

## AGM: New Committee members

The club's Annual General Meeting was held on 10 May in a unique outdoor setting (the steps in Old Court, Clare College, as we waited for Clare Buttery to become available). Charles Matthews retired as Secretary, thanking all those who had been President in his nine years in the post. Jonathan Medlock, who joined the club as an undergraduate before spending some time in Switzerland after his Ph. D., was elected as Secretary. Other posts: Steve Burgess became Junior Treasurer and Junior Club rep; Mathieu Flinders of Pembroke College is the new President. Chris Ball became Librarian in a rare contested election, showing the advantage of being the man on the spot as he received more votes than incumbent Toby Kenney.

Please help Chris by *returning library books*; for example at the Garden Party.

## Varsity match results, anyone ... ?

Please help webmaster Tom Ford reconstruct the misplaced details of Cambridge's famous victory this February, by sending him what you recall of it.

## Time on your hands this summer?

Web sites to visit: go servers (far be it from *Tesuji* to recommend which); [gobase.org](http://gobase.org) for breaking news and game records; [goproblems.com](http://goproblems.com); the **Go Teaching Ladder** for game comments; **Sensei's Library** at [senseis.xmp.net](http://senseis.xmp.net) for the go wiki, with discussion on all topics.

For upcoming go events consult [britgo.org](http://britgo.org).

## BGA KGS online tournament 1 June - 31 July

Currently our own Will Brooks leads – in number of games played. About 50 players are registered, in this event run by Ian Davis, until recently a Cambridge club player. Details are posted at <http://www.britgo.org/tournaments/2004/kgs/>.

## EGF ratings

These numbers are taken from the May European ratings, and include various 'friends of the club' who are no longer around here. They are based on tournament results, and so only indicate something for those 30 or so players who compete regularly.

Jin Yoon 2611, Ward 2375, Selby 2304, Hunt 2293, Peter Smith 2212, Connolley 2211, Paul Smith 2161, Chin 2132, Taylor 2082, Chen 2082, Warburton 2017, Beck 2006, Woodcraft 1977, Schmidt 1952, Brooks 1927, Reid 1909, Russell 1731, Walkingshaw 1699, Toshio Ohshima 1690, Gardner 1637, Murby 1627, Joe Walker 1603, Visser 1542, Hand 1442, Griffiths 1432, Burgess 1429, Goldsmith 1419, Kersey 1417, Mader 1192, Frankau 1185, Bleasdale 1150, Jenny Hughes 1164, Medlock 1107, Ford 1063, Mok 1009, Sumire Ohshima 940, Williamson 907, Woolf 868, Turnbull 758, Mankong 753, Shuntaro Ohshima 591, Ribbands 556, Hamby 422.

# Tesuji

The Cambridge Go Newsletter

No.83 June 2004

CU Go Society

[www.cam.ac.uk/societies/cugos/](http://www.cam.ac.uk/societies/cugos/)

President

Stephen Burgess (Emmanuel)

[sb452@cam.ac.uk](mailto:sb452@cam.ac.uk)

Secretary/Newletter Editor

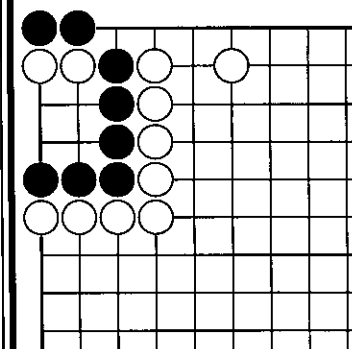
Charles Matthews,

60 Glisson Road Cambridge CB1 2HF,

[charles.r.matthews@ntlworld.com](mailto:charles.r.matthews@ntlworld.com),

phone 350096

# 手筋



*Black to play.* And live, somehow.  
Solution inside.

## Go meetings around Cambridge

- Mondays: restart October.
- Tuesday meetings:  
*The Castle Inn*, Castle Street 7.30 pm.
- Wednesday Junior Chess & Go in school term.
- Thursdays 7 to 9 pm in the University Centre, top floor Reading Room.
- Fridays 7 to 9 pm at 'CB1', 32 Mill Road.
- Sundays informally in CB1, from about 4 pm

## Garden party Friday 11 June in front of Mem Court,

**Clare College**

**6 - 9.30 pm**

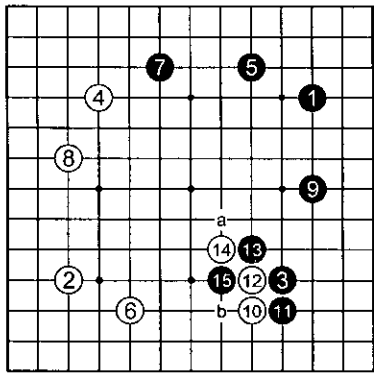
Admission £3 (£2 if teetotal) for this sparkling social event, subsidised from club funds. Pimms-like drinks and strawberries are confidently predicted. Guests are welcome.

## Competition Night 7 June

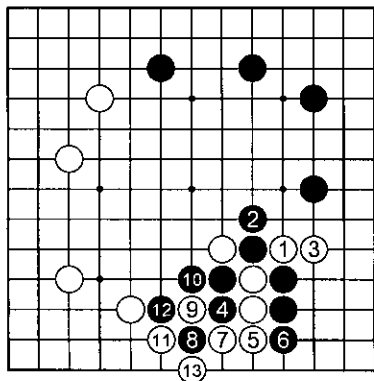
On a fine summer's evening 14 took part in our mall board competition, in gthe Latimer Room. After six rounds, Will Brooks 1 *kyu* and Tom Ford 10 *kyu* were both on 5 wins, with tie-break not able to separate them. They were declared joint winners, Tom taling home with him the lovely Sonoyama Trophy. Sadly, Sumire and Shuntaro Ohshima, at school here this year, are returning to Japan shortly, and this was their last appearance.

## Game from Competition Night: Krempel-Goto

This was an even game between Nick Krempel (Black) and Takuma Goto, both 12 kyu. It is decided by tactical mistakes: with ten minutes each, it is easy to go wrong in complex situations, and both players do.

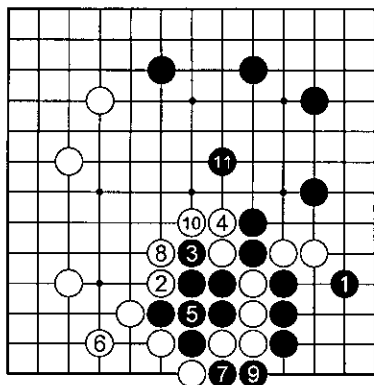


At the start, nothing remarkable until White 10. Usually this is too close to Black 3 to be good. White starts pushing up into the centre; Black pulls him up short with 15. The normal idea is to play this at *a*, landing White with bad shape. White should just answer calmly, at *b*.

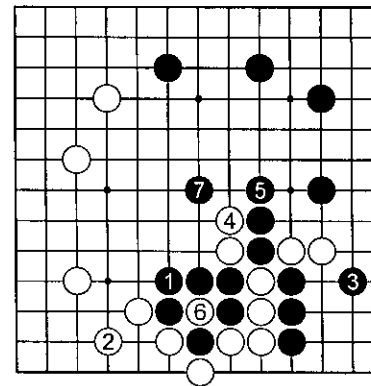


With 1 and 3 here White goes all out: but the stones on the outside are too weak. After Black 8, White has no real chance here. He can play *atari* one point above 10, and hope Black makes the mistake of capturing; if Black just extends nothing works, though.

Next Black makes a mistake with 12. This should be at 13, when it is all over here. Capturing allows White 13, which can produce a difficult *ko* fight. There is actually no direct way in which Black can use that *ko*, however.

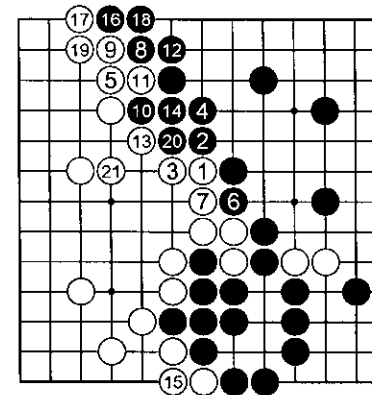


The game continued this way. White 2 is OK, but White 4 is stubborn. When Black connects with 5, White can't capture Black's group (no ladder). The fight ends in Black's favour.

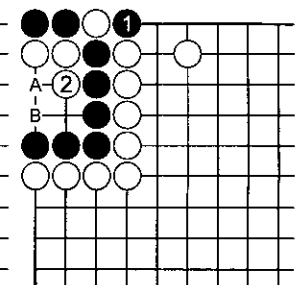
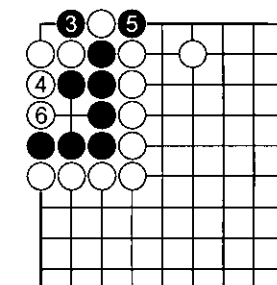
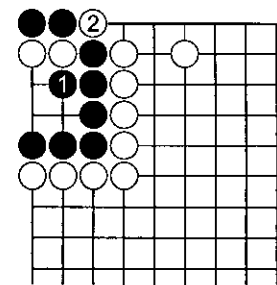


Here's how Black can handle the *ko* situation to best advantage. Going back, Black 1 in this diagram is a point Black really must play some day. Starting off by playing it is good style. Now the *ko* is for White to worry about.

White 2 makes sense for the same reason; but if White plays there now, rather than taking the *ko*, it turns out to be rather slow. Black can take the time to play at 3. The continuation given shows that White really can't expect to attack in the centre, as well as patching up on the side. Black is short of threats, initially, but can use fighting moves.



This is how the game finished peacefully. White had 6 points *komi*, but Black ended quite a way ahead.



**Problem from front page:** Black must deliberately give up two stones (**left**), in order to threaten White with a connect-and-die tactic. The result (**centre**) is that White must create a *seki* shape; so giving Black life. (**Right**) Black here is dead: sacrificing a stone at A leads to nothing after White captures at B, so the shape is just dead.