

BRITISH GO JOURNAL

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CONTENTS:

	Page
John Diamond Retires	1
Editorial	1
Secretary's Notes .. from the Secretary of the B.G.A.	2
British Go Congress 1970	2
Dan Certificates in Britain	2
Other News	2
Short Glossary of Go Terms	3
Even Game Joseki .. by John Diamond	3
How to Win Converts .. by Francis Roads	4
Counting Liberties .. by Fukuda, 6-dan	6
Thinking About Go .. by the Editor	8
How to Play Along the Sides .. by Takagawa, 9-dan	11
Books and Sets Available from the B.G.A.	14
Vital Techniques of Go .. Reviewed	14
British Go Clubs	15

John Diamond Retires

John Diamond has unfortunately found the pressure on his time too great, and has been forced to give up editing this Journal. The thanks of all members are due to him, not only for the consistently excellent standard of the Journal, but also for its very existence as possibly the strongest bond between Go players in different parts of Britain.

In his place the Committee have appointed Andrew Daly, of Reading Go Club.

Editorial

I would like to add to those of the Committee my personal thanks to John Diamond for his work on the Journal, particularly on this issue, which is partly his work.

I am always glad to hear from prospective contributors, whether of news or of articles.

ALL CORRESPONDENCE TO: BRITISH GO ASSOCIATION, 12 THIRD AVENUE, WEMBLEY, MIDDLESEX

Secretary's Notes

from the Secretary of the B.G.A.

The Association is temporarily out of stock of Go sets, due to a higher demand than anticipated. More have been ordered from Japan, but these may not arrive for a few months, and may be about 10/- more expensive than the last batch.

Club Secretaries and unattached members are reminded that subscriptions are due on January 1st and that prompt action would be appreciated.

All members are asked once more to be cautious in self-promotion, and reminded that any request for promotion in or to Dan grades should be sent to the Secretary, with evidence to support the claim, for consideration by the Committee.

British Go Congress 1970

Players of all strengths, from beginners to masters, are eligible for the tournaments of the THIRD BRITISH GO CONGRESS, which will be held at St. John's College, Cambridge, from FRIDAY EVENING, 20TH MARCH TO SUNDAY EVENING, 22ND MARCH.

There will be HANDICAP COMPETITIONS for various groups of playing strengths, and the BRITISH OPEN CHAMPIONSHIP, which will be an even game tournament, for British and foreign players of 1st dan and stronger.

The cost, including full board and tournament fees, will be about £6.5.0.

Entry forms will shortly be sent to all registered clubs; unattached members should apply direct to: Mr. G. Priest, Cambridge Go Society, St. John's College, Cambridge.

The 1970 Annual General Meeting of the B.G.A. will be held on the Sunday evening, 22nd March, at the conclusion of the Congress.

Dan Certificates

The following members of the Association have been issued with Dan Certificates:

- 4th (yon) Dan : Robert Ochser, London Go Club.
 - 3rd (san) Dan : Paul Anderson, Antony Goddard, John Diamond, all London.
Harry McAndrew, now returned to Seattle, U.S.A.
 - 2nd (ni) Dan : Andrew Daly, Reading. John Fairbairn, now in Japan.
 - 1st (sho) Dan : John Barrs, Philip Dunn, David Wells, Sun Tze Whang, all London.
Leslie Bock, Enfield. Colin Irving, Sheffield area.
John Cock, Unattached, living in Cheltenham.
S. Han, formerly Cambridge, now left Britain.
-

Other News

On 26th September a match took place between Newcastle Go Club and the Edinburgh Club. Edinburgh sent a team of five to Newcastle, and won the match by 17 games to 3.

The R.A.F.A. Go Challenge Trophy competition, organised by Bristol Go Club, was won by Paul Atwell.

A SHORT GLOSSARY OF GO TERMS (continued)

- SHIMARI** The play of a second stone of the same colour in a corner, to protect it from immediate attack, e.g. C4 and E3.
- HANE** A play bending round an opponent's stone, e.g. Black C4, White D4, then Black D3 or D5 would be hane.
- TSUKENOBI** The manoeuvre of playing next to an opponent's stone, and then extending your stone in answer to his hane. This is often met as a handicap joseki, e.g. Black D4, White F3, B F4, W G4 (hane), B F5 (completing tsukenobi manoeuvre).

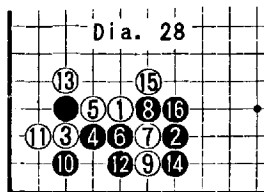
EVEN GAME JOSEKI (6)

by John Diamond, 3 Dan

Komoku : the High Attack, Part 4

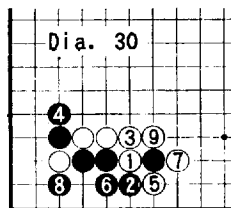
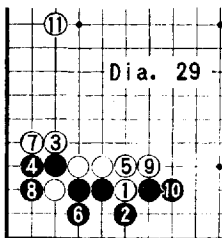
1 E4, 2 G3, 3 C3, ...

The one-point pincer of 2 is now a very popular play. It aims at preventing a White expansion along this side. This is obviously of special importance when Black has a corner position in the lower-right corner. In doing this Black must be prepared to give up something in return for preventing White's extension. This usually means giving up sente and a wall of influence along the left side.



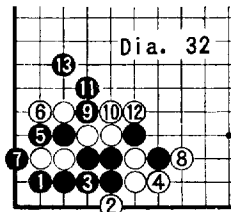
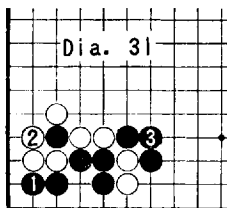
The most common joseki is that of diagram 28. After White 3, which is played as a sacrifice stone, moves 4 to 7 are forced. For move 8, Black has two basic choices: he can play as in diagram 28, placing more emphasis on influence, or at 2 in diagram 29, with more emphasis on the corner, but slightly to White's advantage.

If he plays 2 in diagram 29, then 3 is White's best move. Should White protect his stone immediately, then diagram 30 will result, and the corner exchange is even. The result of diagram 29 is to White's advantage because Black's position in the corner and along the side is not large at all in comparison with White's influence.



Continuing from move 8 in diagram 28, moves 9 to 12 are forced. With 13, White has two alternatives, the one in this diagram and that in diagram 33. 13 here places the emphasis on the left-hand side and 14 to 16 complete the joseki.

If Black plays 14 at 1 in diagram 31, then White's best move is not at 2, which is answered by 3, and Black is better off than in diagram 28. Instead he should play as in diagram 32, which produces a result similar to that of diagram 33, but Black is less well off.



13 in diagram 33 is only playable if Black 2 in diagram 34 does not threaten

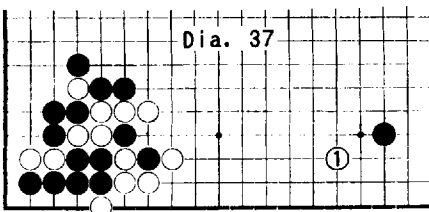
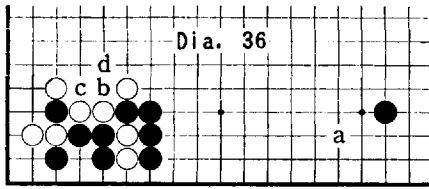
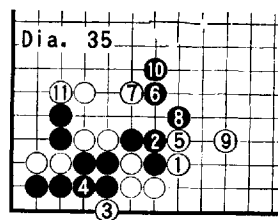
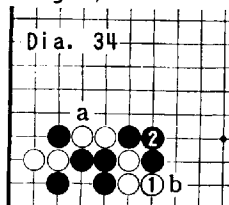
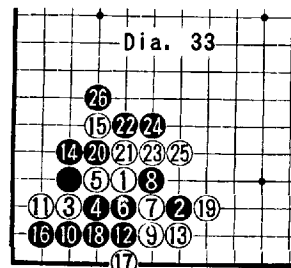
'a' and 'b' simultaneously. That is if the ladder formed by Black playing at 'a' is in White's favour. If this is not so, then 14 to 16 are best, and the order of 17 and 19 is immaterial.

After this Black again has two major alternatives. One of these is 20 in diagram 33, which forces the remaining moves in the diagram, and, as can be seen, is simple and concentrates on the left side. The other alternative is that of 2 in diagram 35, which provokes a difficult fight. Black 6 can be played at 7, which White must answer at D5; Black 6 plays at 8, White one point to the right, Black one point above 8, White at 11, Black at B4, White at B5, Black at A3 taking 2 stones. Neither of these variations is recommended unless a deeper study of the position than is possible here is made.

Diagrams 36 and 37 show the different effects that the joseki in diagrams 28 and 33 have in a typical situation with a single stone in the lower right corner.

A White play at 'a' in diagram 36 would not be a good move because Black's wall would allow him to pincer this stone severely and thus put it at a disadvantage. Also White's position has a weakness which he must protect later, for the sequence : Black at 'b', White at 'c', Black at 'd'; puts Black in a strong central position.

In contrast to diagram 36, White 1 in diagram 37 is a good move because of the strong White wall.



HOW TO WIN CONVERTS

by Francis Roads

One of the objects of the British Go Association is to spread the knowledge of the game to as many people as possible. Anyone who has tried, as I have, to start a local Go club knows that the best way of getting new members is by personal contact. I have been lucky in having had the opportunity of teaching the game of Go to scores and possibly hundreds of beginners, and I thought it might be useful to pass on some of my experience in winning converts to the game.

It is well known that groups such as science students, computer programmers, schoolmasters and chess-players often provide potential converts, but one can find interest in the game in surprising places - Young Conservatives, Scout groups and even the Townswomen's Guild have been known to show interest - and therefore whenever I find myself in the company of new acquaintances, whoever they are, I always try to mention my interest in Go as soon as the conversation allows it. Usually someone will show interest, even if only of the polite variety, and the next step

is to manoeuvre that person into asking me how the game is played. The battle is then half-won.

Two points always need to be made clear before even setting out the board and stones: first, that you are not about to explain either Messrs. Waddington's trivial game or Go-Bang (properly Go-Moku); and second, that, although Go can be a very intellectual game, the basic rules are quick to learn, and that the game can be enjoyed at a very elementary level.

For the purpose of teaching beginners I have made some small quarter-boards (10 x 10) ruled on cardboard. Coloured counters, which cost about 5/- a gross, serve as stones - red and green or blue and yellow replacing black and white. These sets are very cheap, easily portable when you want to play a number of beginners at once, and also show the beginner how easily he can make his own board.

To generate maximum interest in the game it is usually best to get the beginner actually playing the game as soon as possible, and to cut the introductory explanation down to a minimum; I usually explain first the following six points in order:

- (i) How moves are made.
- (ii) How stones connect to form armies (emphasising that diagonally adjacent stones are not connected).
- (iii) The object of the game, showing how armies can surround territory with or without the help of the edge of the board.
- (iv) The definition of liberties, and how stones and armies are captured (mentioning the need for internal surrounding).
- (v) How the game ends, from the theoretical point of view (i.e. when both players pass in succession).
- (vi) The two prohibitive rules of Go, i.e. the no-suicide rule and the rule of ko. Only the bare mechanics of these rules need be explained.

The above is enough to enable the beginner to play his first game of Go. Note that it is not necessary to explain about the safety of two-eyed armies; this after all, is an elementary tactical principle and not a rule. And of course such relative niceties as ko-fights, seki, snap-back, etc. can easily be left out until later - they are not likely to occur in a player's first couple of games.

Even with a four-stone handicap on a quarter-board, the beginner almost always ends his first few games by losing all his stones. There is no point in discouraging him by pointing out all his bad moves - better by far to point out a few good ones, even if he doesn't see why they are good. If he has lost a lot of stones in his first games, he will be in a receptive frame of mind for hearing about an infallible way of making his armies invulnerable. This is also a good time to point out the futility of playing stones inside territory securely held by the opponent, explaining exactly why it gains nothing.

By now you will have formed an opinion of your pupil's aptitude for the game, and you will be able to judge whether to introduce further elementary points such as connection and disconnection or the use of the third and fourth lines from the edge, or whether to allow him to practise and assimilate what he has learnt so far. At whatever speed he learns the game, it is necessary to give plenty of practise at all stages by playing games that for you will inevitably be rather boring (though even against beginners there are opportunities for practising and improving one's technique). You always need to try to find as much to praise as to blame in his play, and to remember that what seems blatantly obvious to the experienced player is not so to the beginner.

One should never leave a new convert without extracting a promise to play the game again, preferably with oneself or with a local Go club, nor without giving him the address of the Association and reminding him to send a stamped addressed envelope when writing for details. It's always a good idea to show a few copies of the Go Review and the British Go Journal - he won't understand much of it, of course, but it will help to show him how seriously the game is taken. If possible, beginners should always be left with some literature to read for themselves. The Association's introductory leaflet is very useful for this purpose.

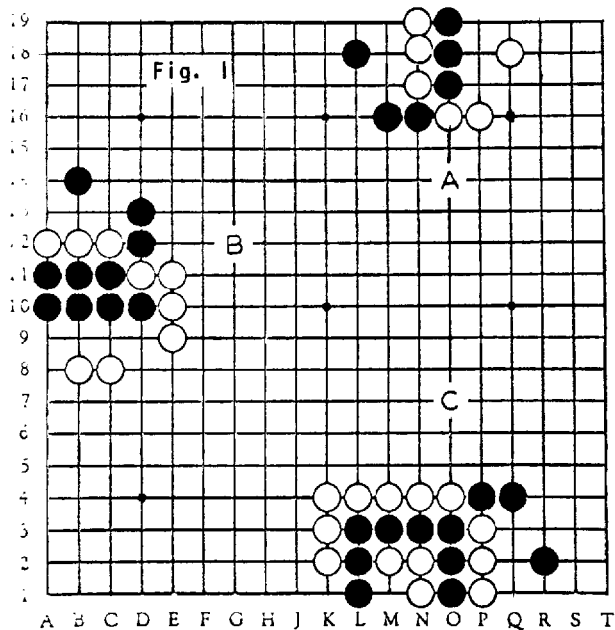
As I remarked at the beginning, personal contact is better than any means of advertising as a way of converting new Go-players. Teaching beginners is not as exciting as playing someone your own strength, but if every Go-player would make it his business to introduce at least some new players to the game each year, it would do more than anything else to ensure the continued growth and success of our Association.

COUNTING LIBERTIES (I)

by Masayoshi Fukuda, 6th Dan

The following article is intended for relatively experienced players, who frequently have difficulty in determining how a fight will turn out because they don't know some of the formulae that more skilful players use.

Let us first consider position A of Figure 1. The White chain on line N and the Black on line O cannot both survive. In this simple example it is fairly easily seen that whoever attacks first will win. The least experienced player has learned that in simple situations like this he need only count the number of vacant points to which each group connects, and that the first play wins if the number is equal.



He should also know that, if his group has one more liberty than his opponents, then he can play elsewhere - there will be enough time if his opponent attacks first. Thus in position B, the White three stones are lost; Black can play elsewhere and need not take action here until White plays at, for example, D9. All Black need do is count the liberties - he has 4, White has 3.

Although in simple situations the fighting power of a group is determined by the number of vacant points to which it connects, this is no longer valid in more complicated positions. From now on the term "liberties" will be used to denote the fighting power of a group. An example will serve to clarify this point.

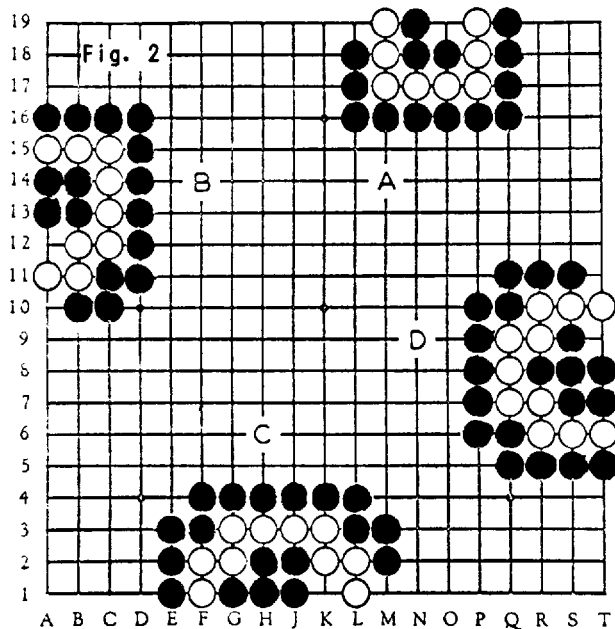
Consider position C. The cut-off Black chain cannot live except

by capturing the three White stones on line P - the capture of the three other stones does not lead to two eyes, since White will play back at N2. Similarly, the Whites on line P can only survive by killing the cut-off Black chain. These Whites have three liberties; how many has the Black chain? If we play the sequence out, assuming that White starts, it will go as follows:

- | | |
|----------|----------|
| 1 K1 | 2 M1 + 3 |
| 3 N2 | 4 Q3 |
| 5 N1 | 6 Q2 |
| 7 M2 + 9 | |

Since Black came out just one move behind, we conclude that he too must have had three liberties. The reader can check this by playing the situation through giving Black the first move - in which case he wins.

In Figure 2 we see four positions in which White chains enclose Black stones, and are themselves enclosed by Black groups. In A, which is similar to the situation we have just been considering, three stones are enclosed; in B, four; in C, five; in D, six. In each case White cannot make two eyes against opposition after capturing the inside Black stones. Such formations are painfully familiar to all beginners; the reader should be able to recognise them at once. How many liberties does the inside White group have in each case?



For the positions in Figure 1 this inquiry is academic, since for simplicity these White stones have no fighting chance, but academic inquiries can be instructive.

Let us play through the sequence for position C, with Black playing first and indicating by asterisks the White opportunities to counter-attack, as distinguished from forced plays inside the group.

- | | | | |
|-------|---------|----------|---------|
| 1 M1 | 2 K1+5 | 13 H2 | 14 * |
| 3 H1 | 4 * | 15 H1 | 16 J2+3 |
| 5 H2 | 6 * | 17 H1 | 18 * |
| 7 J1 | 8 * | 19 H2 | 20 J1+2 |
| 9 J2 | 10 G1+4 | 21 H1 | 22 * |
| 11 H1 | 12 * | 23 H2+14 | |

We count seven asterisks before the death of the White stones; adding one we conclude that White had 8 liberties. If we go through a similar sequence for each position, we arrive at the table below. A few minutes spent in memorising this table will save many anxious minutes of mental gymnastics during games.

Captives	3	4	5	6
Liberties	3	5	8	12

It should be noted that in each case the trapped White stones have one inside and one outside vacant point to which they connect, and that each sequence will start with plays corresponding to: 1 M1, 2 K1+5 of Figure 2, Position C.

Let us now consider some of the applications of the table, and then discuss the situations where, appearances to the contrary, it does not apply.

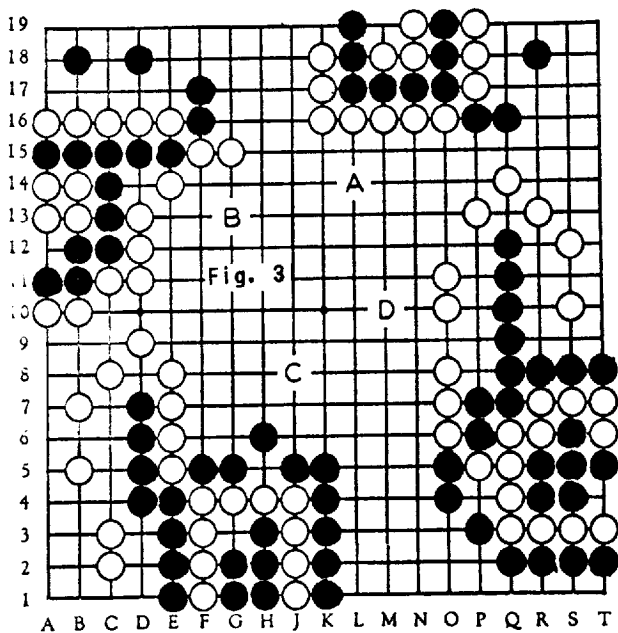


Figure 3 shows four positions where knowing the above table permits us to say after a very brief examination that first play wins, since in each case the fighting groups have an equal number of liberties. Position A we have already analysed. Three captives, giving three liberties for Black; three obvious liberties for White.

In position B the 4:5 rule applies. White starts at D14, Black replies A12+4. These two plays are like the first two plays in preceding examples. From our table, then, we know that the Blacks around C15 have five liberties; the Whites around C16 also have five. Whoever plays first wins.

In position C, the situation is similar, illustrating the 5:8

rule - eight liberties for the Whites around H4, and eight for the Blacks around D4. In position D the 6:12 rule holds and the first player wins - twelve liberties for the Whites around Q5, twelve for the Blacks around Q10. How many players could reach this conclusion about position D without knowing the 6:12 formula?

To be concluded.

THINKING ABOUT GO

by the Editor

I. Introduction and General Thoughts

Go is a game of thought, and thinking about it is almost invariably productive as well as interesting. Part of the charm of the game, for me at any rate, is in the theorising that is possible, and the variety of possible approaches, each with its particular attractions. In this series of articles I intend to present some of my own pet theories, the aim being not so much to expound authoritatively, but more to suggest provocative ideas which may be thought about, talked about, tried out in games, modified, rejected, or even accepted as being sound. The articles will be fairly elementary - players of about 15 kyu should not get lost - but because my aim is more to be original than to be correct (though naturally I aim at that as well) players much stronger than that should at least find something to disagree with.

Most thinking about Go is about particular aspects of the game, or about particular situations, but there are certain ideas which are absolutely fundamental to every stage of every game: of these ideas the most important is that of sente. A

player has sente when he is not forced to answer his opponent's last move. This means he can direct the play to whichever part of the board he judges most advantageous. Should he contrive to make forcing (sente) moves in succession, he can keep this initiative, to great advantage, as he has control of the direction the game will take, as well as the considerable local advantages derived from playing first in each situation. Forcing moves can often be achieved by threatening the opponent's weaknesses - but beware! - there may be several ways to attack each weakness, or it may be better to leave the weakness to wreak its toll later in the game. It is unlikely that such a weakness would be directly defended, as this would cost sente, so leaving them for later is often a good idea.

One can regard every move as having some locally forcing effect - that is, a failure to answer it directly will cause some local loss. Even for gote (the opposite of sente) moves, i.e. those not answered directly because the local loss is considered to be smaller than the gain possible elsewhere on the board; this potential local gain will remain for sometime in the future. One should therefore try to make this locally forcing effect as great as possible, even when a sente move is impossible, to leave gains for you to make at the appropriate time later on.

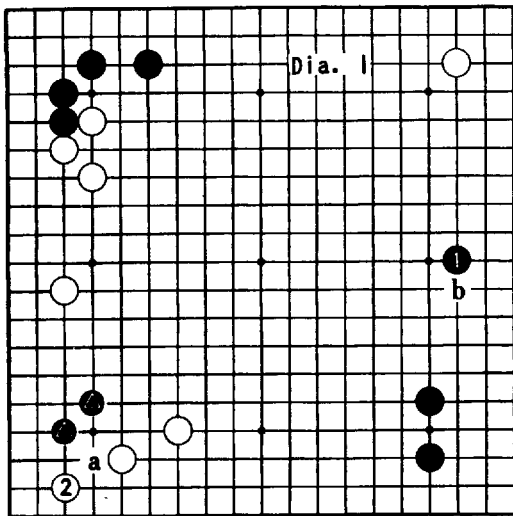
The opponent's weaknesses should therefore be exploited at the right time to make maximum profit from them. A fairly easy way of making such profit is by attacking a weak group in the early stages of the game. A weak group is one that cannot be captured immediately, but has not yet either two eyes or connection to a safe group. Such a group must make eyes or run away if it is attacked, and the attacker can nearly always make profit in either territory or influence from doing so. Weak groups are fundamental to opening and middle game strategy: diagram 1 shows how much emphasis professionals place on weak groups, for the recommended move is one that, though small in itself, makes an opposing group very weak.

Black 1 is incorrect, although it is the largest move in terms of territory, as White 2 seizes the vital point. Black should have played at 'a', even permitting White 'b', a very large move.

For maximum effect such attacks should be made with tact, and sometimes with restraint. The group that is attacked may well survive to become strong under a direct attack, but if attacked indirectly remain weak long into the middlegame as a heavy burden on all your opponent's schemes.

Two weak groups simultaneously under attack make a golden opportunity, never to be missed. One of them can frequently be captured and, for moderately good players, the game is over, as the usual compensating gains made by the loser of a group have evaporated in the saving of the other group.

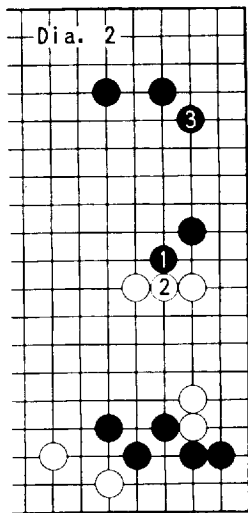
Another fundamental concept is the balance between present and future gains. A moderate player will usually prefer solid territory to the outside strength, or thickness, that brings gains in the future. With increasing tactical skill, however, stones further away from the immediate skirmish begin to have a greater



effect on play, and the player with nearby thickness can turn the fight to his advantage. This must not be overdone, of course; a professional has said that Go is the art of balance. There is a strong connection between this paragraph and the preceding ones, for one of the greatest gains from thickness is freedom from weak groups - all the groups can connect easily to the outside.

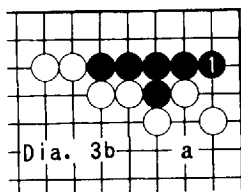
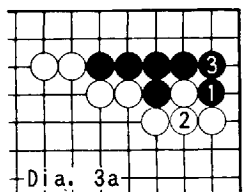
Any successful strategy must, however, depend on good tactics. Unless stones are used economically but effectively the most superficially subtle strategy must fail from sheer want of stones. Handicaps in effect compensate for the weaker player's extravagant use of stones by giving him more to use - the stronger player can achieve the same effect with fewer stones. The art of thrifty stone placement is called katachi, meaning form or shape. The secrets of form are not to be learnt easily, for it is said that one can achieve 3-dan with this knowledge alone. The only certain way is by long and bitter experience, for, although master games are a fruitful source of ideas, these ideas are understood only after trying them out in games for oneself.

One of the commonest sources of error among moderate players is unnecessarily over-defining positions, i.e. playing on in one part of the board until nearly every point of territory has been decided. There are considerable profits to be made, and deep subtleties to be explored, by judicious tenuki (playing elsewhere) while the result of a local battle is still not quite decided. This makes matters difficult for your opponent to calculate, for even if he plays another stone it may not finish the situation completely, and meanwhile you have made definite and certain gains elsewhere on the board. Playing in this way has an unusual advantage, in that the skill of both players will improve, as they are both forced to consider more difficult positions. This is obviously another procedure that should not be overdone, and before playing tenuki you must have a very clear idea of what your opponent could gain in the situation you are about to leave.



This last paragraph is another example of an idea that has appeared twice before in this article, and indeed is fundamental to all good Go. This is the method of leaving possibilities of gains for future exploitation. These possibilities are called aji. Leaving and exploiting aji effectively is the mark of the mature Go player - diagrams 2 and 3 are two elementary examples, but this is a quite difficult matter, and is best learnt from experience. It will not, however, be learnt by a player who is not on the look-out for opportunities, and who plays each position to its death before starting on the next. So be alive to your possibilities!

Black 1 is a typical short-sighted play, made thinking it strengthens his territory. In fact, the strengthening is marginal, and could have been done at any time, whereas White has significantly reinforced his lower group. Black should have played immediately at 3.



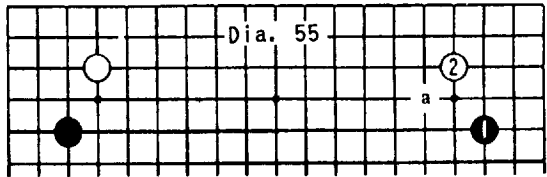
Black needs a play in the corner to be safe, but Black 1 in diagram 3a loses the possibility of playing at 'a' in diagram 3b, which may be very useful later. So Black should play as in that diagram, leaving the one point gain for later.

HOW TO PLAY ALONG THE SIDES (4)

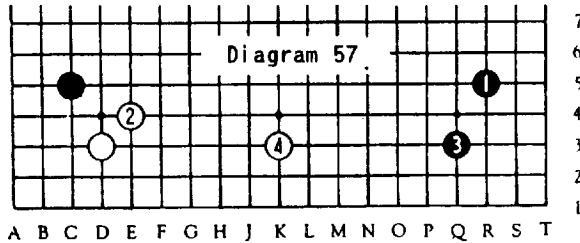
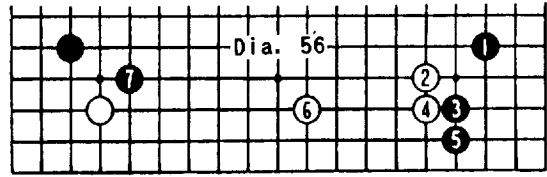
by Kaku Takagawa, 9th Dan

IX. Pressing or Hemming In the Third Line

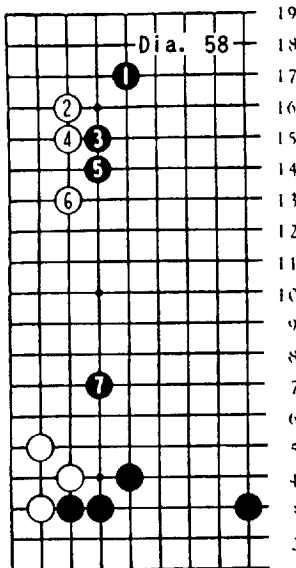
With the stones placed as shown in diagram 55, Black plays 1 on the right. After 2, Black can press in White's formation from 'a'. Black can take the same action in the upper left hand corner as well. The result of this would be that the White formation would be badly placed along the third line.



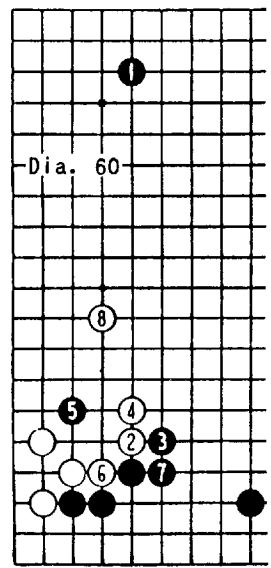
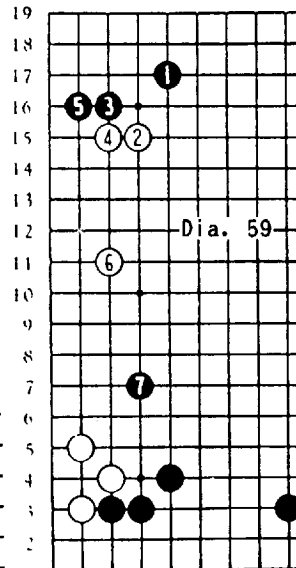
This is one of the reasons why Black chooses the 'high' 3-5 play, planning to check White's attack by pressing him in. He hopes that this possibility will force White to make a high attack as shown in diagram 56. A high attack is, considered by itself, inferior to a low attack, because it does not make as direct a claim on territory. But even if White plays high, if he extends to 6, blindly following joseki, Black can then press the position by 7. If, instead of playing 6 as shown, White occupies 7 and then tries to extend, Black will place a stone between the formations.



Therefore, as in diagram 57, White may allow Black to close the right corner in order to occupy 2 and 4 to the left.



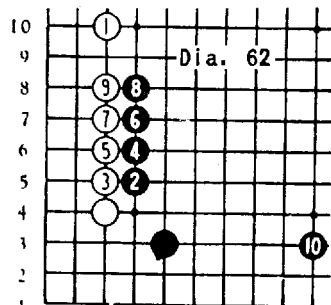
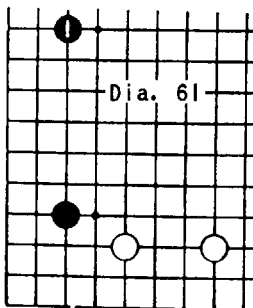
When there is a formation in the lower area as shown in dia. 58, Black can occupy 1 in an attempt to press the White groups as in 3 to 7. If White occupies a high position instead, as in dia. 59, 7 will still press the White stones into a low



position. Therefore, instead of attacking the upper corner, White may follow the joseki as shown in diagram 60.

In the next two examples, we will see exceptions to the idea of pressing in an opponent.

In diagram 61, 1 is in itself a good point regardless of the attack on the corner. If White should try to press in starting at the corner, Black may obligingly comply by following White along the side. Although this would be a passive defence for Black, it may gain actual benefits, due to the narrow two point extension of White. Since White would not be able to utilise his wall, 1 for Black would be recognised as a proper step to take.

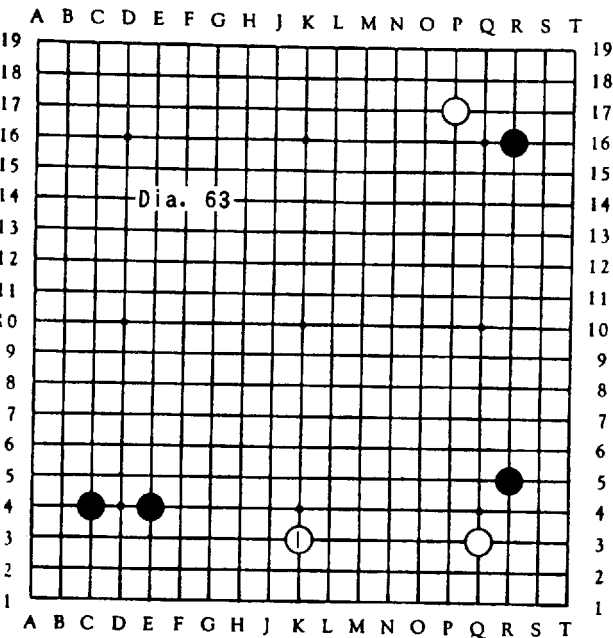


In diagram 62, White satisfies himself with a low position, allowing Black to extend to 10 or even further. This will utilise the large wall to advantage but there are times when this position is not good for Black. This would be true if the arrangement in the lower right were such that 10 itself would become pressed; in such a case 1 would be very worthwhile for White.

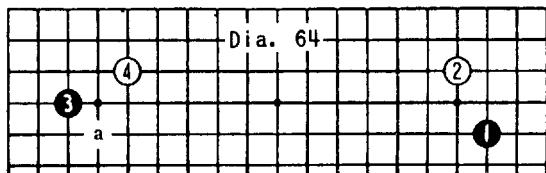
In diagram 63, not considering any possible arrangements that may be present in the upper left, White 1 is very much needed. It threatens to extend to G3 and menace Black's corner at its basic weak point D3. Also if Black fails to respond to 1, White will occupy the point that Black should have taken - that is P4, the press position, leaving White with an excellent formation. Therefore Black must press immediately. Let us then assume that the subsequent development takes the form of the previous diagram. Then it will be Black's turn to play along the side with R10. White will then be able to press Black from the upper right corner, which will result in a low formation for Black.

Thus Black must abandon in this case the extension after the press and make some other move. This example is taken from a master game, where Black then played Q4 and White cut Black's formation by playing R10. The cases where the pressing down of a side is not desirable are, however, rare. They result from cases where the extension after the press is difficult or where the influence gained is small.

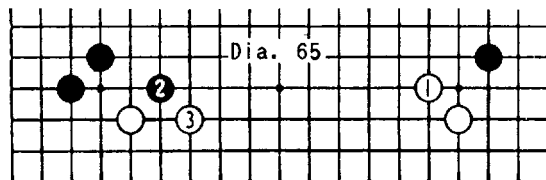
In the situation of diagram 64, 4 threatens to press down on Black at 'a', and



Black therefore replies at that point. The further developments are shown in diagram 65. Black now has the double threat of pressing down on White's formation from both left and right. If White stands idle, he will find himself at a disadvantage. In order to prevent this and because being down from the 3-5 position is more threatening, White may place 1 on the right. On the other side, after Black begins to press down with 2, White will answer with 3. Now White is threatening to press down on Black towards the right from 1.

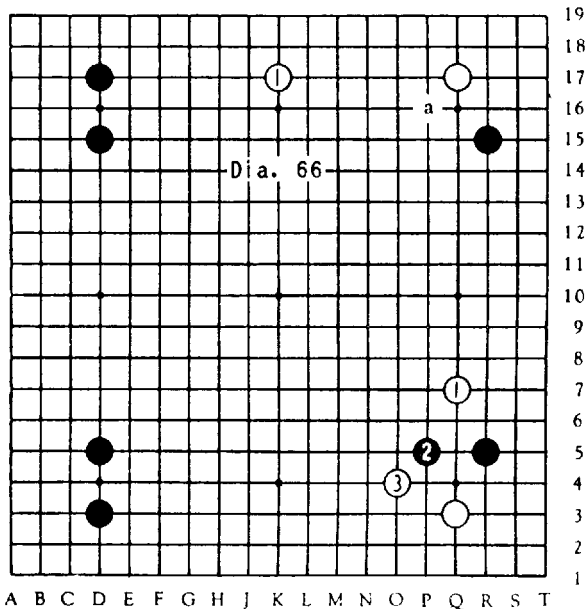


If White would have extended with 1 to J3, then after Black begins to press to the left with P4, a low position along the whole side will develop for White.



In opening strategy, pressing down an opponent's stone is given great importance. In order to prevent an opponent's press or to minimise its effects we arrive at some of the complexities of opening strategy.

In diagram 66, White would like to play 1, to check Black's extension from the upper left. If he does this, however, he will be subject to the press at 'a'. If he protects himself from this by playing at 'a', then Black will occupy 1. In such a position as this, is there anything that White can do to protect himself? Let us look at this problem again as it is shown in the lower half.



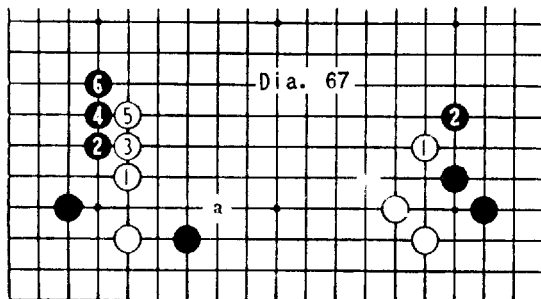
Here he plays 1, a pincer attack against the Black stone. He might have played a low pincer at R7, but both are of the same idea. These pincer attacks are chosen on the assumption that Black must answer them. If this is so, then Black will not have time to play at K3. In both pincer attacks, 2 is a necessary reply. After 3, Black will find that K3 will lose its effectiveness. Thus the effect of White's attacking the Black stones should be studied.

The idea of the press can be extended to the fourth and fifth lines, instead of the third and fourth; however, the press on these lines is disadvantageous to the player who makes it.

On the lower left in diagram 67 we have a position given in books on joseki. White 3 is incorrect and should be played at 'a' instead. By playing as White

does, he forces Black to play 4 and 6; Black is satisfied to extend indefinitely.

In the lower right, we have a position which is often found in match games. The usual move in this position is 1 as shown. After 2, should White follow by playing to the left of 2, Black will extend. As these exchanges increase, White will lose from each one. The idea of a loss in pressing from the fifth line may be considered as an axiom.



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"VITAL TECHNIQUES OF GO"

by Haruyama and Nagahara.

This excellent book is the second of the Ishi Press series, and is of more general scope, and more elementary level, than Sakata's book published earlier. It covers tesuji, openings in even and handicap games, and yose, in varying depth and detail. The introduction gives an explanation of technical terms, which would explain nearly all the technical terms in common use in English.

The first chapter is a comprehensive survey of a wide variety of tesuji, with examples and illustrative problems on each. This is probably the most valuable

chapter for the average player, as nothing of this scale on tesuji has been published in English before. The problems alone are possibly worth the price of the book.

The next four chapters deal with opening theory, in gradually increasing depth and detail. The first is on even game and gives a very elementary introduction to the problems of shimari, kakari, etc., but does not go into any detailed joseki. The next three deal with 9, 6, and 4-stone openings, explaining the main joseki appropriate to each fuseki.

The sixth and last chapter is the first complete account I have seen in English of yose. Necessarily, the later parts of the chapter become rather difficult, but the earlier sections are a good introduction to yose - rather a common British weakness!

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