

Paris March 26-28

From the Cambridge club there travelled Dave Ward, Phil Beck, Roger Murby, Simon Mader and Sophie Sabinot to the big (over 300 player) Paris Easter event. With sometime Cantabrigian Ian Davis there, they made up a large part of the UK contingent. Results nothing to write home about, though.

International Teams Match in London 17 April

Cambridge's team of five were recent visitor Yoshi Kawahara 5 dan, visiting the Zoology Department for six months, Stijn van Dongen who had 4/4, Phil Beck, Will 'shodan-at-last' Brooks and Matt 'Redhead' Reid. Mathieu Flinders played for a scratch MARS team. Cambridge scored 10/20 in this six-team event.

Challenger's League in Cambridge

This year's penultimate stage of the British Championship took place in the Junior Parlour, Trinity College over the May Bank Holiday long weekend. Sole Cambridge representative was Dave Ward (2/7), winner last year, Alex Selby having failed on tiebreak to get through from the Candidates' Tournament. Runaway winner this time was the undefeated Des Cann 4 dan, in a strong field, who will play the best-of-five Challenge Match against champion Matthew Macfadyen later this summer. CUGS founder Jon Diamond, who stepped down as Champion as long ago as 1979, had 3/7.

Bar-Low Tournament May 8 at MSO Cambridge

Upcoming this weekend is the Bar-Low *kyu* players' event, taking place on Sunday in Netherhall School, Queen Edith's Way off Hills Road, start 9.30 am. Five quick rounds; enter by emailing Mathieu Flinders on mf308@cam.ac.uk. For the whole multi-game event May 7-8 see www.msocambridge.org.uk.

BGA KGS Online Tournament

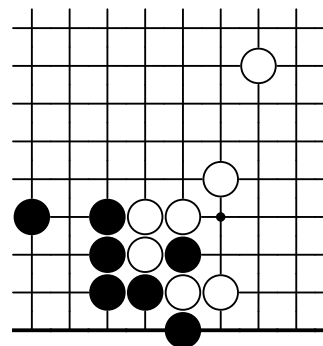
Just in time for May Week relaxation: an online event organised by Ian Davis, second year of operation. See www.britgo.org/tournaments/2005/kgs.

From our Mill Road correspondent

Antiques shop *Those Were The Days* has now been outfitted as *Seoul Plaza*. Look out for more Korean players in *CB1*.

The folding stuff

The *British Origami Journal* from February reports that paper has now been folded 12 times. Britney Gallivan folded a kilometer length of loo tissue 0.008 cm thick.



Tesuji

The Cambridge Go
Newsletter

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Editor

Charles

Matthews

350096

Black is to play.
What's interesting in
the corner?
Solution inside.

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

Annual General Meeting May 16

Go meetings guide for Cambridge

Mondays: 7.30 pm

O Staircase in
Pembroke College,
basement room, to 13 June

Tuesdays: *The Castle Inn,*

Castle Street: no longer official

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)

The club's AGM will be in the O Staircase room, Pembroke College, at 7.30 pm. A new Committee will be elected in what is usually a brief affair, followed by the usual go-playing. For job descriptions contact Secretary Jonathan Medlock (jonathan.medlock@cantab.net).

March Competition Night

Winner on 14 March was Stephen Chester at 14 *kyu*, who won 5/6. 17 took part.

CUGS Gold: Go Strategy Demystified (slight reprise)

The *Big Corners* strategy consists of playing for corner territory in the opening and hoping to invade everywhere else later - but the board is big enough to make this lack balance of the corner/side variety.

The *Big Sides* strategy goes for nice looking rectangular areas on the side defined by walls and adequate extensions. A well-informed opponent will understand that with 65-70 points of territory at the end being normal, one can allow **one** 30 point side but not **two**, and will panic and invade not too early and not too late but at the proper moment.

The *Overwhelming Moyo* strategy gives away ten points here and fifteen there at the start in order to build a huge central framework and damn the cost, in the hope that a big group will die horribly invading it. Drawbacks: your opponent may be good at making groups live from unpromising materials, any have a talent for snipping bits off and get ahead with incursions round the edges, or may even be able to count and toplay rational endgame moves without risking too much. Besides, there are good reasons for the proverb about relying on one territory (*ippoji*), to do with having made one's bed and then having to sleep on it (having hardened up one's options early). Still, of the simple-minded perspectives on the game it has the most to it.

The *Weak Group* strategy involves generating one too many weak groups early on - two is usually sufficient - and putting the opponent under pressure actually to kill one. The result is typically an early shower, but making the game "interesting" in this way is not to be confused with knowing what is going on. Professionals playing *amashi* strategies (Go on the back foot, counterpunching from apparently thin or weak positions) know perfectly well that good defensive moves are **harder** to find than attacking plays (cf. White's task at the beginning of a nine-stone game).

The *Swindle* strategy addresses only the tactical aspects of cutting points, lack of liberties, and eye shape in one's opponent's groups (most practioners find it hard to be equally objective about their own formations). It argues that there is always a chance of picking up 30 points near the end of the game, so why worry about playing properly early on? Its attraction begins to pall in the single-figure *kyu* grades, against players who are just as evil-minded about shape defects but also find reasonable plays when there isn't a rip-off around, rather than wasting time trying to set one up.

The *Second Last Big Mistake* strategy tries to make the named mistake but to avoid making the **very last** big mistake as well. It founders on the observation that (amateur) games are riddled with errors, most of which are **small**; and one's general level of play is at best the standard of the small mistakes one avoids, where blunders simply define the games one would rather forget.

The last three strategies may be classed as **anything-but-play-the-endgame-properly** approaches. A more highly commended proposal is to try the *Rolling Maul* strategy, regarding the whole game as one long struggle in which advantages may be acquired in small packets, especially in the middle game from move 50 to 150 (approx.), by working one's stones that little bit harder.

Reprinted from *Tesuji 29, May 1995* to mark 10 years of the same editor

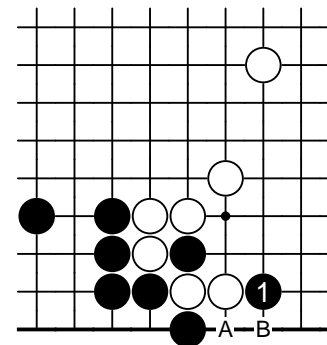
Junior go report from Paul Smith

The Junior Chess & Go Club recently held its heat of the UK Go Challenge. There were 33 players altogether, the youngest of them just 5 years old. After four rounds there were five players tied for first place but in the end it came down to a play-off between Owen Walker and Gabriel Silva. It was a close game, Owen was slightly ahead so Gabriel had to invade his territory and when the invading group died Owen had won by four points. We hope that there will be a group of junior players travelling from the club to the UK Go Challenge finals in Loughborough in July.

There are now weekly Go Clubs running at three schools in the Cambridge area - Milton Primary School, Kings College School and St Laurence's Primary School. Milton Primary School will be holding a heat of the UK Go Challenge starting this week.

In the rest of East Anglia there are so far four more schools taking part in the UK Go Challenge this year - one each in Norwich, Ipswich, Great Yarmouth and Woodbridge. Two of these schools were represented at the Trigantius Novices and the other two have got started with Go more recently.

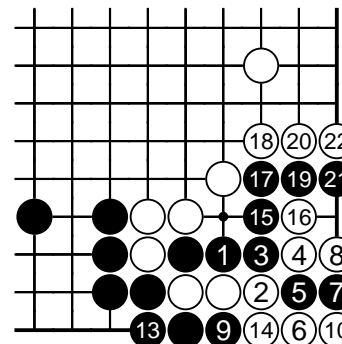
If you are interested in helping in any way with local juniors, contact Paul at paul.smith25@ntlworld.com.



Front page problem

Correct:

Black 1 here cannot be cut off; White now at A or B is fatal. Therefore Black will be able to connect out by a play at A, and has broken into the corner territory. (This is problem 1612 in the Korean book *1612* of test problems for go classes.)



There is no percentage in Black 1 here, since White 2 is possible. Even if Black pulls out all the stops (11 at 5, 12 at 7) to cut down White's liberties, nothing works. In practice this means White has a weakness at the point 18, on which Black would keep an eye during the game.