

Three-way match at LSE 27 November

A student team travelled to the London School of Economics, where our six performed most respectably against two other university sides. It was 3-3 against LSE, and a 4-2 win against the other visitors, a Warwick Uni team, in both cases giving away very substantial handicaps on most boards. Taking part were: Mathieu Flinders, Frank Fu, Tak Goto, Tom Ford, Nick Krempel and Alistair Turnbull.

In another match played earlier in the term, a CB1 team took part in an International Teams match on 18 October organised by Central London go club, coming second on 14/24 to the Nippon Club (London Japanese) team on 16/24; Will Brooks got 4/4.

Wessex Tournament 31 October

Sole Cambridge participant in the oldest of the UK's one-day events, held in Marlborough, was Will Brooks. Will held his own with 3/4, losing only to experienced Swindon 1 *dan* and builder of power stations in Pakistan Paul Barnard.

National Small Board Go Tournament 7 November

Cambridge Chess&Go club's annual congress includes the UK 13x13 championship, this year run in north Cambridge, with Will Brooks and Mathieu Flinders in charge of the event. There were 28 entrants, a satisfying Cambridge winner in Dave Ward 4 *dan* with 6/7, and an equally satisfying 13 Cambridge players taking part. This year being the tenth anniversary of Chess&Go, there was a charity pair go event after the main tournament, with junior players paired with adults. In the 9x9 self-pairing event there were 21 children, mostly attending for the chess tournament; winner with 7/7 was Daniel Simons from Rackham School near Ely. Full details at

<http://www.britgo.org/results/2004/smallboard.html>.

Wanstead leftovers

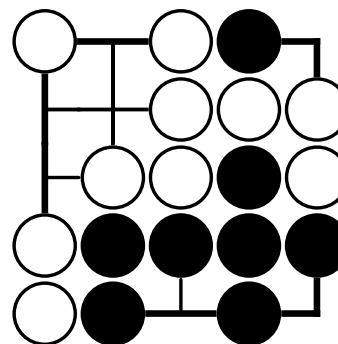
Many interesting facts from the Wanstead tournament on 9 October were omitted from the previous *Tesuji*, in the unexpected excitement of Dave Ward going down to Matthew Macfadyen 6 *dan*, British Champion for the 20th time in 2004. In the main event Paul Maidowski (who he, anyone?) was the highest-placed Cambridge player. Ian Davis popped over from Ulster to get 1.5/4 at 3 *kyu*. Also Beck 2, Reid 2, Brooks 2, Mader 4, Goldsmith 3, Krempel 2/2, Anna Griffiths 2, Ball 2.

Big Cheese

New face at Monday meetings has been Stijn van Dongen, a strong Dutch 4 *dan*. See

<http://www.msoworld.com/mindzine/news/orient/go/euro/dutchchamps.html>

for a report on his finest hour (so far): defeating Guo Juan, ex pro 5 *dan* in China, in a serious game in the 2000 Dutch Championships.



Black is to play.
And win.
Solution inside.

Tesuji

The Cambridge Go
Newsletter

No. 85

November 2004

Editor
Charles
Matthews

phone
350096

For updated information on meetings and activities,
please look at www.cam.ac.uk/societies/cugos/

Go meetings guide for Cambridge

Mondays: from

January these will take
place in Pembroke College
on the same pattern with a
7.30 pm teaching session

Tuesdays: *The Castle Inn,*

Castle Street 7.30 pm

Wednesdays: Junior Chess & Go in

Chesterton Community College from 6.15 pm
contact Paul Smith 563932 (school term time)

Thursdays: 7 to 9 pm in the University Centre,
top floor Reading Room, past Grads coffee bar

Fridays: 7 to 9 pm at 'CB1' cyber café, 32 Mill Road.

Sundays: informally in CB1, from about 4 pm

And at other times in CB1 (most evenings)

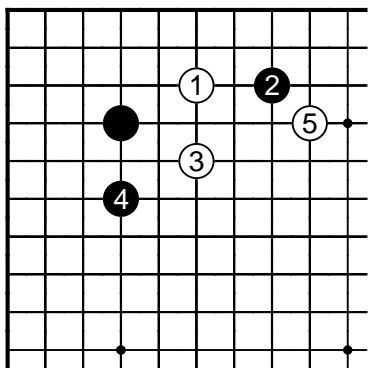
Next term: Mondays in Pembroke

Please check your inbox and pigeonhole and the club
web site for details of our *move for next term's
meetings to Pembroke College*, home of President
Mathieu Flinders. Christmas closures for Thursday
and CB1 meetings will be on the email list.

Competition Night

The 29 November Monday
meeting will be the last Monday
meeting until the New Year. It
will be our traditional 13x13
handicap event. Come promptly
at 7.30 pm to get into the draw.

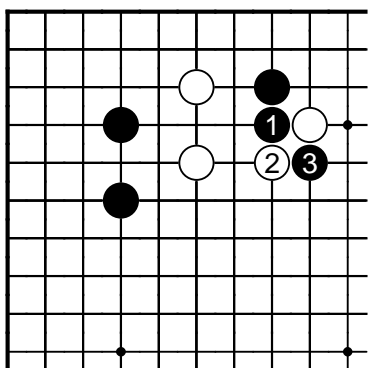
Stocking up on ladders



In honour of Stijn (see back page), here is an introductory article on his kind of play.

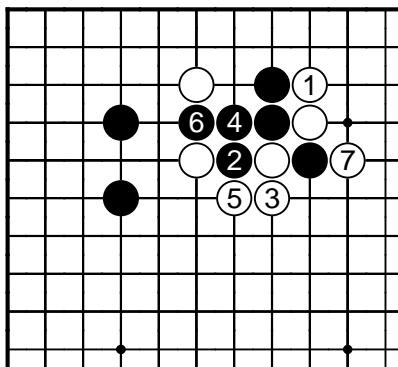
This is a *joseki* with something of a chequered history. The question to look at here is what happens if Black bluntly tries to cut through after White 5.

This has only really been seen in top-level play in the past decade. The first major point is that a ladder may occur, and needs to be checked. (As early as possible, naturally!)



That is, what about Black 1 and 3 here?

The alternative is to allow White to run along the fourth line, giving Black third line territory. Exactly what the strategic decision (cut or not?) involves is the type of interesting question that makes go deep. In the first diagram White 3 risks making a weak group, that Black might be able to attack and so build up the left side. If attacking it is good for Black, defending it and making a wall in the centre is probably interesting for White.

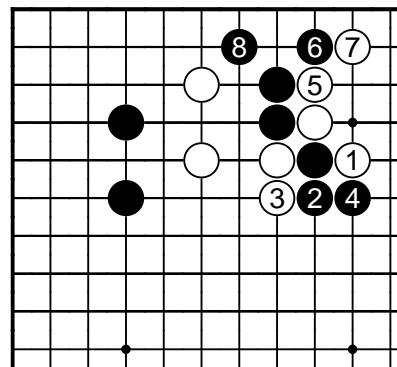


If this happens, how to evaluate the result?

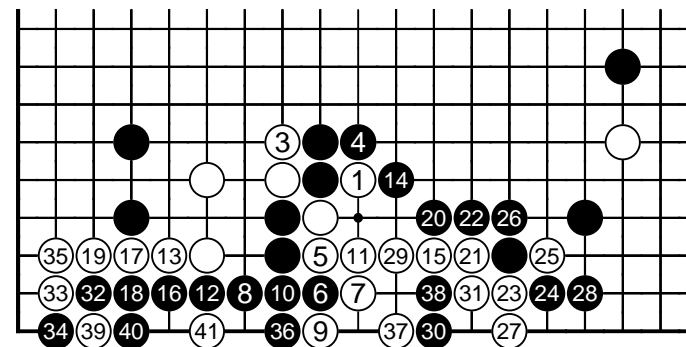
If White 7 captures a stone in a ladder, then White has a good outside wall. Notice that it is facing in the direction from which Black originally pincer. If Black had a good reason to emphasise that direction, White's wall is placed to negate whatever Black had in mind.

A *negative feeling for direction* is always not such a good thing, though. In this case such a result can cause one to question why Black cut in the first place.

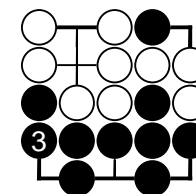
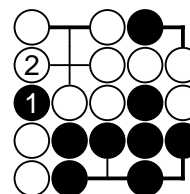
The *size of Black's corner* becomes the other obvious issue. It seems large, but surely it is not yet secure. Black's shape up to Black 6 is actually suspect: Black 4 forms a notorious *empty triangle*.



The other way to play it. The ladder comes up early in this variation. White 1 assumes that Black will need to avoid the ladder, with Black 4.



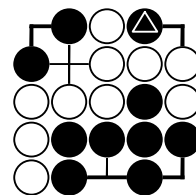
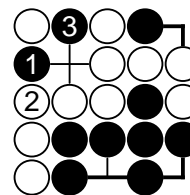
This was the complex fight from Stijn's game with Guo Juan. The fight to 40 favours Black, because of double *ko* working against White.



Front page problem

Wrong way:

This is failure for Black because after Black 3 it is a draw, with Black 3 points and two prisoners, White 4 points and one prisoner.



Right way:

Correct is Black 1 inside White's apparent territory. White 2 leads to a *seki*, in which White scores only for taking the triangle stone.

Other responses by White lead to a bad *ko*, or death.