

## Updates

### Varsity Match, 4 March

*Stephen Chester writes:* On Saturday 4th March, five Cambridge players travelled to Trinity, Oxford for the annual Varsity Match. The Cambridge team consisted of Nick Krempel (1 dan), Chester (10 kyu), Andrew Simons (10 kyu), Alexander Hermes (11 kyu) and Edmund Owen (19 kyu). It was played over two rounds, though there was only time for two games in the second. With several of our stronger players unavailable, Oxford out-graded us on all boards (often significantly), so handicaps were used. These produced some close, exciting games - Stephen won his first game by a single point, then proceeded to lose his second by the same margin. Nick played well to beat Niall Cardin (2 dan) on board one, despite being somewhat short of time by the end. Andrew Simons scored two out of two as Cambridge ended up 5-2 ahead.

### Trigantius Tournament, 5 March

Cambridge's big event on the national calendar, run by Alex Selby attracted 65 this year., with 17 affiliated to Cambridge in some way (more at [britgo.org](http://britgo.org)). Tim Lachlan-Hope of St Laurence's School won the popular Novices' afternoon event.

### Going places

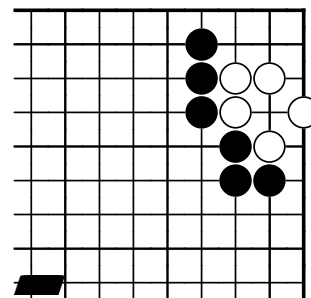
Cambridge's Will Brooks, now facing AS-levels at Hills Road SFC, has leapt ahead to 3 *dan*, having reached official 2 *dan* only at the start of 2006. He attended the European Youth Go in St. Petersburg, making 21st place which improves on last year, without doing himself justice at 2/6. Also on the up is Nick Krempel of Trinity College who has been playing at 1 *dan*; and not to forget *CBI* stalwart Matt Reid who has made *shodan* at last. Dave Ward (4 *dan*) on a career break has been doing his back damage in New Zealand, but made it to Guilin, China when last heard of.

### UK Youth Go Championships, King Edward VI School, Aston, 19 March

Four Cambridge juniors went Birmingham. Besides Will Brooks, who won the U18 section and was overall winner, there were Matthew Harris (18 kyu), who was runner up in the U14 section; Owen Walker (22 kyu) and Luke Gymer (25 kyu).

### Fame at last for Tim Hunt

Tim, who moved to Milton Keynes after finishing here, was strongly featured in last week's *Have I Got News for You*, as author in *The Winker*, the UK's tiddlywinks mag.



**Problem: Black to play**  
**Best way to play?**

*Go*  
meetings  
around  
town

#### **Mondays**

Clare College  
Buttery (Old Court,  
near JCR) 8 pm to late

#### **Wednesdays**

Chess&Go junior club  
Chesterton Community  
College 6.15 pm to 7.45

#### **Thursdays**

University Centre Reading Room  
(top floor) 7 pm to 9

#### **Fridays**

*CBI* cybercafé 32 Mill Road, 7 pm to 9

#### **Sundays**

at *CBI* from about 4 pm

And at other times informally in *CBI*

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### **Bar-Low Tournament Sunday 7 May**

The Cambridge club's Bar-Low Tournament, for *kyu* players.. To enter, send an email to [j.medlock@ntlworld.com](mailto:j.medlock@ntlworld.com) with your name and grade. It is being held at Netherhall Upper School and Sixth-Form College, Queen Ediths Way, Cambridge, CB1 8NN. It's a 5 round McMahon tournament with 35 minutes time limit, no overtime. Registration by 09:30.

The Cambridge club's web  
site is at [www.cam.ac.uk/  
societies/cugos](http://www.cam.ac.uk/societies/cugos)

## The Go Scene Charles Matthews

It often seems to me to be difficult to get a clear picture of go's path to world domination. Of course it will get there in the end. On the way, though, you can't really point to advances that are both major and sustained growth. It is more a question of some avenues that open up; and then become niches that are filled, more or less adequately.

One good place to start: what go possibilities are there for the Long Vac? The European Go Congress this year is in Frascati, Rome (<http://www.figg.it/rome2006/>); it runs from 29 July to 12 August 2006, and it is usually possible to go for just one of the weeks. The US Open is in North Carolina (<http://www.gocongress06.org/>) and runs from 12 August to 20 August (not that I recommend attending both). Another interesting option is up to two months in China with Go'n'Games (<http://www.gongames.com/china/>), which is favourably reviewed in the current British Go Journal.

A more stay-at-home option is to play online. The month of June sees the 2006 BGA-KGS online event (<http://users.durge.org/~gandalf/kgs/kiseido06.html#200>), which was started by Ian Davis, honorary Cantabrigian, but this year is run by Stuart Barthropp of London. Online go is less serious and for many people more convenient than over-the-board events. The British tournament circuit is busy over the summer, and you can find out about it and much more at [britgo.org](http://www.britgo.org).

If short of go equipment, there are a few shops around that stock good sets (<http://www.britgo.org/supplier/supplier.html> lists them); BGA members can order directly from the BGA site, for equipment or books. There is plenty of reading matter now. David Carlton's online reviews ([www.gobooks.info](http://www.gobooks.info)) would still be the best guide to what to get. The Go wiki Sensei's Library ([senseis.xmp.net](http://senseis.xmp.net)) is the best collection of technical material on the Web (if uneven). For game records Gobase ([gobase.org](http://gobase.org)) is the best place, though registration there is harder than it used to be, apparently. If you want go stuff on your laptop, invest in the Gogod CD-ROM

([www.gogod.demon.co.uk/](http://www.gogod.demon.co.uk/)) and you can never possibly run short of things to look at. Computer go opponents are of little interest past 10 *kyu*: if you want one, Go++ by Mick Reiss may be as good as any (<http://www.goplusplus.com/>).

Which brings us round to pro go and the international scene. Steps in the direction of a true internationalisation of the game started in the 1980s as the Chinese set up their pro system. Everything came to the boil around 1990 as the South Koreans started to dominate the first international events, and Yi Chang-ho emerged as the world's best player (probably - in a better-ordered universe he and Cho Chikun would have played a world championship match, but the sponsorship doesn't work like that). Korean go has also affected us all, since South Korea's Internet infrastructure is second to none, and Koreans make up a big chunk of online players. Japan has only just started to reform its pro system, which had hardly changed since 1950.

The choice of approaches to go has at least shown us aspects that were largely hidden before. Japanese go teaching concentrates on style. Chinese go is based, and always has been as far as one can see, on fighting, middlegame strength, and Chinese amateurs tend to have a very good 'sense of direction', complementary to the idea of 'good shape'. Well, you do need both. Korean go stands somewhere in between, and Korean teaching tends to be the most comprehensible, if you can get it. As a friend told me, "the world is getting stronger".

### Front page problem

Two ways to get *ko*. The one on the left is White to find the first threat, which is better in general. But more dangerous if Black loses the *ko*.

