

CLUB NEWS

The following article is the only Club News received at the time of going to print. Club Secretaries please note that it has, therefore, nearly a page to itself.

WESTMINSTER LUNCHTIME GO GROUP by John Pusey

A group of Go players of a wide range of strengths who are interested in meeting to play Go at lunch times in the Westminster area.

Meetings have been fixed for 1215 on the first working day (excluding Saturdays, Sundays and official holidays) of each month, in the 'Card Room', Civil Service Recreation Centre, Monck Street, London SW1 (beneath DOE headquarters building, 2 Marsham Street, entrance from rear).

Access to the Centre is possible only for members of the Centre (non-Civil Servants can become associate members) and up to three guests each. Visitors are welcome, but they (and non-members on the list below) will have to contact one of the members who is going to be present on a particular day to arrange in advance to be signed in.

Please bring a set with you if possible.

<u>Name</u>	<u>Address</u>	<u>Office Telephone</u>	<u>Strength</u>
* John Pusey	Room N19/11A, DOE, 2 Marsham Street	212 8588	6 Kyu
* E.Prockter	MOD, Whitehall	930 7022 x 6517	B
* Joe Parr	CBI, 21 Tothill Street	930 6711	16 Kyu
Richard Adams	Room 538, DOE, Queen Anne's Chambers, 28 Broadway	930 4300 x 316	12 Kyu
* Mark Hall	FCO, Clive House, Petty France	930 2323 x 1231	2 Dan
* Reg Sones	Room C11/02, DOE 2 Marsham Street	212 3257	B
* Denis Hardwick	Room 112, MAFF, Horseferry Road	834 8511 x 6591	17 Kyu
* Norman King	Room N19/05, DOE, 2 Marsham Street	212 4026	B
Jim Bates	Lands Tribunal	629 6006 x 21	1 Dan

(* Member or Associate member of the Civil Service Recreation Centre)

Answers to Crossword Issue 20. Summer Issue
Across

1. Francis Roads 6. Sheffield 8. Ever 9. Ko
10. Fair 12. Statue 14. Osae 15. Rin
16. Knits 19. Team 21. See 22. Ream
23. Ark 24. Meijin

First correct entry: Mr. John Deaton, Port Talbot, Glam., who will receive free entry to the 1973 Wessex Tournament.

Down

1. Fuseki 2. Area 3. Shell 4. Order
5. Derek Hunter 7. Furikawari 10. Front
11. Atekomi 13. Dream 17. Isa 18. Seki
20. Men

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SEPTEMBER 1973

NOTES FROM THE B.G.A. SECRETARY

As stated in the last British Go Journal, the B.G.A. is to publish a list of all members with strengths down to about 10th Kyu. Please will those Club Secretaries and unattached members who have not sent names and strengths of such members to the B.G.A. Secretary do so at once, if they are to be included.



The B.G.A. now has stocks of the new book from the Ishi Press, called "38 Basic Joseki". This is available for £1.30 and is a soft cover book in the same series as "Go for Beginners". It does not pretend to be an exhaustive dictionary of joseki, but successfully concentrates upon explaining the most common ones, and is very readable.

For those players who want a more extensive coverage of joseki and fuseki, the early Ishi Press books "Modern Joseki and Fuseki" are recommended; Volumes 1 and 2 are available for £2.00. However, the book is now out of print; the stock of the B.G.A. may be the last copies left unsold in the world. You are advised to order at once.

The stock of 7.5 mm glass stones has run out, but new supplies of stones have been ordered and should arrive soon. However, because of the dramatic increase of price, 5.0 mm stones have been ordered this time, and will probably sell for about £4.00; anybody interested should contact the Secretary.

Make a note now in your diary of the date of the Seventh British Go Congress; it is to be organised by Derek Hunter and Andrew Daly in Reading over the weekend 29/31st March, 1974. The main tournaments will take place on the Saturday and Sunday, but there will be other events on the Friday evening.

Subscriptions for 1974 are payable from the 1st January 1974, but anybody joining after 30th September 1973 will be registered for 1974. Club, unattached, and overseas subscriptions are 30p, 50p, 80p respectively.

All correspondence to:-

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CONTENTS

	Page
Notes from the B.G.A. Secretary	1
Editorial	2
Visit of Mr. Takagawa	2
Basic Principles of Go by John Tilley	3
Six Stone Handicap Game	5
Book Review by David Sutton	11
San-Ren-Sei Fuseki by Francis Roads	11
Catch them Young by Francis Roads	14
Club News	16

EDITORIAL

The plea for material, mentioned in the Editorial of the Summer issue, has become a matter of some concern. News from Hon. Secretaries has not been forthcoming, the stock of good recorded games is now down to nil. Also required, as space fillers, are short anecdotes. Can you, as a member of the B.G.A., help out?

It is a pleasure to announce that Mike Cumpstey has accepted the invitation to act on the Journal Sub-committee, due to the resignation of John Prosser. Mike has been very active during the past years with Go activities. He assisted Derek Hunter during the 15th European Congress at Bristol, and for two years has arranged the match games for the Wessex Tournament. Therefore it is felt that with Mike's vast experience, he is going to be an extreme asset towards the publication of the Journal. It is planned that he will act as Editor for the Spring 74 Edition.

THE B.G.A. GREET MR. TAKAGAWA

The Japan Air Lines sponsored and staged a most entertaining and educational Go session. This was held at the Hanover Grand Hotel Banqueting Rooms, Hanover Street, London, on Wednesday, August 1st.

Place of honour was given to the greatest of all modern Go players, Mr. Takagawa. Mr. Takagawa gave comments on a game between his fellow countryman, Mr. Nakaoka, a 7th Dan Professional, and the British Champion, John Diamond. Translation was given by Mr. Akiyama of the Japanese Community in London.

There were approximately 100 people in attendance, representing 10 of the major Go Clubs in this country, and a couple of overseas visitors from Amsterdam.

The B.G.A. was represented by Bob Hitchens and Derek Hunter.

It is hoped to publish a full report of this meeting, with details of the game, in the Winter Issue of the Journal.

Many thanks must be extended to the Japan Air Lines for arranging this outstanding event.

BASIC PRINCIPLES OF GO by John Tilley

Recently at the London Go Club I have seen two common mistakes in strategy. One of them is concerned with the width of a pincer, the other with the use of the one-skip reply in a handicap game. This latter is often misused and it is this which I now propose to deal with.

All Go players must be aware of the essential difference between the third and fourth lines. On the third line a stone communicates with the edge of the board. On the fourth line a stone can communicate with the centre. The fourth line is the line of potential and influence. The third line is the line of territory. This is the second basic principle of Go. (The first principle concerns the order - corner, edge and finally centre.)

Now consider diagram 1. If Black is to reply to White's move 1 with a play around F3, he has three choices (there are other plays): a - a small knight's move, b - a large knight's move, and c - a one-skip move.

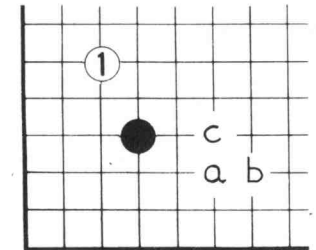


Diagram 1

In responses a and b, Black plays on the third line, placing emphasis on territory. In response c, on the fourth line, Black places emphasis on potential, c is an aggressive play.

In attacking, White will still play at a, b, or c against the Black position in diagram 2, nine times out of ten. Here I will deal only with c. Note that Black's position is open, i.e. White can play as in diagram 3, sliding into Black's corner. As Black cannot defend his open position on both sides, then he must continue to play aggressively.

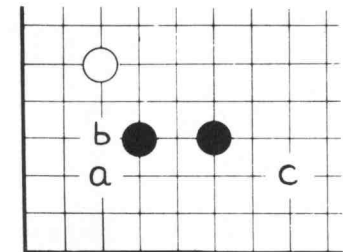


Diagram 2

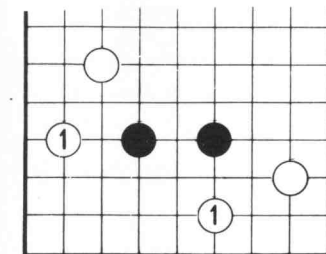
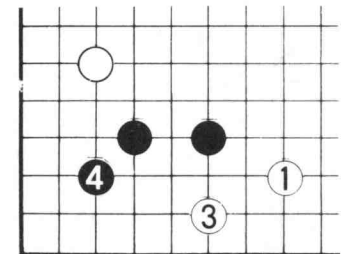


Diagram 3

Suppose Black plays tenuki? Look at diagram 4. Black's position is now apparently weak. However, a careful play at 4 assures Black of one eye in the corner. He keeps the White stones separated.



2 tenuki

Diagram 4

In fact the one-skip reply is a fairly easy position to defend. For a fuller discussion see "Go Review, February 1966"

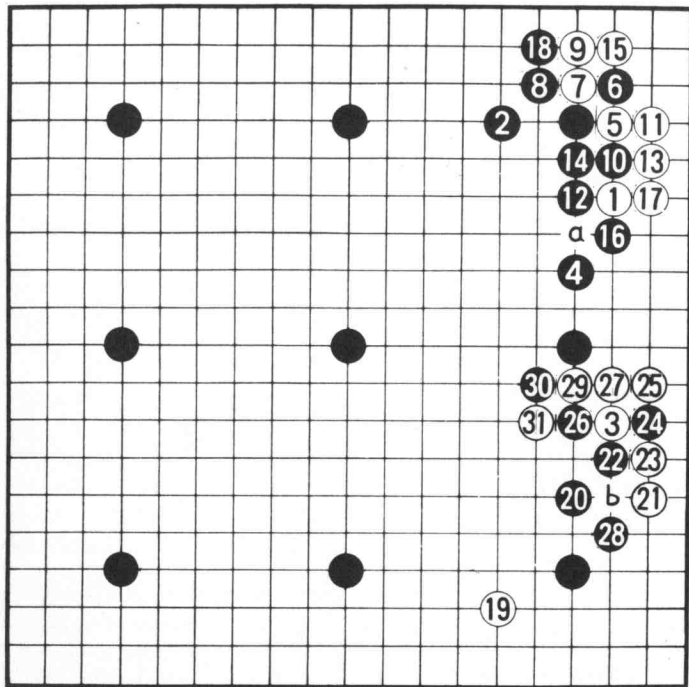


Diagram 5

Due to his weak plays 22 and 24, Black's corner position finally collapsed. White eventually won.

In conclusion it is seen that a stone on the star point is on the fourth line. It therefore occupies a position of influence and not one of territory. Look at diagram 7. Black can enclose his corner at a, b, or c.
 a - small knight (most common) b - large knight (unusual now)
 c - one-skip (fairly common)

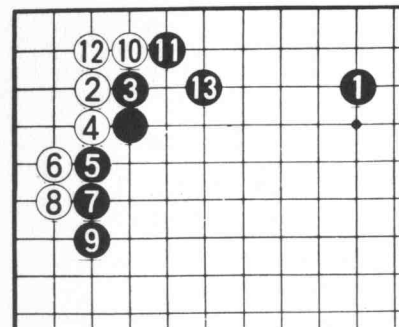


Diagram 8

All these corners are fully dealt with in "Vital Points". This book is available from the B.G.A.

There is no move that can completely enclose the corner from the star point. They all leave d open to White.

Instead a wide extension like diagram 8 is best played. A White invasion at the three-three point gives Black a huge outside area. Note that move 1 in diagram 8 is an extension of five spaces.

Also it is on the third line to balance Black's position. Go Sei-Gen (9-dan) said: "Fuseki is the art of balancing your position between the third and fourth line".

Diagram 5 shows the actual game which produced the above comments. It was played by Geoffrey Gray (Black, 8 stones) against me. W3 - designed to confuse Black. B4 - better at a. B12 - weak. Follow joseki as in diagram 6. This sequence gives Black sente. In the game Black had gote. B20 - better at b. B22 - bad. Black is better off at the three-three point. B24 - bad. Black strengthens White. B28 - very bad. Black fills in a neutral point. A play at the three-three point would be better.

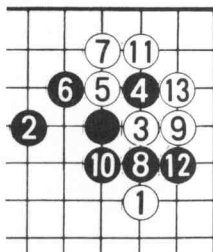


Diagram 6

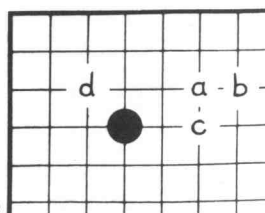


Diagram 7

SIX STONE HANDICAP GAME

WHITE: KAKU TAKAGAWA

BLACK: DR. FRIEDRICH LENZ

Six stone handicap game - Black defeated at middle stage of game
 Edited commentary given by Shimpei Aoki in a 1961 Go Review

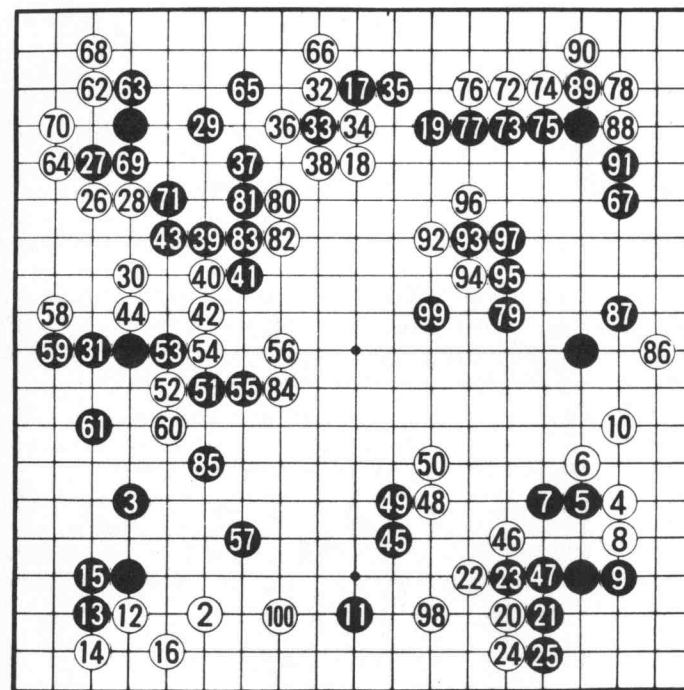


Fig. 1 (1 - 100)

Note: Move 1 is the placing of the handicap stones.

The former champion (Takagawa) concluded that Black was perfectly free of faults from the initial move up to his 31. For your information, he is not a type of man who easily expresses such a compliment.

Black's first mis-play was move 35. It should have been preceded by 1 (and then 3) as shown in Diagram 1. If Black had reckoned on the loss of his 33, which is subject to capture by "Shi-Cho", he should have simply responded with 35 instead of exchanging his 33 for White's 34.

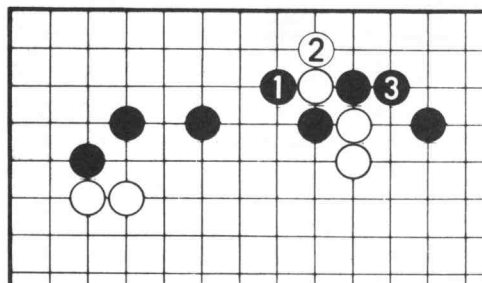


Diagram 1

Black first plays 1 which forces White to reply with 2. Then he plays 3.

Conceivable tactics that can be resorted to after Diagram 1 are shown in Diagrams 2 and 3.

Diagram 2. The sequence shown up to Black 23 is very good for Black. For one thing, White's group is not safe as it stands; secondly, another White group to the left is also exposed to danger; and thirdly, what is most important is that Black has succeeded in building up a tremendous "thickness" and influence towards the centre.

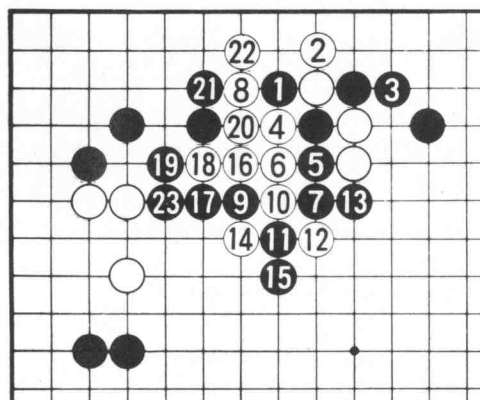


Diagram 2

Diagram 3. The situation will be found no better for White than before. Black's group in the corner has nothing to worry about so long as the life of the White group on the upper side is exposed to danger as it stands.

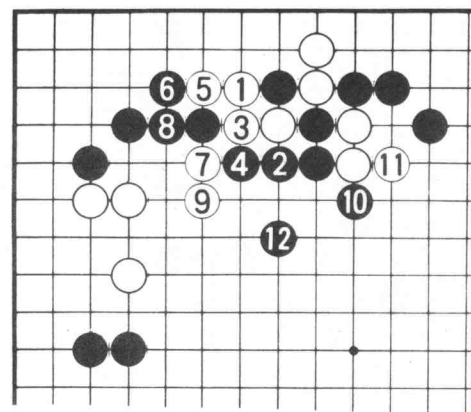


Diagram 3

Black should have played his 39 at one point to the right. The move itself helped White to escape as can be seen by the sequence starting with White's move 40.

Black's move 45, which was apparently intended to close in upon the White group to the right, should have been played to the left by one point.

According to Dr. Lenz, Black's 51 was played with the intention of supporting and reinforcing his group on the lower side. The Doctor, however, readily agreed when pointed out by the champion that the same move should have been played at 1 as shown in Diagram 4, and then followed by a move at "a" which is the commanding point at this stage of the game.

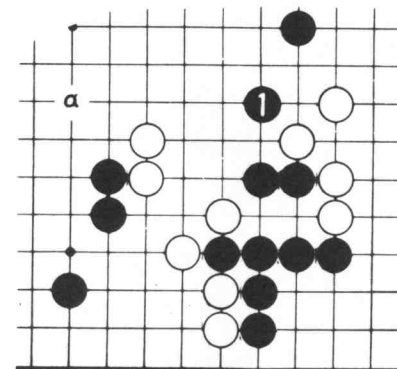


Diagram 4

Furthermore, since Black can resort to moves 1 and 3 as shown in Diagram 5, his group up to 49 in the Figure is far from weak.

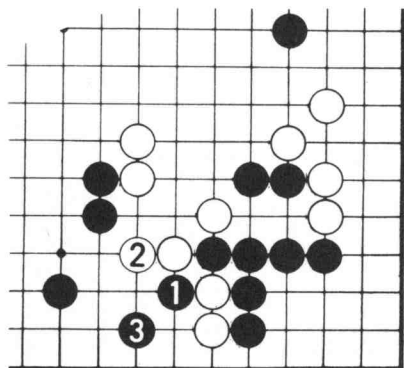


Diagram 5

Black should have played his 57 at 1 as shown already in Diagram 4. Black 57 is simply too weak.

However, it cannot be denied that Black has gained a sizable profit through the sequence up to Black 61.

White invades the corner at 62, to jeopardize the base of the Black group. Black's response of 63 is a must. Should he play at 64, White will respond with move (a) in Diagram 6 which develops into a serious situation for Black.

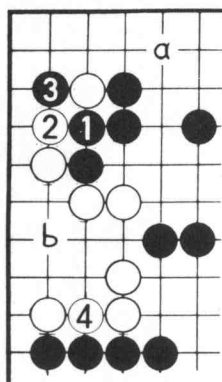


Diagram 6

Should White fail to play 4, he will be hard pressed by Black's move at "b" which is the vital point in this situation, and be forced to wander towards the centre of the board at random.

The sequence from Black's 73 to White's 78 can be regarded fair for Black, though White is seen to come by no small profits. Black had the wrong outlook when he played 79 which is of little use for it leaves room for White to play 86. It should be replaced with 1 as shown in Diagram 7.

If White responds with 2 to form a connection between both of his groups, Black can play at "a", a most severe move.

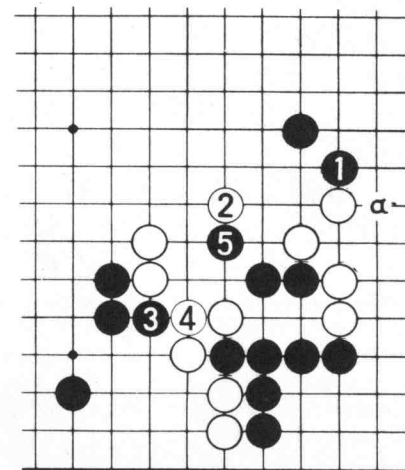


Diagram 7

Not only that, Black can take such active steps as moves 3 and 5 which will prevent White's connection.

Black in place of his 83 should have cut and taken White's two stones as already shown in Diagram 5, the largest actual profit at this stage of the game.

Move 99 should be replaced with move 100 or move 7 in Figure 2. Both moves are far preferable.

It was far safer for Black to answer White 12 (Figure 2) with 1, shown in Diagram 8. By so doing, he could have won the game by a small margin, provided the game continues in its natural course.

Black's move 15 (Figure 2) is simply unreasonable. He had no alternative but to give up the two stones. Although, as the result, he was calm enough at this point to desert them. Chances have now swung against him.

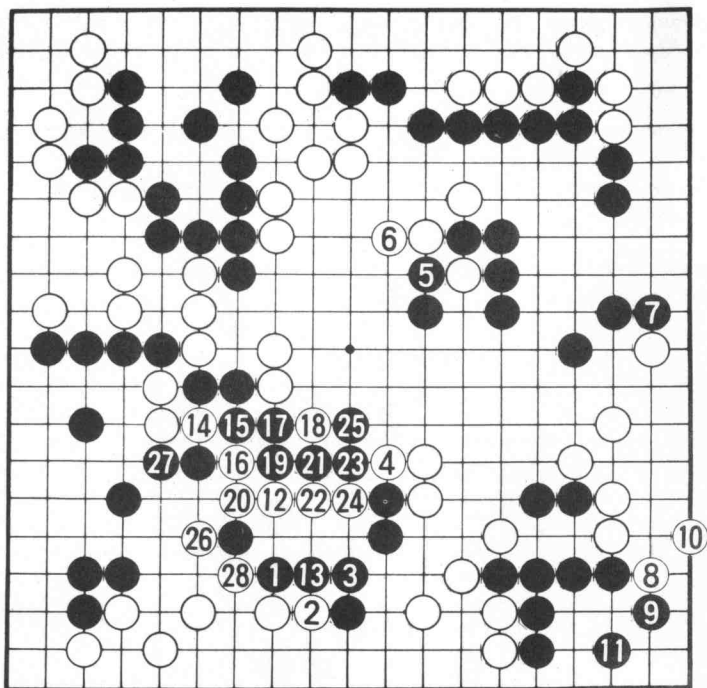


Figure 2

Black's resistance, as the final moves indicate, have accomplished nothing, and the moment White played 28, the Doctor recognised defeat.

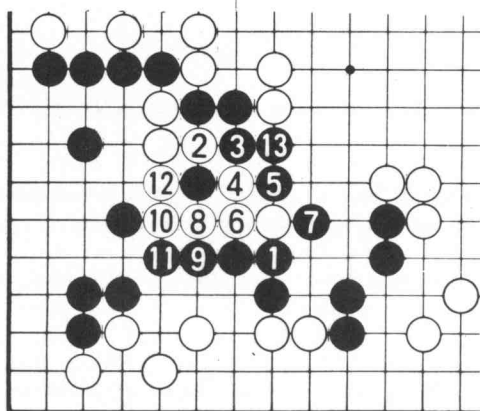


Diagram 8

Note: Dr. Lenz was accorded with a 3rd Dan Certificate in recognition of his ability which was brought into full play in this game.

BOOK REVIEW by David Sutton (Reading)

Review of '38 Basic Joseki'

The Ishi Press continue to increase the already enormous debt owed to them by western Go. This, the first to appear in their Elementary Series, takes its place immediately as the best joseki book available for those up to dan-level. It distils rather than supplants the earlier two volume Ishi Press work, 'Modern Joseki and Fuseki', and these will continue to be indispensable for their detailed analysis of more complex lines, but the difference in readability and layout between these and the new book are a measure of what progress the Ishi Press have made since their beginnings. Those first productions were not to be tackled without a machete: the new volume is a pleasant stroll across parkland.

The book deals systematically with all the most common joseki, each chapter treating one of the basic corner stone positions, and being divided into clear sections according to the joseki arising therefrom. There is also an index in diagram form so that any particular joseki can be quickly located. But the book is much more than a work of reference, and deserves to be read as a whole, for its careful and constructive emphasis on understanding rather than memorisation, and on the fact that joseki are not mystic formulae but simply patterns, good or bad according to the strategic situation. Thus each section is concluded with a summary of the joseki's strategic appropriateness, and example games are given. Stress is also laid on the fact that these patterns are not confined to the corner, but contain shapes and ways of thinking that may be applicable anywhere.

Taken in conjunction with plenty of practical experiment, the book should soon lead the diligent reader to a rather more coherent knowledge of opening play than is common among British players. It is, we may have felt, better to make bad plays that one understands than good plays that one does not, but it is better still, of course, to understand the good plays, and with the appearance of this book there is less excuse not to.

'38 Basic Joseki' is available from the B.G.A. at a price of £1.30.

SAN-REN-SEI FUSEKI by Francis Roads

'San-ren-sei' refers to a position in which one player occupies all three handicap points along one side of the board, as in Diagram 1. This looks like half of a six stone handicap, but it can be used by either player in an even game.

This article is not an account of how professional players play san-ren-sei; it is an account of how I play it myself. I have been very lucky with this type of opening, with a much better winning percentage than when I play more usual openings using the 4-3 points. I think the reason for this is that I am at the same sort of psychological advantage as a left-handed batsman or fencer - the game develops along lines that are more familiar to me than to my opponent.

Of course, in an even game handicap joseki and handicap attitudes of mind are no good. For instance, I almost never need the tsukenobi joseki.

The most common attack against san-ren-sei is from the outside at (a) in Diagrams 1 and 2. My favourite reply is the two point high pincers attack, and Diagram 2 shows the main line of this joseki. The whole idea of san-ren-sei is a strategy based on outward influence;

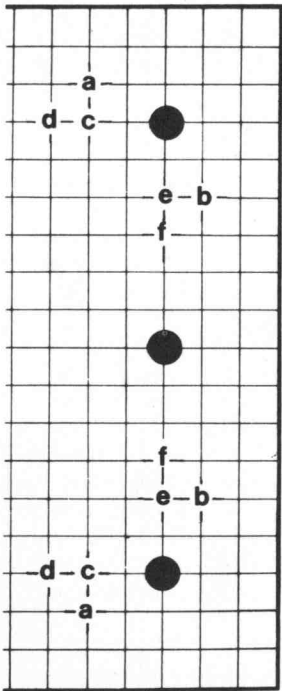


Diagram 1

one common sequence. If White invades the corner at (c) I usually play (d) to give him small life there, and then chase the outside group using the influence thus built up.

Chasing groups that have been used to invade san-ren-sei has brought me success in many games. I find my opponents tend to underestimate the power of the san-ren-sei stones.

I encourage my opponents to invade my corners; maybe this allows them $3\frac{1}{2}$ or 4 secure corner territories. Then by chasing a group used to invade my large prospective side territory I can often destroy the enemy territory on the other side of the board. Alternatively, if he refuses to invade my mo-yo I can go in for really deep invasions of his territory, knowing that in the ensuing fights I am backed up by enormous influence.

It is vital to realise that the san-ren-sei position guarantees no territory at all on that side of the board. Often the territory that enables you to win appears elsewhere - by killing a group, for instance, or along the top or bottom edges.

the position in Diagram 2, with White completely enclosed in the corner, is very much in keeping with this strategy. Of course, White has aji against the Black wall, but if White attacks at (b), Black has a fine tesuji (c), and if White tries to rescue his 14 Black has some good aji at and around (d), threatening to capture some stones with (e).

There are many alternative lines to Diagram 2 (for a fuller analysis see Modern Joseki and Fuseki, Vol. 2, Chapter 11), but the one I meet most frequently is shown in Diagram 3. I am always pleased to see this, as White has played two stones low down on the second line, and keeping the opponent's stones as low as possible is good in a strategy based on influence. Black 8 need not be played at once, but I do as often as not.

Sometimes a low pincers attack is better than the high one. In Diagram 4, when my opponent attacked my san-ren-sei formation 1, 3, and 5 with his 16, I felt that the low one point pincers at 17 made better use of my stones in the North-west corner, giving a good chance of territory along the North edge.

When my opponent attacks san-ren-sei from inside (i.e. (b) in Diagram 1), I usually play the kosumi-tsuke joseki. (This is good for handicap games too.) Diagram 5 shows

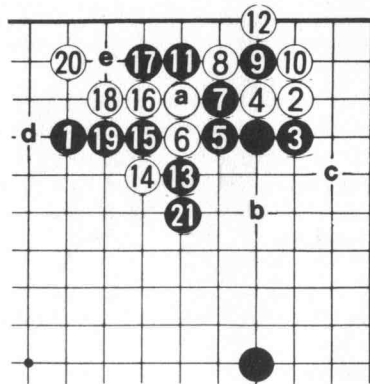


Diagram 2

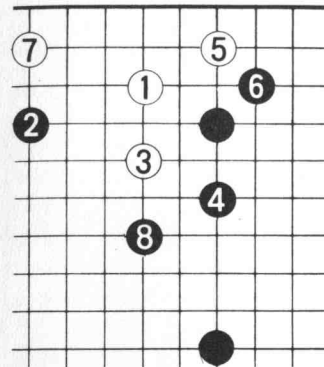


Diagram 3

corner closure, intending to abandon it at once if he played a pincer attack, which he did with his 7. White 10 was intended to nullify the influence Black would build up by capturing '6' with his 11. After White 12 I had what I considered an ideal san-ren-sei fuseki with two further supporting stones on side handicap points, and all my opponent's stones concentrated along one edge.

My opponent argued after the game that, assuming '6' and '9' cancelled each other out in effect, the fuseki has virtually given him two shimari, his 1 and 5 and his 3 and 11, and that this was contrary to a basic rule of fuseki. In fact professional players with White receiving komi points are willing to allow Black to make two shimari nowadays. In any case, I think that the five White stones placed on the five handicap points are at least as good as the two shimari - furthermore, White 7 is left as a rather ineffective extension from the lower shimari that would be better placed at (a).

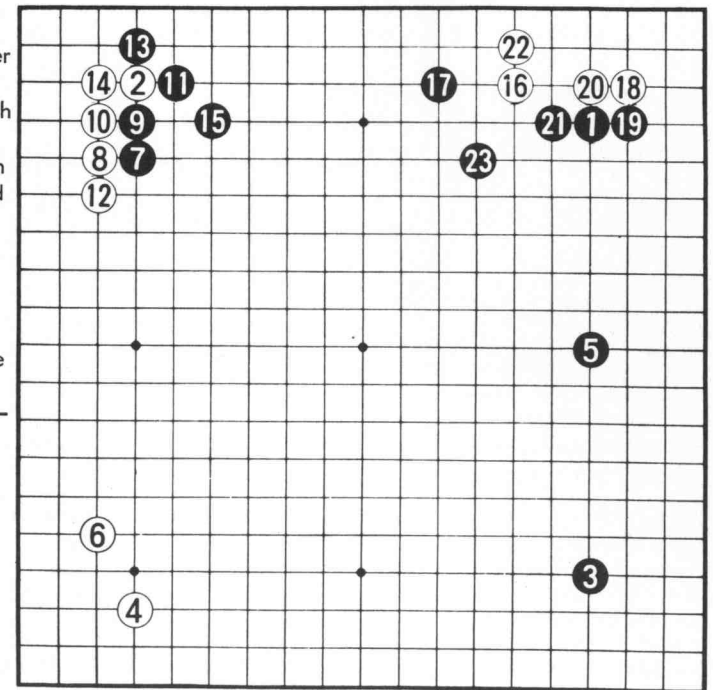


Diagram 4

When my opponent attacks san-ren-sei on the fourth line (e.g. (c), (d), (e), and (f) in Diagram 1, I usually follow the proverb 'ikken tobi is never bad play' and respond with (e) to (c) or (d) and (c) to (e) or (f). When san-ren-sei is played against me I favour these fourth line attacks.

Because san-ren-sei always involves a gote move on the side handicap point, Black has more opportunities to play it than White. However, professional players do play san-ren-sei with White occasionally.

Diagram 6 shows a game I played recently with a White san-ren-sei. According to theory I should have played White 6 at '11' because of the high Black shimari 1 and 5 in the background. However, I played this stone merely to interfere with Black's second

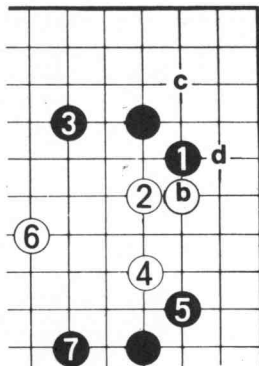


Diagram 5

My opponent went on to invade my two corners, and I went on to win the game.

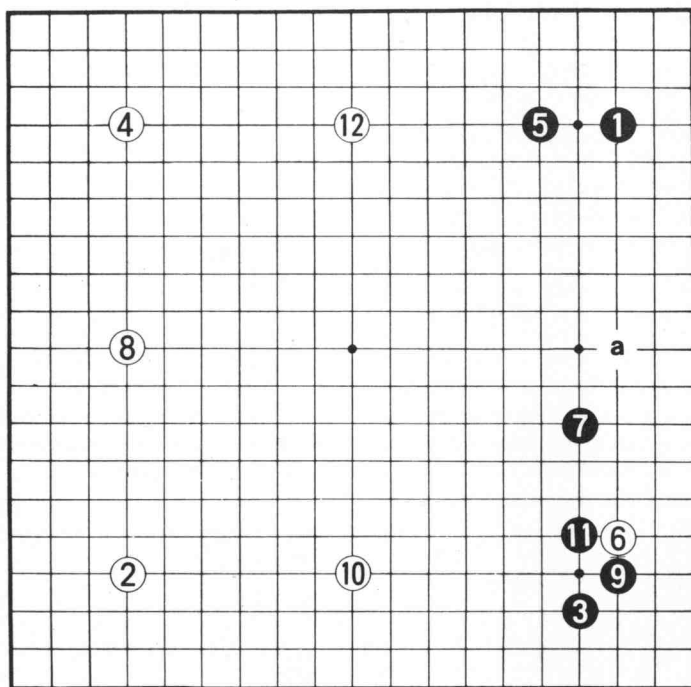


Diagram 6

CATCH THEM YOUNG! by Francis Roads

The Woodford Junior Go Club has existed for over a year now, and in terms of membership is flourishing. Current average attendance is about 15 and rising, and if it gets much higher we may have to move out of my front room; whither, I know not.

The Club was started when a couple of the pupils at the Junior school where I teach expressed interest after a local newspaper article about the adult Woodford Go Club. Since then the membership has been built up entirely through personal contacts, members bringing their friends and siblings. Naturally most members are pupils at my school, but there is a minority from other schools including several of my former pupils now at Secondary Schools.

The age range is 7-12 years. Another important minority are the half-a-dozen girls who attend regularly -- I think we have probably the highest proportion of female players in the Association. One of these, Carol Bent, is Club Secretary and our strongest player.

The club meets each term-time Wednesday from 4.15 - 5.30 p.m. The attitude of parents ranges from gratitude that someone is willing to keep the kids off their hands for an extra hour-and-a-quarter to mild interest in the game itself. The only contrary attitude I have come across is the natural worry about younger children walking home at 5.30 on a dark evening, but they soon seem to get round to organising lifts.

Nearly all games are played on quarter boards, as the average strength is still rather low. Some members have only a vague idea of the object of the game, play often continuing for many moves after experienced players would have passed. However, enthusiasm and enjoyment are great, and this is what matters with young players - refinements such as understanding the need for two eyes, etc. can wait until they are ready to understand them.

Gradings as adults use them are of course meaningless, but what does work well is a club ladder. Normal ladder rules apply, the challenger taking White in an even game on the quarter board. Great excitement is generated by this system, and the fact that members can be challenged and walked over in their absence is an incentive to regular attendance - not that this is really needed.

What we want now is some more junior clubs with which to arrange matches and tournaments. I therefore offer the following suggestions to anyone wanting to start a junior club.

1. While a young person can be secretary/treasurer/captain or whatever, the club will need constant adult supervision.
2. The adult(s) concerned shouldn't go with the idea of playing Go for their own satisfaction. The enjoyment lies in the contribution one is making to the future development of Go.
3. The initial introduction given to beginners should be minimal - explain territory, captures, suicide and Ko and you're away. Further ideas should only be explained as and when players are ready for them - the main object is to get them playing Go and enjoying it.
4. When playing one of the weaker players, don't always play your best move, but play the one that will be most instructive to your opponent, e.g. if he leaves a bad cutting point by accident, cut at once, even if there are larger moves available, otherwise he will have forgotten what he did wrong by the time you do cut.
5. Our youngest player was six when he started. Many children are intellectually ready for Go at this age, but some are not emotionally ready for the experience of losing a lot of games to start with.
6. Iwamoto's "Go for Beginners" is by far the most suitable book for young players, and some of ours have graduated to the earlier chapters in "Go Proverbs". It is to be hoped that the day is not far distant when there will be a beginners' book aimed specifically at young players available. Equipment can easily be constructed with cardboard and counters.
7. I have found the local Press on the whole more interested in the Junior club than in the adult one.

I can assure anyone who doubts whether it is worth while running a junior club that whatever young players may lack in playing strength they amply make up in enthusiasm and the regularity of their attendance - a point which might be well noted by any club secretaries who are apt to despair at the feeble excuses often given by adults for not playing Go.

Whilst on playground duty one day, I saw Go being played in a windswept corner of the playground on a hand-drawn board on a page of an exercise book with paper stones laboriously cut out by hand; I felt quite sure that my efforts were not being wasted!