

Goings and comings

Former club President Steve Burgess is in St. Petersburg, working in a Christian Union place ... outgoing President Stephen Chester remains in Cambridge getting teaching experience, ahead of a PGCE ... David Ward 4 *dan* is back in Cambridge after travelling the world, having spent much time in Guilin, south-west China ... Charles Matthews 3 *dan* spent two weeks in Uganda in June, following up an earlier go teaching visit in 2003 ... Will Brooks 3 *dan* hoped to visit China again this summer for more go coaching, got as far as the Isle of Man ... Barry Jay 3 *dan* from the University of Technology, Sydney is visiting Microsoft in Cambridge until the end of 2006 ... Bob Connolly 2 *dan* has returned to Cornell.

The Chess&Go club for juniors has moved venue, to St. Augustine's Church Hall, Richmond Road, near Fitzwilliam College, still meeting Wednesday evenings and now followed by a chance to play adults also. Enquiries to paul.smith25@ntlworld.com.

British Championship game in Cambridge 7 October

Game 3 was played *chez* David Ward, and broadcast on the Kiseido Go Server. Bei Ge, a rapidly rising 4 *dan* player from the Milton Keynes club, beat Matthew Macfadyen 6 *dan*, to go 2-1 up in the best-of-five series. See www.britgo.org/bchamp/2006/ for more on this match, and game records.

Game 4 will be 19 November, at the Swindon Tournament. Macfadyen has not faced a *kadoban* (crunch game) since his matches against Zhang Shutai in the early 1990s.

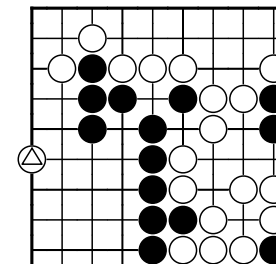
A new one, from the Societies Fair

Someone was asking whether a bowl of stones were free samples. It made a change from 'Are those M&Ms?'

Tesuji 92

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Black to play: how best to cut off the white stone with the triangle?

Monday meetings start again 9 October

Meetings start again in the Buttery, Old Court, Clare College, from 8 pm. The first meeting will be the CUGS Squash, and start of this year's course for novices. Contact President Andrew Simons (Trinity) on ajcs4@cam.ac.uk to learn more.

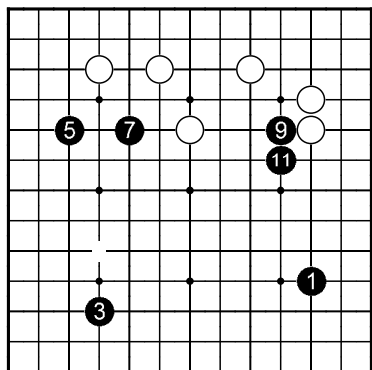
Milton Keynes Tournament 24 September

The club's best results for a long time, with Alex Selby 3 *dan* the winner with 3/3, and Will Brooks lying second on 2, Barry Jay 1 and Phil Beck 3 all in the top eight. Also there Matt Reid on 2 wins at 1 *dan*, Nick Krempel likewise on 1, Andrew Simons winning 2 at 5 *kyu*, and Ingrid Jendrzelejewski at 11 *kyu*.

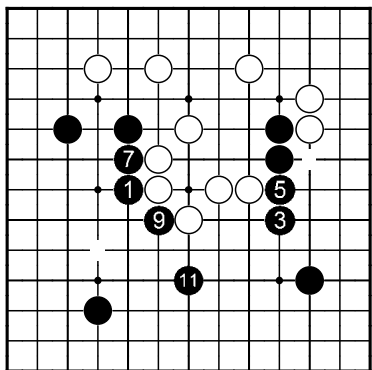
Meeting details, updates on www.cam.ac.uk/societies/cugos

Mondays: 8 pm to late, Clare College Buttery, from 9 October
Wednesdays: 6.15 pm to 7.30 pm Chess&Go (juniors), then 7.30 until 9 at St Augustine's Church Hall, Richmond Road, off Huntington Road
Thursdays: 7 pm to 9, Reading Room, top floor of the University Centre
Fridays: 7 pm to 9, *CBI* cybercafé, 32 Mill Road
Sunday: Afternoons from about 4 in *CBI*
And at other times in *CBI*

Recent 13x13 game from the club

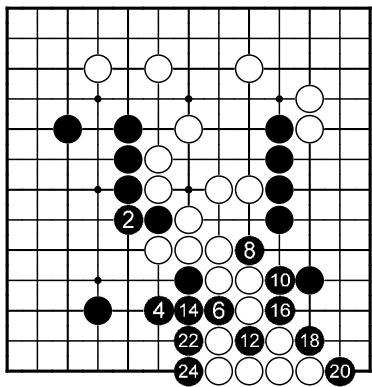


Black gets a better start . That's because with 6 and 8, White is only taking one side. W12 is good, but Black already has a clear advantage. Going back, B7 at A is ideal. Corners matter most of all, and this would make all Black's stones effective. B11 would be better one point lower. The right side is left unfinished, a big factor later in the game.

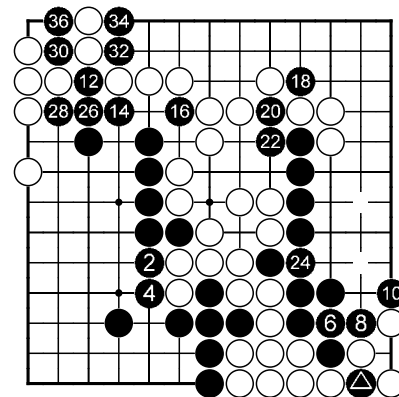


White tries to get back in the game just by pushing into the centre. This shouldn't be good enough: White really needs to start a second group, to have a hope of winning.

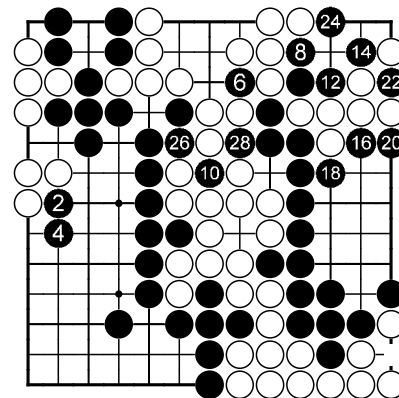
B5 at B would be much better here. In the same way B7 at C would be much more efficient. B11 is a mistake, and gives White a chance. Black can win just by securing the left side , and getting something on the right.



White gets something back here. A play like B10 is wrong in principle (too close), and B12 is a tactical mistake. Instead Black should be keeping a safe distance on both sides. W21 isn't necessary and W23 is bad, giving away the initiative. White had a good chance to attack the weaknesses of the lower right corner.

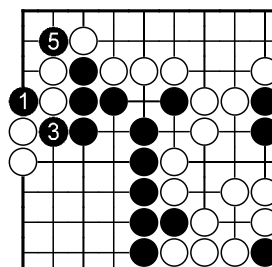


White spends time connecting, and B2 patches up on the left. W11 connects up at the triangle-marked point. Now Black should defend the right side. Black E before White D is urgent, since the whole group can otherwise die. Neither player sees this, and the game proceeds. B16, W23, don't bother. W21 should be at the point 22 to capture. W27: see the problem.



The final business: White has no chance of getting two eyes (even one eye) on the left. B6 at the point 7 is simpler, to live in the corner and decide matters that way. B10: don't bother. White should play at 21 with W15 to have any chance in the capturing race. White is captured, the game ends with connection at F. Black wins by a large margin, having come out ahead in all the fights.

Problem from the front page, taken from the game



Left: That's the way to do it. B1 is intended as a sacrifice, since B5 put White into trouble.

Right: The way in the game allows a *ko* after W4 and the capture at A.

