

BRITISH GO JOURNAL

Editor: FRANCIS ROADS

NUMBER 16

MARCH 1972

FIFTH ANNUAL BRITISH GO CONGRESS 1972

Patron H.E. the Japanese Ambassador

CLOSING DATE FOR ENTRIES - MARCH 27TH

The Congress is to be held at Creed Hall, Queen Mary College Halls of Residence, High Road, South Woodford, E18, over the weekend of 8th/9th April. ALL players are invited to enter for the six-round even-game tournament. This will be organised on a slightly refined version of the McMahon system used at last year's Congress at Leeds.

This year a sizeable foreign entry is expected. The Dan-player with the best result will be declared British Open Champion for 1972 and will be awarded the trophy currently held by John Diamond. This year's challenger for the British National Championship will also be selected on the results of the tournament, and the Championship Match played at a later date.

The monthly magazine "Games & Puzzles", which is to appear shortly, and which will include regular articles on Go amongst many other indoor games, has kindly donated six annual subscriptions as prizes. These will be awarded to the best results in each division - where the divisions are drawn will depend on the entry.

The timetable of the Congress places Rounds 1-4 of the Tournament on Saturday, 8th April, and Rounds 5 and 6 on Sunday, 9th April, followed by the B.G.A.'s Annual General Meeting at 4.15 p.m. There is also an Extraordinary General Meeting on the Saturday, at 8.30 p.m. This is to consider the Committee's proposed new Constitution. Friday and Sunday evenings are free for casual play, etc., and it is intended to organise a knock-out Lightning Tournament on the Friday.

Entry forms have been distributed to affiliated clubs, but entries by letter are acceptable if they include the player's name, address, club (if any), strength ("beginner" is acceptable), B.G.A. membership number, precise details of accommodation required, and full payment in advance. (Cheques are payable to: British Go Congress 1972.)

Costs are as shown overleaf:-

ALL CORRESPONDENCE TO:

DEREK HUNTER, Secretary,
BRITISH GO ASSOCIATION, 60 WANTAGE ROAD, READING, BERKS. RG3 2SF. Tel: 0734 581001

<u>Resident</u> accommodation: Friday evening - Monday morning	£5.45
Friday evening - Sunday afternoon, OR Saturday morning - Monday morning	£4.20
Saturday morning - Sunday afternoon	£2.95
<u>Non-Resident</u> accommodation: Meals (lunch or evening supper) ... each	£0.43
Morning Coffee/Afternoon Tea each	£0.06
Congress fee for all <u>attending</u>	£0.20
Tournament fee for all <u>playing in the Tournament</u>	£0.40

Entries and all correspondence about the Congress should be sent to Francis Roads, 61 Malmesbury Road, London E18. (Tel: 01-505-4381.) Please do not delay your entry as accommodation for late entrants cannot be guaranteed.

EDITORIAL

Readers may be surprised to find that the posts of B.G.A. President and Editor of the British Go Journal are temporarily combined. Andrew Daly had given notice that he wished to give up the editorship after the last issue, and unfortunately, his intended replacement resigned before producing an issue, and it was impossible to find another editor at short notice. If any member is able and willing to take this rather important job off my hands I would be most glad to hear from him. A command of basic English, access to a typewriter, and reliability in getting the Journal to press promptly are the main qualifications, rather than a high grading.

Once again, all the technical material in the Journal has been contributed by John Fairbairn and John Tilley. While thanking these contributors for their efforts, I would like to invite other members, especially weaker players, to contribute questions, games for comment, suggestions, articles about club activities, letters to the editor, or anything likely to be of general interest to members.

Formal notice of the B.G.A. Annual General Meeting, normally given in the Journal, is being circulated separately, together with the proposed new Constitution. The B.G.A. Accounts on Pages 4 and 5 will be presented at this meeting.

FORTHCOMING EVENTS

16th European Go Congress

This year's European Congress is to be held at the University "Twente" in Drienerlo, near the city of Enschede, Holland, from July 29th - August 12th. Cost for the whole fortnight is about £34 for full board in student rooms, or about £2.90 a day for a short stay. As well as all the usual even-game and handicap tournaments there is a special week-end tournament on August 5th/6th for those only staying a few days. Further details and entry forms from Derek Hunter, who is currently E.G.F. secretary as well as our own. Closing date for entries is 31st May.

One-day Tournament in London on June 18th

Imperial College Go Club is organising this tournament for players of all strengths. Refreshments and accommodation if necessary will be provided, and the cost should be minimal. Further details will be circulated in due course, but it would be a great help to the organiser if club secretaries and interested individuals would write now to give an idea of numbers likely to attend. All correspondence to: Wally Gilks, Keogh Hall, Princes Gardens, South Kensington, London, S.W.7.

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CLUB NEWS

London Go Club elects a Secretary

David Wells, 1-dan, of 49, Eardley Crescent, Earls Court, London S.W.5, former secretary of Woodford Go Club, is the London Club's new secretary. The post had been vacant for some time.

A minibus to the Woodford Congress

Edinburgh Go Club intend to run a minibus to and from the Woodford Congress if enough potential passengers on its probable route (via Newcastle and Leeds). Write to John Allen, 40 Bryce Crescent, Currie, Midlothian, Scotland.

A new Club in Scotland

Ivan Young, of Edinburgh Go Club, has founded the Hewlett-Packard Go Club, whose address is Hewlett-Packard Ltd., South Queensferry, West Lothian, Scotland.

Woodford Junior Go Club

This club, mentioned in the last issue, is now affiliated to the Association. The secretary is Tim Chaney, 25 Forest Approach, Woodford Green, Essex.

Woodford One-day Tournament

On 30th Jan. 15 players attended an informal three-round handicap tournament at 61, Malmesbury Road, E18. Results by Clubs were as follows:- Beechams Laboratories 2 wins/6 played; Edinburgh 1/3; Imperial College 2/3; London 3/6; Reading 1/9;

continued on page 4

BRITISH GO ASSOCIATION

INCOME & EXPENDITURE ACCOUNT FOR THE YEAR ENDED 31ST DECEMBER 1971

<u>1970</u>		<u>1970</u>	
34 Sundry Expenses (Incl. membership cards & leaflets - £27)	£102.04	67 Subscriptions	£79.16
2 E.G.F. Affiliation Fee (1971 & 72)	4.60	Surplus on European Go Congress	167.82
65 British Go Journal (2 issues)	57.71	34 Surplus on sales of literature, etc.	160.65
<u>162</u> Surplus for year to date	<u>271.63</u>	Interest on deposit account	28.35
<u>£263</u>	<u>£435.98</u>	<u>£263</u>	<u>£435.98</u>

BALANCE SHEET AS AT 31ST DECEMBER 1971

<u>1970</u>		<u>1970</u>	
630 Fund account as at 1.1.71	792.31	104 Stock	282.90
162 add Surplus for year to to date	<u>271.63</u>	10 Deposit re 1971 Congress	0
792	1,063.94	Cash at bank:	
200 Amount deposited from Magazine account	200.00	772 Deposit a/c 700.35	
12 Subs in advance	48.85	119 Current a/c <u>422.73</u>	1,123.08
11 Sundry creditors	88.84	10 Cash in hand	0
John Barrs Memorial Fund	36.85		
less Go Ban purchased	<u>32.50</u>		
	<u>4.35</u>		
<u>1015</u>	<u>£1,405.98</u>	<u>1015</u>	<u>£1,405.98</u>

CLUB NEWS (continued)

Woodford 12/15. The two individual prizes were awarded to Wayne Walters (12 kyu) and Jeremy Hawdon (6 kyu) both of Woodford, with three wins each. The catering, which met with general approval, was tackled single-handed by Judith Roads.

News from Bristol

Dave Brooks has resigned as Chairman of the Bristol club. The club has presented him with an engraved Go-board as a token of thanks for his years of service. The new chairman is Alan Smith, former secretary, and the new secretary is P. Langley, 24, Chedworth, Kingswood, Bristol, BS 15 4UE.

A new catalogue of Go equipment is now available from the secretary. Some improvements have been introduced, and this range can now be confidently recommended as the best value for money currently available in Britain.

BRITISH GO ASSOCIATION

MAGAZINE ACCOUNT

INCOME & EXPENDITURE ACCOUNT FOR THE YEAR ENDED 31ST DECEMBER 1971

<u>1970</u>		<u>1970</u>			
14	Stock at 1.1.71	£25.00	27	Subs in advance at 1.1.71	£29.40
73	Purchases	<u>60.68</u>	103	Cash received	<u>167.05</u>
87		85.68	130		196.45
25	deduct Stock at 31.12.71	<u>23.00</u>	30	deduct Subs in advance	
62		62.68		at 31.12.71	<u>31.50</u>
10	Sundry expenses	18.22	100		164.95
-	Insurance of B.G.A. Open Trophy	1.50	4	Due from Cambridge Univ. Go Soc.	0
32	Surplus for year	<u>82.55</u>			
<u>£104</u>		<u>£164.95</u>	<u>£104</u>		<u>£164.95</u>

BALANCE SHEET AS AT 31ST DECEMBER 1971

<u>1970</u>		<u>1970</u>			
161	Reserve Fund as at 1.1.71	193.40	25	Stock	23.00
32	add Surplus for year	<u>82.55</u>	200	Deposit with B.G.A. General account	200.00
193		275.95	4	Due from Cambridge Univ. Go Soc.	0
146	Amount due to Nihon Ki-in	0			
2	Amount due to London Go Club	0	142	Cash at bank	84.45
30	Subs in advance	<u>31.50</u>			
<u>£371</u>		<u>£307.45</u>	<u>£371</u>		<u>£307.45</u>

On 1st January 1972 the Magazine Account was incorporated into the B.G.A. General Account, and it will therefore no longer be presented as a separate set of accounts.

CLUB NEWS (continued)

The second confrontation of Bristol and Cheltenham Go Clubs took place in Bristol on 26th Sept. last. The home club won the match by 7 games to 3. Another match is scheduled for March 12th.

Mike Roberts currently holds all three of Bristol's internal trophies; the Bristol Go Stone, No.1 board, and the R.A.F.A. Go Challenge Trophy.

Go at Bracknell

Go is played on Thursdays at Bracknell, Berkshire. The group is at present a branch of Reading Go Club, and is considering whether to declare independence.

Go by Candlelight

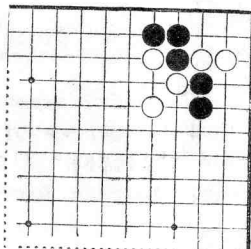
On February 22nd Woodford Go Club visited Imperial College for a match over 6 boards. A power cut took place during the match but the players were well prepared with auxiliary lighting. Woodford won the match by 4 games to 2.

HOW GOOD IS YOUR GO? (Part 2)

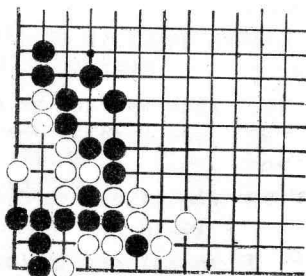
Translated from an article in Kido by J.T. Fairbairn


(Editor's note: This is the second half of the article begun in the last issue. Readers should not be too despondent if their grading on the scale at the end of the answers is rather low, as several strong players have tried the test already and scored five or six grades below their BGA rating!)

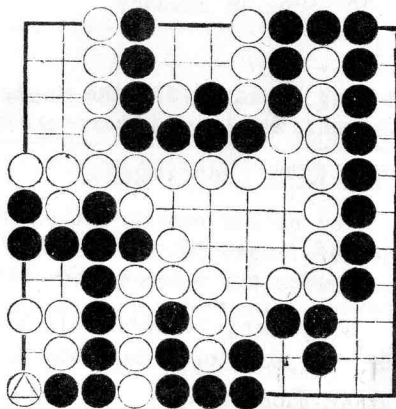
4. **SABAKI** (W to play)
How should W cope in this situation? Give several moves.



5. **BEST PLAYS** (W to play)
Give the best result for both B and W.



6. **MANHEN-KO** (B to play)
W has just captured with  to make a ko.
Give your conclusions on the best result up to the very end.
(Rule: If neither player starts the ko, W can connect and make it seki.)



Solutions on P.14.

Club Changes of Address (Please see also under Club News.)

Leeds Go Club, c/o John Thewlis, 213 Hyde Park Road, Leeds 6.
Sheffield University Go Club, Sheffield Students Union, Western Bank, Sheffield.
University of Essex Go Society, S.L. Bailey, William Morris Tower, Wivenhoe Park, Colchester, Essex. CO4 3SQ.

CONCEPTS OF FUSEKI (Adapted from an article by Takagawa by John Tilley.)

Takagawa's aim in this article was to introduce concepts of fuseki and the early middle-game to weaker players. He chose to do this through the detailed study of a professional game, carefully chosen to illustrate the basic concepts of Go. This game is easy to understand, and it illustrates the all-important principle of securing your weak group before either playing a large point (oba) or starting an attack. The article was aimed at players of 10 kyu upwards.

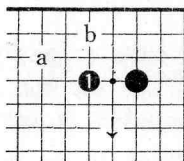
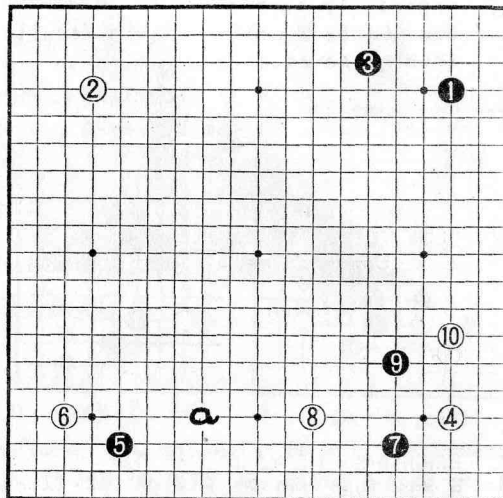
Black: Takagawa, then 4-dan, aged 23.
 White: Tanaka, then 4-dan, aged 22.
 Played in 1939.

Fig. 1 (1-10) Let's first look at Black 3. With this move Black makes an immediate shimari (corner enclosure). This is a large knight's (ogeima) shimari. This particular shimari stakes out more territory than other shimari. Dia. 1 shows the small knight's (kogeima) shimari. This shimari has a weak point at 'a', but it is more secure than the shimari in the Fig., as the stones are closer together. Dia. 2 shows the one-point shimari (ikken jimari). This shimari has a weak point at 'a', as White can then aim at 'b' to attack Black's soft underbelly. The direction of expansion from this shimari is in the direction of the arrow. I hope you have some feeling for the differences between these three shimari.

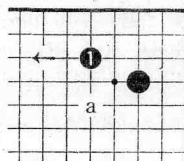
Black 5 is played in the empty corner. This particular move is called moku-hadzushi (off-point). I chose this point because of the presence of White 4 in the lower corner.

In Dia. 3, Black plays this 1, a more common move. After White plays the kakari 2, Black has no choice but to play 3, the only remaining kakari. However, White 4 is rather good, as it is an ideal pincer extension, and also 4 takes away the Black extension from 3. Black 1 isn't bad, but to allow White a good move feels wrong.

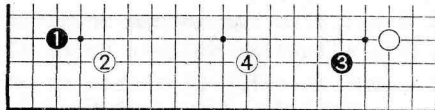
Fig. 1 譜 (1—10)



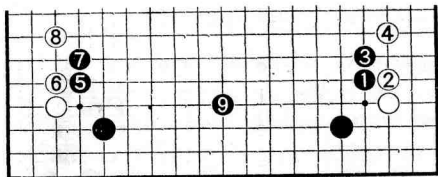
Dia. 2



Dia. 1

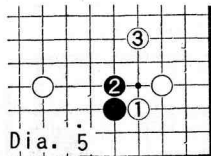


Dia. 3

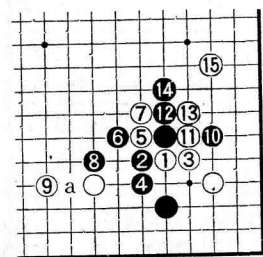


Dia. 4

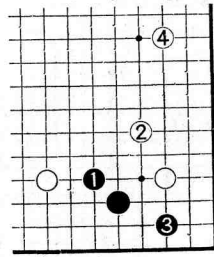
Then Black will be happy to play 1 to 9 of Dia. 4. White's stones are pressed onto the third line and this is definitely bad. So White played 8 and then Black jumped to 9 and White 10. White 8 is a two point high pincer and this move is often used. What about White 8 in the left corner at 'a'? I feel that White 8 in the right corner is better as White already has more stones on the left side, so the 8 played gives better balance.



Dia. 5



Dia. 7

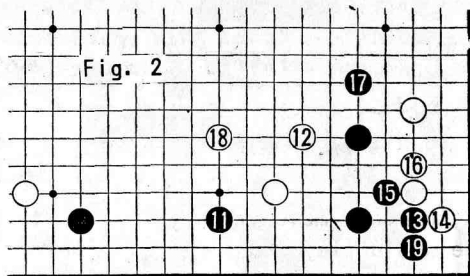


Dia. 6

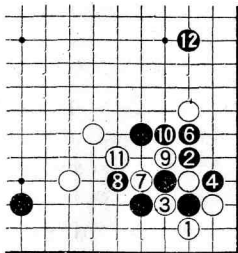
Black has several chances with his 9. Suppose he played elsewhere, then the attack of White 1, 3 of Dia. 5 is common. This is quite severe on Black, so he isn't likely to play tenuki. The joseki of Dia. 6 hadn't been invented then, although it is the most common joseki seen today. White 1 in Dia. 7 is the other possibility. This aims to sever Black's connection, and is a severe way to play which you will sometimes see. In this variation White 9 can be played at 12, then Black 'a', but this is better for Black because of his 5 in Fig. 1. Black 10 is an important tesuji in this joseki which must be remembered.

POINTS TO BEAR IN MIND SO FAR: Black 9 invites White 10, which is the natural result when the shimari in the top right corner is considered. White 8 was the appropriate hasami (pincers) move in this situation.

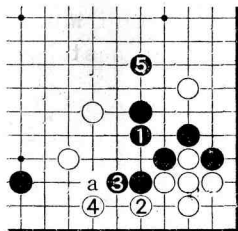
Fig. 2. (11 - 19). Black 11 is an almost essential extension, as it not only extends from Black 5 but also has an eye on attacking White 8. In this situation White's keima 12 is appropriate and joseki, Black now strengthens his position with the attack 13, White 14 is natural, and Black 15 makes good shape. White 16 can be played in two directions, either as in the Fig. or in Dia. 8.



White 1 in Dia. 8 forces Black 2 up to 6, and White 7 and 9 are natural. Finally Black plays 12 and both players gain territory, but Black's shimari in the upper right corner makes a beautiful position in relation to Black 12, etc. White has no choice but to play 16 as in the Fig. In fact, Black could consider replacing his 6 in Dia. 8 with 1 in Dia. 9, and this is another variation. Anyway, White



Dia. 8 ⑤ツグ



Dia. 9 ㊦

point for 20, then Black would play 21 as a kosumi to the left of 20. This kosumi would be severe as White's stones on the lower edge would come under attack sooner or later. Hence White 20 is aimed to settle these stones. Black 21 is natural. White can later cut at 'a', or invade at 'b', so Black's territory in the upper right corner is far from secure. The next problem we have to face is how to secure White's right corner group. You will have noticed by now that securing a weak group comes before anything else. Amateur players tend to overlook their own weak groups and launch premature attacks, which is a bad way to play.

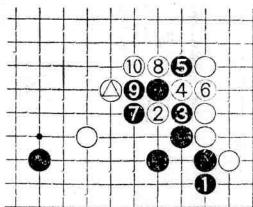
I hope you will all agree that White 22 is the only move to play now. I trust no-one would play 1 in Dia. 12, which is al-

right in securing the White group, but it also secures Black's upper corner. White could no longer play 'a' or 'b' in Fig.3. Black 23 develops a position on the left and White 24 is the usual response. After Black 25 and White 26, Black settles his lower left group in the same way as before. White missed an opportunity here; if he had played 26 at 1 in Dia.13, then things could have been better for him. White 32 is the correct extension from the star point. You should know that White cannot

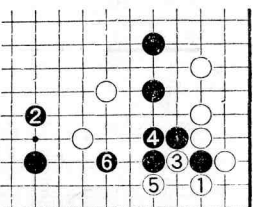
must avoid both Dias.8 and 9 like the plague.

Black 17 seems unusual; many amateurs would now play at 19. However, White has the tesuji 2 in Dia.10 up his sleeve. White 2 is of course a cut at the waist of a knight's joint and the result up to 10 favours White a lot. (White's marked stone lies on the exact spot to make White's thickness very effective.) Some of you may be worried about White 1 in Dia.11. Black ignores the atari and plays 2, and after Black 6, Black has a strong position as White's two stones are drifting aimlessly. White 18 in the Fig. gives these two stones shape. Black now secures the corner with 19.

Fig. 3, (20-27). White 20 and Black 21 are Miai points, i.e. if one player takes one the other will play the other one. If White had jumped to one point below the left side star

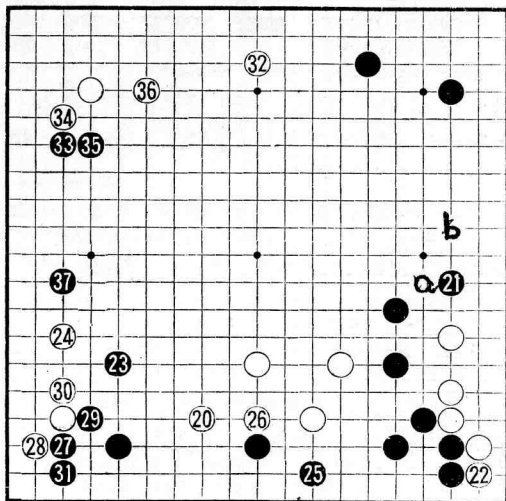


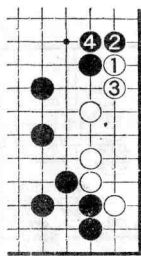
Dia. 10 ㊦



Dia. 11 ㊦

Fig. 3 譜 (20—37)



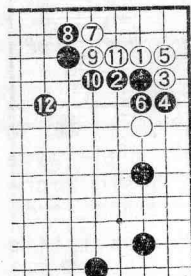


Dia. 12

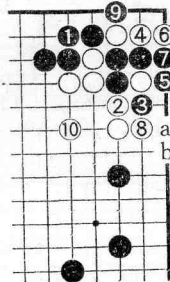
enclose the corner (2 in Fig.1) with one more move, so he should increase his influence, and White 32 is the best way to do this. Also a Black play around here would expand Black's moyo. Next Black 37 is an interesting move. The basic principle of extensions tells us this move is wrong. Ref. Dia. A shows that if Black makes a wide three-step extension, White will be happy to invade at 3. If, however, Black has a wall of two stones, then he can make this three-step extension as in Ref. Dia. B. If White 'a', Black can play 'b'. But in this game Black 37 threatens White's lower group, so I felt justified in playing this unusually wide extension.

White immediately stabilised his lower group by playing 38 below 28, just like 22 in the other corner. I will stop the discussion here, but I have given Fig.4 to show how the middle-game started. (Eventually I won when White resigned.) There is

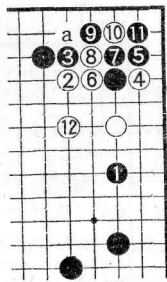
one further point of interest and that is the 44, 45, 46 exchange. White 44 attacks the weak point of this shimari, so Black 45 is played to patch up this sore point. Dias.14, 15 and 16 show how White can easily settle his position if Black doesn't play 45.



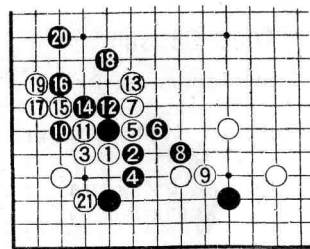
Dia. 16



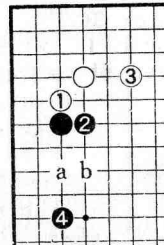
Dia. 15



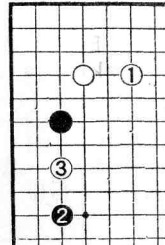
Dia. 14



Dia. 13



B



A

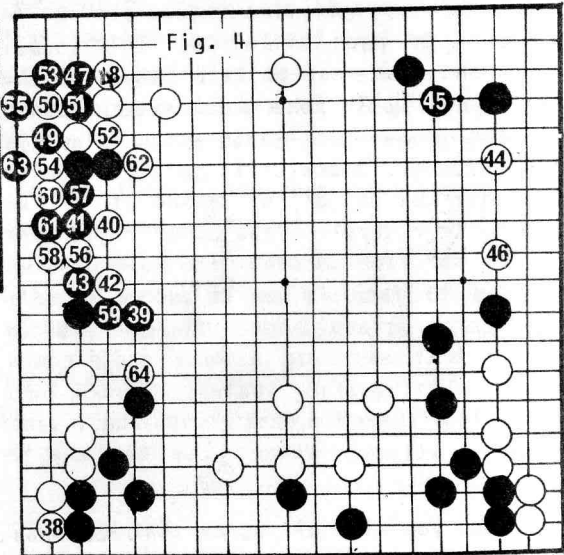


Fig. 4

In conclusion, I hope you have realised just how much consideration professional players give to the question of stabilising their weak groups before starting an attack. This is one of the main weaknesses of many amateur players.

John Barrs Memorial Trophy

A Go-set (Board, Stones and Bowls) of high quality has been ordered from Japan, and it is hoped that it will be on view at the Woodford Congress. The Memorial Fund is still open for contributions.

7-Stone Lesson

White: Nagahara, Professional 4-dan.

Black: J. Tilley, Amateur 1-dan.

Comments by Nagahara and Tilley (Prefaced by N. & T.)

Fig. 1.
(N) Black got off to a good start; he made no real mistake up to Black 30.

(T) Black 2 and 4. I like this joseki in a seven stone game, when the side star point is occupied. It's aggressive.

(T) Black 6. When White plays from the other side I like this joseki - again it's aggressive and a maximum play.

(T) Black 12: Could play at 13 to build a wall, but 5 is not completely captured.

(T) Black 18: I felt that this was an aggressive reply - it separates White 15 and 17,

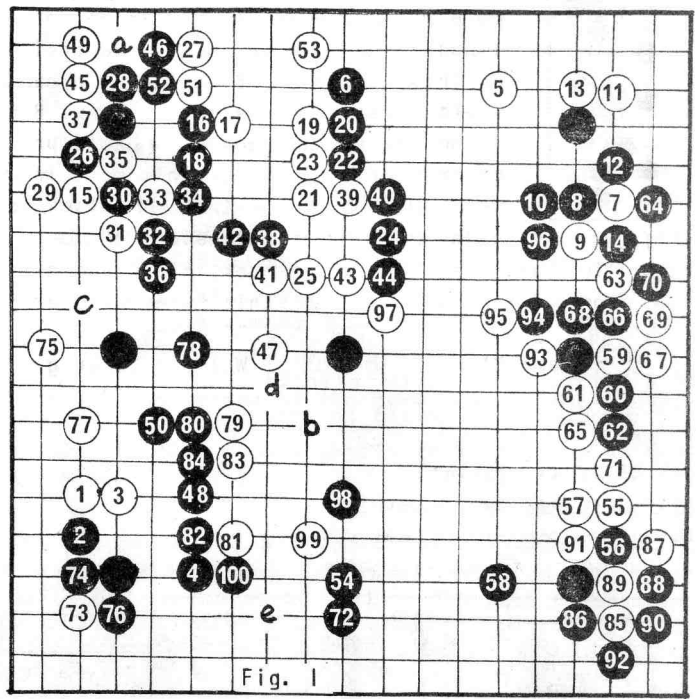
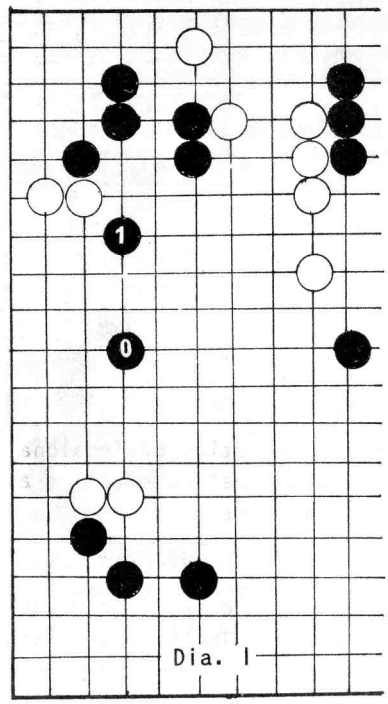


Fig. 1



Dia. 1

but, looking back, Black's resultant wall, 6, 20 and 22, is nullified by White's 11, 13 and 5. Maybe another joseki was needed here, e.g. Basic Techniques of Go, pp.125-7.

(N) Black 28, alright, a play at 'a' is a little dangerous, as White could play 45.

(N) Black 30, no good, just what White expected though! Black should think as follows:- "The obvious move is Black 30 and White will be happy to play 31 - more than he deserves as Black is very strong around here. So maybe the opponent's vital point is where I should play." (See "Go Proverbs illustrated.")

Dia.1. Black 1 here is obviously correct, as it forces White towards Black's strength. (c.f. proverbs "Don't approach strength," and its converse "Push enemy groups towards your strong positions.") Also Black 0 is Black's weakest stone and Black 1 helps it a lot. Black 1 is an excellent move.

(N) Black 32, 34. Tesuji, good.

(N) Should play atari, then 36.

(N) Black 38, good. This stops White 42 and gives the Black group shape.

(N) Black 46, 50. Both reasonable moves in a handi-cap game.

(N) Black 54. A good point, but Black should aim for bigger things - 'b' would be excellent.

(T) White 59. Designed to confuse Black.

(N) Black 60, 62. Correct. Don't play atari, it reduces possibilities.

(N) Black 64. Could and should follow Dia.2. White would be in trouble.

(N) White 65. Unreasonable, in fact, a bad move, but

(N) Black 66. It's a pity Black missed the tesuji sequence of Dia.3 which would have exploited White's poor move 65.

(N) Black 72. Anyway Black got sente, but the 72 played isn't big enough - 'C' would have been better.

(N) Black 78. A must, a simple move, but it gives Black the possibility of a counter attack.

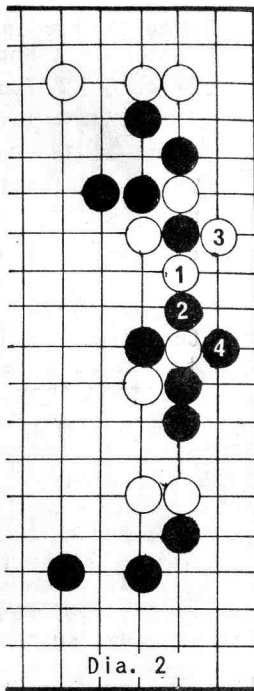
(N) Black 80. 'd' would be the severest response, but rather tricky.

(N) Black 84. (Grin!)

(N) Black 86, 88. Good.

(N) Black 100. Maybe at 'e'.

Fig.2. Moves 101-174. At the start of this Fig. Black has a comfortable lead.



Dia. 2

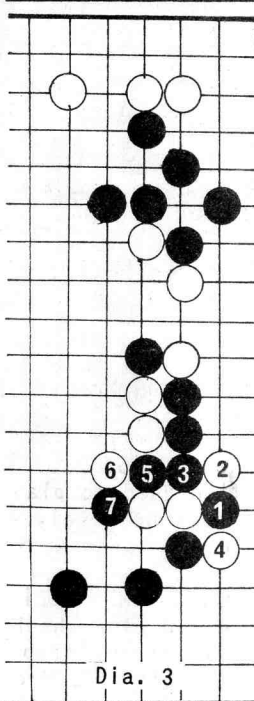
Ko:

17

20

23

29



Dia. 3

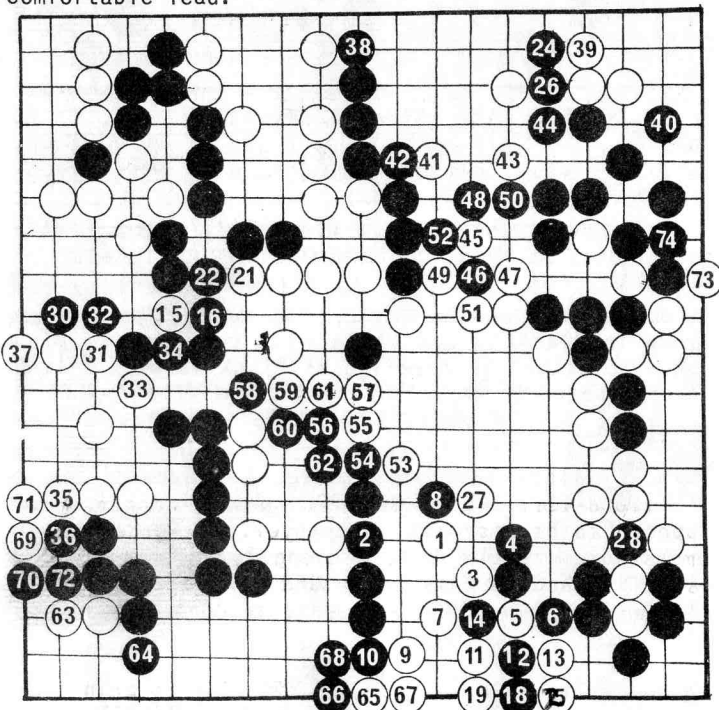


Fig. 2

- (N) Black 4. Too aggressive, a game-losing move! White is very strong to the right, and Black can't hope to kill White 3. Better to play at 5.
- (N) Black 8, 12. Too aggressive; Black has managed to get himself into big trouble.
- (N) Black 26. A large exchange took place, in which Black has lost 15-20 points.
- (N) Black 30-38. Quite good for Black.
- (T) White 39-51. All designed to play 49 and 51 in sente and keep Black worried.
- (T) White 53. Too big, Black has lost now.
- The game finished after 201 moves, White winning by seven points.
-

Membership Cards

The Committee has introduced Membership cards from 1972. These have two functions; (i) to act as a receipt to each member for his affiliation fee, so that members know whether they are in fact affiliated in any particular year, (ii) to ensure that non-affiliated players do not take advantage of the services offered to members, out of fairness to those who do pay their fee regularly and promptly. Any player who does not possess a Membership card should obtain it from his club secretary, or, if unattached, from the BGA secretary.

A New Book on Tesuji

The BGA will shortly be publishing a translation by John Fairbairn of Sakata's book on Tesuji in the "Fundamental Series". This will form an excellent supplement to Chapter I of "Basic Techniques of Go", which at present is the only material in English dealing systematically with tesuji. It will be a bargain at around 50p.

New Titles from the Ishi Press

The Ishi Press have published a new title: "Strategic Concepts of Go" by Nagahara. This is intended as a sequel to "Basic Techniques of Go" (which itself is soon to appear in a cheaper paper-back edition). Copies have not yet reached us but, when they do, they will be available to B.G.A. members at a discount from the retail price of £2.31.

Further titles in preparation are "Championship Go, Vol. 1: the 1971 Honinbo-sen", by Iwamoto (analysis of fourteen of Ishida's games) and "Go for Beginners" by Stuart Dowsey.

Rin Kai Ho regains the Meijin Title

After losing the Honinbo title to Ishida, Rin has now regained his former Meijin title from S. Fujisawa by four games to two. This is the fifth time he has held the title.

Odd Notes on Go by J.T. Fairbairn

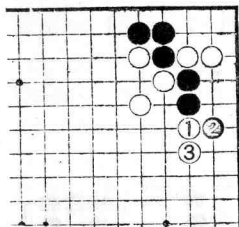
At the beginning of the Meiji era (1868-1911) in Japan there was a greengrocer by the name of Yaochō, who was supposed to be a skilful Go player. The greengrocer often used to play Go with a famous sumo wrestler and, wishing to flatter him, he always purposely managed to lose. This became well known and nowadays Yaochō is used in Japanese to denote any "fixed game" or "double cross", in Go or otherwise.

'Games and Puzzles'

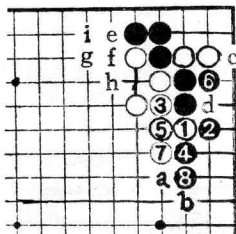
The magazine which is sponsoring the British Go Congress is offering to print details of any club's activities. Up to ten words are free of charge. Details from Editor, 19 Broadlands Rd., P.O. Box 4, London N.6.4DF, or through the BGA.

HOW GOOD IS YOUR GO? Solutions.

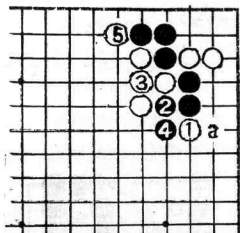
4. SABAKI



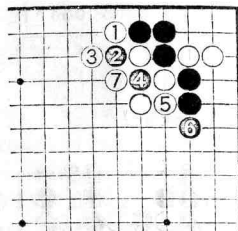
DIAG. 4



REF. DIAG. 1



REF. DIAG. 2



REF. DIAG. 3
(B 8 connects)

10 points W 1 to 3 in DIAG. 4.

This W 1 is tesuji, and if B 2 hane W plays 3 nobi. 10 points.

W 1 to B 8 in REF. DIAG. 1.

This 3 is also a strong way of playing.

The plays from B 4 to 8 are forced. This seems good for B but W has some good combinations in store: W"a", B"b", W"c" sagari (B"d" tsugi) brings W a profit, then W"e" nidanbane is a severe tesuji. If B cuts at "f", W plays "g", B"h", W"c" decides the fate of the left-hand side.

10 points for this sequence.

8 points If you gave W"e" after W 1 and B 2 in REF. DIAG. 1, 8 points.

5 points W 1 to 5 in REF. DIAG. 2.

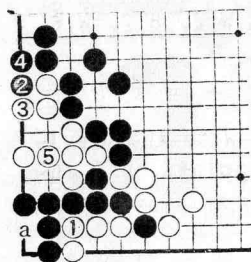
If B plays 2 ate in reply to W 1 tsuke, then 4 tsukidashi, he gets a bad shape after W 5. B 2 should be at "a", so only 5 points for this answer.

0 points REF. DIAG. 3

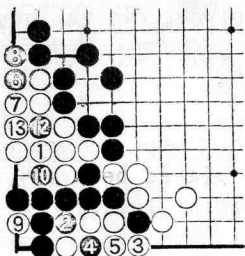
W's nidanbane is bad. When W plays 5 tsugi, B extends at 6.

Even if W plays shibori at 7, after B connects at 8, W's position is in tatters. Therefore 0 points.

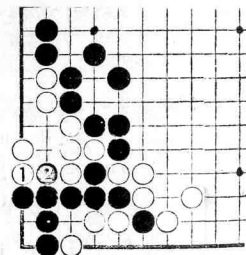
5. BEST PLAYS



DIAG. 5



REF. DIAG. 1
(11, 14 take ko)



REF. DIAG. 2

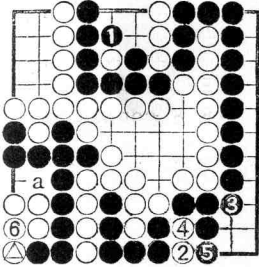
10 points W 1 in DIAG. 5

It is correct for W to fill in liberties from the outside. If B 2 hane, W 3 osae, and 5 seki is the correct answer, for 10 points. W can also play his 5 at "a" to get the same result.

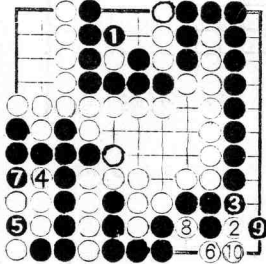
5 points W 1 is not so good after B 2. W 3 and 5 are forced and B checks with 6 to 10. W can now get seki only by winning the ko.
 B 12 is an effective ko threat.
 5 points for this answer.

3 points W 1 is bad. W is unconditionally dead after B 2. 3 points.

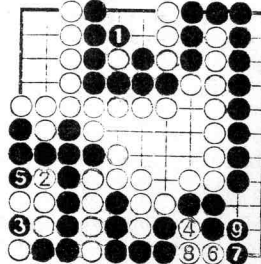
6. MANNEN-KO



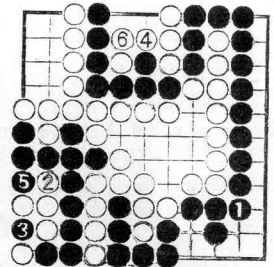
DIAG. 6



REF. DIAG. 1



REF. DIAG. 2



REF. DIAG. 3

10 points B 1 to 6 in DIAG. 6.

With the ko in the left-hand corner in mind, the capture at B 1 is the important move. If after W 2 ate, B connects at 4, W plays "a", B takes ko, and W 3 threatens a large capture. Therefore, B 3 is forced and W takes 6 stones at 4. After B 5, W has no more ko threats, so he must connect at 6. 10 points for this correct answer.

8 points B 1 to 10 in REF. DIAG. 1.

If W starts a ko fight with 4 after the exchange of 2 for 3 in answer to B 1, after the sequence up to 10, W is 5 points worse off compared to DIAG. 6, so this scores only 8 points. W 2 and 6 can be played in reverse order in this sequence.

If W 2 is played at 4, B takes the ko at 5 and after W 2, B 7, W 6, B 3, W 8, the result is the same, so again 8 points.

6 points B 1 to 9 in REF. DIAG. 2.

Since W suffers a loss with this sequence in comparison with the previous one, 6 points. If W 6 is played before 4, also 6 points. W 8 instead of 6 would suffer a 2 point loss.

5 points B 1 to 6 in REF. DIAG. 3.

In comparison with the correct answer this sequence loses about 4 points, so score 5 for this.

3 points Any other sequence reasonably close to the answers given.

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SCORE CHART

Total your points and assess yourself according to the following table:-

60	You could well be 4-dan, possibly 5-dan.
58-56	2 or 3-dan
55-52	Shodan
51-44	1-2 kyu
43-38	2-4 kyu
37-32	4-6 kyu
31-25	6-9 kyu
Below 25	Below 9-kyu, otherwise you've got Go player's bottom, hallucinations or acute time trouble.

List of Clubs

At the time of writing there are affiliated clubs at Paddington, Kensington, Woodford, Redhill, Reading, Harwell, Oxford, Cheltenham, Bristol, Colchester, Cambridge, Norwich, Nottingham, Stafford, Sheffield, Leeds, Manchester, York, Edinburgh and South Queensferry. For full details please contact the B.G.A. Secretary.