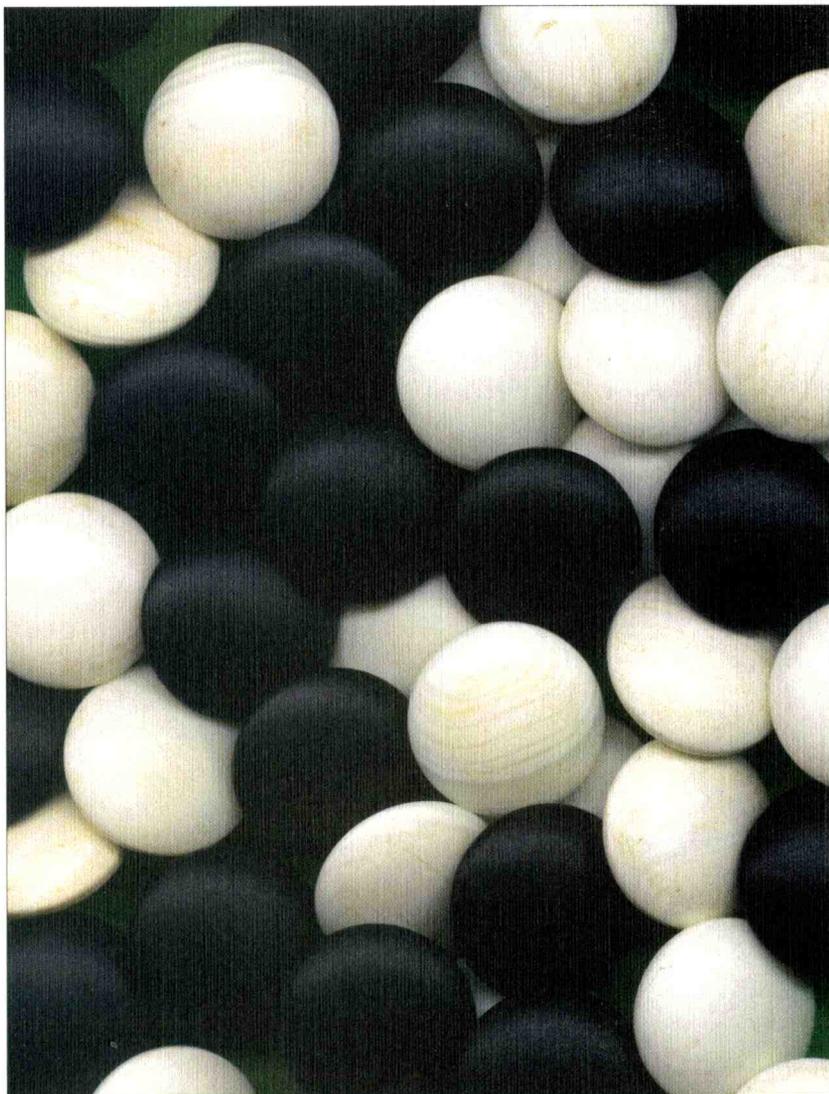


BRITISH **Go** JOURNAL



Number 128

Autumn 2002

Price £2.50

---

# BRITISH GO JOURNAL NO 128 AUTUMN 2002 ~ CONTENTS

<b>UK News and Tournaments</b> ~ Tony Atkins . . . . .	2
<b>Ratings and Strength</b> ~ Doing a good job ~ Geoff Kaniuk . . . . .	5
<b>Go Tutor</b> ~ Edited by Charles Matthews . . . . .	6
<b>Get Strong at Scoring</b> ~ Tony Atkins . . . . .	8
<b>Croatian Go Song</b> ~ Francis Roads . . . . .	9
<b>British championship 2002</b> ~ Game 1 ~ Matthew Macfadyen. . . . .	10
<b>The Way to Go</b> ~ Andrew Grant . . . . .	12
<b>Council House</b> ~ Simon Goss . . . . .	13
<b>European Pair Go 2002</b> ~ Natasha Regan . . . . .	14
<b>Double Extensions</b> ~ Part II ~ Charles Matthews. . . . .	17
<b>Nakade &amp; Ishi-no-Shita</b> ~ Part Nine ~ Richard Hunter . . . . .	22
<b>Review</b> ~ Many Faces of Go version 11 ~ Nick Wedd . . . . .	28
<b>What The Books Don't Tell You</b> ~ Part VIII ~ Simon Goss . . . . .	30
<b>Sixth Isle of Man Go Congress</b> ~ Francis Roads. . . . .	35
<b>Review</b> ~ SmartGo:Board and SmartGo:Player ~ Nick Wedd . . . . .	36
<b>Ten Years Ago</b> ~ Tony Atkins . . . . .	37
<b>Strange things happen in Croatia</b> ~ Francis Roads . . . . .	38
<b>Go Flow</b> ~ Roger Daniel . . . . .	39
<b>European Pair Go</b> ~ UK vs Romania ~ Matt Cocke . . . . .	42
<b>World Go News</b> ~ Tony Atkins . . . . .	44
<b>Small Ads and Notices</b> . . . . .	47
<b>BGA Officials</b> ~ Postal, e-mail and Web Addresses . . . . .	48
<b>UK Club Lists</b> . . . . .	49
<b>Glossary of Go Terms</b> . . . . .	52

## UK NEWS AND TOURNAMENTS

**Tony Atkins**

ajaxgo@yahoo.co.uk

### **Golden Jubilee**

The Birmingham (Jubilee) Tournament celebrated the Queen's Golden Jubilee by starting the extra long bank holiday weekend off in proper fashion. 31 players assembled alongside the 4NCL chess event at the Grand Hotel in the centre of the city on 1st June. The experience of playing in a chandelier lit room will not be repeated as the hotel is due to close before next year. The winner was Matthew Macfadyen (6 dan Leamington) and second was Piers Shepperson (5 dan CLGC). Players with 3 wins were Mike Cumpstey (2 kyu Manchester) and Gareth Jones (11 kyu Leicester ). The Continuous 9x9 winner was Peter Fisher (4 kyu Leicester) with 10 wins.

### **Silver Jubilee**

38 players took part in the Leicester Tournament on 15th June, the 25th such event and the tenth at the hall of the Church of the Martyrs. The numbers may have been lower this year because the English football team were endeavouring to win a World Cup game during the middle of the day. In the Go, a top group jigo between Tim Hunt (2 dan Open University) and Simon Shiu (4 dan Bristol) meant a tie at the top. Tim was judged the winner ahead of previous champion Simon. Phil Ward-Ackland (6 kyu West Wales) was unusually the only player to win all 3 games. Tony Atkins (2 dan Bracknell) won the most games in the 13x13, despite not being registered for the tournament, and Shawn Hearn (7 kyu Berks Youth) played the most 13x13 games.

### **48 without loss**

44 players attended the tenth Welsh Open in Barmouth on 29 and 30 June. The usual mixed bag of summer weather greeted the players, as did new host for the tournament, Phil Ward-Ackland, and of course by

Baron Allday in his cafe. Phil continued the well-run tradition and deserves a special award as smartest organiser, wearing jacket and tie for the prize giving. The winner for the tenth time was Matthew Macfadyen (6 dan Leamington). This increases his number of unbeaten games in this event to 48 (the first year the tournament was only three rounds), which must be some sort of record. Also on 5 wins was Shawn Hearn (7 kyu Bracknell). On 4 wins were Dan Gilder (2 dan Manchester), Gerry Mills (1 dan Monmouth), David King (1 kyu Swindon), Andrew Marshall (13 kyu Isle of Man) and Jonathan Englefield (20 kyu High Wycombe). The Eeyore team, comprising Simon Goss, Shawn Hearn, Emma Marchant and Jonathan Englefield, won the team prize. In the 9x9 the highest winning percentage was by Ron Bell and the Marathon Man (most games) was Roger Daniel. A special booby prize went to Edward Marshall to reward his travelling from the Isle of Man.

### **Garden Party**

40 players attended the first tournament at Letchworth Garden City on 13th July. Just ahead of the first garden city's century next year, Letchworth gained both a tournament and a new go club as it is the new Bexfield family home. The St. Hugh's Church Hall was pleasantly situated near the central Kennedy Rose Gardens, the museum and the shops and facilities of the centre of Letchworth. Winner was David Ward (4 dan Cambridge); he beat Ruud Stoelman (2 dan Bradford) in the final. Organiser Simon Bexfield (1 dan) was also one of those on three wins. The others were Richard Mullens (5 kyu Stevenage), Shawn Hearn (6 kyu Bracknell) and Nicola Hurden (10 kyu Bracknell). Roger Daniel won the first to enter award and Jil Segerman got a prize for

playing all four of the games in the Continuous 13x13 competition. After the event all the competitors were invited back to the Bexfield's for a garden party and large percentage of the competitors partook of drinks and food in the pleasant summer evening air.

## **Wedding Anniversary**

6 years to the day after the Margetts Wedding Tournament at Epsom Down, the first Epsom Tournament was held on 10th August. Thanks to sponsorship of Stephen Streater's Forbidden Technologies plc there was the fine venue of the Ebbisham Centre in the centre of Epsom and generous prizes. The modern Centre houses the town library, a café and gym and looks out on Derby Square. The square had a statue of a jockey but otherwise needed a water-feature to make it complete; this was provided by the torrential rain in the middle of the afternoon. Otherwise the day was fine and was interesting for the players as the first British Championship title match was held in an upstairs room. Matthew Macfadyen won this as expected, beating Matthew Cocke by 12.5 points. Players were able to watch an analysis of the game after the prize giving. Close friends when then invited back to the Margetts' house to complete the anniversary celebrations. The tournament attracted 60 players, with the top bar at 5 dan, helped a bit by the Central London Go Club being closed for refurbishment. Winner was Seong-June Kim (6 dan) who beat local hope Taiko Nakamura in the last round. All players with two or more wins got a prize and all players went a way clutching an Epsom Tournament 2002 mug. The players winning all three games were: Alan Thornton (2 dan St Albans), Paul Clarke (1 dan High Wycombe), Epsom's David Pemberton (4kyu), Brian Kelly (5 kyu) and Roland Halliwell (9 kyu) and Reading's Richard Brand (14 kyu) and Chris Laker (19 kyu). There were two

continuous tournament winners: Alison Bexfield at 13x13 and Roland Halliwell at 9x9. The Epsom Duffers won the team prize and Gerry Mills won the first entry prize and also brought the bookshop. Sue Paterson won a prize despite not naming Hugo the Bear correctly and nobody guessed from where the Chronos Clock was imported.

## **Gold, Silver and Bronze**

The sixth annual Mind Sports Olympiad (MSO) moved for the first time out of London, but maintained the tradition of a different venue every year. Held over five days in August, Loughborough University was the new home. On site parking and accommodation were easily available making the venue perhaps more convenient than in the capital. A late start for the Go events on Thursday 15th allowed time for travelling. Although a weekday was convenient only for those without jobs, the clash with the Isle of Man forced it so. A beginners' Go event featured teaching and a small tournament; it attracted four new converts and a child from Birmingham who had played a little before. There was only one medal Go event; it attracted 18 players from 6 dan to 18 kyu. Matthew Macfadyen (6 dan Leamington) took Gold for the second time running. Silver went to the losing finalist Alex Selby (3 dan Cambridge). Piers Shepperson and Francis Roads also won 2/3. Mark Collinson (1 kyu York) won 3/3 to earn him Bronze. Chris Goldsmith (11 kyu Cambridge) also won 3/3 earning himself a packet of biscuits. Other than Go, there was the usual selection of games old and new. Boku, Abalone, Othello, noisy Backgammon (in silly hats) and quiet Chess. Though only there for one day, the Go players were well received by the organisers Tony Corfe, David Levy and Lady Mary Tovey, being described as "so warm and friendly".

## Crown Jewel

The jewel in the crown of the British Go calendar must surely be the Isle of Man Go Week. Where else can you get a whole week of Go, seaside, countryside and pleasant company? The event was back after a three year gap and was for a third time in the resort of Port Erin. This time, however, the venue was the disused Talon's Nightclub of the Falcon's Nest Hotel. Players mostly arrived for the start of the week on August 17th, which enabled them to eat a slice of one of Tony Atkins' three birthday cakes. Unfortunately there were not many visitors from mainland Europe and none from further afield. Most welcome were father and son from Portugal, Jose and Miguel Teles de Menezes, but unfortunately a family from Japan withdrew because of illness. Also not there was France Ellul, just leaving seven players (including organisers David and Leo Phillips) who have been to all six Go Weeks. The weather was mostly sunshine and the day of the coach trip to Peel and Ramsey was no exception. Unfortunately the proposed sandcastle competition to be judged by 21 month old Charlotte Bexfield was cancelled, but the music evening went ahead as did the American-style last evening Prize Giving Banquet with songs after.

36 players took part in the main Open event, which is played with 90 minute time limits over five mornings. Winner on 5/5 was Piers Shepperson (4 dan CLGC). Second was David Ward (4 dan Cambridge) and third Tony Atkins (1 dan Bracknell) both on 4/5. Francis Roads (4 dan Wanstead) was fourth and Natasha Regan (1 dan Epsom) was fifth. Also on 4/5 were Jose (6 kyu) and Miguel (14 kyu) Teles de Menezes. On 3/4 was Gary Beman (9 kyu Leamington), who unfortunately could not make the first day. The 29-player three-

round Afternoon Tournament was a win again for Francis Roads who beat Piers Shepperson in the last round. Simon Bexfield (1 dan Letchworth) and Alistair Brooks (20 kyu Swindon) both also won 3/3. As usual Francis Roads also won the 16-player 13x13. The next three places were taken by Simon Goss (2 dan Bracknell), Celia Marshall (12 kyu Man) and Jose Teles de Menezes. David King (1 kyu) and Eric Hall (2 kyu), both from Swindon, won the 12-pair Rengo. Top prize winner was young William Brooks (8 kyu Cambridge). He won the 8-player day-off Die-Hards' Tournament (beating Peter Fisher (4 kyu Leicester) by just five points). He won the Lightning, beating even younger Alex Beman (25 kyu Leamington) in the final between the top two players in this continuous event. He also won the six-round 23-player Handicap event unbeaten. David Ward and Ian Marsh (1 dan Bracknell) won 5/6 in the Handicap. Two more prizes were shared by William as he was in the winning quiz team "The Clean Shaven" (with Sue Paterson, Andrew Grant, Tony Atkins and Matthew Selby) and in the winning "Still Cleanshaven" team in the Team Lightning (with Tony Atkins and Colin Adams).



Photo: AJAx

Simon Bexfield trying to scrounge some sand from his daughter during the Isle of Man Go Week.

## RATINGS AND STRENGTH ~ DOING A GOOD JOB

**Geoff Kaniuk**

geoff@kaniuk.demon.co.uk

In the Summer Journal (BGJ 127) Francis Roads offers us (by his own admission ), some thoughts of a non-mathematical nature. These seem to have led him astray as he has reached the rather strange conclusion that we should try to persuade Europe to adopt our standard of gradings.

On the basis of population alone, one would be justified in raising an eyebrow or two at his suggestion. The distribution of active players reported in last month's rating list is: Russia 277; France 548; Romania 203; Netherlands 262; Germany 815; UK 332. The ordering in this list is by average Strength over the whole population, and I have only mentioned countries with more than 200 players.

I do not think too many people would be surprised by this result. What is surprising in my view is that our average strength is 0.32 stones below par, and this is fairly close to Germany at 0.26 stones below par. By comparison Russia is 0.54 stones above par. Our Strengths are below par, but not as far below as people might expect.

Given this evidence, one could not seriously expect the whole of Europe to adapt to our gradings when we are but 8.2% of the whole

European population and clearly below par. Interestingly, Netherlands is the country which is bang on par so if you wanted a standard that would be it!

Francis also does us a dis-service by suggesting that "...kyu players who care about this matter should enter at their European grades and shame the remaining kyu players into adjusting their own grades". We have worked very hard to produce a fair system adapted to the conditions in the UK, and if he looks at the web site more carefully he will find a list which gives people's UK strengths as a guide for entering tournaments together with a comprehensive advice system in the form of a Frequently Asked Questions page.

The purpose of the list is not to shame anyone into doing anything. It is there straightforwardly as a guide to kyu players so that they may enter tournaments at a realistic UK Strength ( not their European rating ) and consequently maximise their performance.

It is pleasing to see that a fair amount of adjustment has indeed taken place and the distribution of strengths in each grade is beginning to tighten up.

## IN THE DARK?

### Friends of the London Open

The Friends of the London Open is a fund set up by the Central London Go Club for donations to cover accommodation of Eastern European, students or other needy players who otherwise could not afford to take part in the London Open. Prior to the tournament's move to the International

Student House, free floor space was available at the Highbury Roundhouse venue; now only more expensive rooms and dormitories are available. Any donations should be sent to London Open Go Congress care of Bill Streeten.

**Tony Atkins**

# GO TUTOR: THE ENDGAME ~ THE EDGE OF THE BOARD

Edited by Charles Matthews

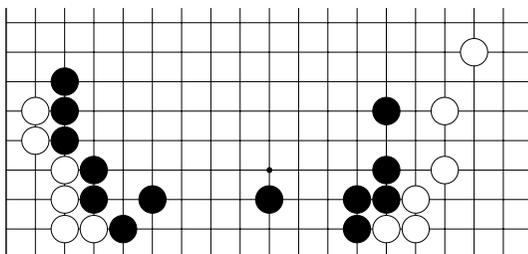
charles@sabaki.demon.co.uk

This article begins a discussion of the endgame in Go. Do you regard the endgame as difficult? Then you are in good company. For the pro the endgame is technique. What is required to reach dan level can undoubtedly be learned.

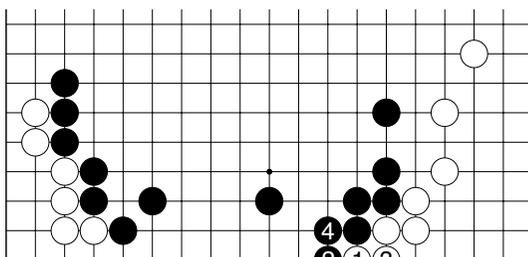
Simple mistakes at the edge of the board can cause large territories to disappear. Or even lose groups their eye space.

In Diagram 1 Black's side extends from one corner to the other. Come the endgame White will play 1 and 3 of Diagram 2. Now Black must use 4 to connect. Every beginner learns by bitter experience to cover cutting points on the second line. In this case one can imagine a player who has moved on a little from that stage making the mistake of assuming that Black's stones on the left mean White's cut doesn't work here. It does, and you can see how in Diagram 3, in which Black plays 4 elsewhere, culminating in a net. A second tactical idea which is useful to know and works too, though not quite so spectacularly, is to make White 13 in this sequence the atari on the first line rather than the net, chase Black a bit and connect out to the left hand corner. The reader can examine this on a board for extra instruction.

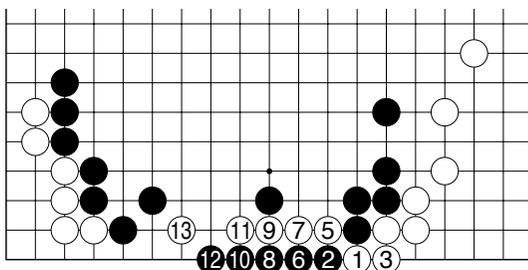
The player who can accept that a minor disaster of this kind has happened, and then put a bandage on it effectively, can save many, many games. Diagram 4 shows a typical patch. Black's loss is kept down to 10 points. The key play is Black 8 there. It is not too close to



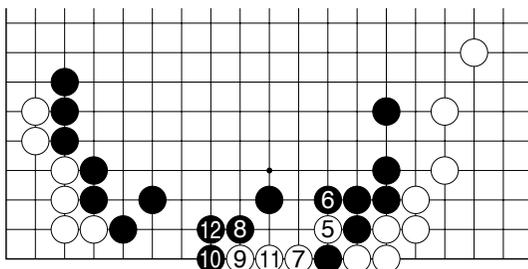
1



2



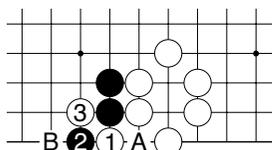
3



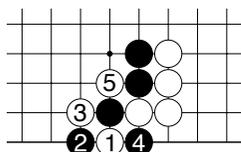
4

White, and concedes some further profit. But White does not simply march right on in to the side, as unhappily is often seen.

While Black 2 in Diagram 2 is correct there as an answer to the hane move White 1, another class of mistakes of

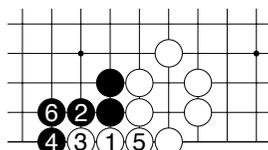


□ 5a

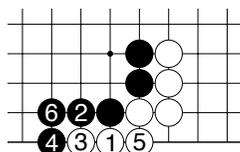


□ 5b

hourly occurrence in a normal Go club comes up in the cases of Diagram 5, where the same response leads to a serious ko fight. One should learn that the answers of Diagram 6 purchase safety for a mere two points.

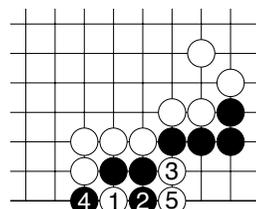


□ 6a



□ 6b

Finally a cutting point on the second line frequently gives rise to disasters of the 'shortage of liberties' sort. The example of Diagram 7 is typical; Black 2 there must be at 5. As it is the Black corner has died.



□ 7

## GET STRONG AT SCORING ~ CHAPTER 2: FIVE AND TEN SHAPES

**Tony Atkins**

[ajaxgo@yahoo.co.uk](mailto:ajaxgo@yahoo.co.uk)

The most common method for scoring areas under Japanese rules is to make territories into multiples of five or, preferably, ten. Any dan players reading, who do not do so already, should practice the technique of making all their territories multiples of five and ten during play, but as this is really advanced technique it will not be covered until one of the much later chapters.

The first chance we have to get the shapes into fives or tens after the play has stopped is with the filling of prisoners. In Chapter One it was suggested that the small one and two point areas be filled in with the prisoners first. This is of course true, but eliminating all those with four or three points may also be possible given sufficient prisoners. Remember the proverb about strong players always fighting kos? Well the

real reason for that is so that they have lots of prisoners to make the counting easier. Anyway, as well as the small areas, keep an eye out for areas that are, say, 11 or 12 points and slip a stone or two in them as you slap the prisoners back on to the board. Finally use the prisoners to make strangely shaped areas more rectangular.

Next comes the rearranging. Do not rearrange before filling, as this is inefficient (as is filling in a point then moving the stone later). To start with do not move stones that are part of the border to the other colour as you may forget who owns the area. After a bit of practice you can start to do this, but the aim is to keep the area looking like the right colour. It is allowed to pick a stone out of the border and swap it with a stone in a neighbouring opponent's group, but make

sure the removed opposing stone is placed back into a border without changing the area size and also avoid making the moved stone looking like an uncaptured prisoner. If the area is going to have a stone or two placed in the middle to reduce a rectangular shape down to a five or ten shape, then make sure the odd stones are of the colour of the area. If you find a big area that can be made bigger, usually to a five or ten shape, without disturbing the walls, then you can take stones out of this area and use them to fill up remaining small or awkward shapes elsewhere on the board. However do not remove too many at once, otherwise there may be risk of a drop disturbing the position.

Now what actually are the best five and ten shapes? With exactly five points the useful shapes are '1 x 5' and 'bulky 5' (the square with one ear). With exactly ten the simplest is '2 x 5'. The next best one you often see, and in some ways is easier to count fast as ten, is the '3 x 4 less 2' shape. 'Bulky 3 with an ear' and other exact ten shapes are usually best avoided and can usually easily rearranged into one of the two preferred shapes. For fifteen points '3 x 5' is the only shape and for twenty-five then '5 x 5'. Another fifteen that is fast to make is the '4 x 4 less 1', especially if it is the corner. Twenty points can be '4 x 5' or '2 x 10'.

The ten-long shapes usually occur along an edge. The handicap dot in the middle of the side is a quick way of judging how far from the corner a ten-long group should stop. It is allowed to pick up the 10-4 stone whilst rearranging to verify where it is. Another twenty shape sometimes seen is '3 x 7 less 1'. For a two-high area of thirty points, remember this must stretch from one corner up to the line before the opposite corner handicap dot, four lines from the other edge. For forty points along one side, then that is '2 rows + 2' (the extra two being round the corner). Likewise sixty is '3 rows + 3'. If a ten-long shape is on the middle of the side, then it is better to rearrange it into two '2 x 5'

areas with a couple of stones in between. Like wise a long edge group with fifteen points would be best as a '2 x 5' and a 'bulky 5', again separated by two stones.

Often you cannot easily make all the areas fives and tens, and often of course the total area is not a multiple of 5. In the first case, an emergency measure is to make pairs of shapes that add up to ten, for example a '2 x 2' and a '2 x 3', however this is only one stone movement away from two 'bulky 5' shapes. A single stone movement, between areas to make some fives, is just as valid a technique for rearranging as making that big area bigger as described above.

Now for some shapes to be avoided, unless inaccurate scoring is required: '2 x 4', '2 x 6', '2 x 7 less 1', '2 x 9', '3 x 6 less 1', '3 x 8 less 1'. As you are rearranging your opponents area most of these are not good as they can be miscounted to make their area bigger not smaller, so it is not to your advantage to try. Likewise the technique of three stones on two points is an increase not a decrease, so should also be avoided!

## IN THE DARK?

### Pair Go Promotion Partners

Pair Go Promotion Partners (PGPP) is a scheme run by the Japan Pair Go Association to get players to commit to popularising Pair Go. A red 'passport' is issued to PGPP members listing the principles of Pair Go: enthusing about spreading Pair Go, valuing Pair Go etiquette, appreciating the pleasures of Go. All those who play in the World Amateur Pair Go Championships are encouraged to join. The main supporter of Pair Go in Japan is NKB, the company that also owns Pandanet (IGS).

**Tony Atkins**

# Croatian Go Song

Francis Roads

Croatian traditional melody

Fairly slow

1. Off we go to play in Za - greb, Sun - ny there as France or Spain;  
 Bet - ter not for - get your sun - cream, Sun - burn can be quite a pain, -  
*Strange things hap - pen in Cro - a - tia, I've been soaked in Za - greb rain.*

2 Wait two hours for registration  
 Time to go and drink some beer;  
 Better go and get some kuna  
 They don't want our euros here.  
*Strange things happen in Croatia,*  
 Slightly slower than last year.

3 Try to learn to speak Croatian,  
 Seems a lot to learn to me;  
 Seven cases and two genders,  
 And three types of letter C.  
*Strange things happen in Croatia,*  
 Ne govorim Hrvatski.\*

4 Every second shop's a café  
 As you walk a Zagreb street.  
 Why aren't all those people working?  
 Have they nowhere else to meet?  
*Strange things happen in Croatia,*  
 Why won't they sell things to eat?

5 Take a Go set to the café,  
 Nice to have one quite so near.  
 They don't seem to want our custom,  
 "You can't play that board game here."  
*Strange things happen in Croatia,*  
 Go elsewhere to buy our beer.

6 Play the 9 x 9 one evening,  
 Knockout is the way they play.  
 Fourteen minutes, then you've finished  
 If it's not your lucky day.  
*Strange things happen in Croatia,*  
 Why not play the usual way?

7 Off they take us to Plitvice,  
 Nature's beauty's there to see.  
 Waiting ages for the bus there,  
 Don't know why such things should be.  
*Strange things happen in Croatia,*  
 We get lunch at half past three.

8 Had a great time here in Zagreb,  
 Not too many things went wrong.  
 Soon be time to say goodbye now,  
 Soon be time to end my song.  
*Strange things happen in Croatia,*  
 We'll be back before too long.

\* I don't speak Croatian.

# BRITISH CHAMPIONSHIP 2002 ~ GAME 1

Comments by Matthew Macfadyen

matthew@jklmn.demon.co.uk

Black: Matthew Cocke 5D

White: Matthew Macfadyen 6D

Played during the Epsom Go tournament on 29 June 2002.

White 6 is played to ask Black which side he is going to push. After black 9 the continuation in the corner is not so urgent.

Black 17 misses the point a little. White is able to strengthen the extension on the right side while making a bit of territory. Black gets something on the lower side with 21, but this is neither a severe attack on White nor a secure territory.

Black 23 addresses the immediate problem of the expanding white position in the upper left. the success of this manoeuvre will depend on three things. Can Black settle his group quickly? Will there still be a chance to invade the top left corner? Will there still be chances to attack the white group in the lower left?

Up to 44, Black does very well at settling his stones, and does it in sente, but the other two objectives have failed. Black 35 at 36 looks better.

But Black's position would not be too bad if he built up the lower side directly instead of the rather perverse 45, which seems to be trying to attack a strong group.

White is able to patch up the connection of the left side stones with 46 and then get on with invading at 48. this works very well until white 72 which is an outrageous overplay. White should just connect at A. Black should probably capture two

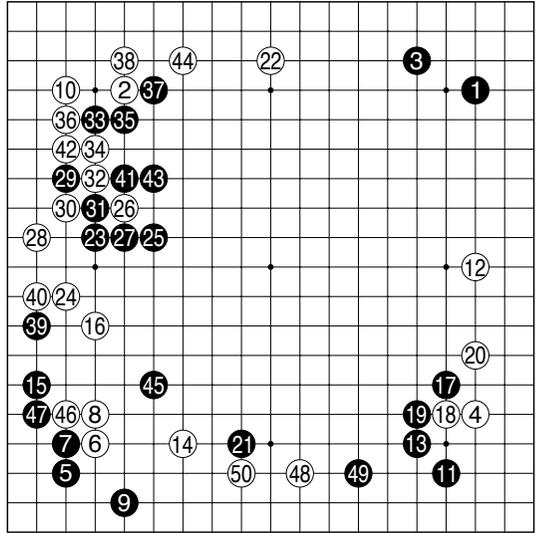


Figure 1 (1 – 50)

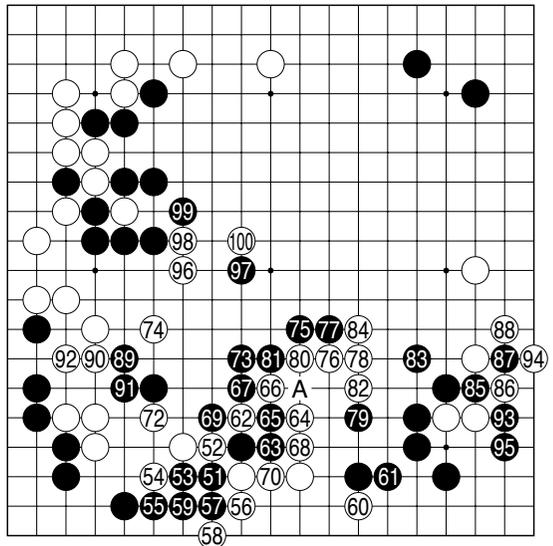


Figure 2 (51 – 100)

71 @ 62

stones and then White can take sente on the right side for a comfortable position.

Black 73 tries to aim at both sides at once. Having played 72, White is obliged to look after the left side stones, and the next question is how much of an attack Black has at the bottom.

Black 95 is big enough to keep the game close. Next, there will be some difficult problems for both sides in the centre.

Up to 111 both sides get cut off in the centre. It is important in such positions to do some counting, so as to see which of the possible large exchanges of groups would be decisive. Such a possibility soon arises: Black 127 aims to gain in efficiency by threatening to kill the group at the bottom, but he has not counted properly. White can ignore the lower group and threaten Black in the upper left before answering.

Up to 132 there is a big exchange. The territorial gains are almost equal, but White does better because he settles a dodgier group.

Black tries to reopen his attack with 137, but the attack runs out of steam and he needs to look for some extra sente moves on the right. Black 149 is a nice try, but again his counting has not been precise enough. White exchanges groups again for a favourable simplification up to 154.

After 156 White is winning by about the komi. Black needs an inspired endgame. Usually this means finding interesting ways of not answering your opponent's moves.

But Black answers at 157 and again at 163. When White gets 174 as well the game is over. White wins by 12.5 points.

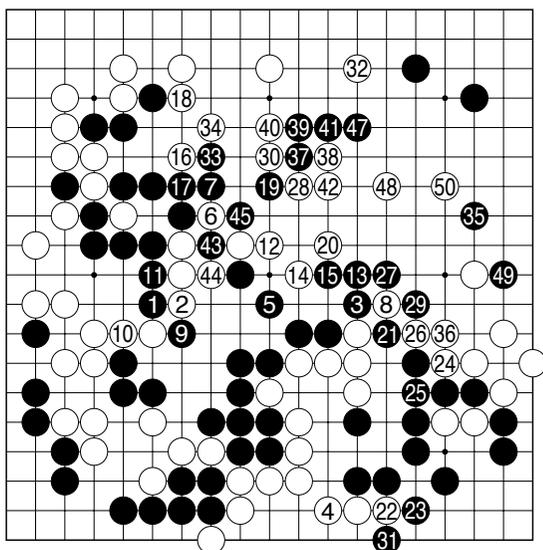


Figure 3 (101 – 150)

146 @ 143

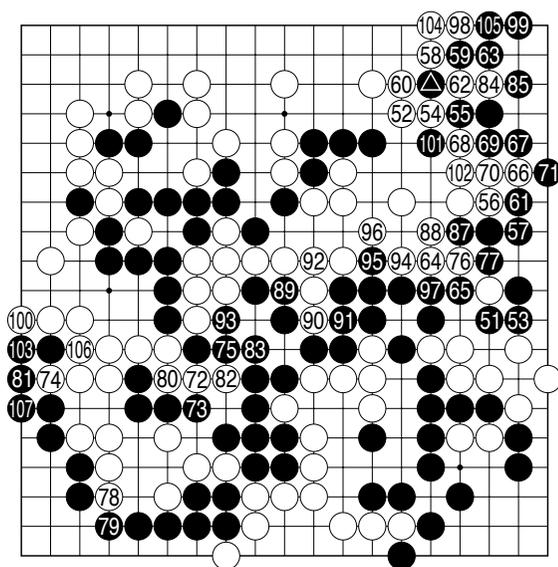


Figure 4 (151 – 207)

186 @ Δ

## THE WAY TO GO

It was some time in February 1976, and I was sixteen years old. I was walking along a local shopping street when I saw something in the window of a second hand furniture shop. Now, please, I don't want anyone to get the idea that I was the sort of kid who found furniture interesting, but I was bored, I wasn't going anywhere in particular, and I'd been glancing at all the shops along the street. When I looked in this particular shop window, though, something caught my eye.

This shop had set out a coffee table and a few chairs as a display in the window. There were some things on the table, meant, I imagine, as props to make the display look more homely – a couple of books, a teacup, and – this being what drew my attention – a green cardboard box bearing the words 'Go Game', with a picture of two ancient Chinese people playing this 'Go Game' (whatever that was) on a tree stump, and a diagram showing some black and white circles on a grid of lines.

I looked at it with some puzzlement, for I had no idea what "Go Game" meant. Obviously some kind of game, but "Go"? The only game I knew called "Go" was a travel game produced by Waddingtons (it's called "Travel Go" now, but it was just "Go" then), but this was clearly something different from that. And yet I had the feeling I'd come across it before somewhere.

I was on my way home when I remembered. I was interested in board games generally, and had been looking at the Chess books in my local library a few weeks earlier. Naturally all the board-

game books were grouped together, and I now recalled seeing a book there entitled "Go: A Guide to the Game". I'd given it no thought at the time, I hadn't even bothered to pick it up – you can hardly look at every book you see in the library, and I was looking for books on Chess at the time anyway.

The next day I went back to the library and took a look at this Go book. There was no doubt it was about the same game I had seen in the shop, so I borrowed it, plus a two volume beginners' book from the Nihon Kiin which was the only other material on Go they had. By the time I got halfway through the first volume of this, I knew I was going to have to buy the game.

I went back to the shop and was somewhat brusquely asked by the owner what I wanted. (I suppose they don't get very many sixteen-year-old boys in furniture shops.) Trying not to sound too keen (in case it affected the price), I explained that I was interested in the game in the window, and would he consider selling it to me? "Of course", I said, "I know it's a prop for your window display but..."

Once the owner realised I wasn't about to rob the till, he was quite happy to sell me the set. He explained that it was a new Chinese game (which made me smile a bit for I'd already read that it was 4000 years old), and offered to sell it to me for a fiver. Unfortunately my pocket money didn't run to this, but I asked if he could hold on to it until next Saturday when I'd have enough to buy it. He agreed to this – he hadn't been expecting to sell it to anyone, anyway – and I went home.

The next day, impatient to start playing, I made myself a temporary set – I drew a 19x19 grid on a bit of cardboard (none of this small-board rubbish for me, I grandly decided) and cut some black and white card into squares to serve as stones. It wasn't very good – its main disadvantage as a Go set was that you had to hold your breath while playing or the "stones" would go flying everywhere. Still, this was my first Go set.

Saturday came, and I finally bought the game in the shop. It was clearly second-hand, and a bit beaten up, but it was a real folding magnetic set on which you could play without fear of oxygen starvation. But best of all, there was a leaflet from the BGA inside it. At last I had some contact information that would allow me to find a local Go club. I wrote to the BGA – and never looked back.

**Andrew Grant**

## COUNCIL HOUSE

**Simon Goss**

[simon@gosoft.demon.co.uk](mailto:simon@gosoft.demon.co.uk)

### **New Appointments**

We are delighted to welcome Nick Wedd into his new role as the BGA Publicity Officer. In Council's view, publicity is one of our most important functions, and we have wanted to increase the scope of this role. So we have added to the existing brief some further items that encourage the Publicity Committee to initiate new projects, which we shall support with funds where appropriate.

The full brief is now:

- to maintain our national press contacts
- to advise clubs on publicity as requested; this includes the existing function of advising on how to prepare press releases, but is not limited to that

- to generate new ideas for local-level publicity
- to generate new ideas for publicising both the BGA and the game of Go

Please would everyone with ideas about how to enhance our publicity please contact Nick to suggest them.

This means that Nick moves on from his previous role as BGA webmaster, and we are also delighted to welcome Allan Crossman as the new webmaster.

Over many years, Nick has built the BGA web site into one of the best Go-related web sites on the internet. Perhaps the very best of those run by national Go associations. He deserves our warmest thanks for his skillful and diligent work.

Council wishes Allan and Nick every success in their new positions.

# EUROPEAN PAIR GO 2002

## Natasha Regan

natashar@aol.com

The 5th European Pair Go championships were held in the Palais des Festivals in Cannes. This grand building overlooking the sea has been host to the Film Festival, computer exhibitions and numerous business conferences but in the week of 27th Feb to the 3rd March 2002 it was dedicated to a massive games extravaganza.

There was chess. The first NAO masters was the strongest closed tournament ever to be held in France, boasting 7 of the world's top 20 players and including ex World champion Anatoly Karpov. Once spectators managed to find their way to the theatre they were in for a treat. The seats were plush and comfortable and there was one of the best displays of the games I have ever seen. The boards were on the stage but also fed electronically to a cinema-sized screen. Half the screen gave close-up shots of the players and the other half diagrams of the positions. There was headphone commentary available and bulletins produced after every round.

Live cinematic coverage also glamorised the Scrabble, with the French championship and the world Francophonie championship being fought out to a packed arena.

Bridge was played in a room with a superb view across the marina. There was a large marquee for model railway and airplane displays. Children were amused by the disco dancing competition. There was Othello, backgammon, oware, draughts, finger billiards, tarot, Chinese whispers (in French) and many many more. My favourite to walk by were the fantasy gamers who dressed up in capes and grew their beards very long.

The Go was supported by the European and French Go federations and the Japan Pair Go Federation. 10 European countries took part and the countries and ratings are shown below. The tournament was a 5 round Swiss; 45 minutes per pair sudden death using Ing clocks but Japanese counting. Komi was 5.5. Seedings were done using European ratings, which affected the draw for the first round – thereafter it was random. (Geoff Kaniuk will be pleased to note that our average rating was the highest (!) of the 3 dan pairs – although I'm afraid to say we weren't lucky enough to finish highest.)

The English contingent consisted of Matthew Cocke and me to play, with Matthew Selby to keep us company.

COUNTRY	RATING	AV. EURO	FEMALE		MALE	
Norway	4 dan	2369	Xia Jie Li	3d	Xia Jie Lin	5d
Germany	4 dan	2358	Daniela Trinks	3d	Lutz Franke	5d
UK	3 dan	2297	Natasha Regan	1d	Matthew Cocke	5d
France	3 dan	2265	Myrtille Cristiani	1d	Paul Drouot	5d
Czechia	3 dan	2200	Lenka Dancova	3k	Vladimir Danek	6d
Romania	2 dan	2152	Irina Patricia	2k	Mihai Petra Bisca	5d
Neth'nds	1 dan	2074	Marianne Diederer	1k	Peter Zandveld	4d
Slovakia	2 kyu	1890	Lucia Lassakova	2k	Ivo Svec	2k
Bosnia	2 kyu	1883	Visnjica Barisic	5k	Dragan Barisic	4d
Italy	10 kyu	1125	Francesca Antonacci	5k	Emanuele Cisbani	12k

Our journey can only be described as one of increasing excitement starting as it did with the Stansted 'Express', all change at Bishops Stortford. We flew Go from Stansted to Nice. I have to recommend Go. Not only was it the cheapest airline on this occasion, but we also learned the catchy "Go go go go go!" jingle on the inter-terminal shuttle. Try it – you'll be humming it for weeks.

At Nice airport we first saw the 'Festival International des Jeux' Δ17

posters and then again at the train station. The posters were all over the place. We took a double decker train to Cannes and had the additional thrill of fare evasion because the ticket office closed just as we reached it and refused to sell us anything at all.

We arrived on Thursday evening; the main event was starting on Saturday. To prepare we ate out at Chez Freddy's and learnt how not to eat artichoke. We climbed countless steps into the sky and saw the castle and rounded off the evening at Jimmy's, the local casino.

For months Piers Shepperson has been trying to persuade us to take up poker. Of course we won't, but we did have measured success against the slot machines. They kept paying out. We had to use a bucket to collect all our Euro tokens. In the end we got so bored we shovelled it all back in and ended up twenty quid down on the night.

Friday was a boat trip and then manically fast 10 minute blitz Go. Matthew C's first round was White against the 2 dan professional, Fan, who is currently living in Paris. Fan was around to give commentaries on the pair Go, with help from his sidekick Pierre. Pierre would suggest a move with a flash tactical refutation at which point he'd hit his head. Fan developed the catchphrase "Try again, Pierre". Anyway in the blitz Fan beat Matthew once, then again giving 2 stones. Not surprisingly he went on to win the competition.

Later I played the pro's girlfriend, who had been taught the moves only two days before. I did manage to win but I don't want a replay next week.

Our meal out on Friday was the traditional French (?) dish of paella. Matthew S did a fine managerial job of fishing out and feeding us the biggest cloves of garlic to maximise our winning chances the next morning.

This did not work however. We played the Ronamians in the first round and they played well. We had good chances to kill a group but it survived and we lost by around 10 points. Things went from bad to worse when both my companions ordered quiche for lunch.

The next game was against Italy. On paper we had a clear advantage and we started maturely by gaining territory through fencing in and pressuring their groups without killing them.

Then horror. Matthew obviously felt he needed to prove his manhood after the quiche-eating debacle and went to overplay city on the top right-hand corner of the board. We recovered ourselves with the loss of only one large corner and luckily our earlier territory and time advantages proved sufficient.

Round 2 saw the top two seeds clash with Germany emerging victorious over the strong pair from Norway. Only France, Germany and Romania remained undefeated after 2 rounds and the home crowd was delighted when France beat Germany to end the day as sole leaders.

Our third game was against Holland represented by Marianne and Peter, a very nice pair who work in a Go shop in Amsterdam. As usual we got into a fight but my partner managed to cleanly secure victory with a trick to capture the crucial cutting stones.

This secured us a place on top board the next morning against the leaders, France

We had another restaurant expedition in the evening and this time we ate sauerkraut. We were amused when the organiser, Anne came to each person in turn in a state of panic to explain the “bad news”. She hates sauerkraut herself and had intended a typically French meal!

Then the real preparation began – backgammon and actuarial exam questions. As you might imagine there’s hours of fun to be had in reading aloud questions beginning “You are a general insurance actuary...”

On Sunday morning we had White against Myrtille and Paul from France. Start time 10am. Security to the building was so tight and crowds so large (really!) that we couldn’t get into the building until 10.40, when play eventually began. David, a 5 dan from Paris, was recording our moves and Fan the 2p watched until my excruciatingly bad hane sent him to sleep.

Nevertheless, we managed to fence off quite a large central area while they built up on the left. We invaded the left side and I wasn’t sure where it was all leading until Matthew masterfully came up with a plan to connect out. I was filled with admiration. (Do you like this phrase? I have lifted it from Takagi’s commentary of Otake-Kobayashi Nov ‘92, where it appears twice.)

We didn’t know it yet but we would be the only team to beat France who would go on to win the tournament. If only we could beat Germany too...

Our final game was tense. 45 minutes sudden death is pretty fast in an individual match but when you have to fathom out your partner’s moves as well as your opponents’ the time flies by. Although there were only two games on the Sunday (less than three hours total playing time) I finished the day absolutely exhausted.

We started well against the Germans in the Chinese fuseki. They made two invasions on the right side of the board which would have been attackable had I kept them separated.

However they connected and we had to invade the left side in return, but our group rapidly became dodgy.

Matthew saw a crafty way of making it live but I couldn’t see what he was up to. I thought ‘to hell with it, let’s play some pair go’ and tried to rescue some rather unlikely stones in the middle. Remarkably both our plans were successful and we emerged with a great position. In fact Lutz asked Daniela the ‘Shall we resign’ question. Annoyingly she did exactly what I would have done and said ‘play your move and quickly!’

Each team had only seconds left and 3 of the 4 players knew exactly what was going on. UK were killing a large group of Germany’s and there was nothing they could do. Tee hee. Sadly it was me who did not realize and to this day I do not know which stones we were capturing, though I understand there were lots of them. So they escaped and we lost.

Norway-France was less clear. It couldn’t have been a closer end to the 5th European Pair Go Championships as nobody knew who had won. The game ended with a half point result, until one of the players discovered a prisoner on the floor. That old trick!

The whole game had to be reconstructed: not an easy matter when there was a long half point ko fought out at the end. There was lots of dust but when it had cleared the French had won that match and also the tournament on tie-break too.

FINAL POSITIONS		
1st	France	4/5
2nd	Germany	4/5
3rd	Romania	4/5
4th	UK	3/5
5th	Norway	3/5
rest =		

# DOUBLE EXTENSIONS ~ PART 2

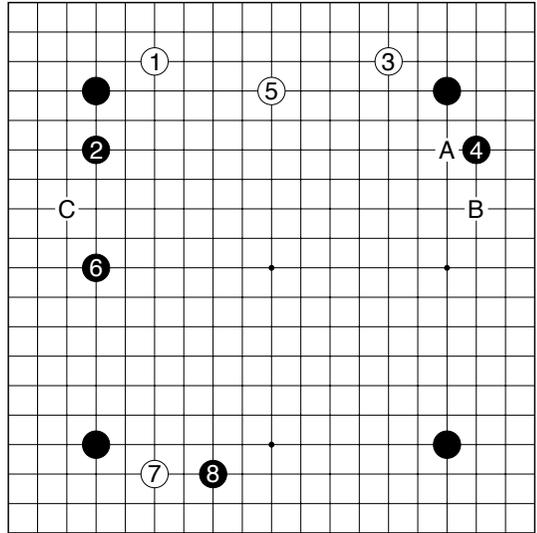
**Charles Matthews**

charles.r.matthews@ntlworld.com

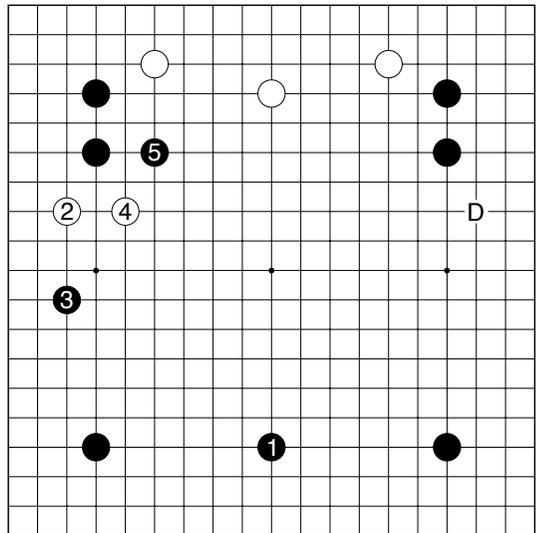
It is a few years ago now that I first encountered my co-author Seong-june Kim. I was summoned by phone and properly introduced by another Korean player, in the cybercafé where the Cambridge club was starting to put down roots. In those days Seong-june had rather less conversational English, and we played in quite a serious atmosphere. He offered me four stones, something I'm glad to say never happened again. The game started as in Diagram 1.

The plan with Black 4 is to take the big point at 6. If Black plays 4 at A, White will have the chance to get to either B or C next. While this isn't necessarily bad for Black, I was content with 4 on the third line, feeling that White could claim no advantage gained. The double extension that is my topic appears on the top side with 1, 3 and 5.

A more recent discussion with Seong-june revealed that Diagram 2 is something he considers quite playable for Black. The points 2 and D being miai, Black is entitled to play at 1. Then up to 5 would be quite normal. His comment is that the miai are also 'miai for Black' in the (possibly) extended sense that White cannot really hope to play at both of them. That's a judgement on White's requirement to take care of the group on the left side before advancing to the right side. In any case the usual interpretation of miai is that you don't mind allowing the opponent first choice out of a pair of points, and Black 1 says that loud and clear.



□ 1



□ 2

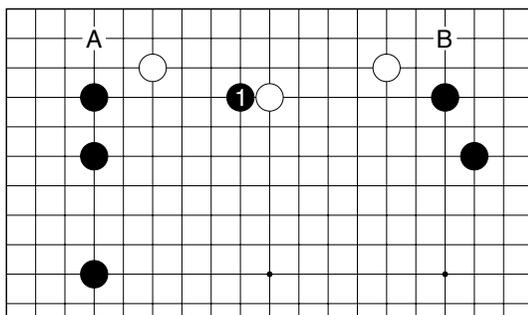
I want to concentrate on one way of playing against the double extension that has performed well for me, not just in this game but against pros in teaching games. The idea is to play as in Diagram 3.

In this sort of position it is large for Black to close a corner at A or B, if you consider territory alone. If however there is fighting going on, you should consider a play like Black 1 there. In handicap Go there usually is some central combat, as White tries to get into the game. Therefore I want to explain the well-hidden direction of play behind this side contact move.

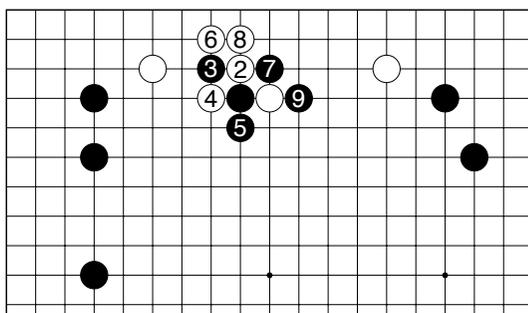
The basic sequence of Diagram 4 is a pattern worth committing to memory. Naturally Black 9 depends on having a favourable ladder. If you assess the result:

- 1 With a good ladder, Black gains substantial central influence while White's capture of 3 is quite small;
- 2 This ladder runs into a part of the board where White may not have any really scary ladder-breaker, because Black's upper right corner can stand up for itself pretty well.
- 3 White's double extension formation no longer looks like turning into much territory.
- 4 If the ladder with 9 isn't currently good for Black, Black will be able to play a ladder-making move on the right side instead.

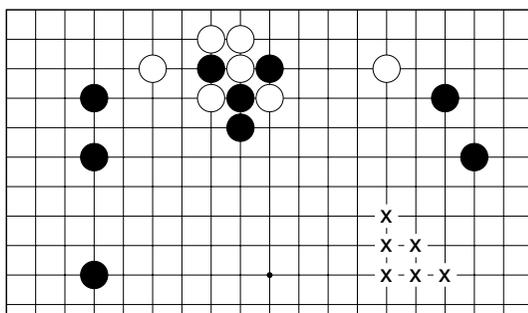
It is point 4 that catches the interest when one holds the black stones in a handicap game. As a plan of campaign, allowing White to start a fight on the right side while scheming to insert a ladder-related play at one of the 'x' points in Diagram 5 is something that works pretty well.



□ 3



□ 4



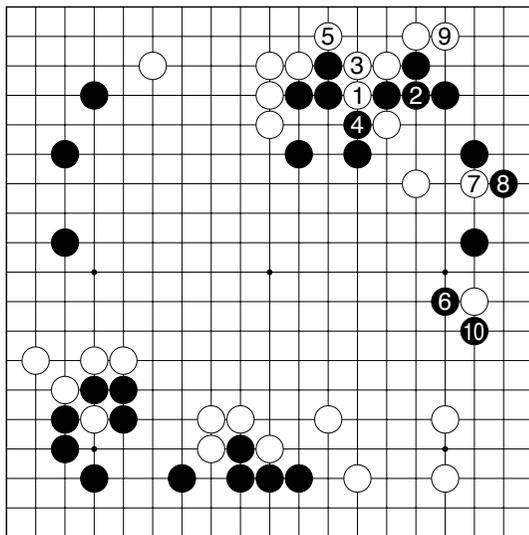
□ 5



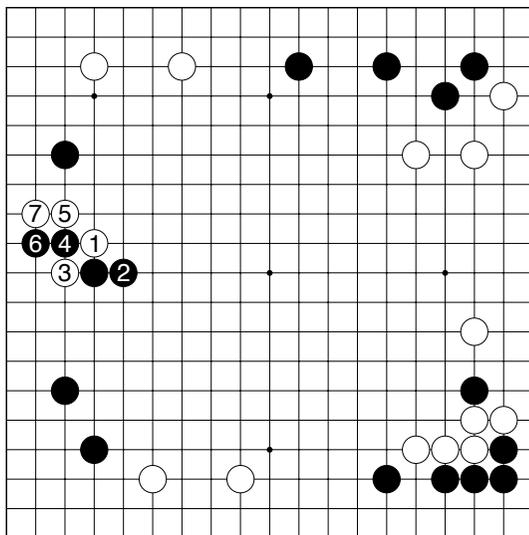
The game in Diagram 8 is Go Seigen (B, then 7 dan) against Onoda Chiyotaro 7 dan from the 1942 Oteai. White connects solidly with 4, hoping to deal lightly with the upper right. I wouldn't venture to suggest I could tell you what Black was thinking about with 1; but why not read out the implied ladder for yourself? Black cuts with 13 to take advantage of good shape and solid positions.

In the continuation White connected along the top side and Black played 6 as a round-about attack on White's floating stones. White 9 signifies both an exchange of corner territory for the side, and White's plan of next making life in the centre. Black wasn't in that much trouble with his weak group after White pulled out the cutting stone (6 of Diagram 8), and won by resignation.

The second example shows how the side contact play may also work in a different context. The game is a victory by Michael Redmond (8d at that time) with White against Cho Chikun 9 dan in the 1998 Oza Tournament. Strategically this game hinges on White's right-side framework, and after White 1 what is at issue is central influence. Therefore Black 2 is natural enough, and White embarks on manoeuvres to force Black's hand. White 7 cuts off a single black stone, at least for the present.



□ 9



□ 10



# NAKADE AND ISHI-NO-SHITA ~

## PART NINE: SEEING UNDER THE STONES

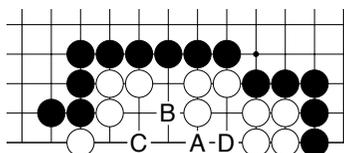
**Richard Hunter**

hunter@gol.com

The previous article in this series ended with two problems. The first was rather difficult, but very interesting. Its many variations reviewed several of the concepts we have looked at, not only in the previous article, but in the whole series to date. If you thought it was easy, then you failed to find the strongest moves for White. This problem is full of 'katte yomi' pitfalls.

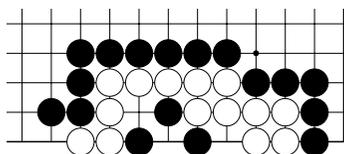
### Diagram 1

There are several vital-looking points: A-D. Other moves, such as pushing in above B or playing atari on the left, are all easily refuted.



□ 1 Where to start?

One useful technique for solving life-and-death problems is to visualise a desirable goal instead of considering moves one at a time. Diagram 1a adds three black and three white stones. This white group is dead, as we have seen before in the nakade half of

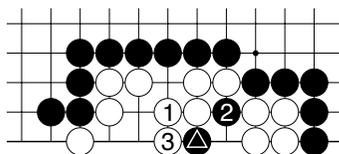


□ 1a Possible goal

this series. So can Black achieve this result? Which of these three moves should he start with? Does it make any difference?

Let's start by looking at A in Diagram 1. This move only looks good if you expect White to answer feebly. In Diagram 1b, after

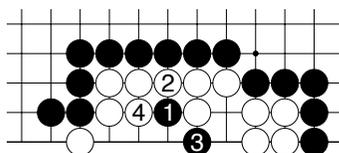
Black triangle, White 1 at 3 or 2 offers little or no resistance. If White connects at 2,



□ 1b Ishi-no-shita

Black 1 leads straight to his goal of Diagram 1a. White 1 at 3 will lead to a ko, which is not good enough either. However, White 1 in Diagram 1b completely refutes Black's attack. Black has no better followup than the snapback, but it's an empty threat. Capturing a square four doesn't stop White from making a second eye by means of ishi-no-shita. White 1 may look like bad shape while Black triangle looks like a snapback-threatening tesuji played on a vital point, but appearances are deceptive. Vital-looking points are merely guidelines for which moves to read out. What's important is reading out to the end and finding the best moves for your opponent as well as for yourself. This is not a one-move problem. Black must read a bit more deeply than this.

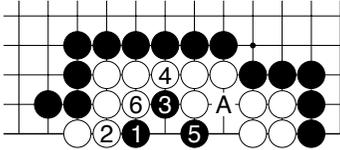
Diagram 1c: Starting at 1 here looks promising, but it quickly runs out of steam. Once again, Black's threat of a snapback is



□ 1c Fails

not strong enough to stop White from making eyes. White responds with 4 and lives unconditionally.

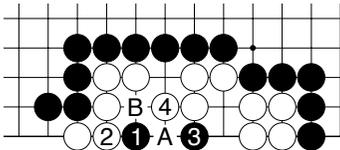
Diagram 1d: Black 1 is the third vital point. If White 2, then Black 3 fails. Black 5 is



1d White lives

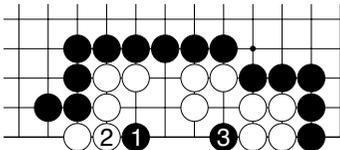
answered by White 6, not by a connection at A, which would lead to Black's goal of Diagram 1a. After 6, the result is effectively the same as Diagram 1c.

Following Black 1 with 3 in Diagram 1e fails too. White takes the vital point of 2 again and lives. Next, if Black A, White B.



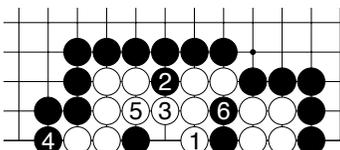
1e White lives

After exchanging 1 for 2, Black 3 in Diagram 1f is correct. This may seem a rather unlikely move, and indeed if you haven't seen it before, you may well overlook it.



1f Correct

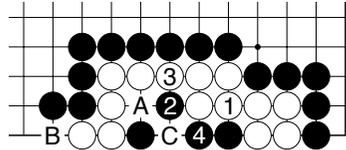
It looks as though White 1 in Diagram 1g will make one eye on the left and a second eye on the right by ishi-no-shita. But this is where the 1-2 exchange in Diagram 1f shines. Black pushes in at 2 and ataris at 4.



1g No time to cut

Finally, Black captures the square four with 6. So why can't White just play his ishi-no-shita and make a second eye? Because Black 6 puts all the white stones on the left in atari! White doesn't have time to cut under the stones. This is a key technique in the ishi-no-shita repertoire. We saw an example of it in the last part, so this is a good review.

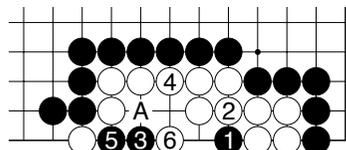
What if White connects at 1 in Diagram 1h? This time, pushing in at Black 3 will not



1h Liberty shortage

work. Instead, Black exchanges 2 for 3 and then extends at 4. This catches White in a shortage of liberties. He would like to crush Black by playing at A, but that's self-atari. If White does nothing, Black B is atari. So White's only choice is to capture the two stones with C. This allows Black to recapture at 4 and the final shape (not shown) is essentially the same as Diagram 1a. Black has contrived to play on all three vital points and make a partial eye. The two-stone sacrifice is a useful technique to know.

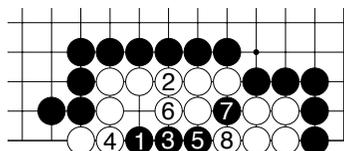
What if Black plays 1 and 3 in the reverse order, as in Diagram 1i? Well, this would only work if White blocked to the left of 1. But instead, he connects at 2. Now he can



1i Wrong order

answer Black 3 with 4. After 6, White will be able to play at A and make a second eye. The 1-2 exchange proves to be very bad for Black.

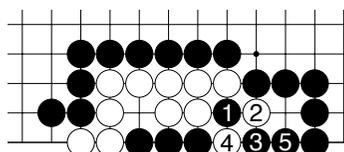
If White answers 1 with 2 in Diagram 1j, he dies. Black extends to 3, forcing White 4, and then extends again to 5. Note that 5 at 7



□ 1j Ko?

fails: White doesn't capture, but secures an eye on the left with 5, leaving an ishi-no-shita on the right. White 6 is the vital point to prevent Black from making a nakade shape, but Black unleashes his snapback with 7. White is short of liberties on the left, so he can't atari above 1. White 8 is an emergency measure that sometimes produces a ko, but not here. Can you read out the result?

Diagram 1k: Black captures five stones with 1 and White cuts under the stones at 2. Black 3 is necessary, but after 5, the result is not ko. White is dead.



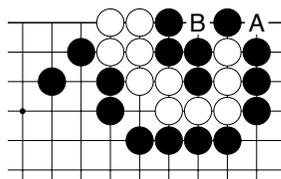
□ 1k Dead

## Seeing Under the Stones

The theme of this part is seeing under the stones. How good are you at visualising the shape that will be left after stones are captured and removed? Moves and sequences that seem obvious in the open can be quite hard to see when there are stones in the way.

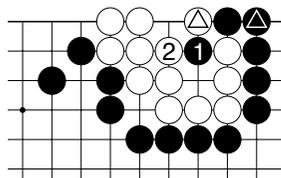
### Diagram 2

Black to play. Which is better A or B? Black A is sente; it forces White to capture. Although White captures a dogleg four, that doesn't make him alive because he has a weakness in his shape.



□ 2 Which connection?

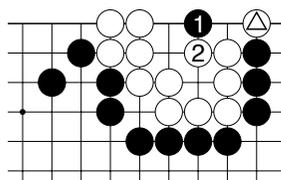
Black's cut at 1 in Diagram 2a is atari, but this does not kill White unconditionally.



□ 2a Ko

Rather than connecting and allowing Black to extend to 2, White plays 2 and fights a ko. Actually, Black doesn't need to rush to connect at A in Diagram 2, because the result will be effectively the same if White plays first. The connection at A doesn't affect the life-and-death status.

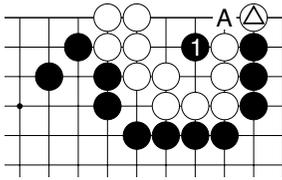
Black's connection at B in Diagram 2 is also sente. White captures six stones this time, but what's important is the shape. Next, Black's peep at 1 in Diagram 2b is no good.



□ 2b Don't peep

We had an example of a successful peep in the last part (Diagram 11b), but here the shape is different.

Here, Black 1 in Diagram 2c is the killing move. White has a weakness in his wall at A. For convenience, let's imagine that there is a white stone at A. Then Black 1 is clearly the vital point of White's five-point eye-space. Once the space is vacant, this is easy



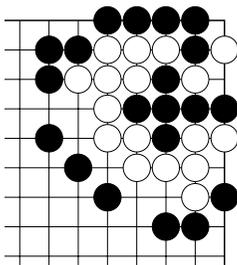
□ 2c

Nakade

to see. Seeing it in advance, when there are stones obscuring the position, is harder and takes practice. What about the weakness at A? Well, it does nothing to help White; even if White connects at A, Black 1 kills him. The confusion arises in Diagram 2. Black knows the bulky five nakade shape by heart, but connecting at B means that White captures six stones—a non-nakade shape. The key here is to ignore the hane stone on the edge (which becomes A in Diagram 2c) and regard the six-stone sacrifice as equivalent to a bulky five. We looked at a similar idea when we discussed ‘pushing into the hane’ in part 3 (BGJ 122). Compare Diagrams 2 and 2c and try to see the shape under the stones.

### Diagram 3

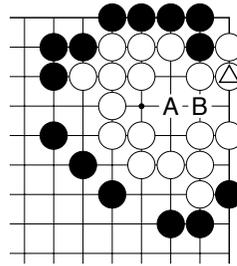
Black to play.



□ 3

Black to play

If Black does nothing and lets White capture his six stones by playing the marked stone in Diagram 3a, White will get a living eye-space. Next, Black would have to play A to stop White from playing there, but White B makes a second eye for the group.

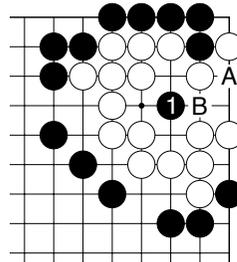


□ 3a

Alive

So in Diagram 3, Black should capture the white stone in atari. This may look silly, because it gives White a snapback. But what is important is the shape of the captured stones. By sacrificing an extra stone on the first line, Black creates a weakness in White’s wall, as shown in Diagram 3b.

Now when Black plays 1, White B doesn’t make White alive; Black can throw in at A. And if White answers 1 by connecting at A,

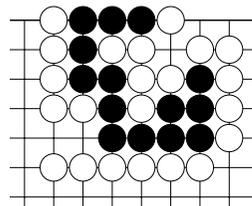


□ 3b

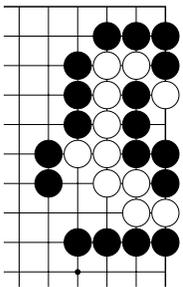
Dead

Black extends to B, which will lead to death by nakade.

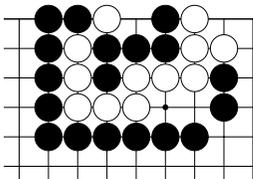
Here are some positions for you to practice seeing under the stones. Reading Problems 1–VI: All are Black to play.



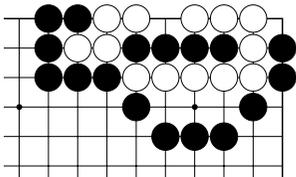
□ 1



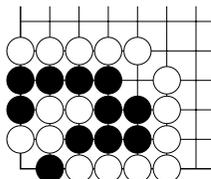
□ II



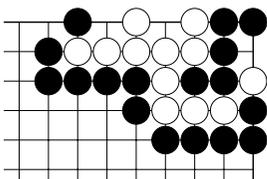
□ III



□ IV



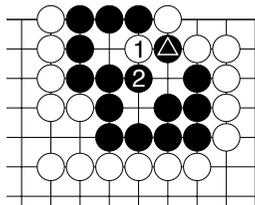
□ V



□ VI

## Reading Problem Answers

I. Black was in atari, so he had to capture the five white stones with the triangled stone. Once the stones have

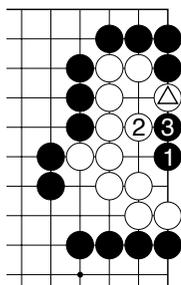


□ I

Ko

been removed, White cuts at 1, which is atari. Black does not connect, but plays 2 and fights a ko. It might look as if White 1 at 2 is the vital central point, but Black 1 makes two eyes.

II. In the original position, Black captures the single white stone and White



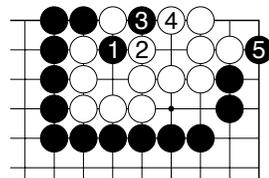
□ II

Ko

retakes, capturing six black stones. Next, Black 1 is the vital point of White's eye-space. This time playing atari immediately with 1 at 3 is no good, and Black 1 at 2 also fails. In both cases, White lives by playing 1.

With 2, White makes a ko. White 2 at 3 dies unconditionally. All this is easy to see when the space is vacant here, but not so easy to see in the original position.

III. After Black captures the single white stone and White retakes, Black cuts at 1. Next, White 2 is a good

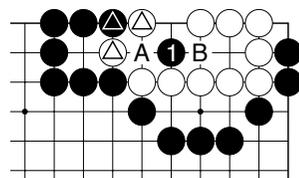


□ III

Ko

move; playing 2 at 3 dies unconditionally. After 5, White has a ko for life.

IV. If White captures the four black stones, in the original position, he gets a flawless straight four, which is alive. But if Black



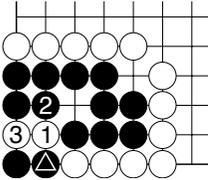
□ IV

Dead

captures the white dogleg four, White cuts in the space left behind (White triangle), which is atari on the five black stones. But this shape has a weakness. Black pushes on the first line, forcing White to take the stones off (diamond exchange). Once the stones have been removed and the

space is vacant, the result is easy to see. Black 1 threatens to extend at either A or B.

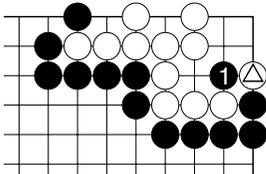
V. After Black captures on the 1-1 point, White cuts at 1, which is atari on the two black stones. Instead of



□ V 4 at Δ Alive

connecting at 3, Black counter-ataris with 2. When White captures with 3, Black throws in with 4 at triangle; this recaptures the white stones in a snapback, so Black gets two eyes. Note the importance of the open liberty at the 4-5 point.

VI. After Black captures the single white stone and White retakes, Black cuts at

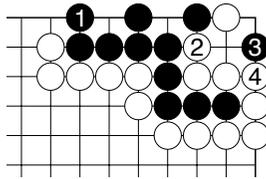


□ VI Dead

1. Now there is no way for White to make a second eye, even in ko.

### Diagram 4

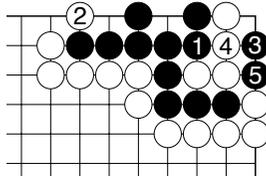
Now let's discuss the answer to Problem 2 in the last journal. Black can make an eye in gote with 1, but White 2 stops him getting a second eye. Black 3 is



□ 4 Fails

easily handled by the connection at 4.

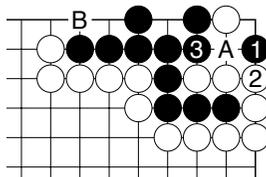
Black 1 in Diagram 4a is certainly forcing. White must play 2 to steal the



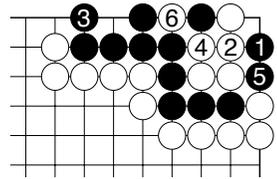
□ 4a Fails

other eye. Next, Black 3 looks like a vital point (if 3 at 4, White answers at 3); it seems to make miai of 4 and 5. However, it doesn't work. White connects at 4 and sacrifices his stones. After 5, the position is the same as the one we just studied in VI above, with the colours reversed.

Black should start with 1 in Diagram 4b. Vital points often have to be played with the right timing. Next, White 2 is too simple. Black 3 leaves A and B as miai. Compare this with Dia. 4.



□ 4b Black lives



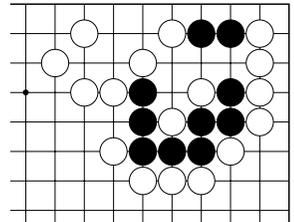
□ 4c Ko is correct

White should play 2 in Diagram 4c. Next, Black 3 is a good move, forcing White 4 (Black 3 at 4 leads back to Diagram 4a).

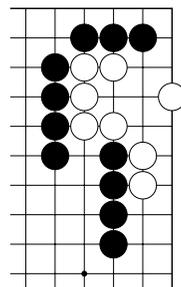
Now when Black plays 5, White must fight the ko at 6 to open up a liberty.

As usual, I'll end with two problems for you to study before the next part. Both are Black to play.

Problem 1 reviews some ideas covered in this part. (Hint: move 5 is the key.) Problem 2 introduces the theme of the next part.



□ Problem 1



□ Problem 2

# REVIEW – MANY FACES OF GO VERSION 11

**Nick Wedd**

nick@maproom.demon.co.uk

In issue 109 of this Journal, I wrote a review of version 10 of David Fotland's program *The Many Faces of Go*. Since then, I have been recommending it as the best all-round Go program for someone who is willing to pay for the best. Version 11 has now been released. Like version 10, it is a program for Windows, and comes on a CD.

*Many Faces of Go* is primarily a Go-playing program – it is one of the world's strongest such programs. In addition, it comes with a large amount of other useful material, and many Go players will value it for this, rather than for its playing ability.

## Playing Ability

*Many Faces of Go* version 11 (MFoG11) can now play on any sized board from 7x7 to 19x19. It can play against a human, as Black or as White; it can play against itself; or it can act as a board for a game between two humans. It can be set to use American, Chinese, Japanese or SST (Ing) rules.

It plays as fast, or as slowly, as you tell it to. Unlike many computer Go programs, it adapts its speed of play to use the time available to it – and unlike some, it plays better if given more time. It can play very fast. I set it to play itself on a full board at its lowest strength level, and the entire game took 10 seconds.

I tried playing against it at the highest of its ten levels of strength, giving it nine stones, and beat it (I am about 1-kyu). This is something which I still cannot do against *HandTalk*. The reason for this difference is, I think, that *Many Faces* plays 'honestly', whereas *HandTalk* tries sequences which, if played by a human, would be described as swindles.

I also tried playing it against a recent version of Mick Reiss's program *Go4++*. The game was close, but the styles of the two programs

are very different. *Many Faces* plays rather like a human 10-kyu, making influence and then not knowing quite what to do with it. *Go4++* behaves as if it knows its own limitations: it contents itself with modest third-line territory, and relies on the fact that its opponent won't know how to make the most of its outward influence.

Commercially available programs such as MFoG11 are 'frozen snapshots' of their programmers' work, as this is undergoing continuous improvement (or rarely, relapse). MFoG11 was frozen shortly before the recent 21st Century Cup, which it won, defeating all its opponents, including *Go4++*. It can therefore claim to be the strongest computer Go program that you can buy. I doubt that it is measurably stronger than the latest version of *Go4++*. But it should be stronger than the currently available version of *Go Professional*, which is a version of *Go4++* frozen about two years ago.

## Other Features

As well as playing Go, MFoG11 includes many features not present in other Go-playing programs.

There is an introduction to Go, starting at a very elementary level, explaining liberties, connections, capture, and so on. This is displayed more clearly on a computer screen than it could be in a book. There is plenty of advice on play, and two sample games with very full comments directed at beginners.

There is a Joseki tutor, and two large databases of openings which can be used for studying fuseki and joseki. It can analyse the status of groups. It includes a problem-solver, which is much stronger than the one that was included with MFoG10.

You can use it to record and replay games, and to add variations and comments to the

game record. Something which I find particularly useful is that it can record games in either Ishi or SGF format, and can read both formats. It can therefore be used to convert between them.

It comes with two large collections of game records: 1200 commented amateur games, from the Go Teaching Ladder, and over 1600 commented professional games.

It also comes with a collection of over 2000 Go problems. It keeps a record of your performance at these, so you always have an incentive to try to get them right and improve your score. When you ask it to set you a problem, it randomises the orientation, so you get rather better value than if they were always presented the same way round. If you solve a problem correctly, it plays the next move to check that you can follow up your solution correctly; and if you give a wrong answer, it shows you a refutation. It has the facility to update its collection of problems directly from some place on the internet – I don't know how often this place is likely to be updated.

A new feature is that MFoG11 can be used as a 'Go Client', to connect to IGS, NNGS, and other compatible Go Servers. It is not the best such client, but it does work, and you may prefer to use it as your Go Client rather than go to the trouble of downloading and familiarising yourself with a different program. If you do use it as a client, you can use it to cheat, by asking its opinion of the status of your groups, the balance of territory, etc., as you play.

You can use MFoG to play go using your modem with a direct telephone connection to anyone who owns any version of MFoG, or *Nemesis* or certain other programs that support the same protocol (the Go Modem Protocol).

MFoG11 has a feature which I know of in no other program, and which I particularly like. This is a 'game score graph'. For any game, you can ask it to display a graph of

how much White is winning by after each move. In general, this rises when White moves and falls when Black moves; and it rises and falls by more than usual for what MFoG considers to be particularly effective moves.

### **Summary**

*Many Faces* version 11 has in one package almost all of the features available in any other Go program. It is suitable as an introduction to Go for complete beginners, and has plenty to offer to experienced players. I would not hesitate to recommend it to anyone who has a 32-bit Windows system (Windows 95 or better). It is attractively packaged, and would make a suitable present for a games player.

### **Availability**

*Many Faces of Go* version 11 is available from Schaak en Gowinkel het Paard for 110 Euros. If you already own version 10, you can upgrade it to version 11 for 55 Euros.

## **IN THE DARK?**

### **Friends of Go**

Friends of Go is a fund set up as part of the BGA accounts for donations from members to support promotion of Go in the UK. The fund is especially used for promotion amongst children. A typical use is the purchase of cardboard 9 x 9 sets to give to beginners. Any donations should be sent to the British Go Association, care of the Treasurer.

**Tony Atkins**

# WHAT THE BOOKS DON'T TELL YOU ~ PART VIII

Simon Goss

simon@gosoft.demon.co.uk

## Reading out of order – 2

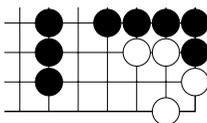
In the previous article, we started to look at how you can sometimes save yourself a lot of reading in life and death problems if you consider the moves in a different order than the one in which they would be played. In this article, we'll expand on that idea.

Let's quickly recap the story so far. If it's Black, say, to play in a life and death situation, he can figure that the first moves are going to be numbered Black 1, White 2, Black 3. Then, instead of searching all the candidate Black 1's exhaustively, he can start by considering which White 2's he is most afraid of. For each White 2, he then looks for a suitable Black 1 and Black 3. If, for some White 2, he can't find Black 1 and 3, then he can't afford to let White play it, so he must start there himself, and no other first moves need be considered. We called the point of White 2 a 'critical point'.

Many of us hope to avoid unnecessary reading by replacing it with higher-level reasoning of that kind, but you'll soon find that many life and death problems don't have critical points. Now we're going to extend the method of reasoning to

try to cope with some more problems.

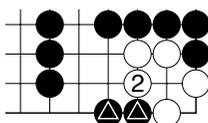
Problem 1: Black to play.



Problem 1

Are there any critical points? If not, how do you plan your reading, or do you just have to slog through every possibility?

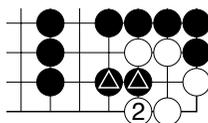
Diagram 1a: White has an eye on the 1-1 point and needs another on the 2-2



1a

point. White 2 here looks like a key point, but it isn't a critical point since the marked Black stones make the 2-2 point a false eye.

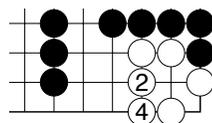
Diagram 1b: Well, what about the point that made the eye false, then?



1b

No, not critical. The marked Black stones kill.

Diagram 1c: In fact, problem 1 has no critical point. But we can still note that, if White gets to play both 2



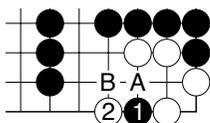
1c

and 4 here then Black has no moves 1, 3 and 5 to kill it. So at least one of Black's first two moves had better be on one of these points.

Once we know this much, we have to knuckle down to some reading, but it's easier now, because we know what we're looking for. Which candidate moves do we plan to consider? Obviously, the points of 2 and 4 in diagram 1c are two of them. We shall try those first. If they don't yield a solution, we can also look for other first moves that take aim at these two vital points.

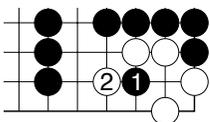
Let's walk through the reading, to illustrate the procedure and also to warn ourselves about how it can go wrong if we're careless.

Diagram 1d: Black 1 is the point that makes an eye on the 2-2 point false. But White 2 lives by making A and B White's miai. (Diagram 1a helps us to spot White 2 quickly).



□ 1d

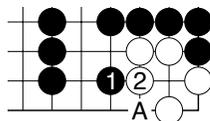
Diagram 1e: Next, we try this Black 1. Now White may try to engulf it with 2. This doesn't look tremen-



□ 1e

dously promising, so let's suspend looking at it for a moment and see if there's anything clearer.

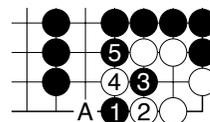
Diagram 1f: Black 1 prepares to take away the eye-making point safely. But when White plays it himself, Black needs to play at A to



□ 1f

make the eye false, and he can't, since White would then capture it.

Diagram 1g: Black 1 aims to make sure the eye will be false. If White tries to stop that with 2, Black 3 works.



□ 1g

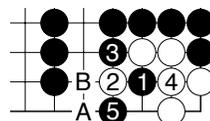
After White 4, Black 5 is atari against the two stones. After White captures Black 3, Black pulls back at A and White is dead.

Diagram 1g is looking good, but let's not just bang a stone down and expect an early resignation. That would be a classic case of 'katte yomi'. (Remember that concept, which Richard Hunter described in this Journal a couple of years ago? It means sloppy reading, especially the kind that arises from expecting the opponent to play all the 'obvious' moves.)

A more careful look at Black 1 in diagram 1g may reveal that White can reply, not at 2, but immediately at 4, and some further reading should convince you that nothing works for Black then. Diagram 1g isn't the solution.

When we said that diagram 1e seemed unpromising and decided to leave it till later, that was fine. Unpromising moves fail quite often, after all, and it's just common sense to look at the most likely chances first. That isn't 'katte yomi', because we're always ready to take a second look at the unlikely ones if we need to. It seems that now is the time to take another look at diagram 1e. Actually, it's easier now, because diagram 1g has shown us something.

Diagram 1h begins with the same two moves as diagram 1e, but shows how Black



□ 1h

can continue with 3 and 5 to make a false eye. Next, if White plays A, Black replies at B, and if White plays anywhere else, Black plays at A himself. This is the correct solution. (To avoid 'katte yomi', please check for yourself that other White defences fare no better).

## Generalisation and Problems

In the previous article, we saw how Black could help himself to solve a life and death problem by asking himself not merely "what moves do I need to play?" but also "which move must I prevent my opponent from playing?" In the example we just analysed, he couldn't do that, but he could still make progress by considering which two moves White mustn't be allowed to play both of.

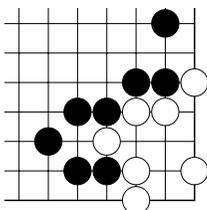
In theory, you can increase the number of opponent moves to be prevented to any number you like. If the opponent can live unconditionally by playing five specific points, then at least one of your first five moves had better be on at least one

of those points. The only thing is that this may be hard to discover reliably, and it still leaves a lot of reading, so maybe it's rather academic when the numbers get that high. I must admit that, if I've ever seen a problem that could be analysed by identifying three or more critical points, I never realised it.

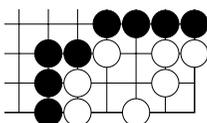
This idea probably isn't limited to life and death problems, though it's used most often with them. The thing about life and death problems is that the strategic objectives are clear, so there's some hope of identifying the vital points. But, whatever strategic goal you're contemplating, whether it's invading a moyo, or making your opponent heavy, or whatever else, it may be useful to consider which are the vital points your opponent would hope to play to stop you doing it, and contemplate either playing those points or something else that would render the opponent's moves ineffective. Food for thought, anyway.

But in the following problems, we'll stick to life and death, and the number of opponent moves to be considered will always be two. Because the subject calls for clear thinking, this time I haven't swindled you by including a problem that has no solution. All of them work.

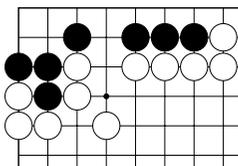
Problems 2 and 3 are Black to play and kill. Problem 4, which is quite a lot harder than the others, is Black to play and live.



**Problem 2**

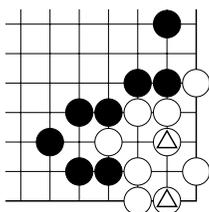


**Problem 3**



**Problem 4**

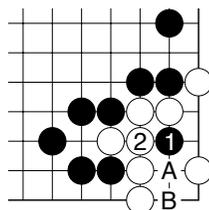
## Answers



**2a**

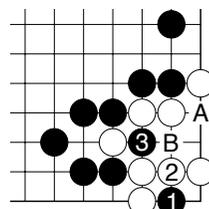
Diagram 2a: If White plays both the marked stones, Black cannot kill with three moves in a row.

Diagram 2b: Black 1 fails when White connects at 2, leaving A and B miai in White's favour.



**2b**

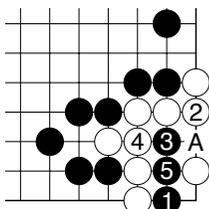
Diagram 2c: Black 1 is the answer (as 2-1 points often



**2c**

are in corner L&D problems). If White 2, Black 3 makes A and B miai in his favour.

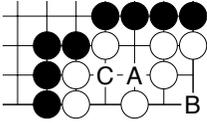
Diagram 2d: Here's another defence. Black 3 makes miai of 4 and 5. The shape after Black 5 arises often in life



**2d**

and death problems in the corner and is well worth remembering. It would be seki on a side or in the centre, but in the corner, White is dead, because when White loses his outside liberties, A is the only inside liberty of the big White group.

Diagram 3a: This little problem illustrates a couple of features if our theme that are worth remembering.



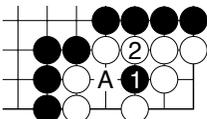
□ 3a

Firstly, it seems so simple that you might expect there to be a single critical point, if anything at all. A looks like one, but if White gets to play there Black can still kill in two moves with B and C. In fact, this problem has no critical point, as you may like to verify.

The conclusion I'd like to draw from this is that, if no point stands out clearly as a critical point, it may not be worth looking for one. Even if one is there, which is very far from guaranteed, you may be able to read the problem out almost as quickly as verifying whether one is there or not.

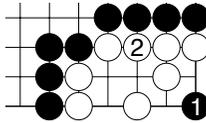
Anyway, in this position it's clear that if White plays both A and B, the group in the corner is alive. So we can focus on points A and B and others that aim at them.

Diagram 3b: Black 1 fails after White 2. Next, if Black A, White captures; and if



□ 3b

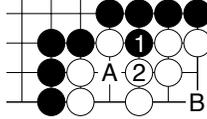
Black anywhere else, White plays A.



□ 3c

Diagram 3c: This Black 1 is answered by White 2, and once again, Black has no way to kill.

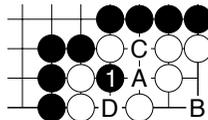
Diagram 3d: Neither of the obviously interesting points worked for Black, but is there a way to take aim at them? The attacks in



□ 3d

diagrams 3b and 3c were both refuted by a White move on the 3-3 point, so maybe it's the vital point? But when Black tries it, White can play at 2, making A and B miai in his favour. Black can capture three stones in gote, but he can't get the lot.

Diagram 3e is the answer. It makes A and B miai in Black's favour and also C and D miai in Black's



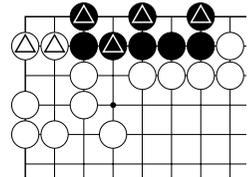
□ 3e

favour. The thing I like about this problem is that the tesuji isn't one of the

obvious vital points, but a move that takes aim at every vital point at once.

Diagram 4a: If you try to read this problem out from scratch, it's quite hard, but a striking feature of the problem diagram is that White can capture three stones just by cutting at the 2-2 point.

This diagram shows the position after he has made that cut and then captured

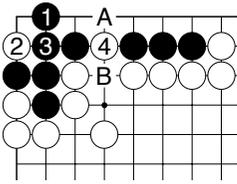


□ 4a

(the marked white stones), leaving Black trying to live with three consecutive moves. As you see, he can't – to live he needs to add all the marked Black stones, and there are four of them.

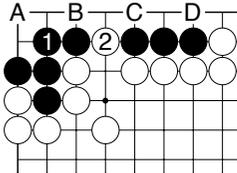
White will be able to capture the three stones unless Black covers the cut with his first move. So either Black must begin with one of the three points that do this, or, if he wants to let White cut, he must add a fourth stone to the sacrifice when White does so. The latter seems an unlikely approach, so let's consider the more likely-looking moves that cover the cut first.

Diagram 4b: Black 1 here looks like the sort of shape for making eyes with, but



□ 4b

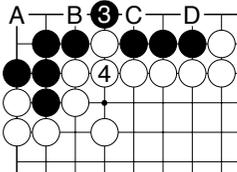
White can play at 2. We've already proved that Black can't let White capture the three stones, so Black 3 is forced, and then White 4 kills. If Black A, White just connects at B and Black can only make a false eye to the right of A.



□ 4c

Diagram 4c: If Black 1 here, White 2 kills. A and B are miai in favour of White, and so are C and D. If Black connects underneath...

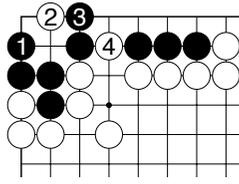
Diagram 4d: ...White just connects at 4, leaving A/B



□ 4d

and C/D still miai pairs in his favour. Black is dead.

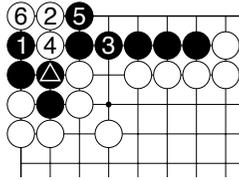
Diagram 4e: Black 1 may look slightly implausible, since it's a funny shape doesn't gain any liberties, but it's the right answer.



□ 4e

It makes the point of White 2 a critical point for the corner part of the group (check!), so White needs to play there if he is to kill everything. Next, Black 3 appears necessary, but White 4 kills in a way similar to what we've seen before. However, Black 3 was a blunder.

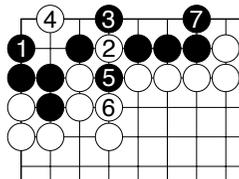
Diagram 4f: Instead, Black should have played at 3 here. This makes a real eye on the side. After White



□ 4f

captures the corner stones with 4 and 6, Black plays back where the triangled stone was and makes an eye there after all; a classic ishi-no-shita.

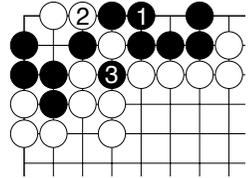
Diagram 4g: There's a lot more in this beautiful



□ 4g

problem. Steve Bailey discovered this variation, where White offers Black the chance to live in the corner while sacrificing the three stones on the side, and Black declines with Black 3, trying for everything. Now White 4 is his only chance of anything. Please check yourself that White must block at 6 and answer 7 by taking the ko. This leads to...

Diagram 4h: Black now plays 1 as an internal ko threat (Black 2 would be



□ 4h

worse because it would leave White an internal ko threat of his own on the 1-1 point). We now have a direct ko for the life or death of all the Black stones. Compared to giving up three stones and living in the corner, this ko is so unfavourable for Black that he should only embark on it in desperation, so diagram 4f is normally considered to be the answer to this problem. But the ko is there, and it could conceivably be right for Black in some game situations.

I shall leave to you the task of proving that Black can't improve on these lines by playing to sacrifice four stones in the corner.

# SIXTH ISLE OF MAN GO CONGRESS

## Francis Roads

The first five IOM Go Congresses were biennial, but as the previous one had been in 1999, some of us aficionados were feeling withdrawal symptoms. As for the last two, the chosen venue was the small southern resort of Port Erin, but as the Cherry Orchard Hotel is no longer available we played in the Falcon's Nest Hotel.

There was the habitual attendance of about 50, including the usual assortment of parents, spouses, partners and offspring that the IOM attracts, and a goodly sprinkling of younger competitors. The overseas attendance was disappointing, consisting of José and Miguel, a father and son from Lisbon; however they made a lively contribution, and walked off with a prize each (see elsewhere).

As usual, the pattern of events separated out morning and afternoon tournaments, with one-off evening events. So it was easy to split your time between playing and sight-seeing, and many people did that. It is a fine place for walking, bird watching and so on, and for wet days (we only had a few showers) there are well presented museums of Manx culture. What you won't find in Port Erin are gourmet restaurants and sophisticated entertainment. I was pleased to find a brass band concert on the Sunday evening, while the official entertainment was a quiz night.

In previous years the rest day for excursions had been either the first Sunday or the last Friday; don't ask, this is the Isle of Man. This year the excursion day was a sensible Wednesday, when a free coach trip to Peel or Ramsey was on offer. I saw my first basking shark on the way; they're huge things, but they only eat krill etc. The trip worked quite well, except that the Ramsey people got rather short shrift as far as time was concerned. I declared independence, and came back much later on the scenic coastal tram. For the dedicated, there was a one-day die-hard tournament back in the Falcon's Nest.

francis@jfroards.demon.co.uk

Organisation was a team effort carried out by almost all the members of the IOM Go Society. I know that the smaller numbers make for ease of administration, but I couldn't help contrasting the hassles of the recent European Congress in Zagreb with the quiet efficiency of the Manx Go players.

Now here's a suggestion. I wouldn't want to discourage anyone from attending either the European or US Go Congresses. But some of us are having our doubts about St. Petersburg next year (rather a long way from the city, and a reputation for mosquitos) or Houston, Texas (temperatures of 105 degrees Fahrenheit). There won't be an IOM congress as such, but a few people are considering going across to the island anyway, booking into the same hotel for the same week, and enjoying the island and some informal Go in the evenings and on any wet days. Any takers?

## IN THE DARK?

### Ing Fund

The Ing Chang-Ki Weichi Educational Foundation provides grants to America and Europe to help promote Ing Rules and Go among children. Part of the grant is Ing sets and timers.

The European grant covers the cost of the Ing Cup, European Youth Championships and part of the European Congress. Part of the grant is also available to support projects in different countries. The BGA has had various grants and in 2002 received support for the Hampshire Schools Project.

**Tony Atkins**

# SOFTWARE REVIEW ~ SMARTGO:BOARD AND SMARTGO:PLAYER

Nick Wedd

nick@maproom.demon.co.uk

## SmartGo:Board

*SmartGo:Board* allows you to play through and edit Go game records. It can handle the two most commonly used formats of game record, SGF format (with extension .sgf or .mgt) and Ishi format (with extension .go), and can convert between them. Like other good game record editors, it allows you to insert and to edit variations, and comments.

Like the best game record editors, it displays a 'tree' of the moves, so that you can see where the variations are, and can jump to any positions in the main sequence of play, or in any variation. However, the other editors that I am familiar with (*Hibiscus* and *CGoban2*) display the tree permanently, with all its nodes visible, so that you can always scroll along it and jump to any node.

*SmartGo:Board* displays the tree 'closed', as a single node. To use it, you have to open it out, by clicking on this node to cause the second one to appear, and then clicking on that to open the third one, and so on. And as soon as you jump to a node, the tree disappears again, requiring you to repeat this tedious opening-out procedure if you want to use it again. So I found it quite awkward to use the game tree in *SmartGo:Board*.

Its most useful-looking feature is in diagram creation. You can tell it to produce a diagram showing the moves from, say, 30 to 46, and it does it, correctly, with the ko list (and other moves played on already-occupied points) written out beneath the diagram. However, there are two snags. You can't export this diagram in any way that I can find, all you can do with it is print it to your printer. Also, the ko list is not wrapped, it just extends off the side of the paper so that you can only read the first three or so moves.

I do not believe that *SmartGo:Board* compares favourably with competing

products, many of which are listed at:

[www.britgo.org/gopcrs/gopcrs1.html](http://www.britgo.org/gopcrs/gopcrs1.html)

*Hibiscus*, which costs US\$20, is an excellent Go game record editor, and can also convert between SGF and Ishi formats. Or, if you don't need this conversion facility, you can use *Yago*, which is free (*Yago* can read and write both formats, but cannot convert between them).

## SmartGo:Player

*SmartGo:Player* is a Go-playing program. It is integrated with *SmartGo:Board*, and uses the same interface.

It does not play well. I played it on a 9 x 9 board, with time limits of 30 minutes each, and gave it four handicap stones. Despite its using 26 of its minutes, it lost by 81 points. There are many Go-playing programs that play better, and faster, than this. For example, *WinHonte* (from [www.jellyfish-ai.com/winhonte.htm](http://www.jellyfish-ai.com/winhonte.htm)) plays significantly better, and faster, and is free.

There is an option for it to display its 'thought processes' as it thinks about its move – what move it is evaluating, what it thinks is dead, where it thinks the territory is, etc. This can be interesting, but it can also be distracting, if you are playing against it, so there is an option to switch it off.

An interesting feature of *SmartGo:Player* is that it incorporates code from another author. Anders Kierulf has made a licensing agreement with Thomas Wolf, allowing him to include Wolf's *GoTools* life-and-death engine in his program. You can use *GoTools* at [lie.math.brocku.ca/gotools/applet.html](http://lie.math.brocku.ca/gotools/applet.html). *GoTools* is, I think, by far the most powerful life-and-death analysis program there is. In the form at that URL, it is only effective in a position which is totally sealed off from any interaction with the rest of the game – the possibility that a threatened group might

be able to connect out by walking through a bamboo join is enough to stop it from finding a good move. However, the form of *GoTools* that is incorporated in *SmartGo:Player* seems more flexible. It can solve life-and-death situations which are not totally sealed off. Unfortunately, unlike Wolf's web version, it does not always give the result in a way that is easy to understand. When I follow the procedure in the manual, it solves the problem, but does not display the answer – I end up with a node labelled 'Node', and no indication of what the correct move is.

These are both programs for Windows, by Anders Kierulf. They are both available from the *SmartGo* web site: [www.smartgo.com](http://www.smartgo.com). *SmartGo:Board* costs US\$29, *SmartGo:Player* costs US\$59.

## TEN YEARS AGO

### Tony Atkins

Canterbury was the location of the 36th European Go Congress. Its major sponsor was Hitachi. The sun shone for the whole fortnight and much fun was had with receptions, songs, music, dice, cards and a trip to Leeds Castle. There were as well many go events. A UK record of 234 players playing go on one day was set. A three-way tie for Open Champion involving Zhang, Miyakawa and Matsutomo, was split giving the last named Japanese businessman the title. Alexei Lazarev of Russia was the European Champion; he also won the place in the Fujitsu Cup by being second in the Grand Prix to Guo Juan.

63 players attended the Northern, with student Matthew Cocke being the winner. Des Cann won the event at the Open University in Milton Keynes (Francis Roads got a special prize for entering twice). Matthew Macfadyen won Shrewsbury for the fifth time. The Schools Championship

## THE CHESS SHOP THE BRIDGE SHOP

... *but not just Chess and Bridge!*  
We stock books and equipment for  
Go, Backgammon, and  
other mind sports

In London's West End!  
Established 1881



**44 BAKER STREET  
LONDON W1U 7RT**

**Phone 020 7486 8222**

**Fax 020 7486 3355**

**Email [BCMchess@compuserve.com](mailto:BCMchess@compuserve.com)**

Open 10am-6pm, Monday-Saturday  
**MAIL/WEB ORDER A SPECIALITY**

All major credit cards accepted

**<http://www.bcmchess.co.uk>**



was held at Stowe School. Their team was runner up to Furze Platt A (Sam and Jo Beaton and Chris Dawson), also the Lightning Champions. Another team event saw the British beat the Japanese in a tent in Battersea Park. The 106-player Wessex saw Tony Atkins lose the final to T.Mark Hall, CLGC being the best team and Jo Beaton winning the Fred Guyatt 13x13 Trophy.

The Meijin match kicked off in Amsterdam, with live commentary at the new European Go and Cultural Centre. Kobayashi Koichi beat Otake Hideo by 4 games to 3. He won the last game by 1.5 points, following a brilliant yose move, to become honorary Meijin. The Oza was a win for veteran Fujisawa Shuko; he beat the Meijin to win at 67 years. In Korea 17 year-old Lee (Yi) Chang-ho was winning no less than six titles and one of the so-called World Championships.

# STRANGE THINGS HAPPEN IN CROATIA

**Francis Roads**

francis@jroads.demon.co.uk

Not all that strange, actually; I borrowed my title from the song which appears elsewhere; my contribution to the usual song night on the final Friday evening. Still, after two European Congresses at which there was no waiting at all for registration, the two hour wait was a bit of a surprise. There seems to be a reluctance amongst European host nations to learn from each others' experience.

The Croatian Igo Alliance had chosen a large sports hall as the venue. Only the strongest players were in a smaller room elsewhere; this also served as the venue for professional teaching and simultaneous displays. In some ways it is good to have everyone together, especially when it comes to announcements, but on the other hand the referee (Viktor Bogdanov of Russia) made no attempt in such circumstances to maintain silence. A small stall offered vegetarian eco-friendly food, which suited me, but wasn't everyone's taste. It is also the first time that I have seen a small moveable post office within the playing area.

Accommodation was in two nearby hotels; quite well-appointed, but not overly expensive, as the Croatian Kuna is fairly cheap. As a perk we all had free access to Zagreb's public transport throughout the congress, and that was quite a bonus. Not that it's expensive, but the Zagreb tram system is remarkably effective, and links well with the busses which serve the suburbs. I saw no traffic jam during the fortnight.

There were the usual excessively long (in my opinion) time limits; 2 hours 30 minutes for supposed 4-dans like myself. But we started at the somewhat un-go-player-like hour of 9 am, so there was a good chance of tramming off the short distance to the city centre after lunch. And there is plenty to see

there; as well as all the usual National Galleries of this and Museums of that, Zagreb is well supplied with parks and gardens, as well as by far the largest shopping mall I have seen in an ex-Communist country.

The Main Tournament rounds started more or less on time and ran reasonably smoothly. I wish I could say the same for the side events. (See the song for more information about one particular event.) As with the registration, there are well established techniques for running these events expeditiously, but for whatever reason the Croatians didn't use them.

A popular afternoon activity was sitting in one of the numerous cafes playing pits, liar dice or just gossiping. On many days it was too hot to want to do much else. And you could get stuck in a cafe for another reason; we had some of the most violent thunderstorms I have seen for years, the five-seconds-and-you're-soaked sort.

The Wednesday excursions were either to the National Park at Plitvice, or a castle crawl; both were on offer on both Wednesdays. I can take or leave castles, (especially when, as it turned out, the trip lasts 12 hours), but Plitvice was a delight. A strange bit of geology has fashioned some unusually beautiful limestone formations, lakes and waterfalls. Visitors have to keep to specially constructed walkways, which can get a bit crowded, but which protect the rest of the park from being spoilt. We were told that it was also to keep wildlife and visitors apart, and as the said wildlife includes bears and wolves, maybe that's not such a bad idea.

There was the usual influx of extra visitors for the weekend tournament, but I found so much to do in Zagreb that I preferred not to participate. And as I have said, I learnt the

hard way not to play in the evening events, so there was plenty of chance to sample Croatian cuisine. This seems to centre on some exciting-looking meat dishes, which didn't really suit a vegetarian like myself. Fortunately there is a strong Italian influence, especially with regard to restaurants, so I didn't starve. Most Croatians speak a second language, which is just as well, as Croatian does not trip readily off the tongue. But it is as likely to be Italian or German as English.

European Congresses have traditionally produced tournament journals, in anything from two to six issues during the fortnight. I have often wondered whether these were worth the trouble of producing, and the Croatians clearly decided that they weren't.

They have promised to make all the usual information which they would contain available on the web. Maybe that is the pattern for the future.

I am very glad I went to Zagreb. I enjoyed the city, and I found the people very kindly and friendly. It was hard to square the present atmosphere with the horrors of what is now called locally, 'the Homeland War'. The tournament was, well, adequate, not so badly run as to spoil ones enjoyment, but not quite up to the standard of other recent Europeans. Next year the Russians will have the chance to prove that they can do better in St. Petersburg. They'll need to have their admin well sorted out, as a high attendance can be expected.



## GO FLOW

### Roger Daniel

This may be difficult but do not be frightened. Settle back in a comfortable armchair with a warm cup of coffee and a little time to contemplate; gradually new perspectives will open up.

This article consists of numbered definite steps. Each step is a step in itself. Each step relates to the steps around it.

Try to read each step in itself separately; and then pause to consider the previous steps – and open yourself to what is to come. For the steps are, in the main, an upwards journey.

When you come to the end there is an instruction to re-read this article. This is a very important exercise. If you do not re-read, the whole point of the article may be lost.

There are two levels of ideas mapped out: (Paras 6–33) First Level (i) The Board (ii) the Position (iii) the Play (iv) Dynamics (v) Perspective (vi) Space Gates (a) move flow (b) plan flow – then – (Paras 34–46) Second Level (vi) Space Gates (c) Space Flow.

Each of these two levels can be understood/related to the other in mind. To do this re-read each part while thinking of the other part.

The First Part is material/nuts and bolts/objects that you can see and think of for yourself while actually playing the game in real life: Subjectivity.

The Second Part is Potential and Virtual. Space Flow is an implied idea of possibilities, an objectivity: an ideal context to learn to be happy with. Read on:

## **i The Board**

- 1 The Centre of the board is the Gateway to the rest of the board. The Side of the board is a Gateway to the corners and the centre. The Corners open out to the sides and the centre.
- 2 Occupation of a position allows you to flow outwards and also to block the way for your opponent.
- 3 If your opponent has occupied one of the star point areas then you, by inspection, can ascertain how your opponent's flow can be reduced - by placing a stone in the path of the direction in which there might be flow and which you wish to restrict.
- 4 But, these seventh line points, which are the areas which block the star point outflowing, are also Gateways to the star point areas.
- 5 The difference between (a) the 4 – 4 points, the 4th lines and the 10th lines and (b) the 7th lines lies in the magnitudes of their distances from other parts of the board and the number of directions away towards other important areas.
- 6 These are the major gateways of the structure of the board.

## **ii The Position**

- 7 When stones are placed on the board they cannot travel. Play must flow around them.
- 8 As they form structure and the local position, the development of the game moves through the intervening spaces.
- 9 Often the game develops by accretion and crystal like growth from the initial seed plays. But the edges, of the formations, are, the Gateways through which the already existing structures can flow outwards to each other.
- 10 These for consideration are the Structural Spatial Gateways in Go positions.

## **iii The Play**

- 11 Realisation, of the preceding, leads us on to consider the possibility of Temporal Gateways lying in the dynamic implications of possible developments at any given position.
- 12 Go stones are placed on the board, and, in placing a stone you simultaneously exclude your opponent from making that play.
- 13 In addition, in Go, there are other ways that one's opponent can be excluded from making a play :- by controlling or affecting effectiveness.
- 14 A Gateway in a wall is the only place in space through which travel can follow after the wall has been built.
- 15 Sometimes you want to be on one side of the wall and some of the time you want to be on the other side.
- 16 Sometimes you want your opponent to be on the other side of the wall and some of the time you want your opponent to remain on one side of the wall.
- 17 That is why you build or you do not build a wall. That is why you do put or do not put a gate in the wall.

## **IV Dynamics**

- 18 Our real concern in Go is Dynamic walls and Dynamic Gateways.
- 19 A Gate can be an opening. But a True gate can be converted into a blocked pathway, through which return is impossible.
- 20 The concept of a gate can be widened to a pathway which can be blocked at any point along it.
- 21 The board, with the game of Go structurally can be likened to a group of mountains with passes between them.
- 22 The potential of possible development play lines and their accumulation on the board can be seen as a constantly changing set of topographies, with passages that can be blocked and unblocked.

## V Perspective

- 23 Maybe after the above you are beginning to see how small the Go board really is. Partly this is true, because, the board fills up towards termination of play.
- 24 The Dynamics and their character changes in class during the movement through the phases of the opening, middlegame and ending.
- 25 Cruciality and Criticality are the considerations in a successful execution of a meaningful game plan.
- 26 For those who think otherwise - a reminder - that gradual keeping pace with your opponent implies that exact counting and positional evaluation, constantly and continually is, in such a game plan, also crucial and critical.

## VI Space Gates

- 27 Move flow, Plan flow and Space flow are three concepts in crucial and critical gate turnings.

### (a) Move Flow

- 28 Move flow lies in sequential execution of moves.
- 29 A sequence where territory or group survival immediacy depend on correct order.

### (b) Plan Flow

- 30 Plan flow implies some goals and sets of subobjectives, conceived of, to be reached, in the course of achieving one's goal and fulfilling some purpose.
- 31 If, one might think, that, if one achieves one's goal, and, then one's situation is equivalent to having a won game, then it is a Game Plan.
- 32 But in a game as complex as Go the balance of the sum total of magnitudes of mistakes is the explanation for the result of the game.
- 33 Cruciality and Criticality are steps to leading advantage.

### (c) Space Flow

- 34 So what of Space Flow ?
- 35 Space is an idea and reality, of totality, of everything being taken into account.
- 36 In calculating the total number of games, one counts all the possible moves.
- 37 In an actual game, the potential starts off in all possible games - and, as each move is played the possibilities disappear. The number of possible games is slowly reduced - to - one game played completely.
- 38 All the possibilities at any one time constitute a Space through which the actual game will flow like a stream through a land.
- 39 The space around a position can be divided up into WIN and LOSS SubSpaces and also sequentially connected win and loss subspaces.
- 40 In Go a move can be played almost independently from the rest of the game. This is another reason for the density and connectedness of the space.
- 41 In Go the complete set of all combinations is possible except for the little holes called 'eyes', and, the Suicide rule holes, and, the Ko rule holes; which render the density of the space not absolutely complete.
- 42 Since in potential the rest is completely connected, by exhausting all conceivable sequences the potential can rightly be called a Space.
- 43 Space allows you freedom of movement; multiple pathways to the same objective. So the amount of Win SpaceFlow allows you room for manoeuvre.
- 44 Every move you make alters the direction of the potential spaceflow.
- 45 A Win GamePlan depends on the direction that the potential spaceflow is opening up into, in terms of substantial advantage.
- 46 Please read, once more, from the beginning.

# EUROPEAN PAIR GO ~ UK VS ROMANIA

## Comments by Matt Cocke

Black: Irina Patricia  
Mihai Petre Bisca  
Romania

White: Natasha Regan  
Matthew Cocke  
UK

Komi: 5.5

### Figure 1 (1 – 60)

Black 9 is aggressive, and should not give a favourable result. However, it is complex and strange things happen in pair Go. The fight goes well for White up to move 30, which may be slightly better as a bamboo joint. For White 32, descending at 35 would have caused more problems.

However, capturing at 40 gives White a thick position.

White 46 may be too small, since the left hand side is open at the side. Playing a move to look after 42 and 44 is worthwhile. White could consider blocking at A.

White 48 shows fighting spirit. However, Black 53 is very big, and invading immediately with White 54 gives black a target to attack.

### Figure 2 (61 – 131)

White 64, which I played, is very painful and loses a lot of points. I wanted to cut next at B but even if this works the loss from playing 64 is too great. White is in difficulties in the sequence played. Black 73 links together nicely. White makes some small gains up to Black

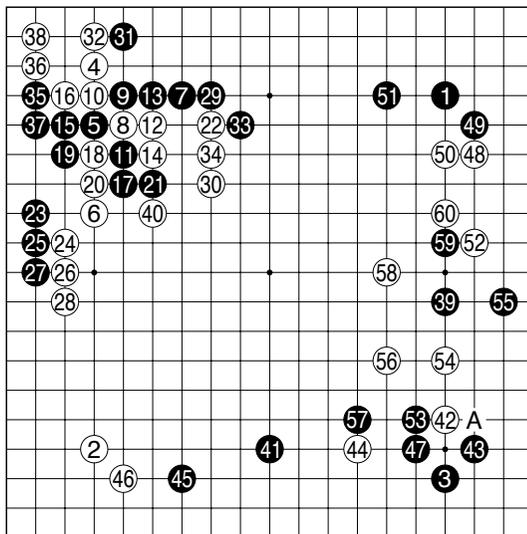


Figure 1 (1 – 60)

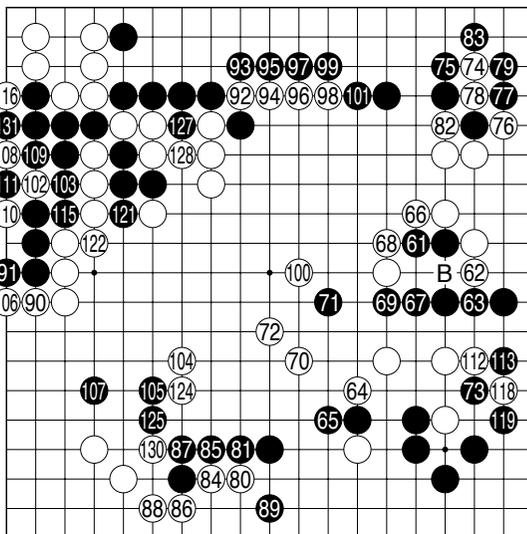


Figure 2 (61 – 131)

114, 120, 126 @ 102  
117, 123, 129 @ 111

91. This move gives an interesting life and death problem – is it necessary? I believe it is, and it is a large move in its own right.

Cutting with White 92 helps to clarify the situation: White is aiming for a large centre, at the cost of letting Black get the upper side. An alternative to White 92 is an invasion around 96. White 106 also asks Black a life and death question. It is a cheeky attempt to gain a few points in sente, and Black is correct to ignore it. I (lazily) leave the correct answer to White 108 as an exercise for the reader. As a hint, Black 109 allows White to seize the vital point at 110. This gets White a ko, and the game is up for grabs.

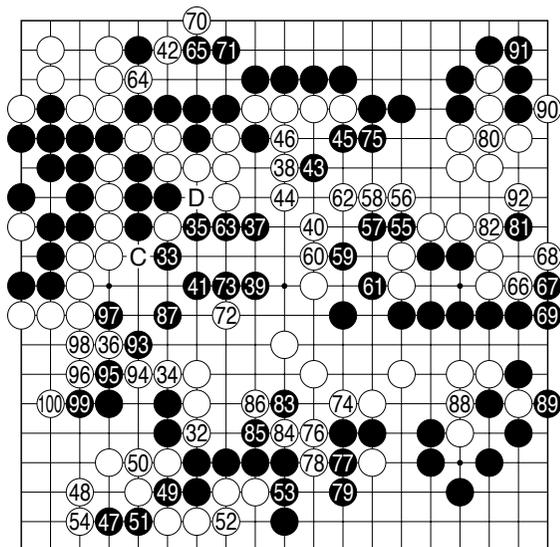


Figure 3 (132 – 200)

### Figure 3 (132 – 200)

Cutting off three stones with White 132 is big, and White is back in the game. Black tries to salvage something with the atari of 133. The following fight is difficult, and the short time limits added to the entertainment. White 134 is probably too solid, and may be better played near 141, or first rescuing the stone in atari. The black group looks alive after 141. Black 143 is skillful, creating the potential of a later move at 146. However, it weakens the central black group. Black 145 forces White to protect against this, and so is *aji-keshi* (a move that removes potential).

White can now aim at playing C. If Black protects his eye with D, White can play a peep at 172. This seems to leave Black without eyes. I leave it as an exercise to the reader (again!) as to why White could not play this without Black 143.

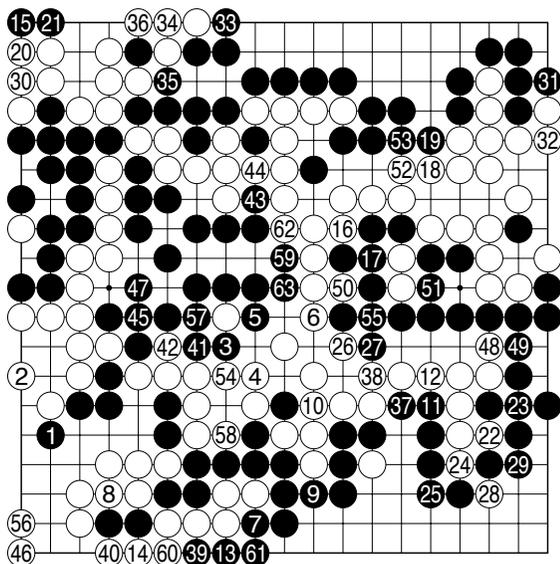


Figure 4 (201 – 263)

The black sequence up to 161 is slightly dangerous. A move at 163 is called for. However, White miss their last chance to attack with 162. White does not seem to have winning chances after this.

# WORLD GO NEWS

## Tony Atkins

ajaxgo@yahoo.co.uk

### World Amateur

61 countries took part in the World Amateur. It was held in the Japanese provincial city of Takayama during the first week of June. Unbeaten winner was Li Fu of China. Hong of Korea was second with 7 wins. The group on 6 wins was: Kikuchi of Japan, Ri of North Korea, Victor Chow of South Africa, Cristian Pop of Romania, Yu of Taipei, Guo of Australia and Pierre Colmez of France. USA topped the 5-win group in 10th. Britain's Matthew Cocke (5 dan) was 22nd beating Slovakia, Switzerland, Indonesia, Lithuania and Austria, but losing to Australia, Hong Kong and USA. He had been 26th last time he played in 1997. Ireland's John Gibson was 57th beating Ecuador and Indonesia.

### European Go Congress

The 46th European Go Congress was held for two weeks at the end of July in Zagreb, capital of Croatia. Zoran Mutabzija welcomed players from 26 European countries together with some Americans, Koreans and the usual goodly number of Japanese. Professionals came from Japan, Korea and Europe, including Yuki Shigeno, Hans Pietsch, Katsura, Mr Chun, Mr Park and of course Saijo (though possibly for the last time). About 300 took part in the Championship tournament. At the end, Alexandr Dinerstein, the pro from Russia, was unbeaten to be European Champion. Second on 8/10 was Dmitriy Bogatskiy (Bogackij)(6 dan Ukraine). On 7/10 were Mikhail Galchenko (5 dan Ukraine), Svetlana Shikshina (6 dan Russia), Kai Naoyuki (6 dan Japan) and Christoph Gerlach (6 dan Germany). Heading the 6 wins group were Radek Nechanicky (6 dan Czechia), Csaba Mero (6 dan Hungary), Andrej Cheburakhov (Tchebourakhov)(5 dan Russia) and previous Champion Andrej

Kulkov (6 dan Russia). Child star Ilja Shikshin (5 dan) was 11th. Highlight of T.Mark Hall's tournament was a game on board 7 against Ilja's sister, the other Russian pro, Svetlana Shikshina; he ended top Brit at 26th with 6/10. Of the 10 UK players the only other player on half wins was Colin Adams (1 kyu). Winning 9/10 was Gabor Szabo (4 kyu Hungary) and winning 8/10 were Michel Spode (3 kyu Germany), Michal Hola (3 kyu Slovakia) and Jan Milian (5 kyu Slovakia).

The Weekend Tournament was also won by Dinerstein, with runner up Csaba Mero and Radek Nechanicky third. Just over 200 took part. Nechanicky beat Dinerstein in the final of the Lightning. Piers Shepperson made the last 16 of the Lightning; there were no other good UK results in the side events, apart from Francis Roads winning the Liar Dice (organised by the BGA). Francis also presented his latest song, together with two from Colin Adams and many old favourites, at the BGA-run song party.

### US GO Congress

The 18th US Go Congress was held at Concordia University in River Forest just west of Chicago, Illinois, during the first week of August. The university buildings are pleasantly centred around a courtyard and nearby to the Oak Park homes of Frank Lloyd Wright and Ernest Hemmingway. Also there was the windy city and the great lake nearby to explore on the congress day off, with of course the alternative of playing another tournament for the die-hards. 21 professionals attended including Nakayama, Redmond and the American based pros like Janice Kim and Feng Yun. 227 players took part in the US Open. Jung Hoon Lee won it, ahead of Jie Li and Hosuk Yi. However Li beat Lee to win the North American Ing Cup. In the Masters Jujo Jiang beat Feng

Yun, winning the third final game on time. Pair Go winners were Ted Ning and Wang-Yu Chen. There were of course lots of side events including several events for children mostly win by Jin Chen and Erik Lui. German Horst Sudhof won nearly all the self-paired event's prizes; Sinikka Siivola from Finland won the Optimist prize. The prizes in the Bob High Memorial Poetry and Song Competition nearly all went to Bob Felice, his winning song being "Learning to Play Go in the West". The new Lasker award for distinguished service to the go community went to John Goodell who has taught go for 45 years, including to Richard Nixon.

## IN THE DARK?

### British Pair Go Promotion Partners

The British PGPP is an extension of the PGPP scheme run from Japan. As well as agreeing to the aims of Pair Go, a donation of £50 is given to support the costs of running the British Pair Go event in a pleasant hotel environment and gives a free entry to it. The fund was swollen in 2000 by a donation from the Japan Pair Go Association.

**Tony Atkins**



Photo: A.J.Ax

Francis Roads and Mike Nash – the London team – playing at the European Go Congress in Zagreb