

CLUB NEWS

Southern Go League

On Thursday, 1st November, West London (BEA) Go Club played their first match in the league at Woodford. Woodford won three games to two.

<u>Woodford</u>		<u>W.London</u>	
F.Roads	lost to	A.Cooper	
D.Mitchell	beat	T.Butfield	
J.Hawdon	beat	J.Quinn	
W.Walters	lost to	N.Tobin	
J.Calmus	beat	K.Rapley	

On Sunday, December 2nd, four clubs, Reading, Bristol, Bracknell and Woodford, met at the I.C.L. club in Reading to play four of the league matches.

Woodford (3)	v	Reading (1)	Bristol (0)	v	Bracknell (4)
F.Roads	beat	A.Daly	T.M.Hall	lost to	R.Moss
D.Mitchell	lost to	D.Sutton	P.Langley	lost to	D.Wycherley
J.Hawdon	beat	D.Hunter	M.Cumpstey	lost to	R.Thompson
M.Wells	beat	D.Cornes	A.Somerville	lost to	N.Edmunds
Woodford (2)	v	Bracknell (2)	Bristol (4)	v	Reading (1)
F.Roads	lost to	T.Parker	M.Roberts	beat	A.Daly
D.Mitchell	beat	D.Wycherley	T.M.Hall	beat	D.Sutton
J.Hawdon	lost to	R.Thompson	P.Langley	lost to	D.Hunter
M.Wells	beat	N.Edmunds	M.Cumpstey	beat	J.Clare
			A.Sommerville	beat	D.Cornes

Oxford

Last November the Oxford club sent a team of nine players for a match against Cambridge. Oxford won the match by ten games to six. A novel feature was the inclusion of three boards for beginners.

Leicester

In a recent match against Corby, Leicester managed to draw 2-2. This improvement over the result of their last match is perhaps due to the much appreciated efforts of Roger Huyshe of Corby who has been acting as coach to the Leicester club.

Bristol

At the Annual General meeting in February, a new Club Secretary was elected. He is R.D.Hays, 2 Mallard Close, Chipping Sodbury, Bristol B17 6JA. Mrs. N.Thomas was also elected on to the committee, the other committee members being unchanged.

London

On February 8th, a team of six led by Jim Bates and Mark Hall visited Paris for a weekend session. A beginners' evening was staged at the Roebuck Hotel, Tottenham Court Road on February 28th. Details of this event will be published in the Summer issue.

B.G.A. NEWS

The B.G.A. committee decided that, since the challenge match for the 1973 British Championship had not taken place, John Diamond remained British National Champion.

BRITISH GO JOURNAL

EDITOR: J.M.CUMPSTEY, BRISTOL

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APRIL 1974

EDITORIAL

Once again there has been a change in the editorial committee. Ron Stone, a founder member of Bristol Go Club, has taken the place of Gerald Bayliss, whose past work has been much appreciated.

I wish to thank those who have contributed articles, both published and unpublished. Please keep up the good work. A few of the articles received, however, require considerable modifications and it would help the editors if the authors, particularly those new to the field, were to get a member of their club to cast a critical eye over their work before sending it for publication.



NOTES FROM THE B.G.A. SECRETARY

1. Glass stones are no longer available, but 6 mm plastic stones are in stock for £2.20.
2. "In the Beginning" is available for £1.25. It is an elementary guide for beginners on the early stages of the game. It illustrates very well the basic principles that underlie the opening phase, and is concluded with ten problems. It is strongly recommended for readers of "Go for Beginners" before advancing to "38 Basic Joseki".
3. Please continue to send details of all B.G.A. members 10th kyu or stronger for additions or corrections to the grading list.
4. The B.G.A. has large stocks of a number of books and other material, but the availability of any one item varies from month to month. Please write to me to enquire the latest situation, rather than send a cheque out of the blue based on an old price list.

All correspondence to:-

Derek Hunter, Secretary,
British Go Association,
60 Wantage Road,
Reading,
Berks, RG3 2SF.
Telephone: 0734 581001

Club members should communicate through their Club Secretary. Cheques should be payable to "The British Go Association". Payment may be made to National Giro Account 27 961 4004.

21ST ANNUAL NIHON KIIN CHAMPIONSHIP

1st game. Played December 25 and 26, 1973

Black: Eio Sakata, 10-dan, (title-holder)

White: Masao Kato, 8-dan, (challenger)

188 moves in all. Black resigns.

This game was kindly sent to us by the Ishi Press.

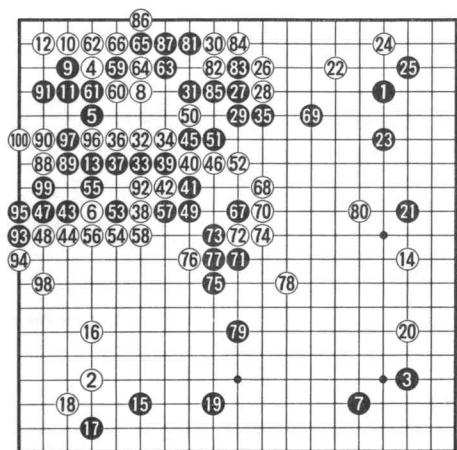


Figure 1

Figure 1

The highlight of this game appeared early when Kato tried out an unusual move, the long-range squeeze play at 6. Sakata decided to deal with it by ignoring it and closed the lower right corner with 7. The rest of the opening went smoothly. White attacked the stone Black had left in the upper left corner with 8, and Black defended with 9 to 13. White now had sente to establish a foothold on the right side with 14. Black 15 to 19, a common joseki, kept White from making a double-wing formation around the lower left corner. Similarly, White 20 kept Black from making a double-wing formation around the lower right corner, and after Black's extension to 21, White 22 to 26 kept Black from making a double-wing formation around the upper right corner.

Black 27 started the middle game, and soon a pitched battle was raging in the upper left, with several weak groups manoeuvring against each other at once. Both Sakata and Kato are good at this kind of go.

Kato opened up a full-scale offensive with White 38, 40, and 42. Opinion among the professional spectators was divided on these moves; some felt that White was going too far, but others felt that his stones were falling into place perfectly.

Black 53 is a splitting tesuji that all good players know. White 56 was correct; White could not possibly capture the black group, so he strengthened his territory on the left side instead.

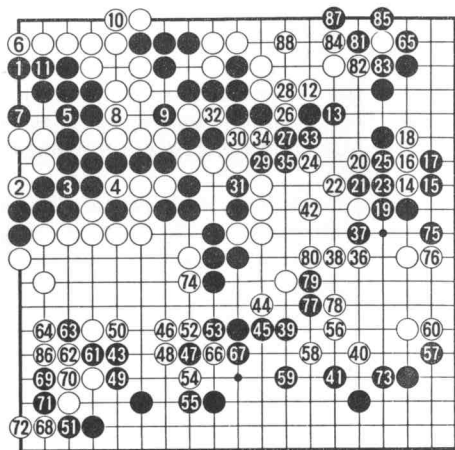


Figure 2

"When Black played 89 and I got sente to go to the right side, I felt I was going to win," said Kato after the game. Sakata thought that Black 91 was the losing move; it should have been 92.

Figure 2

Even though White had to make two moves, 6 and 10, to live, he emerged from the upper left corner with sente to strike the decisive blow at 14 on the right. In the sequence up to 35 Kato managed a neat exchange of three white stones for thirteen black ones, then coasted the rest of the way until Sakata resigned at White 88.

NEWS FROM JAPAN by The Ishi Press

IWAMOTO IN THE MEIJIN LEAGUE By scoring four straight victories in the preliminary rounds last year, Kaoru Iwamoto, 9-dan, has won his way into the Meijin League. This is his first entry into the league, and it comes at the age of 71. He has lost his first league game, to Hosai Fujisawa, but his fans throughout the world can look forward to his taking on such young powers as Otake, 9-dan, and Ishida, Honinbo, and - who knows? - perhaps Rin, Meijin, in the title match.

UTARO HASHIMOTO IN BOTH LEAGUES Utaro Hashimoto, 9-dan, former Honinbo, Judan, Oza, etc. and current champion of the Kansai Kiin, is 66 years old and still going strong. By beating Iwata and Otake last November he accomplished the outstanding feat of getting into both the Meijin and Honinbo Leagues.

KATO LEADS SAKATA The 21st Annual Nihon Kiin Championship title match began on Christmas Day, 1973, with Eio Sakata, 10-dan, trying to hold off the challenge of Masao Kato, 8-dan, a young man less than half his age. Sakata, perhaps still in a slump after losing his Oza title to Rin Kaiho in the fall, dropped the first two games of this best-of-five series, in both cases playing well on the first day but making fatal mistakes on the second. He came back to win the third game, however, so the match goes on into February.

HANDICAP TOURNAMENT FOR FOREIGN RESIDENTS The foreigners in Tokyo held a handicap go tournament on two days during the New Year's vacation. First prize, a set of slate and shell go stones, went to Donald Potter, 2-kyu, an American scholar of Chinese who teaches English at a local university. He finished 6-0.

LEHWALD VISITS TOKYO The president of the booming Hamburg Go Club, Dr. Karl Lehwald, 2-dan, was in Tokyo during December and January. He has recently published a German translation of the third volume of the popular Maeda tsume-go books.

KERWIN ARRIVES James Kerwin, a promising 27 year-old American 4-dan, arrived in Tokyo with his wife on January 4th. He is planning to stay in Japan for several years of intensive go study under professional teachers.

ENGLISH TEAM IN TV MATCH October 10 is Sports and Recreation Day in Japan, so NHK, the Japanese National Broadcasting Corporation, decided to stage a special go match between an English team and a team of Japanese high school girls. The English team consisted of Stuart Dowsey the captain, Alan Stout representing the London Go Club, and Peter Westlake, the Minister at the British Embassy in Tokyo. The teams played renko (relay go), each player having ten moves at a time and 30 seconds per move. Unfortunately the English side allowed a large group of stones to die and the Japanese schoolgirls were triumphant. Looked at philosophically, this result was a contribution to international goodwill. However, it would have been nicer to win.

WHITE TO PLAY AND LIVE ?? by Andrew Daly

David Mitchell's brief article in Issue 20 of the BGJ has caused considerable reverberations in unexpected quarters, if not quite provoking an international incident! He claimed in that article that a problem in Matsuda's Go Letters had a wrong answer given. His arguments convinced, as far as I know, the entire BGA, but not Bob Ryder, 5th dan, President of the American Go Association, and someone who has learnt from personal experience that Matsuda is generally right. The points made here are the result of correspondence with him and discussion with Derek Hunter.

The problem, shown in the diagram, appears in Go Letter 4. The solution given in Letter 5 is:

(1) White a, Black e, White b

The next move in this local situation is clearly f, which is worth 5 points, and is gote for Black and probably gote for White. Mitchell claims that Black e is an error, and should be played at b. The sequence then is:

(2) White a, Black b, White e, Black c, White g, Black h.

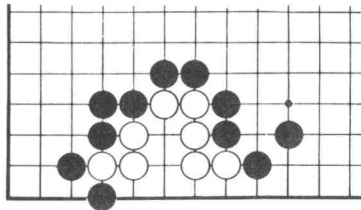
Comparing the situation after each of these sequences, we see that sequence (1) gives Black sente at the cost of 2 points plus the value of the opportunity at f. Thus Mitchell's sequence is better only if sente is worth less than about 5 points. Against this we must point out that Mitchell obtains one extra ko threat for Black, but it seems clear that Matsuda's sequence (1) is generally better.

Mitchell further claims that White a is not correct, and that he should play:

(3) White b, Black a, White d, (Black f)

Black f would not be played until the end of the game. Consequently, comparing this sequence with (1), we see that it is 2 points worse for White, and that the prospect of gains at f is much less. Also, comparing it with (2), the value to White is the same only if Black plays the move at f immediately. Under most situations, however, White would have given up sente for half a chance of gaining one point. Clearly, whatever the state of the game, White should play at a and not at b.

The confusion about this apparently simple situation has its roots in Matsuda's lack of comment. He simply gives the three moves, and we are left to work out for ourselves why each of these is best at that juncture, and why no further moves are appropriate; a classic example of oriental didactic method.



White to play and live
answer on page 12

T. Mark Hall has a series of names and addresses of persons who wish to learn go. Many of these are in areas not served by clubs at present. If any unattached members would wish to contact him, for names in their area, they are welcome to do so. His address is: 29 Cavendish Road, Clapham South, London, SW12 0BH.

NEXT PLAY by J.T. Fairbairn

Here are four problems by Shuko Fujisawa, one for each class of player. The theme of each problem is that the first move will be the decisive one. The answers are given on the following pages.

Figure 1. Low - Kyu (7-9 kyu)

Elementary (Black to play)

This is a pattern well known in handicap Go. White's have 1 is unreasonable but, as White, he has little choice but to play it. Black's reply can be said to be elementary.

Figure 2. Middle - Kyu (5-6 kyu)

The Unexpected (Black to play)

White has just cut at 1. Depending on Black's reply, White may get something out of nothing. Black must be careful about his blind spot.

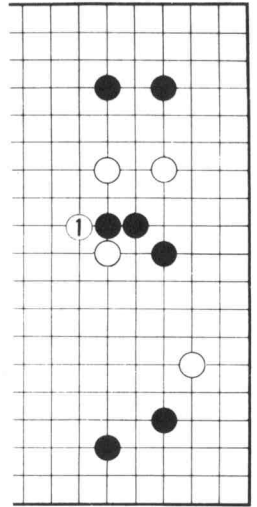


Figure 1

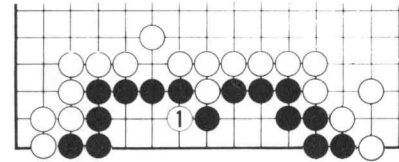


Figure 2

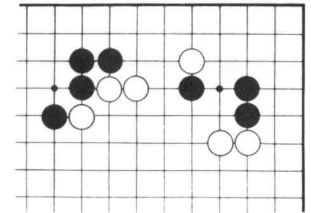


Figure 3

Figure 3. High - Kyu (1-3 kyu)

Finishing Touch (White to play)

This is a strange shape but since it was the result of fighting it could not be helped. White wants to settle matters with the next move. Where will it be?

Figure 4. Dan Players

Tailor Fashion (White to play)

Now sitting tailor fashion, now sitting formally, your legs tucked under you - whichever you do you will have to change your position several times while thinking about this one. Black has pushed out at Δ and White's reply must be related to the whole board.

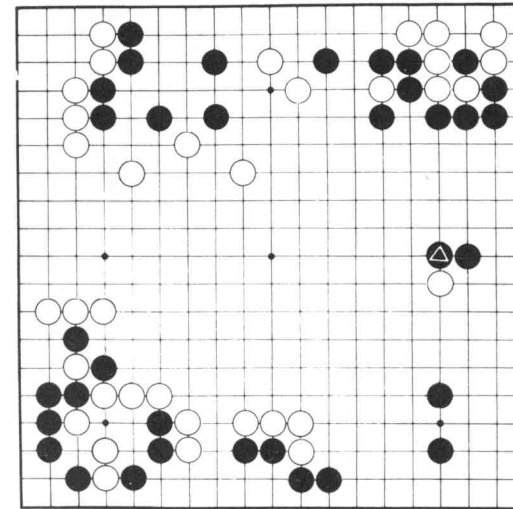


Figure 4

Answer 1 (Kiri)

In such a position Black's simple cut 1 is correct. It seems easy, but for a low-kyu player this is not quite so.

Diagram 1 (Escape)

If White plays 2, Black captures at 3 and escapes, whereas the White stone \triangle becomes weak.

Diagram 2 (Painful)

If White plays 2, hiki, Black comes out with 3 and 5 and this is painful for the two White stones on the lower side.

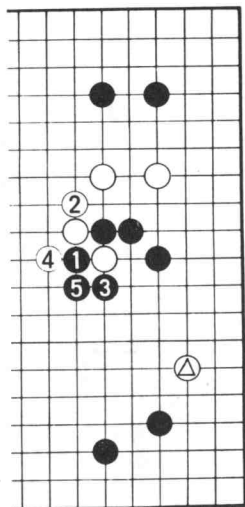


Diagram 1

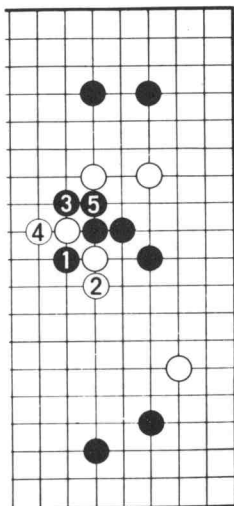


Diagram 2

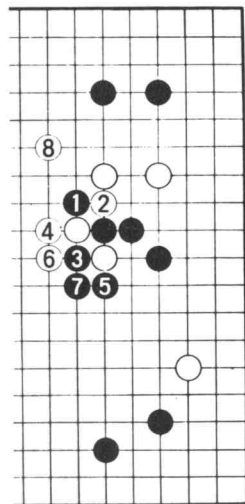


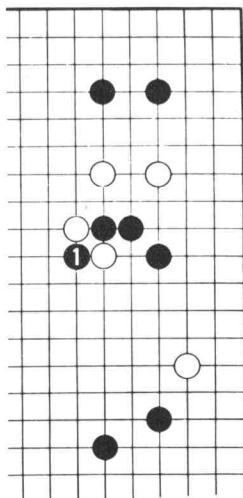
Diagram 4

Diagram 3 (Shrewd)

Again, if White plays hiki 2, Black plays 3 and 5 aiming at the hanedashi "a". Since White defends against this with "b", Black will shrewdly attack with the kosumitsuke "c".

Diagram 4 (Common)

It is unexpectedly common to see players starting with Black 1. After White's kiri 2 and the sequence up to White 8, the result is the same as in the last diagram, but Black has made the mistake of having already committed himself to playing 1.



Answer 1

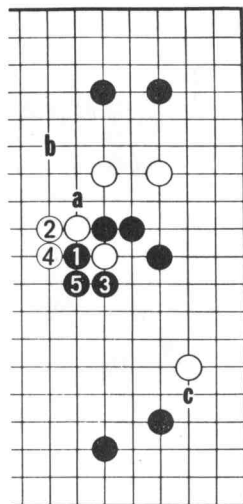


Diagram 3

Answer 2. (Sagari)

Black 1 sagari covers this blind spot and this is the correct answer.

Diagram 5. (Safe)

If White plays 2, Black is safe after tsuke 3. The liberty at "a" is his only means of living.

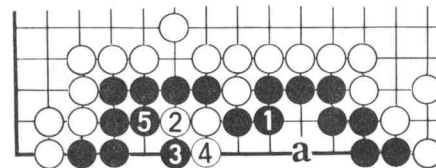


Diagram 6

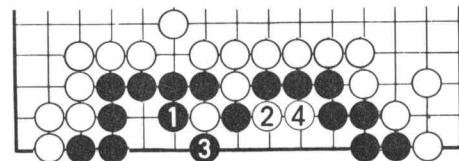
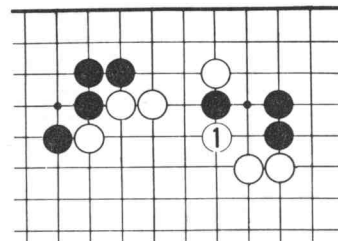


Diagram 7



Answer 3

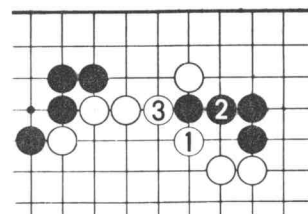
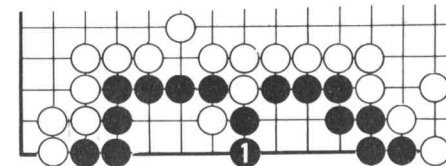


Diagram 8



Answer 2

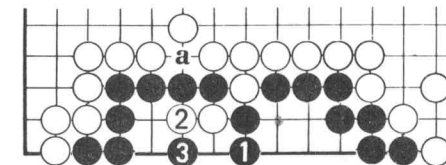


Diagram 5

Diagram 6 (Ko)

Black carelessly plays 1 tsumi and White complicates matters by playing 2. Even if Black starts a ko with 3 and 5, he still may have to defend against White "a" to avoid an even greater loss.

Diagram 7 (Obvious)

If Black captures at 1, obviously White can play 2 and 4 on the right-hand side to capture a whole group.

Answer 3 (hasamitsuke)

White 1 hasamitsuke is the vital point. There is no move at this stage to affect the corner and the first priority is to see to his own shape.

Diagram 8 (Good Shape)

If Black plays 2, White replies 3, oseea, and gets a completely secure good shape.

Diagram 9 (Dangerous)

If Black resists with 1 and 3 against White's hasamitsuke 1, White connects with 4 and 6 and Black's corner is in danger. Black 1 and 3 are not severe.

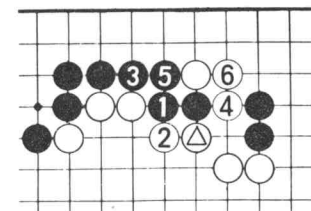


Diagram 9

Diagram 10 (Cut in two)

Again, if Black takes a large corner with 1, 3 and 5, White comes out at 4 and 6, weakening Black's group on the left. Black has been cut in two and this is not good for him.

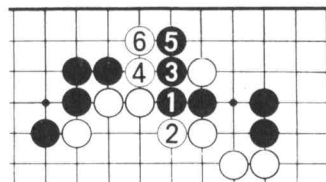


Diagram 10

Diagram 11 (Split up)

White 1 hiki fails. Black takes the vital point 2 and White is fated to be split in two. Black's hane (triangle) works well in the attack and White will have a hard time.

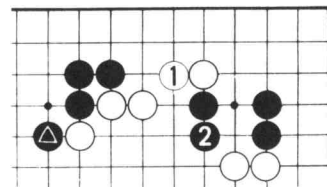


Diagram 11

Diagram 12 (Joseki)

This shape arose after White plays 2 kakari in reply to Black 1, then the nikkenbasami 3. When Black plays 13 tsuke the position in the problem diagram has been reached.

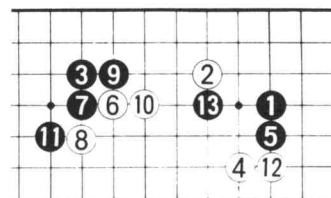
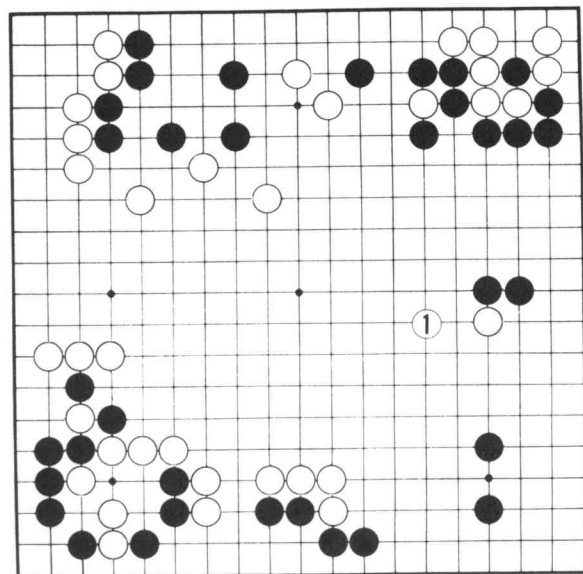


Diagram 12

Answer 4 (Ikkentobi)

White 1 ikkentobi is the move which considers the whole board. What will happen after this?



Answer 4

Diagram 13 (Possibility in the corner)

Black 2 is possible. White 3 and 5 take this chance to create aji in the corner, then White plays osae in the centre with 7, which casts its shadow over the whole board.

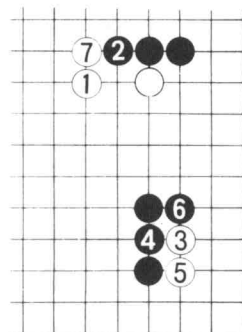


Diagram 13

Diagram 14 (Imposing moyo)

If, after White 7 in the preceding diagram, Black comes out at 8, White calmly plays 9. Then if Black plays 10, White replies osae 11, sacrificing his two stones on the upper side, but getting an imposing moyo in the centre. White has played consistently right the way through. Now, White can be satisfied with the ko which remains in the lower corner after White "a", Black "b" and White "c".

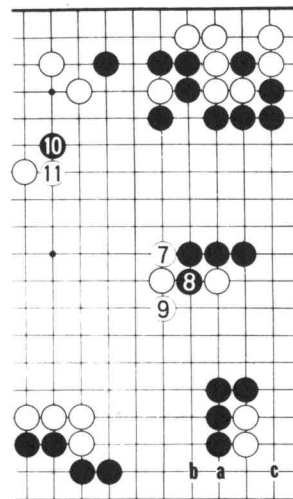


Diagram 14

Diagram 15 (Heavy)

White 1 nobi is heavy. When Black pushed out at 2 and 4 and plays keima 6, White cannot omit 7 (if Black plays 7 he captures the two white stones on the upper side and this is too big). After Black 8 kosumi, White's dreams of controlling the centre have been shattered. He cannot be satisfied with playing on such a small scale.

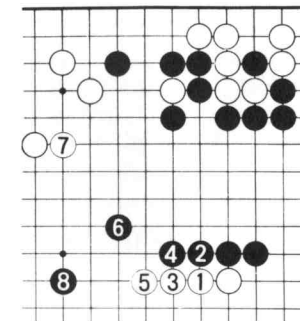


Diagram 15

A HISTORY OF THE ISHI PRESS

This year, The Ishi Press, Inc., the international English - language go book publishers, is six years old. Since the start, they have sold more than 22,000 go books (10,000 in 1971 alone) to the burgeoning go population in all parts of the world. The present-day organization is well established, a far cry from the shoestrings days of 1968.

That year saw an unlikely partnership form between Richard Bozulich, an American 3-dan who spent 8 years getting a mathematics degree at Berkeley before coming to Japan to study go instead and Stuart Dowsey, a wandering Englishman who was hitch-hiking his way round the world rather than work for a living. Bozulich had a manuscript he wanted to publish and Dowsey was prepared to try anything once. If saner minds had been involved, probably the venture would never have got started and we would be without the constant stream of high quality go books being produced now. They borrowed from everywhere to finance the first book "Modern Joseki and Fuseki, Vol. 1" by Eio Sakata and continued to pour money into the company for the next two years. But Bozulich and Dowsey had assessed the overall situation well. Almost all books on go up to then had been restatements of the rules for

beginners. The Nihon Kiin, the logical people to produce more advanced books, had stopped publishing their go library some five years previously after the first two books "Go Proverbs Illustrated" and "Vital Points of Go". What the world's go players needed was more intermediate and high level books and the new company aimed to do just that.

It was named The Ishi Press, "ishi" being the Japanese word for stone. This has many connotations including go stone and the concept of a secure foundation - the rock upon which to build our church. Whether the members were ever 'stone-d' is a moot point. The legality of the first Ishi Press was also dubious. They registered the name and business in Berkeley, California, but operated almost entirely out of Japan. The Nihon Kiin at first didn't know what to make of it all. Still they lent their support as one might to a worthy charity and The Ishi Press did all its packing in corner at the back of the Chuokaikan for the next three and a half years. The books were stored in a house that Bozulich was sharing with Nagahara sensei until the floor began to collapse. Later Bozulich got his own house and used the upstairs room as a warehouse. He used to lie awake at night looking at the curve in his ceiling. Dowsey's house on the other hand was the office.

The first turning point came with the publication in 1969 of "Basic Techniques of Go" by Nagahara and Haruyama. Written for the kyu-player, this found a ready market and sales began to climb. At the same time, The Ishi Press began to supply Nihon Kiin books, Japanese language books (such as the popular Maeda Tsume-go series) and equipment, making a significant contribution to international go.

1970 was an ambitious year. Three new books were published. Two were go books, the second volume of "Modern Joseki and Fuseki" and that mine of general information "GO: International Handbook and Dictionary", but the third was of a completely different nature. "Zengakuren: Japan's Revolutionary Students" was edited by Stuart Dowsey and described the rioting left-wing student groups in Japan. Unfortunately, this attempt to move into the general publishing field was not very successful and has not been repeated.

The following year, The Ishi Press became legal and incorporated in Japan. The founding board of directors included Bozulich, Dowsey and their wives and also William Pinchard of New York, Horst Mueller from Vienna and Yoshiaki Nagahara 4-Dan. Two major events occurred in 1971, firstly the ¥ was revalued forcing higher prices for new books, and secondly James C. Davies joined the company and began writing the 1971 Honinbo Tournament with Iwamoto, 9-Dan. With Davies' influence the quality of future books was destined to show a dramatic improvement. Only one new title appeared that year "The Middle Game of Go" by Sakata, but "Basic Techniques" was reprinted in paperback at a price well within the pocket of even the most impoverished university student.

After four years of Nihon Kiin charity, The Ishi Press finally quit their cubbyhole in the Chuokaikan and moved to a new office in Kanda's second-hand book district. Upstairs is the Kanda Chinese Restaurant Association and downstairs a coffee shop. The office is an unusual shape, about 12 yards long and 1 yard wide with a kink on both ends, but at least it has a toilet. Renting the office came just in time to handle the worldwide boom in sales of books and equipment. Part was undoubtedly due to the high quality of the new books published in 1972. First "Strategic Concepts of Go" by Nagahara set the pace and in quick succession there came "The 1971 Honinbo Tournament" and "Go for Beginners", both by Iwamoto in collaboration with Jim Davies. The latter proved to be a runaway bestseller as befitted its role as the best beginners book ever written in English. A second reason for the heightened interest in Go around the world was the Nihon Kiin sponsored teaching tours of Europe (Iwamoto, Kodama and Yoshida) and North America (Okubo, Nagahara and Dowsey). In fact in the seven months since it came out in July, "Go for Beginners" has sold nearly 3,000 copies, probably a record among English language go books.

The advent of 1973 sees The Ishi Press staff as busy as ever. Due to the recent revaluation of the ¥, \$ prices for books will be going up 20% on average. This will hurt Americans more than Europeans, but all the books being planned at the moment are paperbacks, so they will be about half the price of the equivalent hard cover editions. This should offset the adverse effects the higher value ¥ might have had on the development of go.

In March last year, The Ishi Press inaugurated its Elementary Series with "38 Basic Joseki" by Kosugi, 5-Dan and Davies. This is the second in a set of 7 books dealing with each facet of go at an elementary level. The complete series is as follows:

G10	In the Beginning - Fuseki: Ishigure, 7-Dan	(Autumn 1973)
G11	38 Basic Joseki: Kosugi, Davies	(March 1973)
G12	Tactical Magic - Tesuji	(in preparation)
G13	Attack and Defense	(in preparation)
G14	Life and Death - Tsume-go	(late 1973)
G15	End Game in Go - Yose	(in preparation)
G16	Handicap Go: Nagahara, 4-Dan	(late 1973)

The prices will be between \$3 and \$4 according to length and the books will be the same page size as "Go for Beginners". They are perfect for the kyu player but will probably be of great assistance to dan holders as well.

This series will not be the only books printed this year as the Spanish edition of "Go for Beginners" (Go para Principiantes) is almost ready for release, "Strategic Concepts" is due for a paperback reprint to appear in the summer and "Basic Techniques" is already into its third printing. To help cope, the staff at the Ishi Press office was recently enlarged by the addition of Primož Pečenko from Yugoslavia. This makes the average strength of the foreign members of the company around 4-dan, a far cry from original average 3-kyu back in 1968.

This year will also be interesting as a competitor has appeared. No longer does The Ishi Press have a monopoly on trade, the challenge is provided by The Igo Press (The International Go Press) brainchild of Manfred Wimmer of Austria. He is working with Mr. Matsumoto, a strong amateur go player, president of the Japanese Chess Association. They plan to produce two books this year; one about Yasunaga's handicap go and the other a book of tsume-go problems. The motto of the Igo Press is "Better books and Cheaper" but how well they will succeed remains to be seen. But on one thing there is no doubt, the world is guaranteed a supply of go books for quite some time to come. Beginners who start go nowadays have everything already available, and are the envy of us older players.

ADVICE FROM A JAPANESE GO PLAYER TO A FOREIGNER

A member of the Nihon-Ki-In has recently said this about one of our British players - "Perhaps his competitive spirits have made him what he is now. But 'competitive spirits' alone are not enough for his improvement from now on. If he finds that there is something deeper in Go and gets to love Go, then bravo! But so far as he delights in defeating his rivals mercilessly, there is no hope for his true improvement."

I think this touches upon one of the major differences between the Japanese and the European approach to the game. We may do well to take note of this advice.

GO BIOGRAPHY by Derek Hunter, B.G.A. Secretary

Derek Hunter learnt Go from Dr. Good's article in New Scientist before going to Oxford, where the University club was founded in Summer 1966. There were only seven founder members - also among them David Knowles, Bernard Nurse and Jim Metcalf - but on starting recruiting in the Autumn of that year they rapidly achieved the largest membership in Britain - over 120.

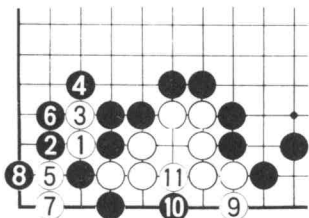
The Oxford club was very active as well as large and among its early projects in which Derek was concerned were a one day Congress in May 1967, which was probably the first large Go gathering in Britain, and the first British Congress, which Derek organised in 1968 with Andrew Daly. At this Congress, Derek was elected B.G.A. Secretary, and took up the duties of the post on moving to London in Autumn 1968.

He rapidly gained John Barrs' confidence, and took over an increasing part of the day-to-day work of the B.G.A., which John had previously shared only with Bob Hitchens. The very existence of the B.G.A. after John's death would have been questionable had not Derek and Bob been able to provide continuity.

Derek moved to Reading in 1970 and contributed to the notable success of the local club in the last few years. This did not, however, curtail his continued involvement, not only in the ever-expanding administration of the B.G.A., but also in European Go matters. As organiser of the European Congress in 1971, he was elected E.G.F. secretary and continued in that job until 1973, probably because the E.G.F. had never before had a secretary who reliably replied to letters, let alone who always replies by return post.

This characteristic efficiency will undoubtedly be apparent in the 1974 British Congress which Derek is organising in Reading - again with Andrew Daly.

Derek is a very strong 1st kyu.



answer to problem on page 4

PROBLEMS FROM KIDO YEAR-BOOK

Here are three artificial but entertaining problems from Kido Year-Book 1968.

Problem Diagram No.1 shows a famous position known as 'Iwami Jutaro's Prison Break'. It will be immediately familiar to those who have studied 'Go Proverbs Illustrated'; even if you can't remember the exact position the application of a well-known proverb will enable you to find the only move Black can make to save his stones.

White has to capture the three black stones in Problem Diagram No.2. Remember that Black threatens to connect out with either (a) or (b).

Problem Diagram No.3 shows a less well known position. Can the White stone escape? White (c) would of course be answered by Black (d).

Solutions will be given in the next Journal.

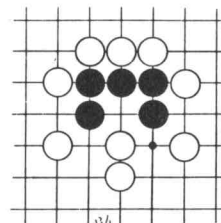


Diagram 1

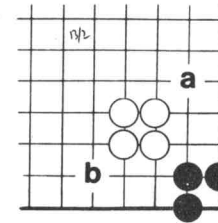


Diagram 2

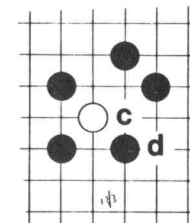


Diagram 3

BOOK REVIEW by David Sutton

In the Beginning - Fuseki, by Ishigure, Ishi Press

Fuseki is the least rewarding area of study for the amateur player, for whom an equivalent investment of effort in tesuji, katachi or the always neglected yose will almost certainly bring greater returns in the terms of actual improvement. For until one is thoroughly proficient in basic fighting, all one's efforts to achieve a style full of balance, harmony and other such desirable intangibles will be meaningless in the face of unbalanced, inharmonious and somehow stronger opponents, invading sound extensions and plonking down amid perfect moyos with insouciant impunity.

This book, therefore, despite its modest scope and apparent slightness, does probably about as much as usefully can be done in dealing with fuseki at the kyu player's level. In its own words, it seeks to give "not prescriptions, but useful ideas". Thus, it stays away from joseki and makes no attempt to categorize fuseki patterns into cross star openings, parallel komoku and the like, with their infinite and debatable nuances. Instead, its first two chapters set forth clearly and simply with problems and examples, such ubiquitous concepts as extensions, thickness, the open skirt, light play and heavy, reverse strategy, and the third and fourth lines.

The third and final chapter consists of ten full-board problems, in order of increasing difficulty, the solutions including a discussion of the "not so good" moves, that is at least as valuable as the nomination of the best. One's only caveat about the book comes at this point: if the problem section had only been doubled in size, the book might have escaped altogether the suspicion of slightness. But it is still a book that should interest and benefit all kyu players, and figure early in the reading of beginners.

go

A GUIDE TO THE GAME

D. B. PRITCHARD

David Pritchard, Editor of Games & Puzzles, says in his Preface 'My aim has been to provide a short but comprehensive introduction to the game which will enable the reader, with a little practice, to achieve a reasonable competence. Mastery is another matter: it usually takes years to reach even the lowest dan grade'.

In this guide Mr Pritchard gives a short history of the ancient oriental game, explaining the elements of it, discussing tactics and describing the strategy and playing of the game.

£2.35

FABER AND FABER

AN EXAMPLE OF SAN REN SEI

This game, which was actually played before the publication of Francis Roads' article in Journal No.21, is an example of one way to play against this powerful formation. The game is of no great depth, but contains an interesting strategic dispute. The latter half is omitted by mutual agreement of the players'.

Black: Derek Hunter
White: Andrew Daly

Comments are by the players, those by Derek are marked (D).

The fuseki up to White 6 is a fairly normal ni ren sei opening, White taking a rather low position in spite of receiving no komi.

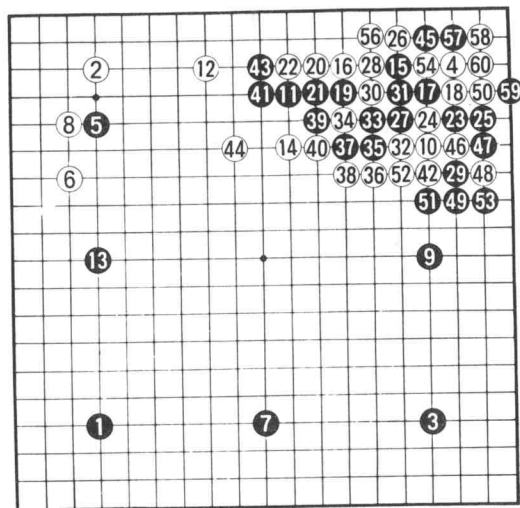


Figure 1 55 AT 34

- Black 7: (D) This is a move which reflects a certain style. Compare the opening given in Diagram 6 of Francis' article.
- White 8: Whether the four stones in this corner constitute a formation better for me than would two in a simple shimari I cannot tell. Certainly the move is very large.
- Black 9: Better at 10, White would normally reply around 30, then 9 is excellent.
- Black 11: (D) Good. No, bad, 12 protects the corner to some extent while attacking 11, so that 11 provokes a good move. (D) No, 12 is too narrow.
- Black 13: Should certainly be on the third line, and better at C8, or if you like familiar formations C7.
- White 14: This is the critical play of this fuseki. White's strategy is to avoid a premature invasion of the now massive but still unconfirmed Black moyo. I want Black to fight for his life on this side, leaving White influence to invade the moyo later. What I would do if Black played K10 I don't know! (D) White 14 must be an overplay.
- Black 17: This fight is in an area of White influence, but Black has the assets of aji in both corners. This move destroys about half the aji in this corner without significant gain - a mistake.
- Black 23, 25: Cuts off the White group to give himself something to work on.
- White 30-40: Builds the influence required by sacrificing one stone.
- Black 39: Should be at 40, making one eye without loss.
- Black 43: Sente which cannot be ignored.
- Black 45: White failed to see the threat, and Black makes a large gain.
- Black 47: Should be at 56 for maximum advantage. Black then captures 6 stones and makes life, but White captures two and also lives, so that this move is tempting.
- White 48-60: Illustrate Black's error.

White must time the atari at 54 very carefully - too early will lead to dame zumari for his stones in the corner.

The sequence has very few alternatives throughout. Now Black is going to have problems with his heavy group, although White has a weakness at 61 which will cause him difficulty.

Black 65: A strange shape. Perhaps better is tsuke at H14 and aiming at nozoki at 75.

White 66: The temptation to force Black into bad shape is too strong, but this is very bad aji keshi. Note that after 84 White could cut, starting one point to the right of 65, if not for this exchange.

White 68: Looks weak, but is profitable and may be necessary at this stage.

Black 69 - White 74: These moves are difficult to evaluate, but White is happy to have captured a stone.

Black 75: A mistake, White has no real weakness there.

White 76 - 84: Again difficult to evaluate; White becomes all but safe, Black all but escapes, but there remains the cutting point at H11 which is almost sente for White.

Black 85: Seems to fall between three stools. It doesn't protect the cut at H11, nor establish territory on the left side, which is still open in two directions, nor protect the corner absolutely.

White 86: Alternatives to this joseki were -
87 at 94, for small territory on the side and to guard against White T13
or at 89 or P5 to play on a grand scale.
89 at 91 has its virtues
90 or 92 could have paid more attention to the side, but as we shall see White had another plan.

After 93 both sides were confident of victory. White has a certain 50 points of territory, Black about 10, but he should make some more on the right side, and the lower left corner must be worth a few! If White now cuts at H11 he should make at least 20 points in the centre, and Black's potential is so full of holes that he would be lucky to make so many.

White 94: Premature

White 96: Greedy

Black 97, 99, 103: Tesuji showing White's errors

After White 104 Black should just play at R9 to ensure 15 points on the side.

But both sides wrongly entered the ko, and the game rapidly declined to an ignominious end about 60 moves later when White resigned.

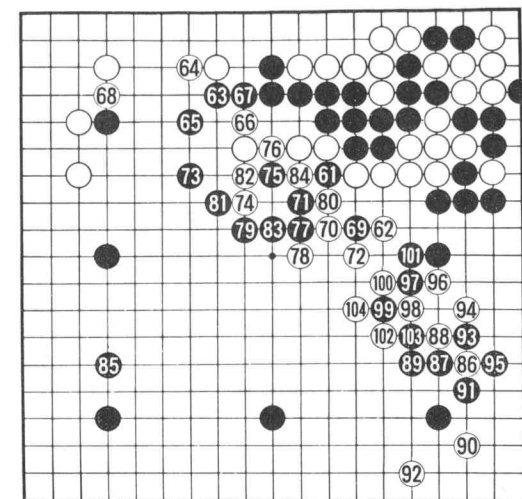


Figure 2

A NEW CLUB AT SWALE

Meetings of Swale Go Club are near Sittingbourne, Kent, on 2nd Wednesday and last Thursday in each month. Meetings arranged at shorter notice on Wednesdays or Thursdays in other weeks, usually near Faversham.

Contacts for details of times and places of meetings:

David Green, Bay House, Painters Forstal, near Faversham, Kent. 'Phone (work) -
Sittingbourne 4444 ext. 415
John Pusey, 7 Stonebridge Way, Faversham, Kent. 'Phone (work) 01-212 8521
(home) Faversham 3490