

NEWS FROM THE CLUBS

READING

The third Reading Championship was won by Matthew MacFadyen, 4 dan, who defeated Ron Moss in a play off. Each year the winner has been one grade stronger – will it be won by a 5 dan this year?

LONDON GO CENTRE

Although the restaurant at the Centre is now closed, the Go Centre itself is now providing refreshments – coffee, other hot and cold drinks, and a variety of snacks such as Japanese noodle soup and sandwiches are available.

NOTTINGHAM

This recently formed club, although based at the University, is not exclusively so; a joint team with Charnwood has been entered for the Midlands League.

ALNWICK

If one stone may be termed a group, two Go novices can claim to be an embryonic Club! In a dozen weekly sessions Alnwick Chess Club's top boards have advanced from losing the odd stone at 10 x 10 to the more difficult business of losing big one-eyed armies at 19 x 19. Come the breakthrough to 34th kyu, and we will be looking around for more members. Meanwhile greetings from the frozen North to Go players everywhere, especially Newcastle and Duns. Contacts with these close neighbours would be welcomed! (Tel. ALNWICK 2839).

Michael Trolan, 10 Victoria Crescent, Alnwick, NE66 1RG, Northumberland.

BATH

A small group has started playing Go here: further details can be obtained from Dr Pamplin at the University.

NORTHERN LEAGUE

Halfway through the season, Manchester have a clear lead in the northern division, ahead of Cleveland and Leeds.

The British Go Journal is the official organ of the British Go Association and is published five times a year. Opinions expressed, however, are not necessarily those of the British Go Association.

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BRITISH GO JOURNAL

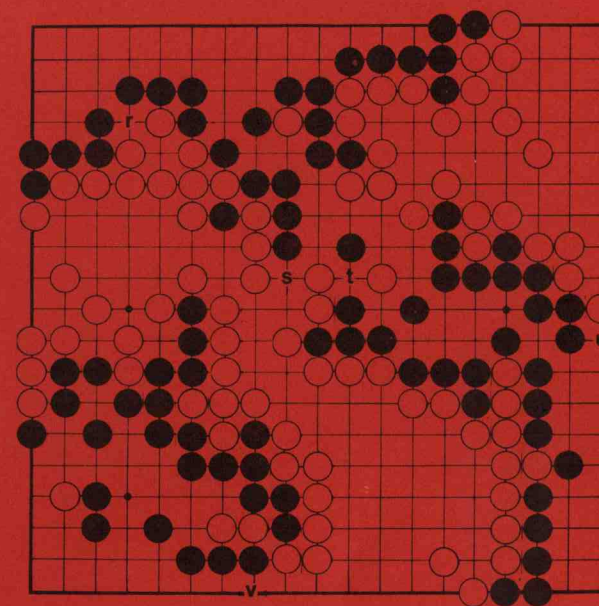


Editor: P T MANNING, BRISTOL

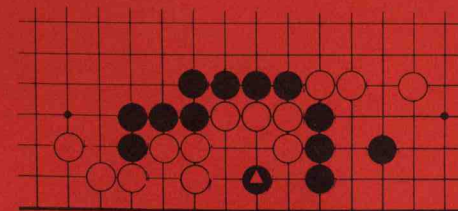
NUMBER 35

Price: 25p

FEBRUARY 1977



PROBLEM: White to play. Should he play r, s, t, u, v . . . or somewhere else?



PROBLEM: Black has just played the marked stone. Where should white reply?

So Solutions on Page 14.

EDITORIAL

In Britain there is a small number of hard working people who voluntarily give up a considerable amount of their time to the game of "Go". They include not only your club secretary, but the elected officials of the BGA, and people who run tournament, write articles for the Journal, and so on. You can help by either making their job harder, but much more rewarding, and introducing new members to your Club or the Association; or by volunteering to do some work. There is a continuing requirement for material for the Journal; this should simply be interesting and legible, not necessarily typed, although it does help the Editor if it is fairly spaciouly set out and only one side of the paper is used. Further, the tournament calendar is by no means full, so why not organise one? There are many other ways in which you can help.

The BGA is trying to find out more about its members and the services they seek, and the most immediate way in which you can help is by filling in and returning the questionnaire enclosed with this issue, and (if you have not already done so) **PAYING YOUR SUBSCRIPTION**, to Derek Hunter.

Copy date for next issue — 10.2.77. Editor: Ron Stone.

ORDERS to

J E Allen
BGA Book Distributor
7 Lordship Road,
Cheshunt Herts
EN7 5DR

Tel. Waltham Cross 24846
(0992)

RECORDED INFORMATION SERVICE

01-722-6368



SUBSCRIPTIONS, CORRESPONDENCE

D G Hunter
BGA Secretary
60 Wantage Road
Reading Berks
RG3 2SF

Tel. Reading 581001
(0734)

1977 subscriptions

Subscription rates for 1977 are as follows, and application forms can be obtained from the Hon Secretary, British Go Association, 60 Wantage Road, Reading, Berks RG3 2SF.

Reduced club rate for those in full time education	45p
Full club rate	75p
Unattached (UK & Eire)	£1.50
Overseas	£2.50

Overheard:

"If I'd played there I would have won."
"Well then, why didn't you play there?" JF

For sale:

Go set with wooden bowls. Enquiries to Iain Matheson, Rudha Mor, Plockton, Ross-shire

PRESIDENT'S NOTES

Bob Hitchens

Although this may be remembered as the "Year of the Penguin Books", your committee has been involved in an increasingly wide range of activities. Some have been successfully resolved: a revised constitution awaits presentation to the next AGM. John Fairbairn has kindly translated the Japanese Go Association's Rules of Go (although these await typing at present): a crisis of material for the Journal has been overcome. Further activities in hand include the production of Dan Diplomas and consideration of the Association's legal status and the ambition to publish, possibly in 1977, the first in a series of new books with John Fairbairn's help and involvement. In addition the Youth Committee has been established with John Pusey in the chair. They will endeavour to produce a scheme whereby, with commercial sponsorship, Go is introduced on a large scale into schools and other youth organisations, I feel that this is the start of the most important initiative that the Association has yet undertaken. Sponsorship will not be easy to find, and the whole operation must be timed correctly; but first our ideas must be right and in this connection I know that John Pusey will be very pleased to receive your suggestions.

The Association continues to widen the scope of its activities and this has brought two problems to a head. Firstly, no less than 14 sub-committees have been beavering away this year on your behalf. The monitoring and control of the activities of these sub-committees has severely and adversely affected the committee time available for policy-making. This is a growing pain for the BGA and it has hurt, causing great frustration in the committee. A reallocation of responsibilities is accepted generally as the remedy, and after much debate agreement on a suitable change looks imminent. Two steps towards overcoming the communication problem between individual committee members and the sub-committee have already been taken — the requests for written monthly reports and the drawing up of terms of reference. The former is essential to our communications and I urge sub-committee members to co-operate in this matter. The terms of reference will help towards a more efficient division of labour between sub- and main committee.

The other problem is financial. The committee have never been in a position to clearly assess the funds available for investment in new enterprises. It has been clear that cash levels were falling and as the Association is unable to borrow it was necessary to ensure that a sufficient float was maintained. We have been groping in the dark and after several frustrating months the first budget in the Association's history has been produced. Its news is not very welcome but at least it is clear. The BGA is likely to break even on Income and Expenditure this year, but our stock of books and equipment has risen (necessary with inflation and adverse exchange rates) so our bank balance has fallen accordingly. Although 1977 looks healthier and may produce a modest surplus there are insufficient funds for major new activities, and the committee therefore intends to put a proposal to the next AGM that 1978 subscriptions be raised above the level required to simply maintain present services so that new activities (which will be specified) can be undertaken.

All of us on the committee regret that Paul Prescott has felt obliged to resign as he widened considerably the spectrum of opinion on the committee. We thank him for all the work he has done and continues to do as chairman of the Grading Sub-committee. The committee have co-opted Toby Manning and John Pusey in his place.

BRITISH CHAMPIONSHIP 1976

As reported in the previous Journal, Jon Diamond, 5 dan (the Champion) defeated Paul Prescott, 4 dan (the Challenger) by three games to nil. We are showing all three games, with a commentary on the first game by the ladies' honinbo, Kobayashi Chizu, 4 Dan.

FIRST GAME

B : P G Prescott komi = 5½ points
W : J Diamond

(C) Comments by Kobayashi Chizu
(P) Interjections by Paul Prescott

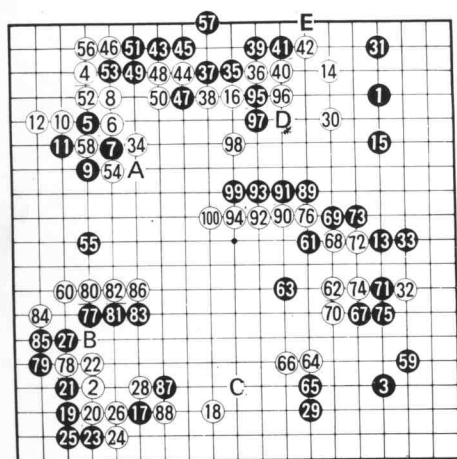


Figure 1 (1–100)

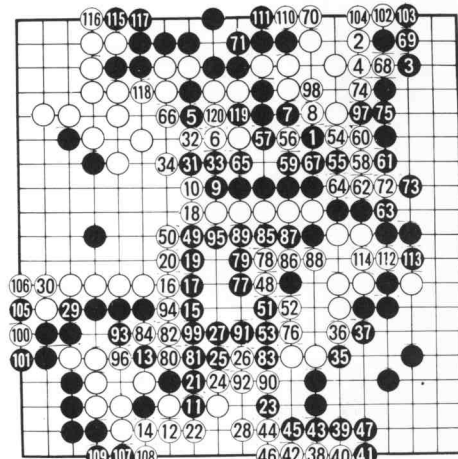


Figure 2 (101–220)

- W6–12 (P) One of the less common joseki. I was somewhat surprised by the choice, but Jon was evidently satisfied, as he adopted it again in the third game.
- B17 (C) This approach is not urgent.
- B19 (C) Going into the 3–3 point helps W to erase the influence of B's san-ren-sei.
- W28 (C) Too solid. A small knight's approach move in the bottom right would be better.
- W18–28 (P) I, and many of the spectators thought that this overall exchange was good for B, but it appears that it really favours W if he omits 28.
- W30/B31 (C) A very bad exchange for W, particularly when he intends to invade next as he does here with 32. It is much better to leave open the possibility of invading at the 3–3 point.
- (P) Jon tried a different approach in a similar position in the third game.
- B35 (C) A surprising invasion. One would have expected B to play hane at

"A", which is sente, then kosumi at 59 in the lower right. The reason is that this is a good fuseki for B, so he does not have to do anything special. B's invasion does not gain him very much.

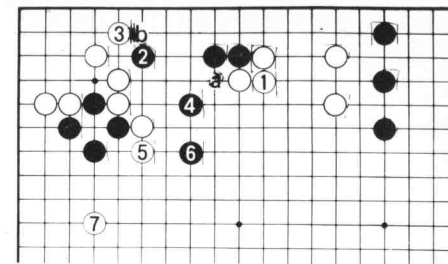


Diagram 1

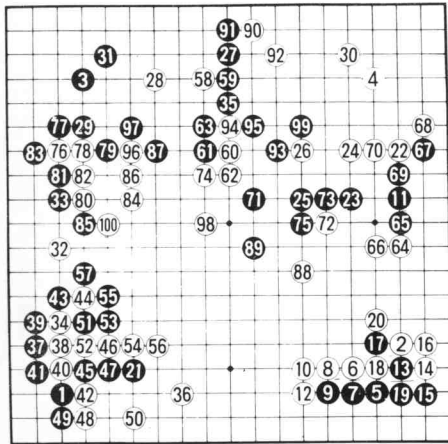
- B35 (P) Of course this move is objectively not very good, but I always seem to lose to Jon if I play boring fuseki, so I thought it was time for some excitement. It certainly seemed to succeed, as the subsequent play shows. (Although I still lost).
- W38 (C) W's attack lacked effectiveness; the problem seems to lie with this 38. Connecting at 1 in diagram 1 seems better, the idea being to force B to flee into the centre thus gaining the opportunity to attack on the left. (Note: this game sequence makes painfully apparent again what a bad move W30 was). If in diagram 1 B plays 4 at b, he is killed by W 'a'.
- B53 (C) This is bad. It gains B nothing, and destroys the aji in the corner (at the 3–2 point to the left of 56, for example).
- (P) Aji-keshi before life!
- W58 (C) This is small. Running into the lower right corner at 54 is better.
- (P) I was surprised by this move, but very happy to close the lower right.
- B59 (C) Good. At this stage B has a definite lead.
- (P) Just what I thought, but now B immediately starts to go downhill.
- B61 (C) Wrong. A play at "B" is the only move.
- B67 (C) Trying to catch just one stone is pointless. The correct move to attack is at "C"; B must attack on a large scale. With his territorial lead B simply has to connect up his groups (ie. do something about his three stones in the upper left) and he will win.
- B71 (C) Much too small. In this sequence B helps W to strengthen himself and makes himself thin on the outside. The result is that B surrenders his lead in the game.
- B77 (C) This makes disagreeable shape. As an attempt to help his stones further up the left side it is too straightforward. (Note that B cannot hope to attack the W group 2,20,28 etc as it is too strong).
- W78 (C) Needless to say, this should be held in reserve. However B's play in this area is bad, and confirms his loss of the lead.
- B99 (C) Should extend once more at "D". B's failure to fill this liberty handicaps him in the subsequent fighting here.
- B101 (C) Should be at "D". In any case B cannot hope to catch the W group (as W has the sente sagari at "E") but a play at "D" would at least give him some chance of doing something here.

SECOND GAME

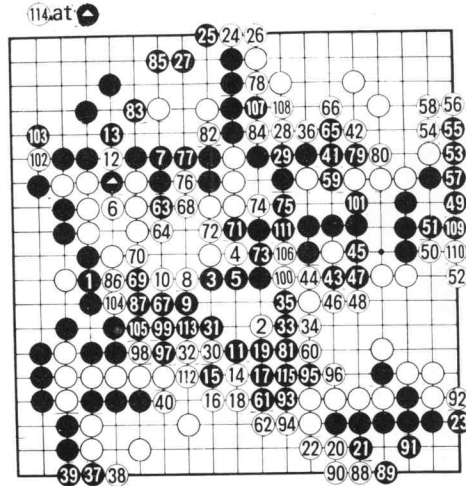
For a variety of reasons, neither player played at anything like his best in this game, and in fact it was over very quickly. Simply the bare game score is given.

B J Diamond
W P Prescott

Result: B wins by 6½ points



Dia 1 (1-100)

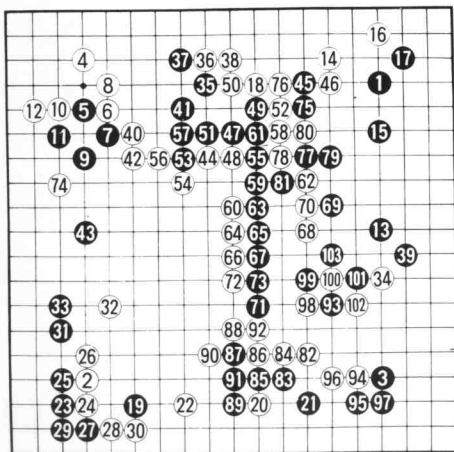


Dia 2 (101-215)

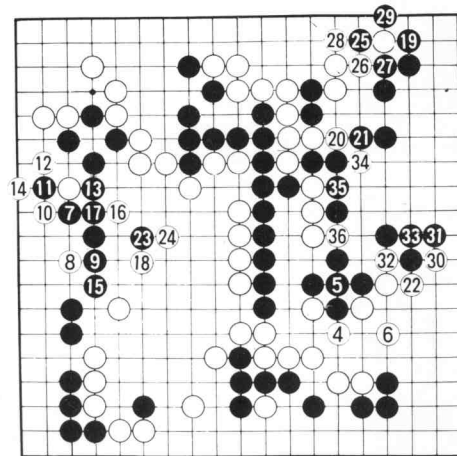
THIRD GAME

B P G Prescott
W J Diamond

Result: W wins by resignation



Dia 1 (1-103)



Dia 2 (104-136)

TESUJI TIME by John Fairbairn

The type of position in Dia.1 occurs often and it sometimes happens that Black wants to bring out his marked stone to safety (only sometimes because running away with this stone can lead to a weakening of adjacent groups).

Straightforward methods do not work. Black a is met by White b; Black c is met by White d. In both cases White gets perfect shape on both sides of a shapeless black group. There is a standard technique for this kind of position that improves on this result.

Black 1 in Dia. 2 is the tesuji, followed by the very important point 3. You must then remember to leave this – Black 3 was played simply to fill in White's liberties – and then jump to the opposite side with 5. Black is now out and has some potential against one of the white groups, depending on how White answers. Also Black may also have half an eye on the edge to help him in his struggle.

White cannot cut Black off: White a, Black b, White c, Black d, White e, Black f. It is instructive to try reversing the order of Black's moves. By answering differently White can scupper Black's plans then.

Now try the problem. It calls for an application of this technique. Black simply has to get his stones out. If you get the answer right you're supposed to be a sho-dan (that's Otake Meijiu's rating, not mine).

Solution on page 19.

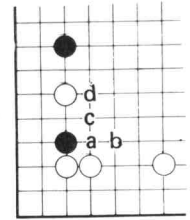


Diagram 1

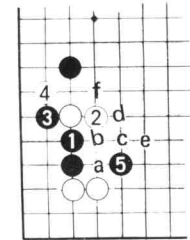


Diagram 2

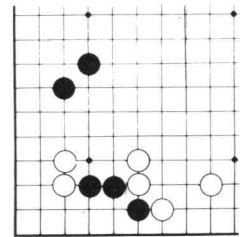


Diagram 3

continued from page 5

B101 (P)

The game is still fairly close at this point, and in the opinion of the players and spectators at the time B had, if anything, still a slight lead. However Jon's strength in yose is well known, and he eventually won comfortably by 5½ points. In particular the sequence of 148-152, taking something in the centre in sente, before proceeding to 154-172 in the upper right was particularly devastating, even if helped by some weak B moves.

(C)

Summary: B got a good game through securing a lead in the fuseki. This lead was confirmed by his success in the top left. However B squandered his lead due to a lack of an overall strategy: ((P) no: just a poor one!) as was shown by his play from 71 on. However this was a good game, despite the mistakes, in that the attention of the players was accurately focused on the large points.

LONDON OPEN GO CONGRESS 1977 by Paul Prescott

The third London Open Go Congress took place from December 31st to January 3rd at the London Go Centre. The entry of 107 was somewhat down on last year, probably because the European Congress had been held in Britain in 1976; in particular the usually strong French and Yugoslav contingents were absent. Nevertheless, the top section was stronger than the European Championship, and the contest was the most interesting in the history of the Congress, the result being in doubt until the last round.

It had generally been expected that Michio Nashiwa, 6 dan, would win easily with a clean sweep (not least because he had only been observed to lose one even game during his stay in Britain, and that to another Japanese 6 dan!) but he was surprisingly beaten in the very first round by Jon Diamond, 5 dan. Jon then, however, immediately lost to Tony Goddard, 4 dan, and he in turn lost to Matthew Macfadyen, 4 dan, in round 3. The lead changed hands several times after this (and Goddard also beat Nashiwa) but eventually Diamond came through to win with 6½ out of 8, just in front of Goddard, Macfadyen and Nashiwa (who finished in that order on the tie break) with 6.

This top section of the Macmahon system was 3 dan and above; on the next step (2 dan) the most notable result was that of David Mitchell (London Go Centre) with 5 out of 8 against high opposition.

In the 1 dan/1 kyu division the contestants were fighting for the four qualifying places in the Candidates' Tournament for the British Championship. Two contestants, Steve Fawthrop (Birmingham) and Tom Goodey (LGC) had already qualified from Manchester and Wessex respectively, but both were looking for promotions to 1 dan, and so competition was keen all round. Eventually Tom Goodey emerged victorious with 6 out of 8, and the qualifying places went to Walter Gregory (1 kyu, Cleveland & Nottingham), Jim Clare (1 kyu, Reading), Andrew Kilpatrick (1 dan, living in Linz, Austria) and Charles Matthews (1 dan, Cambridge), all with 5. Toby Manning (1 dan, Bristol) also scored 5 but was narrowly edged out on the tie break.

Prizes were awarded to everyone who scored 5/8 or better; these are too numerous to list, but the following (apart from those already mentioned) scored 6/8:

J Rastall (3 kyu, London & Croydon)	B Chandler (4 kyu, Reading)
D Goto (5 kyu, Cambridge)	J Smith (6 kyu, Birmingham)

Promotions seem appropriate for all of these.

Finally, thanks should go to the non-playing organisers, John Mcleod and David Wells, without whom everything could not possibly have run so smoothly.

Following the Congress, the following promotions were recommended by the Grading Sub-committee:—

D Mitchell and A Daly to 3 dan
W Gregory, J Clare, T Goodey, R J Smith and J Mcleod to 1 dan

BGA INDIVIDUAL KNOCK OUT CHAMPIONSHIP 1976

by Francis Roads

Contrary to the pessimistic feelings of the organisers, the schedule of this single round knock out even-game tournament ran very smoothly. There were only two walk-overs awarded, but certain dan-players had so many byes in the early rounds that they had to be reminded that they were still in the competition!

The special prizes for kyu players who defeated stronger opposition were awarded to V West (13 kyu, Bracknell) and J Robinson (2 kyu, Cleveland). The other prizes were won by J Bates (3 dan, LGC) and T M Hall (2 dan, Bristol), the losing sem-finalists; F Roads (2 dan, Woodford), losing finalist and the Champion, R Moss (3 dan, Bracknell). Prizes were presented to those players present at the end of the London Open Go Congress by the BGA Hon Treasurer, Alison Cross.

EUROPEAN GO CONGRESS 1977

The European Go Congress will be held in Rijswijk, Holland (near The Hague), from July 23rd to August 6th, 1977. The main tournament (Master tournament), for all players except those in the European Championship, will last for both weeks, with 9 or 10 rounds.

The probable cost is 28 guilders per day (including full board) for accommodation, with a tournament fee of 45 guilders for two weeks, 35 guilders for 1 week and 10 guilders for a weekend. For details of alternative hotels or pensions in the vicinity, contact V V V, PO Box 1973, Den Haag, Holland.

Further details will be available in early March from
Organising Committee, EGC,
PO Box 95992, Den Haag, Holland

The current exchange rate (12.1.77) is 4.2 guilders to £1.

DATES FOR YOUR DIARY

13 March	BGA Lightning Tournament — details page 10.
1—3 April	British Go Congress at Leicester. Details from Bob Woolley, 12 Abbey Road, Narborough, Leicester
30 April, 1,7,8 May	Candidate's Tournament — entry by invitation only
19 — 22 May	Amsterdam Go Tournament — details on Page 19
4 — 7 June	Challenger's League — entry by invitation only
23 July — 6 Aug	European Go Congress at Rijswijk — details above

REVIEW : THE 1976 EUROPEAN GO CHAMPIONSHIP

by Charles Matthews

Following the successful 1976 European Go Congress at Cambridge (reported in BGI No 34), the organisers — Brian Castledine, Brian Chandler, Paul Fage and John Mcleod — formed Dango Enterprises and produced the tournament book of the European Championship.

The major part of the book is a round-by-round record of the European Championship. With an entry of 9 players of strength 3 dan and upwards representing 6 countries, this was an all play all tournament of 36 games, with a play off needed. All 37 games are presented, spread over 2 or more diagrams — together with the good quality paper used, this makes a considerable gain in legibility over, say, a Kido yearbook. The care taken over the layout makes the book attractive to the eye (although many Go players may experience an immediate revulsion for the 5 stone Dango logo).

Dan players and ambitious kyu players should welcome a book devoted to the top strata of European Go. Detailed comments are provided on six of the more interesting games. The majority of the games in this close contest were hard fought, with a good share of unpredictable happenings. Overall Dango enterprises have made a good start; it is certainly to be hoped that they will continue their good work.

The book is priced £1 and is available from the BGA via John Allen (address on page 2).

TIES AND CALENDARS

Also available from the BGA via John Allen is the British Go Association Tie at £2 in a choice of colours, and there are still some copies of the BGA Calendar available — price 30p.

LIGHTNING TOURNAMENT

The BGA Lightning Tournament, 1977, will be held in Reading on Sunday 13th March, probable start time 11.00am. Time limits 15 mins. sudden death. Details from Matthew McFadyen, 46 Stanhope Road, Reading.

REVIEW OF THE SUPER BOOKS by John Fairbairn

1.	Avalanche Joseki	S.Fujisawa	29.	18 Hints to Improve Your Style	Masubuchi
2.	Igo Test (from novice to 4-kyu)	Rin	30.	Easy Even Game Hamete	Maeda
3.	Hamete	Maeda	31.	Joseki Journey	S.Fujisawa
4.	Igo Test (4-kyu to shodan)	Sakata	32.	ABC of Tsume Go	Shinohara
5.	Beginners' Mistakes	Magari	33.	Living Joseki Kajiwara Style	Kajiwara
6.	Teasing the Weaker Player	Hayashi	34.	Hoshi and San—San by Honinbo Ishida	Ishida
7.	Don't be Afraid of Stronger Players	Sakata	35.	Fundamental Knowledge for Shodan	Miyashita
8.	The First 30 Moves	Takagawa	36.	Drama on the Go Board	Abe
99.	New Taisha Joseki	Yamabe	37.	Go Psychology for Pleasure	Mibori
10.	Two Space High Pincer Joseki	Shimamura	38.	Kage's Secret Chronicles	Kageyama
11.	Amateur and Professional Vol.1	Kageyama	39.	How to Break Through the Shodan Barrier	Sakakibara
12.	Direction of Play	Kajiwara	40.	Win in the Centre with Takamoku	Otake
13.	Next Move	Maeda	41.	Middle Game Problems	Kano
14.	Shimari Joseki	Okubo	42.	Invasion Techniques	Kuwahara
15.	Kada's Tsume Go Class	Kada	43.	Introduction to Fuseki	Nakamura
16.	Tesuji to Improve Your Play	H.Fujisawa	44.	Non-Joseki	Yamabe
17.	The Magic of Sacrifice	Iwamoto	45.	Your Move	Sugiuchi
18.	Amateur and Professional Vol.2	Kageyama	46.	How to Improve in Lightning Go	Otake
19.	Focal Points of Moyos	Ohira	47.	How to Attack and Kill Groups	Kato
20.	How to Improve at a Stroke	Kano	48.	Easy Tactics — Question and Answer	Sakata
21.	Before Joseki	Ishida	49.	A Beginner's Encyclopaedia of Go	Murashima
22.	Bloodthirsty Sword Joseki	Hasegawa	50.	Successfully Using Handicap Stones	Hasegawa
23.	History of Go	Tamura			
24.	Introduction to the Study of Go	Takagawa			
25.	Go Instruction Point by Point	Sakata			
26.	Chances to Win	Rin			
27.	Happenings on the Go Board	Abe			
28.	Appreciating Old Games	Ohira			

Despite the large number of Go books now available in English, there is still a great deal of interest in the Japanese Go Super Books series, which has recently come to an end with No.50.

I have read over a quarter of these books in full, have sampled or read reviews in Kido of most of the others, and have collected the views of several players at the Go Centre who have been willing to plough through the diagrams without being able to read the text. The following is a summary of the series as a whole in the hope that it will guide those wishing to buy some of these valuable books but unable to read the text. It will also let you know what you might be missing!

First of all translations: **Igo Test I (2)***, **Igo Test II (4)** and the **Magic of Sacrifice (17)** have appeared in Go Review. You might not have the relevant Go Reviews yourself but fortunately the BGA has just completed a full set of this journal and is now in the process of binding it. Plans are afoot to make it available to members (but ideas on this matter would be welcome — contact the Committee). The American Go Journal is also currently serialising translations of **Joseki Journey (31)** and **Eighteen Hints to Improve Your Style (29)**. Kage's Secret Chronicles is of course a translation of No.38 and I have done the **Avalanche Joseki (1)** and **Bloodthirsty Sword (22)**.

Although not translated directly, **Introduction to the Study of Go (24)** by Takagawa will be found to be a re-hash of his Vital Points of Go. Similarly **How to Improve at a**

*Numbers in brackets refers to the number of the book in the series.

Stroke (20) is no more than *Go Proverbs Illustrated*, admittedly with several more proverbs. The **ABC of Tsume Go (32)** is a straight pinch from the old Japanese classic *Go Kyo Shu Myo* written by the 11th Hayashi (remember them? The Honinbos, the Inoues, the Yasui's and the Hayashis). Ah, you may say, this ancient book is out of stock just now, but fortunately Korschelt and Smith pinched virtually the same problems for their beginners' books.

That accounts for 10 of the Super Books. Now for those that conventionally are regarded as requiring no translation: the joseki and tsume go books. I agree that no translation is needed for the problems and therefore books No.13, 15, 16, 45 and 48 are useful, but the joseki books require more careful consideration. The **Avalanche Joseki** is, to me, one of the best Go books ever written, and if every joseki book was like that study would be a real pleasure. Unfortunately the only other joseki book in the series that remotely approaches it is the **Shimari Joseki (14)**. David Mitchell of the Go Centre has translated part of this and should be encouraged to go further. The other books on joseki (9, 10, 21, 22, 33, 34, 40) range in presentation and text from poor to bloody awful, but they all have the merit of being up-to-date and containing lines not found elsewhere. Required reading for keen, young dan players still gripped with the urge to win, but a waste of time for most of us.

Of the remaining 50% of the series only a handful are worth buying for the diagrams alone. I am told that on this basis alone **How to tease Weaker Players (6)**, **Direction of Play (12)**, **The Focal Points of Moyos (19)**, and **Invasion Techniques (42)** are all good buys. The text of these books is reasonable to very good and I suspect we will see them all in translation before too long.

There are two books (35 and 39) a bit too similar to the recent **Breakthrough to Shodan** to be worthwhile buys.

Game collections are not well represented in the Super Book Series but the one on old games (28) is outstanding, although unfortunately the text is all important.

Most of the books have now been mentioned. Lack of a mention does not mean that a book is rubbish. It may be that the text is all important (eg. 11 and 23) or that there is too much overlap with books on similar subjects in English. In a couple of cases (eg. 46 and 47) I have not seen the relevant book.

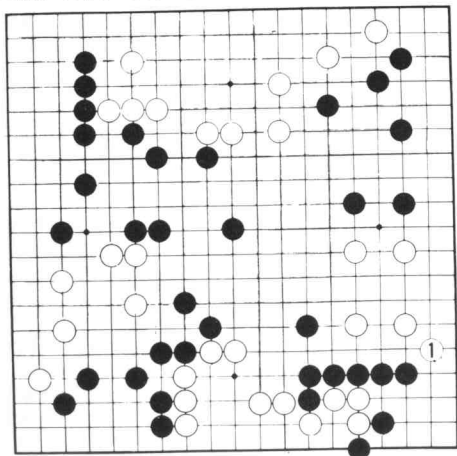


Diagram 1

A final point about the series in general. Despite the names on the cover, the authors are not always professionals and many are ghost written. It is not possible to say which are and which aren't but as a **very rough** guide you can feel confident, in this series and elsewhere (eg. Kido), with at least the following authors: Shuko Fujisawa, Ohira, Kageyama and Kajiwara.

The best seller in Japan, with around 220 000 copies sold, is No.11 (one where the text is crucial – and sometimes brilliant) followed at around 100 000 by the Igo Test

books. To show the quality of No.11, consider this position (dia 1) from a 5 stone game where white has just played at 1. Count the territories and prospective territories for each side. You might not get the same total as Kageyama (I didn't) but you should come up with something of the order of 70 points for Black and 50 points for white. Thickness is about even so anything going spare should be evenly divided.

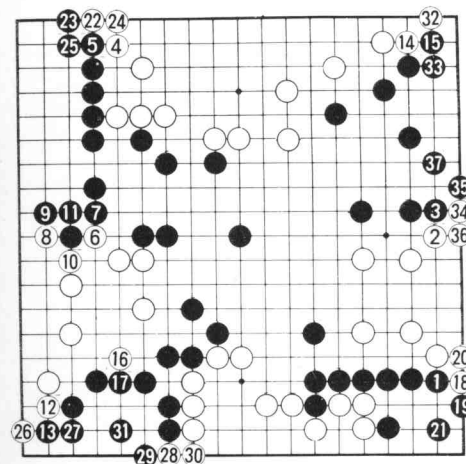


Diagram 2

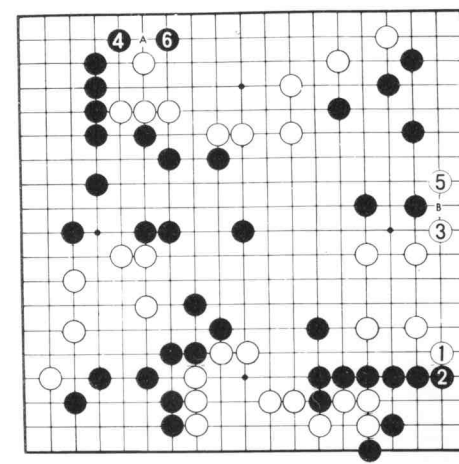


Diagram 3

Dia. 2 now assume these typical yose plays, and be honest, if you were Black in a 5-stone game you **would** play like this. In fact it all looks reasonable for Black. It settles the game, makes all his groups safe. So why doesn't White resign? Count again now.

Staggering, isn't it? Black now has 60 points, White has 70. A changeover to the tune of 30 points inside 38 very normal, usually sound yose plays.

Where has Black gone wrong? Well, he musn't let White get all these plays in sente. He should only answer when the life of a group is at risk. See Dia. 3.

Black 2 is necessary, otherwise White will jump into the corner and make profit by chasing the then eyeless black group. But the right answer to White 3 is at 4, not **b**. If White jumps into 5, Black jumps into 6. They are devastating each other's territories but with no loss of tempo by either side and the equilibrium of the balance of the balance of Dia.1 is maintained.

If White answers Black 4 at **a**, Black switches back to **b**. Just compare that with Dia.2 and you'll soon see how the 30 points disappeared.

You will realise now, if you didn't know before, why it is said that in a 9-stone game, White will expect to recoup 40–50 points in yose.

The final point is that yose started so early. Yose is **not** the endgame. It means the "drawing together" of territories and you must be flexible enough to start yose at any time.

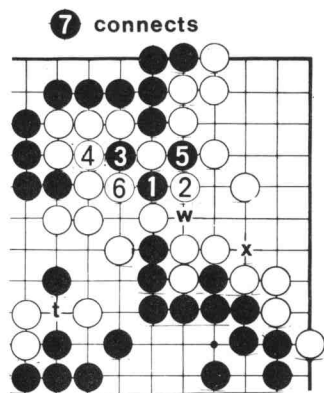
SOLUTIONS TO FRONT COVER PROBLEMS

YOSE PROBLEM

Francis Roads

The diagrammed position came up after move 175 in the game Roads vs. Korving (NL, 1 kyu) at the European Go Congress in Cambridge. White had eight extra points in komi and prisoners, and seemed to be ahead by about 6 points with only the small yose to play.

Out of the marked points (t) is the best, as it is sente against the black stone one point above, and then gives White the atari against the black four-stone group below. I had White, and thinking myself well ahead, did not bother to examine the small yose points carefully and chose (v). My opponent then played 1 in the solution diagram, which was a source of irritation to me. I had to answer at 2 because of the weaknesses at (w) and (x). Subsequent analysis showed me that if I had kept my head and played the sequence up to 7 followed by a play at (t) I could still win the game by one point, but in the event I tried to fight the Ko after Black 5, and ended up with a one-point loss.



The correct play for White in the problem diagram is to connect inside his territory — (x) seems to be the best point. Black plays (t), but White has a comfortable 5-point win.

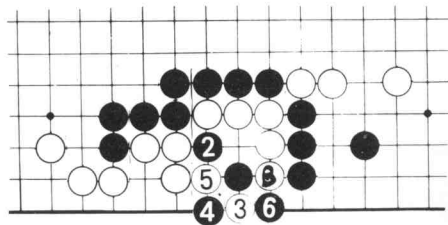
Did you spot the weakness inside White's territory? If not, it was probably because, like me, you were looking only for one and two point moves.

SPOT THE BLUNDER NO. 1

B J Chandler

This is the first in a series of problems. Each position has occurred in a game, and the problem is to discover the move that should **not** be played: the blunder.

White must not push down with 'B': if he does, black will not connect underneath at 6, but will cut at 2, and capture 5 white stones. In the sequence shown, after black 6, white is caught in a snap-back; other sequences lead to either a snap-back or simple capture. In this position white must connect at 2, so if black is trying to make eyes for his group on the left he can play at "B" at some stage.



SHIN FUSEKI by Jim Bates

This is the text of a lecture given by Jim at the London Go Centre early in 1975.

Until this century, fuseki was very much orientated towards territory. Games tended to be full of small territories, and the prevailing style was one of tactical nibbling. The 4–3 points, (komoku), as openings, were very common although the more aggressive masters, who liked a good fight, did use mokuhadzushi (5–3 point) and takamoku (5–4).

After the first World War, the old Master–Pupil system in Go had broken down, and the two Ki-ins (Nihon Ki-in and Kansai ki-in) were fighting for mastery of the Go world. Japan was emerging from a feudalistic culture into a more open, challenging society, and Western influences were being mixed with Japanese thought. The young Go-masters, no longer dominated by their elder teachers, reacted to this challenging atmosphere by questioning the "territory at once" attitude, and deciding that a concept of playing "high" moves to control the game, and only indirectly aiming for territory, was better. Thus was born Shin–Fuseki.

In this style of play, instead of trying immediately for small definite territories by concentrating on the corners to start off with, where territory is easy to make, one plays to dominate the board with very fast, light, "high" opening moves. Diagram 1 should show what is meant.

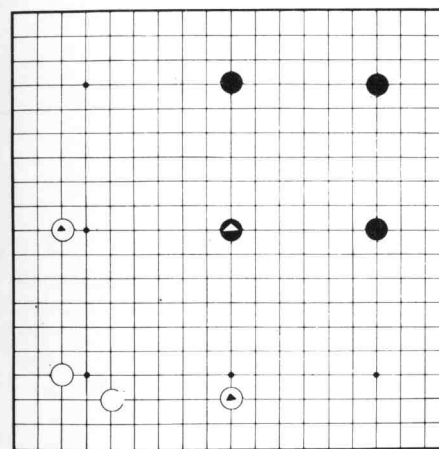


Diagram 1

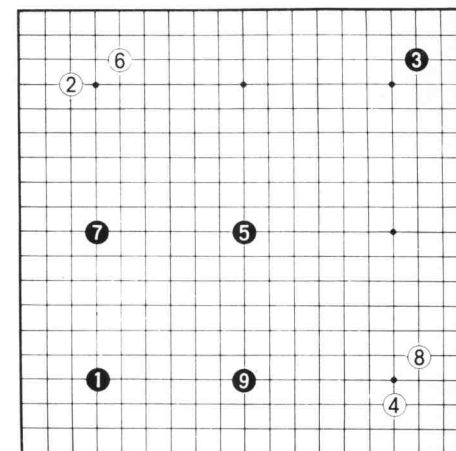


Diagram 2

The white stones in diagram 1 show the "old" style of play. A kogeima shimari, followed by the two marked stones, is a typical "old fuseki", with two moves to take a dozen secure points of territory. The two extensions aim at territory along the sides.

The black stones show an example of the newer style. There is only one stone in the corner now, to act as a flexible control rather than to take territory. White can invade the corner, at the 3–3 point for example, but black can wall him in. By playing two extensions on the fourth line the emphasis is on discouraging white from invading the side but keeping a strong hold on the centre. Later, he will hope not to strengthen this structure but to enlarge it, possibly by playing tengem (centre of the board). Black plans to dominate any fighting that may arise.

Diagram 2 shows a famous game between Go-Sei-Gen (black) and Shusai (White). Black has got about 6 points of secure territory (around his san-san, move 3) and a moyo (territorial framework) of 100 points; while white has two shimaris, worth a dozen (secure) points each. The 3-3 point was regarded as poor by the old school, for it made very little territory. However, it has the great advantage that it takes the corner with a single move. Later on, black does not need to fear any approach to this stone.

For black to allow white two shimaris would have been considered unthinkable by the old school; and tengen has no direct territorial value at all. However, moves 7 and 9 are extensions in front of the white shimari, and so are in the classical "right direction".

After the first 9 moves, white will find it very difficult to play on a large scale, with his best extensions gone, tengen glaring down from the centre of the board, and black threatening to make a second moyo based on his stone at san-san. On the other hand, white's positions are almost untouchable, so leaving him free to raid black's positions.

Another, perhaps more familiar opening born out of the Shin-Fuseki style is the san-ren sei. This is still quite popular today; and the san-ren-sei opening itself, with three star points along one side, embodies important concepts, and I advise you to play at least forty or fifty games with it to absorb these principles.

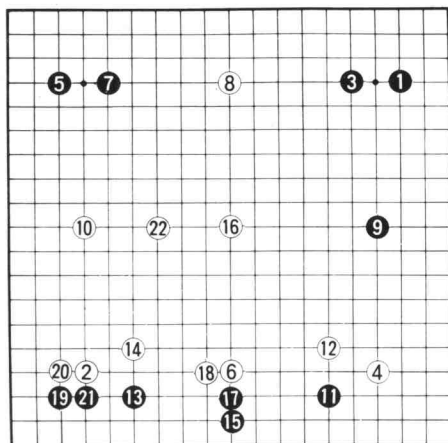


Diagram 3

The illustrative opening shown in Dia. 3 is one of Kitani's games, where he took black against Takahashi. For white to make a san-ren-sei (with 2, 4 and 6) is unusual, but black is surely happy with two shimari.

After the first seven moves, white has made a large moyo with only a few moves. Nowadays, this is usually played as a fighting fuseki, with white controlling his side in a high position, waiting for an invasion. He hopes then to chase the invading forces in a massive running fight, picking up territory somewhere along the way, and, by driving the fight into Black's positions on the other side, severely damaging them in the process. This is a very modern concept of control and attack, the territory only being made or destroyed as a by-product of the fight.

White 12 is a typical move of Shin-Fuseki, but here is a trifle peculiar because the presence of black 9 reduces the effect. Notice how white treats both invasions (black 11 and 13) a light, fast manner with little regard for immediate territory.

White 16 gives meaning to his moves 12 and 14. It also supports 8 from afar; one has the feeling that black should have got there first. However, instead he manages to connect his stones on the bottom by playing 17, and although the exchange of 19-21 strengthens white's wall, black is now prepared to push through it. With 22 white completes his moyo; none of his stones are under pressure, and he is ready to enlarge his moyo or invade black's positions quite freely.

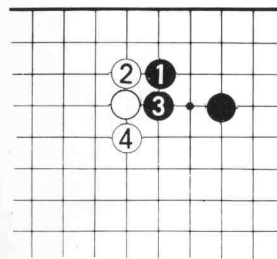


Diagram 4

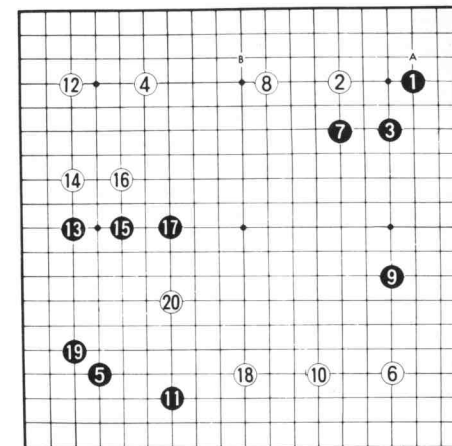


Diagram 5

A device that was often used by exponents of Shin-Fuseki was the two point high attack (niken takagakari) against komoku. Since black could play the sequence shown in diagram 4 to take the corner, this may seem bad; however, the corner is not as secure as it might look, and white's three stone wall is quite good in a centre game. An example of a fuseki incorporating this move is given in diagram 5. White is Kitani, and black Shimamura.

Black 3 is a "loose" reply to the white attack. Unlike the sequence of diagram 4, the form is not fixed, and thus the position is more flexible. However, if black ignores white 2 and plays tenuki, white can get good results by following up at "a". However, white 2 has lots of room and 1 and 3 do not attack it much, so white can now play tenuki (elsewhere). This corner opening fits the spirit of shin-fuseki, both players ensuring that they get the outside.

Black 7 is a crucial move for a game where both players are playing a Shin-Fuseki style; it is a move at the intersection of two moyo (territorial frameworks), or at least it will be when 8 and 9 have been played! It is also sente, for white cannot allow black another move in this corner; a play at "b" would attack white 2 very strongly, and take away the significance of white 4.

Black 9, a big extension from his wall, is perhaps a larger extension than is usual in Shin-Fuseki. However, this is not too serious; if white invades he would end up with a weak group running out into the centre, which would spoil the central orientation of the rest of his stones. This frequently occurs in this style of play; if your opponent's positions are thin (ie. high and vulnerable) he cannot invade too freely, hence you can be "thin" yourself – typical of the balance in Go. Thus white's reply of 10 is thinner than usual.

As a white play at 11, or thereabouts, would relate well to white 6 and 10, black forestalls him by playing at 11 himself.

Black 13 takes the vital centre point. A play too close to white 12 and 4 would be attacked by moves which would strengthen the weak stones 4 and 12 and so make the invasion which black will aim at later more difficult. The essence of this sort of game is looking ahead.

The exchange 14–17 is not normally good for white, because black is building on a larger scale on the left side than is white. However, white is strengthening his loose shimari 4 & 12 indirectly, and in fact the presence of 2 and 8 mean that he is building on as large a scale as black is, anyway. Black 17 is another double – moyo point.

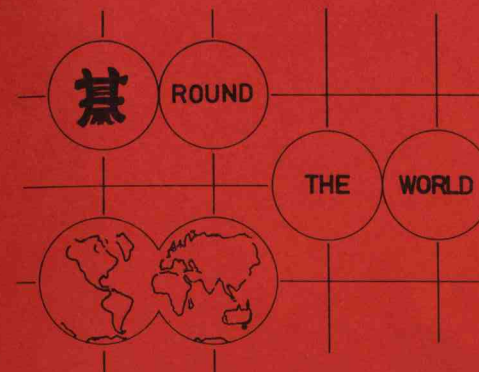
White 18 is essential, otherwise black's formation becomes too large; and after black makes territory with 19, white 20 invades.

WEAK PLAYER'S PROVERBS by Francis Roads

As we all know, the 15-kyu player is the backbone of the Association, and the aim of this brief article is to help keep it that way.

Weak players have an unwritten code of Go proverbs similar to those used by strong players, but as far as I know this is the first attempt by anyone to codify them. Please note that those ten precepts are based not on any abstract theory, but on my actual observation of the play of some of the most experienced beginners in the country. Anyone who masters them can raise this strength from 15 to 20 or even 25 kyu very rapidly.

1. Handicap stones are a source of weakness, and need strong defence.
2. One small secure territory ensures success.
3. Ko fights lead to trouble and are best avoided.
4. Large moves are sente; small ones are gote.
5. It takes an elementary player to spot an elementary trap.
6. Your opponent is quite likely to allow you two moves in succession.
7. One point near your opponent's last move is worth ten points elsewhere.
8. Hurry to fill an opponent's liberty before he can fill one of yours.
9. After you have made a couple of dozen moves, it is time to start thinking about surrounding some territory.
10. Never pass.



HOLLAND

The 1977 International Amsterdam Go Tournament will be held from May 19 until 22. Further details of the 6 round tournament can be obtained from R Sprey, Keizersgracht 33, Amsterdam, Holland.

Leaving nothing to chance, the Nederlands, Go Bond is looking for a "barkeeper" for the 1977 European Congress at Rijswijk.

USA

Dr Edward Lasker, the author of "Go and Go-moku", from New York, told members of Syracuse Go Club about the foundation of the American Go Association in 1937, and games with his namesake, Emmanuel Lasker (the professional chess player). He claimed that Emmanuel once told him that Go was the better game, but felt unable to publicly admit this. Lasker is now 90, but still playing Go (and apparently still quite strong, too).

The American Go Journal (bimonthly) and the Voice of the Go Movement (monthly) are similar to the BGJ and cost about \$7.00 a year; further details of these can be obtained from the Secretary.

Shin Kang (Baltimore) is the new Eastern Honimbo; Takeo Matsuda, famous for his "Go Letter", who has held the title for thirteen of the eighteen years it has been in existence, was defeated in the first round by H.C Chess (Washington).

NEW ZEALAND

Bob Talbot is New Zealand's first shodan, and also Auckland Go Champion, winning the title on a freezing cold day in June.

W GERMANY

Jurgen Mattern has retained the German Championship, defeating W von Alvensleben decisively in the deciding game of the tournament, which was run on a Swiss system.

SOLUTION TO "TESUJI TIME" PROBLEM ON PAGE 7.

