NEWS AROUND THE CLUBS

LONDON

The London Go Club will be meeting in new premises from Monday, 6th May. We have been very fortunate to find a large room upstairs at:

The Rose, 58 Hatton Gardens, London, E.C.1.

Meetings will start at 6 p.m. and will end at 11 p.m. Unfortunately, we cannot use the room on the first Friday in every month, so we can only offer every Monday night and three Fridays out of four.

Result of Paris/London Match, February 9th/10th, Paris

1st Round				2nd Round				3rd Round			
Prescott	1	Merissert	0	Bates	1	Merissert	0	Hall	0	Merissert	1
Bates	1	Dicky H	0	Hall	1	Dicky H	0	Bates	1	Jay	0
Hall	0	Jay	1	Prescott	0	Jay	1	Mitchell	0	Xavier	1
Mitchell	0	Danset	1	Mitchell	0	Dicky A	1	Bailey	1	De Panafieu	0
Bailey	1	Lalo	0	Bailey	1	Azai	0	•			
Barst	0	Lamarzelle	1	•							

A Return Match is being planned: Venue - London

Recent Battle Royal between Cambridge and Oxford, Cambridge losing 10 Boards to 6

The Corby Go Club have formed a further club in one of the schools in Corby, with about 20 regular players aged 13 - 15. They would like to play a match, and are prepared to travel up to 100 miles. Please contact: Mr.L.D.Ellis,

Kingswood Comprehensive School, Corby, Northants.

BRISTOL

Mike Roberts has again won the 13th Cup, taking it from Jim Draisey. The vital game was between Mike Roberts and Mrs. Nina Thomas.

The new Internal 10 kyu Competition has started with A.H.Sommerville and A.H.Smith playing off, the winner being A.H.Smith, who will accept any challenge from 10 kyu or greater.

Once again, plans have been laid for the 5th Wessex Go Tournament to take place at Marlborough Town Hall, Sunday 20th October. Full details to be issued.

Small Ads

A member would like to sell a second-hand set of 6 mm plastic stones bought in January. Please contact: D.Elliott, 79 Maryville Park, Belfast BT9 6LQ.

STOP PRESS

The First Edition of the Reading Newsletter received before going to print. Congratulations to Reading on a grand effort; also the Club's 5th Birthday.

BC

BRITISH GO JOURNAL

Editor: R.C.STONE, BRISTOL

NUMBER 24

SUMMER

JULY 1974

EDITORIAL

The request for articles appearing in the Spring issue of the Journal has met with moderate response, unlike previous requests when nothing was forthcoming. The "Editors Four" express their thanks, but the plea is still for more, especially good class games. Articles for the Autumn Issue are very thin at the moment; please help.



The phantom typist and the blind proof reader have been at work in the Spring Issue, with some outstanding results.

Page 12, Heading "Go Biography by Derek Hunter" should have read "Go Biography of Derek Hunter; also in last line of text 'Derek' was spelt 'Derk'. Sincere apologies are extended to Derek Hunter for these two errors, and it is hoped that these have not caused too much embarrassment.

SECRETARY'S NOTES

- 1. The BGA hopes to have new stocks of both glass and plastic Go stones soon. Please write for details before ordering.
- 2. Please continue to send details of all BGA members 6th kyu or stronger for additions or corrections to the grading list.
- 3. Copies of the JAL leaflet about the game of Go are now available from the BGA Secretary at the nominal price of 1p each towards postage.
- 4. Club members are reminded that they should communicate with the BGA through their Club Secretary.
- 5. Club Secretaries are asked to keep the BGA Secretary informed of the details of their club, as a list of clubs is to be given to all enquirers.

All correspondence to:

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

COMMITTEE NEWS by Francis Roads

Owing to the increasing volume of business, committee meetings will in future be held on a regular monthly basis. Any member wanting a particular matter discussed should send details to Derek Hunter.

The BBC2 'Open Door' television programme about Go is now recorded and has involved some hundreds of hours of work by committee members and others. Scheduled transmission dates were 3rd and 9th June, so by now you will have seen the fruits of our labours.

General discussion has included: matters arising from the Reading congress; certain specific and general proposals for future matches and tournaments; preparing the ground for Stuart Dowsey's London Go Centre and determining how we can best co-operate with the enterprise.

Decisions have included dan grade promotions and the investment of about £500 in a further supply of plastic and glass stones and possibly score pads.

THE LONDON GO CENTRE by Francis Roads

Stuart Dowsey has sent us details of the London Go Centre, which he will be opening probably in October, after his return from Japan.

The idea is to provide the first permanent centre for Go activities in Europe; It will be open full time both for playing and teaching Go and as an administrative centre for distributing books and equipment and gaining publicity. It has to be in London to have maximum chance of attracting enough supporters to become economic, but Stuart makes It clear that the intention is to use the Centre so as to develop Go throughout the country and indeed throughout Europe.

The London Go Club will be able to use the premises for their regular meetings, but there will also be regular lectures and teaching sessions for beginners and stronger players, and various tournaments from time to time.

It is hoped to attract foreign visitors both European and Oriental, and It may well prove more attractive than the rather unprepossessing premises the London Club has been forced to occupy in recent years.

The initial financial backing is coming mainly from Japanese sources. Financial independence must be the ultimate goal, but clearly as well as the initial capital costs there must be a period of loss-making while it builds up a regular clientele. Stuart's target attending membership of the Centre is 1,000. As the Centre will be open every day, and should attract some publicity, this is by no means an unrealistic target, but It will of course require whole-hearted support from existing players in bringing in the beginners and new members.

Apart from regular teaching sessions, other projected uses of the Centre include a London Open Championship to be held early in the year, a monthly handicap knock-out series, and summer seminars for promising young players. There is a good chance of getting Japanese professionals to visit the Centre for teaching. These are of course only suggested uses, and Stuart will welcome other ideas.

While we all wait avidly for the Centre to open, we can be thinking of a suitable emblem or symbol for the Centre. Stuart is offering a prize of a Go set (folding wooden board, glass stones and bowls) for the best design submitted by a BGA member. Entries should be sent to Derek Hunter to hold. When Stuart returns he will acknowledge all entries and award the prize. Meanwhile, I am sure we all wish Stuart Dowsey the best of luck in this most ambitious enterprise.

GAME : J.CLARE v P.T.MANNING

From a match Reading v Cambridge played at London Go Club on Friday November 29th. Both players were 4 kyu; 5 points komi; J.Clare was black.

COMMENTS by P.T. Manning, after discussion with B.J. Castledine and P.G. Prescott.

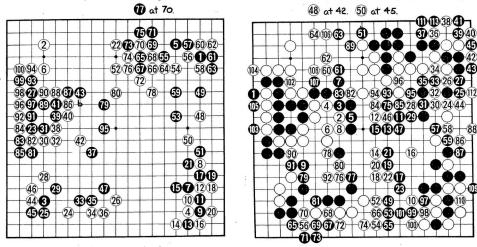


Fig. 1

- 10. This move is joseki, although a play at 11 is more well-known.
- 19. Black should play kikashi at P3 followed by P4 to gain some thickness. If black plays at P3 after move 20, white has the option of answering at S4 instead of at Q1. However, Black's position on the right side is good; there does not appear to be any good invasion point for white.

Fig.2

- 25. Unusual, and too passive. The "standard" ikken tobi is probably better.
- 26. Too loose. Should be a simple niken biraki at J3 (white 36).
- 33. This is aji-keshi, it eliminates the possibility of an invasion at Black 34 or 35. If black is to play in this area, ikken tobi at G5 is better.
- 37. This move looks mis-placed. Perhaps a play at 42 would be better.
- 42. Should be at G10.
- 43. To take advantage of white 42, this should be at 86. White cannot now play at "b", whereas he could if white 42 had been at G10.
- 44. This move is gote. If white is to play in this area, it should be at 46, threatening the suberi to B3.
- 47. This does not do anything. White cannot play degiri at F4; there is a simple shicho.
- 48. After de-lineating one side of his territory with 44 and 46, he should play at C7 to make eyes.

 Probably R12 is a better invasion point, threatening to play tsuke against Black 1.
- 52. Due to the presence of black 43, there is not much territory here; a play at 69 is better, but having started a fight with 48 and 50 white should probably continue it.

J.CLARE v P.T.MANNING GAME (Continued)

- 53. A territorial move at 70 is better, as 53 does not definitely kill the two white stones.
- 59. Should be sagari at 61.
- 62. Bad; an overplay. It should be at 63, followed by watari at \$13 or running away at O14 or O15.
- 71. If black plays at M14 the corner dies (?).
- 79. Disdaining the cut, (at L14), black merely threatens it with a stone that has implications against white's group on the left.
- 81. Exposing white's weakness, this move makes him rue the day that he neglected to play at C9.
- 84. Futile.
- 92. Again futile. Better is kikashi at B12, followed by hane at C14 in sente. White's corner is correspondingly larger, and black's group including 87 rather weak. In addition, black's group is rather over-concentrated.
- 94. Too passive (it is not sente). The vital point is 95 (or at least one of them is).
- 105 Does a play at F10 kill the white group?
- This move (and also 114) aims at the white group including 103, etc.
- 118 This should be at 119, a tesuji worth remembering, to connect 116 to 114 and so out to safety.
- 129 Better at 131.
- 122 Probably strengthens black more than white. M4 is better, but it is gote.
- 139 The vital point here is 140, not 139. A play at 140 gives a yose ko in the corner.
- 141 White has only one eye in the corner, but enough liberties to win the semeai.
- A hideous mistake, white does not need to fight the ko, but can fill it and win the semeai.
- 146 This may not be a valid ko-threat.
- 151 This move is not small; it also guarantees two eyes for the group on the upper side.
- 157 This move is only worth about 10 or 12 points; a play at H18 is probably bigger.
- 158 Should be at 159.
- 166 Prevents black playing hasami-tsuke at K2.
- 174 White must make two eyes.
- 184 This yose is worth about 6 points. The biggest yose is at P19 (worth 10 points).
- 192 Useless this point is virtually dame.
- 205 Should be at A14.
- White now has no change. This yose should have been played much earlier.

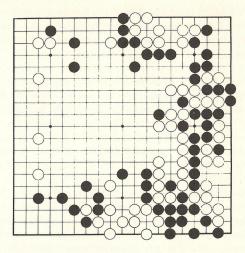
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This game was won in the yose (eventually by 14 points).

A FORSYTH NOTATION FOR GO by Francis Roads

One of the advantages that Chess players have over Go players (indeed the only one I can think of) is a handy way of writing down positions quickly without a diagram. Inevitably it must take longer to write down a position involving 361 points instead of the 64 squares of chess, but in adapting Forsyth notation for Go, certain extra abbreviations can be made to give a reasonably useful notation for Go positions.

To describe a position in Forsyth you start in the top left corner of the board and work along the top row describing the condition of each point (vacant, black stone, or white stone) as you come to it. A diagonal stroke indicates the end of the row, after which you work down the board describing each row in turn.



I use the following system of symbols and abbreviations:

Tool the ferroming dyerom or symmetric and a second control of the							
	Handwritten	Typed or Printed					
Single vacant point	Dot	Dot					
Two or more vacant points in succession	Small Arabic Numeral	Arabic Numeral in brackets					
Single black stone	Dash	Dash					
Two or three black stones in succession	Japanese Numeral (i.e. two or three parallel dashes)	Arabic Numeral underlined					
Four or more black stones in succession	Arabic Numeral underlined	Arabic Numeral underlined					
One or several white stones in succession	Arabic Numeral	Arabic Numeral					

A further abbreviation can be borrowed from the chess system. An entirely vacant row is represented by (19)/, so (38)/, (57)/, can represent two or three vacant rows in succession, and so on.

It would be possible to abbreviate still further, but this might make the system too difficult to learn to write and read. Of course, for most purposes an ordinary diagram provides the most convenient way to write down a position – the main usefulness of Forsyth would be when no diagrams are available or when you are in a hurry. If you are going to use this system it is worth practising it – the trick is to look at the board continuously with only occasional glances at what you have written.

Continued on page 15

ANNUAL GENERAL MEETING 1974

The AGM was held during the Reading Congress at 7.30 Saturday evening, 30th March. About sixty members were present when the minutes of the previous AGM were read and signed with no matters arising immediately from them. Toby Manning and Alick Henrici were elected tellers.

Francis Roads gave the President's report on an eventful year. The major events had been the visit of Nakaoka and Takagawa, with the former's game against John Diamond; the association with Japan Air Lines, who had produced an introductory booklet; the preparation of the 'Open Door' television programme; the distribution of sets and books by the Nihon Kiin; the preparation of Congress Rules in a more definite form; the Sunday Times article, which had led to a considerable influx of members; the purchase of John Barrs' collection; the London-Paris match, and the start of a series of beginners' meetings in London.

Bob Hitchens, in giving the Treasurer's report, referred to the balance sheet which was circulated at the meeting. He drew attention to the effect of VAT, the difference between the amount realised by subscriptions and the cost of producing the BGJ, and to the Go Review situation, which might require some call on the reserves because of the need to honour subscriptions collected some years ago. The profit element on book sales was about 30%. His report was accepted by 42 votes to 0, with 5 abstentions.

In the Secretary's report, Derek Hunter gave membership figures for 1973. Total membership was 14% up at 586, but this was largely due to a doubling of the number of unattached members. He now dealt with an average of 92 letters per month, compared to 65 in 1972, and looked forward to John Allen taking over the distribution of books.

The three Officers were willing to continue in office and, there being no other candidates, were elected unopposed. For the five Committee posts, however, there were nine candidates and thus, for the first time, the tellers had to deal with a contested election. The candidates were permitted to speak before the votes were cast, and some took the opportunity to state their positions. When the voting was announced after a recount, the following were elected:

John Diamond	(46 votes)	John Tilley	(30 votes)
John Allen	(43 votes)	Mark Hall	(27 votes)
Andrew Daly	(35 votes)		

The unsuccessful candidates were:

Geoffrey Gray	(25 votes)	Paul Prescott	(20 votes)
Jim Bates	(24 votes)	Laurence Hamilton	(10 votes)

Under 'Any Other Business' a suggestion was put forward that the elections should in future follow AOB, to permit the candidates more chance to express their views in discussion, but this was defeated on a vote by 23 votes to 22. Other matters discussed included the contents of the John Barrs collection, the distribution of Go books by public libraries, announcement of a Summer Congress in Cambridge, and next year's British Congress at Alsager, near Crewe, and a vote of thanks to the organisers of the 1974 Congress.

BRITISH GO CONGRESS 1974

Report by Andrew Daly

The Seventh British Go Congress was held at the end of March at Wessex Hall, Reading University. In spite of the rather high prices for accommodation, both the strength and number of the entrants was better than ever. Altogether 104 players took part in the main competition, which as usual was run on the McMahon system.

The Congress was notable for the sponsorship of Japan Air Lines. Their assistance in publicity and printing were much appreciated by the organisers, their sherry party perhaps more by all the participants, and the prize they offered – a return trip for two to Japan – to the top British player added a certain spice to the competition. Also a new departure was the presence on Sunday of a BBC camera team taking film for the Open Door programme to be shown in June.

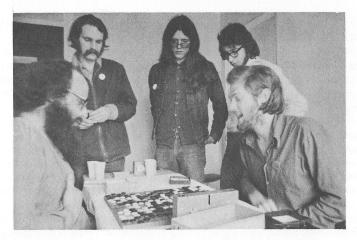
In the top group of the competition – 2 dan and above – were Ku Dae-Yeol, the Korean journalist, defending his Open title, Patrick Merissert-Corfinnieres and Denis Feldmann from Paris, three Japanese players, twelve-year-old Roland Schlemper, 2 dan, from Amsterdam, and the strongest ever British contingent, led as ever by John Diamond, 4 dan, but including six entries at second dan. The favourites, naturally, were last year's leaders Ku, Diamond and Merissert, but on the first day both Ku and Merissert lost, and the overnight leaders were Diamond and Schlemper. On the second day, however, Diamond showed his full strength, and finishing with a 6-0 record scooped all the prizes. Five players tied for second place with 4-2: Merissert, 3 dan, Ku, Korean 3 dan, Paul Prescott, 2 dan, from London, Andrew Daly, 2 dan, from the local club, and Tokudome, a Japanese 3 dan living in Paris. On the tie-breaker, Prescott gained the challengership for the British National Championship by half a point from Daly, and he will play the challenge match with Diamond in the summer.

The high-kyu games were notable for the consistency of the results with handicaps, and consequently few promotions were recommended for these players. Three first kyu players, however, made particularly strong claims for promotion: David Mitchell, Ron Moss, and Brian Castledine. The last of these collected some very impressive results in winning the Kyu prize – he was 2–1 up in games against 2 dan opponents. The Team Trophy, a handsome cup presented by the Korean Ambassador, was also decided on the results of the McMahon tournament. This went to Cambridge Wanderers, a team of former Cambridge University players, in spite of a determined effort by the Reading club to win again the title they won in Edinburgh.

On the Friday evening before the main event, a lightning handicap tournament was held. This event, in which nearly sixty players took part, was a simple knock-out and consequently yielded several shock results. Perhaps the most surprising was in the semi-final, where Mark Hall beat the odds-on favourite John Diamond, but after this it was no great surprise when he went on to beat the erstwhile giant-killer Peter Williams in the final.

Other events during the Congress were the JAL sherry party, mentioned previously, the BGA Annual General Meeting, reported separately, and an amazing amount of casual Go, not always following rules that would meet with the approval of the Nihon Kiin.

The organisers would like to thank everyone who came, particularly those who by helping in the organisation made a surprisingly busy weekend pass moderately smoothly. Special thanks are due to Alick Henrici and Jim Bates.

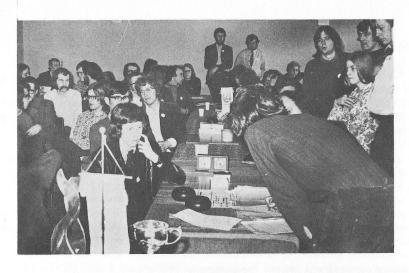






ACTION AT READING

Photographs by Mr.Lee and Mr.Tilley

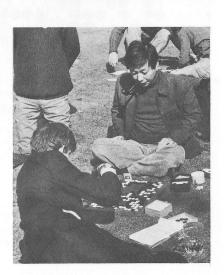












BRITISH GO CONGRESS 1974 (Continued)

Japan Air Lines, in addition to their other help with publicity, etc. most generously gave two air tickets to Japan as a prize at the Congress. These could not be awarded to the Open Champion, as he is frequently a Japanese or Korean; neither could they be awarded to the British National Champion, as this championship is not decided at the Congress. The prize was therefore awarded to the top British player at the Congress.

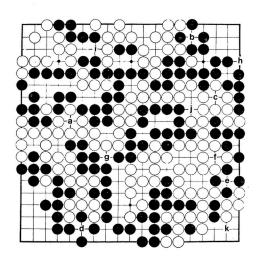
At the closing ceremony, Mr. Tsunogai from JAL made an amusing speech and presented the prize to John Diamond, who has now chosen Derek Hunter as his travelling companion to Japan.

Another welcome visitor at the ceremony was Mr.Kim from the Korean Embassy. He presented the Korean Ambassador's sumptuous team trophy to this year's winners, the "Cambridge Wanderers".

The other prizes were provided by the Congress.

A PROBLEM OF KOS

(Adapted by Francis Roads from an article in Go Review, October 1963, by M.Isokawa, 7-dan)



The diagrammed position occurred after move 278 in a game between Y. Hashimoto, 7-dan, (Black), and Isokawa, (White), and is here presented as a Yose problem. Black is to play; with best play by both players, what will be the result?

The only remaining points where either player stands to gain are the four Kos at (a), (b), (c), and (d). Both players have various Ko threats of various values. The problem then is to count the territories accurately (prisoners already captured by each player are equal, but White has $5\frac{1}{2}$ points komi to be added on) and then work out the precise sequence of Ko captures and threats which

gives maximum benefit to each player. The position is not as simple as it looks, and the result is a surprising one.

Solution on Page 11.

SOLUTION TO 'A PROBLEM OF KOS'

The surprising answer is that with best play by both players the game is drawn by repetition of moves.

If all four Kos (a), (b), (c), and (d), were filled in in turn, White wins by $1\frac{1}{2}$ points. White has 44 points in the lower right area, 7 in the top left corner, 5 on the upper side, and $5\frac{1}{2}$ points komi, totalling $61\frac{1}{2}$, while Black has 25 points in the lower left corner, 3 in the middle, 15 in the upper right corner and 17 (can you see why not 18?) on the left side totalling 60.

So Black must capture at (a). If he could fill this Ko he would be two points better off, one for the captured stone and one that he won't have to fill inside his territory. In the game White now captured at (b). Black couldn't afford to lose this Ko, so he made a Ko threat by capturing at (f), and White answered this threat with a capture at (e). Then Black recaptured in the Ko at (b), and White recaptured in the Ko at (a). Now Black needs another Ko threat, but all he needed to do was to recapture the White stone at (e), forcing White to recapture the Black stone at (f). Now the position has returned to that in the diagram, and the game was drawn by repetition, just as in the case of a triple Ko.

Since White only needs to win two of the four Kos to win the game, why doesn't he just fill at (c) instead of contesting the Ko at (b)? In this case Black will fill at (b), and White can only take one of the Kos at (a) or (d). But since Black still has his inexhaustible supply of Ko threats from the double Ko situation at (e) and (f), he will never allow White to fill either of these Kos. Again the game will be drawn by repetition.

Why exactly do Black's dead stones on the right provide such good Ko threats? If White were to ignore Black's threat after he had captured one of the Kos at (e) or (f), Black would connect at (e). This does not give the stones two eyes, but threatens to start another Ko fight for the life of the whole group. However, this is a Ko White cannot win, as nearly 30 points are involved. White has only one Ko threat of the required size, at (g); threats like (h) and (i) can be ignored by Black. Black has an enormous threat at (j) and a good local one at (k).

To sum up; because Black has inexhaustible Ko threats for small valued Kos, White can only avoid a draw by repetition by allowing Black to fill three of the four real Kos on the board. However, the score happens to be such that to do so would give Black a $\frac{1}{2}$ -point victory.

Positions like this are, of course, quite exceptional, but a simple modification of the Ko rule could avoid such draws by repetition. All that is needed is to bar a player from repeating the position on <u>all</u> subsequent moves – not only the immediately succeeding one.

SOLUTION (THE "EARS-REDDENING MOVE OF SHUSAKU")

Answer to Forsyth Notation

Shusaku played at K11, one point above the centre star point. This move expands the upper area, relieves some of the pressure on the four stones towards the bottom, and prepares to reduce White's left side area. Simple when you see it, but did you?

BOOK REVIEW

YOSE Translated from the Japanese by John Fairbairn

Beginners and even those who, no doubt with good reason, no longer consider themselves beginners, tend to neglect the study of yose. They will assiduously apply themselves to the study of Tsume Go problems but pass over those on yose. Life-or-death struggles may be important, but as long as Go is about territory, yose has no less importance. Whether this is due to the faulty attitude of the player or the lack of yose literature (with the exception of one chapter in "Basic Techniques" and the occasional magazine article) is a matter for conjecture. No longer can the second hypothesis be held out as an excuse, for here, thanks to the efforts of the translator, John Fairbairn, is a series of pamphlets on yose that can be had for "peanuts". They have been extracted and translated from the book by Yoshinori Kano (8-dan) which forms No.8 of the 10 volume Nihon Ki-in Middle-Kyu Series, and though aimed at 4-7 kyu players, those who are weaker should not be deterred from obtaining a copy. The treatise, though brief, is authoritative and the most complete expose of yose yet available in the English language. Those of you who cannot wait for the Ishi Press publication would do well to write off to Mr. Fairbairn for "Yose", for their end play is sure to improve under Kano's instruction.

Brief note on the author:- Born 1928 Kyoto. Went to Tokyo at the age of 9 to study under Suzuki 5-dan. In 1943 he became sho-dan, in 1952 5-dan, and in 1964 8-dan. His Go style is characterised by a steady positional sente and he is acknowledged as an expert on yose.

John Fairbairn is willing to complete the translations with Parts 2 and 4 if sufficient members request it, so those wishing to encourage him should write or telephone their support to J.T.Fairbairn, 14 Duffield Close, Harrow, Middlesex. Telephone 01 427 0214

NEWS FROM JAPAN

NEWSLETTER The Ishi Press

Takemiya and Kato lead the Honinbo League

The Honinbo League is nearing its finish, and Masaki Takemiya and Masao Kato are racing neck and neck with 5-1 records. Utaro Hashimoto, Eio Sakata, and Rin Kaiho are tied for second place at 3-2.

Pinckard Wins

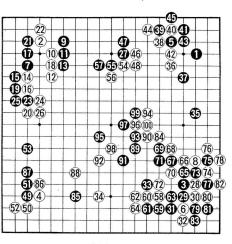
The second division (3-dan and below), of the annual Tokyo foreign residents' tournament was won with a perfect record by William Pinckard. The prize was a Go board, and entry into the first division.

Rod Stewart learns Go

The world-famous rock singer Rod Stewart recently toured Japan with his group 'The Faces'. Attached to the party was the official tour doctor, Dr.Geoffrey Gray, president of the London Go Club. Rod Stewart showed instant interest in Go and received his first teaching game from Dr.Gray at 1 o'clock one morning in the lobby of the Tokyo Hilton Hotel. He is now studying Iwamoto's "Go for Beginners".

GAME PLAYED 1ST DIVISION WESSEX 1973 Marlborough Town Hall

White: Andrew Daly, 2-dan, (Reading) Black: T.Mark Hall, 1-dan, (Bristol and London) Comments by T.Mark Hall, Editor's notes (E)



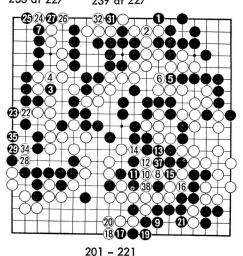
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155 at 38

1 - 100

...

230 at 224 236 at 224 233 at 227 239 at 227



Moves 9 to 27 Although White did not know this particular Joseki, he still played correctly.

Black 29

Black felt he should have left this situation for later.

- (E) Do not fight your opponent where he is stronger.
- White 32 (E) Should have been played at 65.
- Black 33 (E) Bad; this gives no real protection; should have been played at 65.

White 36 (E) Standard way of preventing this corner enclosure with a "double wing" extension from growing too large.

White 46 A little too heavy as it strengthens black and this automatically attacks the white group.

White 54 (E) White chose to strengthen his upper group at the expense of Black's rather than separate the two black groups at 222 at this time. White probe at 58 is correct, but the continuation at 66 is a mistake. White should extend along the side. Black takes the corner with a sacrifice sequence.

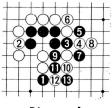
Black 87 Should have continued with 88 as this is much bigger than the move actually played.

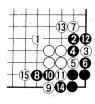
White 124 (E) Should have been at 125 giving up three stones. Black regretted not playing 169 at 170 which would have created an entertaining fight which may have endangered most of White's left side group.

Black 211 A blunder; which lost too many stones and made Black's defeat completely obvious.

SOLUTIONS TO PROBLEMS FROM KIDO YEAR-BOOK

See British Go Journal Issue 23





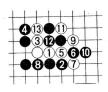


Diagram 1

Diagram 2

Diagram 3

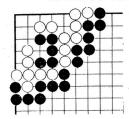
Solution Diagram 1 shows how Iwami Jutaro breaks from his prison by applying the proverb 'If the formation is symmetrical, play in the centre'. After Black plays his '1' White can only strengthen one side, and Black breaks out on the other. The moves up to Black's double atari with his '13' are all forced.

Solution Diagram 2 shows another application of this proverb. The virtue of White '1' is that it enables him to head Black off on both sides with the nose-attach (hana-tsuke) moves of '7' and '15'. Whatever Black tries, he can neither escape nor make a second eye.

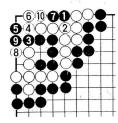
Problem No.3 can only be solved by ignoring the proverb that tells us not to make empty triangles. White '3' is an odd looking move, but any other move leaves him a liberty short before he can get Black in atari.

PROBLEM FROM T.MANNING, CAMBRIDGE

BLACK TO PLAY AND PRODUCE SEKI



Black 11 at 1 White 12 at 7



GRADING LIST 25th April, 1974

4th dan

J.P. Diamond (Barnet), A.M. Goddard (London)

2nd dan

J.L.F.Bates (London), A.J.Daly (Reading), J.T.Fairbairn (London), F.May (London), P.G.Prescott (London), J.S.Tilley (London), D.Wells (London), T.Yoshii (una).

L.Bock (Woodford), B.J.Castledine (Cambridge), C.F.Clement (Harwell), J.C.Cock (Cheltenham), A.G.P.Cooper (North West London), P.Dunn (London), A.Hall (London), T.M.Hall (Bristol), R.J.G.Hitchens (London), C.D.Irving (Manchester), D.R.Mitchell (Woodford), R.Moss (Bracknell), F.M.Roads (Woodford), M.C.Roberts (Bristol), A.Stout (London), D.J.Sutton (Reading).

1st kvu

J.E.Allen (Edinburgh), M.Hollings (Birmingham), D.G.Hunter (Reading), J.H.Metcalf (una), J.Payne (Manchester), M.Yagin (Birmingham), I.Young (Edinburgh).

2nd kyu

S.L.Bailey (London), C.Leedham-Green (Woodford), J.Hawdon (Woodford), P.T.Manning (Cambridge), T.A.Parker (Bracknell), J.S.Robinson (Cleveland), A.A.C.Scarff (Reading), R.J.Smith (Cheltenham), A.Williamson (una).

3rd kyu

M.Amin (una), G.G.Gray (London), L.J.Hamilton (Bracknell), T.McDonald (Edinburgh), J.McLeod (Cambridge).

4th kyu

H.F.Harte (una), A.Henrici (Reading), R.B.Huyshe (Corby), D.J.Mascord (Cambridge), J.D.Thewlis (una), M.Wells (Woodford), M.West (Edinburgh).

5th kyu

J.A.Clare (Reading), R.D.Hays (Bristol), P.Langley (Bristol), J.Latham (Manchester), M.J.Olley (Manchester), J.K.Perring (Harwell), B.J.Philp (Birmingham), B.Simmons (Manchester), L.Ward (Harwell), D.Wilmore (Harwell)

J.F.Adams (Cambridge), G.Bayliss (Bristol), C.S.Barnard (una), D.J.Cornes (Reading), J.Cumpstey (Bristol), H.Fearnley (Oxford), C.L.Greenbury (Oxford), M.Macfadyen (Oxford), T.Page (Cheltenham), J.G.Pusey (Swale), A.Thornton (Woodford), M.J.Thurston (Bracknell), N.P.Whitehead (Harwell).

FORSYTH NOTATION (Continued from page 5)

Like this, I find it takes around three minutes to write down an average yose position. If you want to check for accuracy, a quick way is to check that there are 19 units in each row, and 19 rows.

Here is an example of the printed form of this notation, with a diagram for comparison:- $(9)-2(7)/(3)-(5)-1.1.2-(2)/(2)2.-(2)1\underline{2}2.1-(3)/(11)\underline{3}(2)-(2)/(5)-(4)-(4)\underline{2}(2)/(2)1(12)-2./(13)$ $3\underline{3}/(14)-3-/(12)-2\underline{3}./(12)2-.-1./(2)1(11)1\underline{2}1./(14)1-1-./(12)1.1-2./(2)1(6)-.-1.1-(3)/(6)-.1(2)-1-1-1(2)/(2)-.-(2)-(3)-2-2(2)/(5)-1-1.242./(6)-1.2.12.-1./(8)1(2)1.-.-./$

By the way, do you recognise this famous position? It occurred after move 126 in the game played in 1846 between Shusaku (then 18 years old and 4-dan), and the 8-dan Genan Inseki. The next move played by Shusaku (Black) was such a good one that Inseki's ears turned red on seeing it.

Can you find the move that reddened the ears of an 8-dan?