo (China) and 8 Ted Ning (USA). Top European was Diana Koszegi of Hungary who was 9th with 6/8. Britain's Matthew Macfadyen was 16th on tie-break scoring 5/8; he lost to Korea, South Africa (Victor Chow placed 12) and Romania (Sorin Gherman placed 11). Ireland's Noel Mitchell was 44th with 3/8.

In the play off to decide the contender for the British Championship, Des Cann lost to John Rickard, who then lost to Matthew Cocke. There was no need to play any more games as Matthew would win any ties, so it was the 5 dan from Norwich who faced the reigning Champion Macfadyen for the start of a battle of the Matthews. The first game in Cambridge on July 11th was won by Macfadyen.



Pair Go in progress...

European GP Results

Sixty-two played at Bled this year. First was Czech player Vladimir Danek on 5/6. Then came a group on 4/6, of whom the tie break selected Russia's Viktor Bogdanov and Dimitri Yatsenko of the Ukraine to take the places ahead of Pocsai, Schnider, Match and Szabics.

Budapest attracted two less players. Dimitri Bogatskii of the Ukraine was first on tie break from Lecsek Soldan (Poland), Tibor Pocsai (Hungary) and Bela Nagy (Romania).

Amsterdam was a surprise win for Franz-Josef Dickhut of Germany on 6/6. Second was fellow German Christoph Gerlach who had achieved a win over third placed Guo Juan of the Netherlands. Britain's Piers Shepperson (5 dan) only won

two, whilst Sue Paterson and Alison Cross won 3 each. 143 took part.

A week later at Hamburg Guo Juan got revenge on Dickhut but again lost to Christoph Gerlach. However Gerlach lost to Emil Nijhuis and so tie-break had to be used to split the three on 5/6. Guo was the lucky winner ahead of Gerlach and Dickhut. 122 took part.

Only 28 took part in the Croatian GP in Zagreb. There was a clear winner when Slovenia's Leon Matoh won 6/6 ahead of Milan Zakotnik also from Slovenia, and local player and former European Champion Zoran Mutabzija.

In Warsaw Czech player Radek Nechanicky won all 5 to be the best of the 64 players. Russia's Andrei Gomenyuk was second and Yatsenko was third.

The Russian GP was held in Moscow and attracted 70 players. A tie-break split those on 5/6 in order: Alexei Dinershtein, Lee Hyuk and Viktor Bogdanov.

Only 30 players went to Helsinki to sample the midnight sun. Viktor Bogdanov was the victor on 5/5. Local player Matti Siivola was second ahead of fellow Finn Vesa Laatikainen and Dutchman Tonny Claasen.

End Notes

The final placings in the last ever Fujitsu European Grand Prix:

- | | |
|----------------------|------|
| 1. Viktor Bogdanov | 84.5 |
| 2. Vladimir Danek | 63 |
| 3. Ion Florescu | 63.5 |
| 4. Christoph Gerlach | 61 |
| 5. Guo Juan | 60 |

Matthew Macfadyen was 24th.

From January 2000 the new Toyota European Go Tour starts.

The date for the British Youth Go Championships has been set as 16th January 2000.

Youth Go Clubs

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

Brakenhale School (Bracknell): France Ellul, 35 Sunny Croft, Downley, High Wycombe, HP13 5UQ. 01494 452047

Cambridge Juniors: Paul Smith, 2 Townsend Close, Milton, Cambridge, CB4 6DN. 01223 563932 (h), 01908 844469 (w). paul@mpaul.cix.co.uk

The Dragon School: Jonathan Reece, The Dragon School, Woodstock, Oxford. 01869 331515 (h), jon.reece@zetnet.co.uk

Eveline Lowe Primary School (SE1): Charles O'Neill-McAleenan, Flat 23, Walker House, Odessa St, Rotherhithe, London, SE16 1HD. 0171 2520945

Fitzharry's School (Abingdon): Nick Wedd, 37 North Hinksey Village, Oxford, OX2 0NA. 01865 247403 (h)

Hazel Grove High School: John Kilmartin, Hazel Grove High School, Jackson's Lane, Hazel Grove, Stockport, SK6 8JR; tel 01663 762433 (home)

St Ives School: Ms Alex Maund, St Ives School, Higher Treganna, St Ives, Cornwall, TR26 2BB. 01736 788914 (h). alex@st-ives.cornwall.sch.uk

St Ninian's High School: Steve Watt, St Ninian's High School, Douglas, Isle of Man

St Paul's School (Cambridge): Charles Matthews, 60 Glisson Road, Cambridge, CB1 2HF. 01223 350096 (h). charles@sabaki.demon.co.uk

Stowe School: Alex Eve, Chackmore Lodge, Main St, Chackmore, Buckingham, MK18 5JF. 01280 812 979; fax 0870 164 0668. alex@fgleaf.demon.co.uk

Whitehaven School: Cleator Moor Road, Hensingham, Whitehaven, Cumbria. Keith Hudson. 01946 810573, keith.jill@lineone.net

Glossary

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

Kosumi: a diagonal play.

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

Moyo: a potential territory.

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

Sabaki: a sequence which produces a light shape

Sagari: a descent towards the edge of the board.

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

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

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

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

Shicho: a ladder.

Shimari: a corner enclosure of two stones.

Shodan: one-dan level.

Tengen: centre point of board.

Tenuki: to abandon the local position and play elsewhere.

Tesuji: a skilful move in a local fight.

Tsuke: a contact play.

Yose: the endgame.

Aji: latent possibilities left behind in a position.

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

Atari: the state of having only one liberty left.

Byo yomi: shortage of time.

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

Damezumari: shortage of liberties.

Furikawari: a trade of territory or groups.

Fuseki: the opening phase of the game.

Geta: (or 'net'), a technique that captures stone(s) locally, 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.

Hasami: pincer attack.

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

Ikken-tobi: a one-space jump.

Jigo: a drawn game.

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

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

Keima: a knight's move jump.

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

Competition

Front Cover Competition

A prize of a book to the value of ten pounds from BGA Books will go to the winning designer of a Millennium cover for BGJ 117. Runners up may have their covers on later journals. Designs should be portrait, usable in the proportions of 4 by 5, and may be drawn, printed or photographs.

Advertisements

£50 a full page and pro rata. Terms available for consecutive ads. For part page ads, space allotted may exceed what has been paid for where it is convenient for layout. Small ads not for profit are free.

Contributions for the next Journal by **4th November**, but please send earlier if possible. Text on disk or by email is especially welcome, (plain text, not right justified and no tabulation), but should be accompanied by a print-out in case of difficulties. Diagram references: please use A,B etc., not K10, C3 style notation.

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Books & Equipment Update

★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★
★ **REDUCED AGAIN!!** ★
★ **Go Player's Almanac** ★
★ (G40): further reduced to ★
★ £10 to clear stock, an ★
★ amazing price for a **hard-** ★
★ **back** reference book. ★
★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★

GOODS DIRECT

The BGA bookshop, with a wide range of books, equipment etc., will be at the Northern, Milton Keynes, Shrewsbury, Wessex and Swindon tournaments. A limited choice should be available at the Three Peaks and West Surrey tournaments. I am not yet sure whether I will be able to attend the London Open, but the bookshop will be there.

NOW AVAILABLE

Strategic Fundamentals in Go (Y24 - £10.00) offers a Chinese perception of strategy in go. The author was the teacher of Nie Weiping. I found the discussions on strategy interesting, but rather a lot of space is given up to tactical situations for a book of this type. Intermediate Level.

The 1971 Honinbo Tournament (G07 - £8.00) is one of the best collections of in-depth game commentaries ever, and I recommend it very highly. Probably Advanced Level, though low kyu players will also benefit from a careful study of the contents. This is a long-awaited reprint.

Positional Judgment (G45 - £8.00) has also been reprinted and is now in stock. The book shows how to use your intuition to make accurate large-scale decisions at a glance, so you can make effective strategic decisions on whether to attack or defend. I grade the book as Intermediate Level.

Cosmic Go (G69 - £8.00) is the first new book from Kiseido other than the Get Strong... series. It takes its inspiration from the unique style of Takemiya Masaki, and its theme is four stone handicap games. You are shown how to answer double-approach moves by playing on a grand scale and building thick positions. Four joseki chapters are filled with more than 100 full-board problems which illustrate how to apply the many new josekis you will learn. This is another Intermediate Level book, but strong players will find some of the problems quite challenging.

Ranka Yearbook 1999 (RA99 - £6.00) is now available in limited numbers.

REPACKAGED PRODUCTS

The plastic stones, now recoded SSP1, have been repackaged and now come in two screw-top plastic bowls (black and white tops) in an attractively labelled box, linked to the book *Teach Yourself Go*. The price has therefore been increased to £8.50, which is quite a bargain as the plastic bowls available separately as code PCS are £2.00. I strongly recommend plastic stones for children due to the very real danger of sharp fragments in sets of glass stones.

The 8.5mm glass stones (code SLG) can now be purchased complete with wooden bowls (code SLG1) at the advantageous price of £49.00.

Full price list available on request.

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

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.

Tel: 01600-712934 E-mail: bgabooks@btinternet.com