

The 13 x 13 go set in the photograph was constructed in response to interest in go expressed by a blind American friend of mine. It was made from 1/4" square wooden rod and two sizes of dowel, 7/8" and 1/8" in diameter. The only tools required were a hacksaw and a 1/8" power drill, however access to a band saw facilitated slicing up the 7/8" dowel into stones. All the stones are drilled through the centre; the white stones have flat surfaces, the black stones are slightly thicker and have studs of 1/8" dowel pressed into them. Similarly, studs are glued into the intersections of the board; the stones push onto them reasonably tightly.

A modification made since the photograph was taken has been to label the 4-4 points by inlaying the surrounding recesses with triangular blocks.

NEWS

Since going to press, news has been received of the newly formed Merseyside Club. (Reference to the Editorial). Hon Sec Brian Wilson, 17 Verdala Towers, Allerton Road, Liverpool L18 3LB, Ron Learoyd becoming the President. The threat from the new Club is to show their flag at the Northern Congress at Manchester and enter the Northern League.

ORDERS to

J E Allen
BGA Book Distributor
7 Lordship Road
Cheshunt Herts Waltham Cross 24846
EN7 5DR (0992)

RECORDED INFORMATION SERVICE

01-722 6368



Reading 581001
(0734)

SUBSCRIPTIONS, CORRESPONDENCE

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

© Copyright and Translation rights reserved

Published by the British Go Association and printed by Lithprint (Avon) Ltd., Epstein Buildings, Mivart Street, Bristol BS5 6JF



Editor: A H SMITH, BRISTOL

NUMBER 37

Price: 30p

JULY 1977



FRONTISPIECE

David Mitchell ended his non-stop lightning go marathon at 9 o'clock in the early hours of Saturday morning on March 12th, having established a new world record of 46 hours non-stop lightning go.

During this time he played 152 games against 40 different opponents from the London Go Centre and the general public. He scored 119 wins, 31 losses and 2 jigo (drawn games), his longest unbeaten spell of 28 wins lasted 8 hours from 5.30 Friday morning until 1.30 Friday afternoon. It is estimated that David played nearly ¼ million moves and and shifted ¼ ton of go stones.

David played according to Guinness Book of Records conditions. A log was kept of all games with details of the opponent, the handicap, the result, time elapsed and the rest periods.

This event is sponsored jointly by the London Go Centre and Knight Games.

The London Go Centre now challenges the rest of the go world to beat this record.

EDITORIAL

The news with this issue is most encouraging. With the flow of material coming from our friends John Pinder, Francis Roads and John Fairbairn, to name a few, we now have permission from David Sutton, Editor of the most excellent Reading News Letter, to use any of their published material. This gives us access to an additional regular supply of news and technical articles.

Also a promise has been received from the North West London Club for recorded games, we eagerly await their first contribution.

The most pleasing news of all is from John Fairbairn, he has indicated his intention of writing three articles in serialization form over 5 or 6 Journals. These will be three separate articles, for dan, high and low kyu ratings.

Past experience has shown that John Fairbairns translations and writings are worthy of study by dan and kyu players alike, therefore we look forward to receiving the first of his schedules.

News is drifting through of New Clubs being or about to be formed, one is at **Cranfield**, who meet every Tuesday in **Mitchel Hall Lounge**, for further details contact **Brian Cook** or **Alan Oxley, Maths Dept, Cranfield Institute of Technology, Cranfield, Beds.**

Another is our very good friend **Ron Learoyd**, he has started a group **Birkenhead** and can be contacted Tel: 051-652-1649. Knowing Ron Learoyds devotion to Go, members are urged to give him support. Could this be the making of a second British Go Centre?

Copy date for next issue – 14.8.77. Editor: R Hays

JUBILEE CHALLENGE TROPHY

The maiden match has been played, the Tournament is well and truly launched.

The first match was between South Cotswold and Bristol, over 5 boards, the victorious club being South Cotswold.

Challenges for the new Trophy should be addressed to:—

Roger Hays, 2 Mallard Close, Chipping Sodbury, Bristol BS17 6JA

Copy and fee of 50 PENCE to ALAN SMITH, see Journal No. 36.

GAMES BY THE NOT SO WELL KNOWN by J Fairbairn

Black: Katsuji Kada 9-dan White: Masao Sugiuchi 9-dan

Honinbo Preliminaries 1975

4½ points komi, 6 hours each Comments by Y Matsushima, from Yomiuri Shinbun

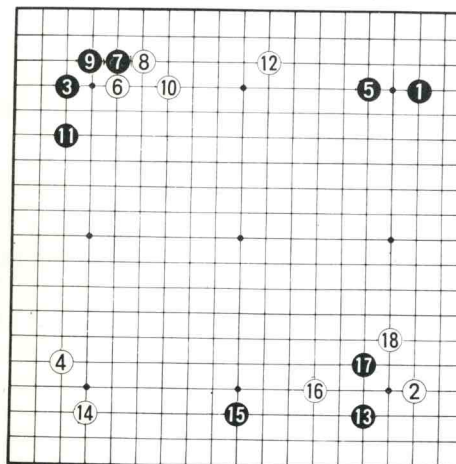
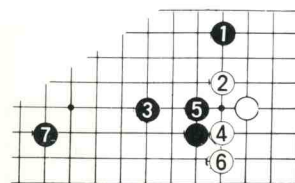


Diagram 1 1–18



Ref Diagram 1

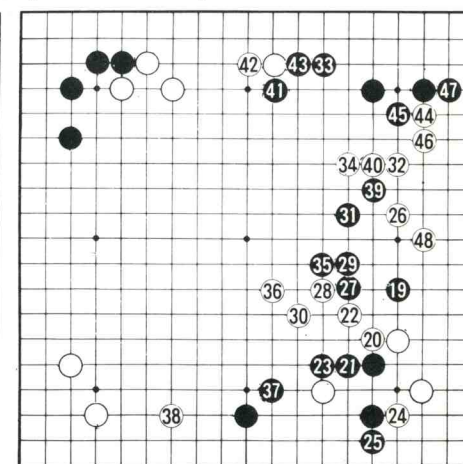


Diagram 2 19–48

In the old style

Sugiuchi beat Hisai 8-dan in the previous round of the preliminaries, and Kada beat Shinohara 9-dan. Both victors have a quiet, solid style, so this meeting is likely to be a leisurely affair.

As stipulated the game took place at the Kiin but the game began later than agreed because Kada was a little late.

Kada is a notoriously slow player and in every game he gets into byoyomi before a hundred moves have been played, so that any reduction in his available time is a cause for concern. For all that he calmly accepts having to speed up once his time is used up.

In fact Kada has been in good form lately, getting into the Meijin league and aiming to get into the Honinbo league too.

On the other hand Sugiuchi was in both leagues last year but dropped out of both and he wants to get back into at least the Honinbo league.

After nigiri Kada got Black and chose as his fuseki the opposed komoku pattern. Sugiuchi, with White, chose Komoku and moku hazushi so that the result was an old fashioned fuseki with not a single stone on hoshi or san-san.

After White 14 the lunch recess was taken because Kada had already sunk into long deliberation. In the old days there would have been no hesitation about Black 15 but in modern times the splitting attack at White 16 has become popular and the joseki in the reference diagram 1 was developed to avoid this. Kada was probably thinking so long because he expected White 16.

Time used after White 18: Black 2 hr 1 min White 0 hr 31 min

Shying away from violent confrontation

As mentioned above White's splitting move at 13-16 is a modern way of playing and Black 19 is one suggested response to put pressure on White. The idea behind it is to entice White into pushing at 20 and thus get in Black 21 to restrict the effect of White's stone at 13-16.

After Black 23 White could start his single stone moving by playing at 37 but this is rather ineffectual after Black 10-16, White 11-15, Black 12-18. Sugiuchi therefore chose to play 24 first with the pincer at 26 in mind.

After White 32 Black might be tempted to surround him at 34 to stop him getting out, but Kada's style is to secure profit with 33.

With regard to Black 35, if White 12-11, Black's hane at 12-10 is good shape. White 36 is a tesuji but Kada was then able to secure the lower black group with 37.

Sugiuchi also thought it was difficult to attack the black group on the right and so decided on the extension to 38. With both players having such a circumspect attitude in avoiding a head-on clash this will obviously not be a fighting game.

Kada thought for 58 minutes about Black 39 and finally bared his fangs. However, when Sugiuchi answered at 40 he again sank into thought until interrupted by a break for the evening meal. Several other games were going on in the Kiin that day but this was by far the slowest.

With 41, which forces White 42, Black loses the opportunity of invading at 8-3 against White's top group, but Kada felt that the attack on the white group on the right side was more important.

Sugiuchi didn't relish this attack either and so defended with 44 and 48, which put Black under attack instead. The framework of the game now seems clear: mutual attack and defence by the black and white groups on the right-hand side of the board.

Time used after White 48: Black 5 hr 9 min
White 2 hr 47 min

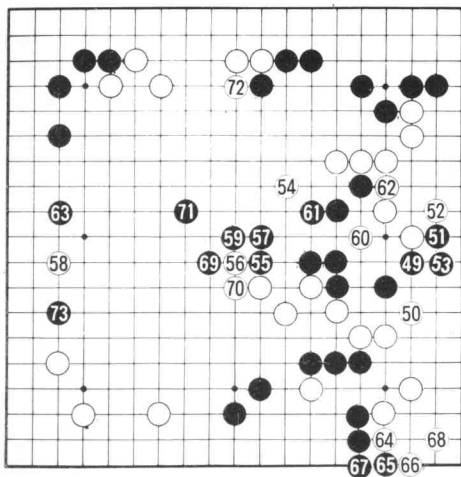


Diagram 3 (49-73)

Level pegging

With both players cautiously avoiding a fight the game has a quiet aspect but Kada has used up nearly all of his time and the game has really hardly begun.

Black 49 could have been at 50 but Kada was stressing the attack on the White group above. After 51 Kada had only 30 minutes left and used 24 of these on move 55. On move 57 he finally entered the 5-minute byoyomi stage. Being forced to play quickly now might seem to be a calamity for Kada but he was as unconcerned as ever. Since this happens to him in every game he is used to it and he is probably the most adept player at avoiding serious mistakes in one-minute go. Normally around two hundred moves would have

been played by now, leaving up to another hundred for the byoyomi stage.

Sugiuchi felt that he could ignore the attack on his right-hand group once he had played 54 and so he grabbed the big point at 58. White 60 and 62 were, however, necessary because after Black 59 the black peep at 17-8 would be severe. The value of White 58 was halved anyway when Black checked at 63, but this allowed White to get in the very big move of 64.

Black 69 and 71 built up thickness and because of this Sugiuchi indirectly defended his right-hand side group with 72, even though this allowed Black to invade at 73. From Kada's point of view the invasion at 73 is natural because 69 and 71 also stabilised the black centre group. The game seems to be evenly poised but it will no doubt depend on the outcome of this invasion.

Time used after Black 73: Black 5 hr 59 min
White 4 hr 27 min

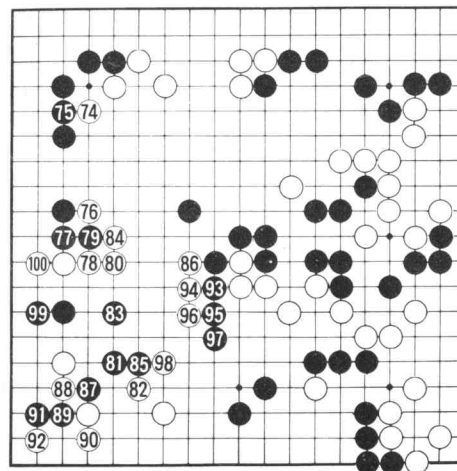


Diagram 4 (74-100)

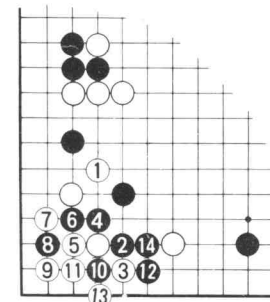
4 The Black Group struggles to Live (Moves 74-100)

"Don't attach to stones you are attacking" says the Proverb and so White's natural attachment at 76 is really attacking the black invader at 3-13, but Sugiuchi first played the Kikashi at 74 because black might not answer later.

Black could also have answered White 76 at 3-8. But then Whites attack would be difficult to withstand and impossible to read out in the short time available, so Kada chose 77 and 79 to simplify matters.

After White 80 Black would like to push on at 84 but White 83 would then swallow the single Black stone, which is too big to allow, and so Kada played 81 to sound out White's response.

A play at 4-14 is a possible alternative to White 82 and Black would answer at 5-17. Then White 90 would be safe but this is a submissive way to play. Even if White resists with 5-18, as in the reference diagram, he ends up split in two on the lower edge. Black 85 could possibly be at 7-13 but Kada felt that White 94 would then be too good to allow.



Ref Diagram 2

White 86 was a severe attacking move. The Black group on the left could perhaps run away at 8-16 or some such point but if White can play 93 the attack on one Black group in the centre-right begins to look very promising.

Kada too wanted to play at 93 and he was able after probing with 87 to 91, but White finally hemmed him in with 94 to 98. Of course if this Black group now dies the game is over but Kada was confident of getting two eyes as he descended to 99.

Time used Black 5 hrs 59 mins
White 5 hrs 43 mins

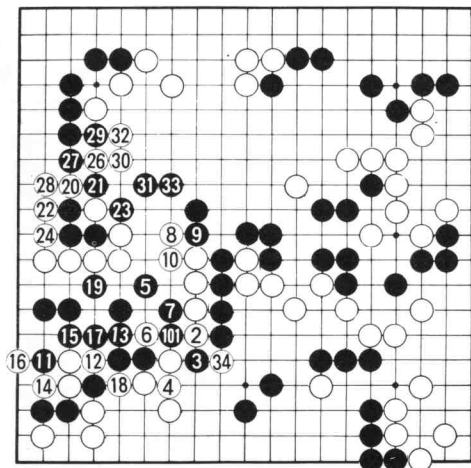


Diagram 5 (101-134) 25 next to 23

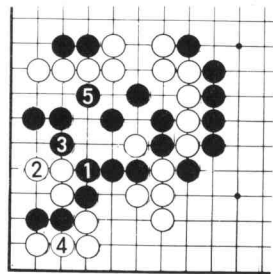
5 Black lives but at a cost (Moves 101-134)

The time was already approaching midnight and Kada had been on a minute a move since around 30 mins past seven, a total of nearly four hours. Sugiuchi, who had more time to play with was himself almost down to his last 10 mins.

Obviously if the Black group on the left dies, the game ends, but Kada was confident he could live by separating White with 1, 3 and 5. Sugiuchi used 5 mins of his precious time on move 6 but it was a dubious move. The idea behind it was that 7 instead would meet with Black 8, which would make things difficult for White, but if White 6 then Black 8, White could stop him running away by now playing 6-13. However, after Black 7 Black has an easy way to live by using his two sacrifice stone as in the reference diagram 3. Several days after this game Kada felt he had played sloppily, especially with Black 11. Compared to the reference diagram Black is about 10 points worse off - he has lived, but at a cost.

If White 6 had simply been at 8 and Black then played as in the reference diagram he could not live because 7 is missing: White would play 5-12. Therefore Black would have to play Black 11, White 14, Black 16 to live. Kada must have been thinking of this when White exchanged 6 for 7.

Anyway the Black Group on the left has lived safely but White undoubtedly has good prospects. However, on Move 26 Sugiuchi had only 5 minutes left as he too went into Byoyomi. Time used Black 5 hrs 59 mins White 5 hrs 57 mins



Ref Diagram 3

6 A Late Night Fight (Moves 135-165)

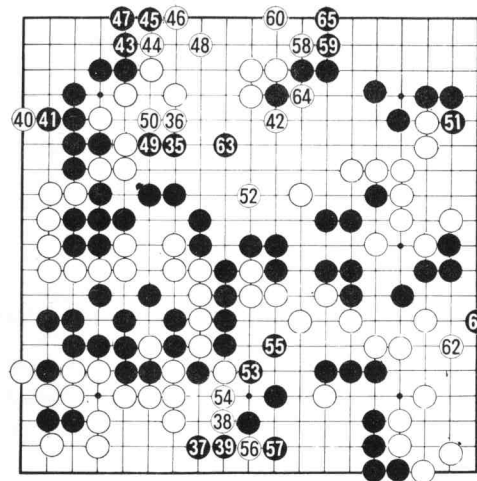


Diagram 6 (135-165)

The time was just on midnight and all of the many games played that day in the Kiin had finished, except one. The voice of the timekeeper counting off the seconds brightened the already tense atmosphere.

Kada's famous luck was running out. He had already been down to a minute a move for nearly 5 hours and had made a mistake in getting two eyes for his group on the left that had cost him a lot of points. Black 37 was the biggest play. It allows White 53 which would cast some doubt over the life of the big centre group, but if Black does not play 37 he will be behind on territory, so he had to take the risk.

Sugiuchi had good prospects after attacking the Black group on the left and so opted for the thick move 42 but Kada nonchalantly took Sente Yose with 43 to 47 and continued to fight back to 51.

Sugiuchi used another precious minute on move 52, and decided to give up the idea of cutting at 53. This allowed Black to connect at 53 and 55.

With these moves the Question of the life and death of every group has been settled and the rest of the game is pure Yose. The Kaketsugi at 60 is a common yose technique, threatening Black with a Ko at 14-2 after White 65 next. If Black cannot fight the Ko he will be two points worse off, which is serious because the game is very close.

Kada was worried about 65 but felt he would lose anyway if he gave in so, after first getting in Sente Yose at 61, he struck out at 63. However White responded at 64 so the Black was able to defend at 65.

Sugiuchi had played for Yose thickness but things were not looking so good for him.

Time used Black 5 hrs 59 mins
White 5 hrs 58 mins.

RECOMMENDED READING

For the 14 kyu range player with very little time to spare for reading the recommended book is "In the Beginning" price £2.60. This book is ideal for long train journeys.

For the advanced player the library is not complete without "The 1971 HONINBO TOURNAMENT" price £4.00.

These books, and many others, are available from John Allen, address on back page. Full revised price list available upon request. SAE with enquiry please.

7 Half a point either way (Moves 166–236)

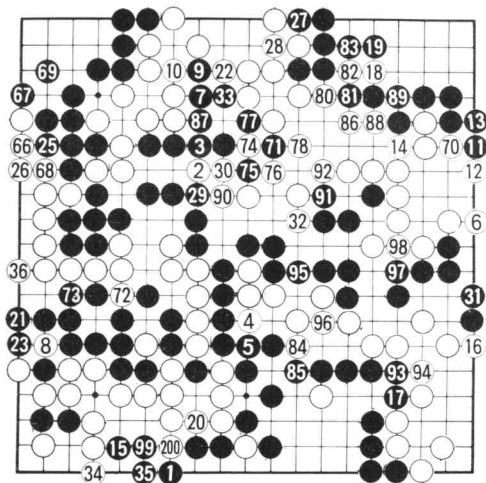


Diagram 7 (166–236)

24 79
at 111 at 174

Black 87 at 90 would allow White 87, a questionable way to play. Black 87 makes 90 and 99 Miai.

Although Kada had been down to a minute a move for some time but he had not yet made any play just to gain time. He finally did with Black 95 and 97.

White 98 could also be at 100 and then, if Black 98, White 17–9 is safe. White could not connect at 15–9 and allow Black to attack at 18–8. However it was surely bigger to allow Black 98 and the subsequent cut at 15–9, and play at 100 instead.

White 106 was a big play but Black 107 was also a good point. Kada seemed now to be on the way to a half point victory because White had no further chances to make up.

Time used Black 5 hrs 59 mins
White 5 hrs 59 mins

8 Kada's Good Fortune

The titanic Byoyomi struggle finally ended at 17 minutes past 1 in the morning. After arranging the stones Black won by 5 points on the Board, by ½ point after deducting Komi. We reported previously in Rin's proposal to up the Komi to 5½ points in this tournament and Sugiuchi had cause to regret the one point difference here. Actually, although some luck is involved, professionals adapt their strategy to the Komi.

In recent years as professionals have got used to time limits it has become rare to go on past midnight but Kada comes out first above Hosai Fujisawa, Shoji Hashimoto and Kajiware as a slow player. Moreover, it is unusual for a game to go past midnight if the opponent does not also go into Byoyomi. Sugiuchi is normally neither slow nor fast but in this game, because of the delicate nature of the end game, he joined Kada in Byoyomi.

Sugiuchi used his last minute with White 66 and so joined Kada in one minute Go, but after this move the overall count seems clear. The game is very close and may depend on the Komi. Accordingly up to now both players have had to really concentrate on every possible 1 point profit.

White 70 was the biggest play and Black 99 was clearly worth about 5 points but it is difficult to estimate the size of a centre play like Black 71. Sugiuchi was able to counter Black 71 and chose to do so with 74 and 76, first gaining time to think by interposing 72.

Black 79 was Gote but it left behind the possibility of a Black peep at 13–5 or more territory with Black 90. Sugiuchi played 82 and 84 to gain time and in the end saw that Black 13–5 was too big, so he defended at 86

Kada's tenacity in Byoyomi in every game is remarkable. He can afford to play slowly because he is confident of his ability in one-minute Go, but without luck he cannot go on like that for four or even five hours. This tenacity and indomitable good fortune got him into the Meijin league this year and maybe this difficult game will see the realisation of his dream of getting into the leagues.

Because of their long training professionals are technically much of a muchness. The differences in the end are due to push and tenacity. Of course with poor health it is out of the question but victory or defeat depends on to what extent one can concentrate on a game.

He is sober but Kada's tenacity with regard to victory and defeat is worth a fortune.

SELECTION OF JAPANESE GO TERMS

FUSEKI	Opening stage of game considering the whole board
KOMOKU	The 3–4 point in the corner
SAN–SAN	The 3–3 point in the corner
HOSHI	One of the handicap points
JOSEKI	Series of moves designed for corner play
TESUJI	A very skillful move
KAKETSUGI	A diagonal connection
YOSE	The end game
KOMI	Handicap points in an even game. Usually 4½ or 5½ points.

THE TRIGANTIUS MEMORIAL TOURNAMENT, CAMBRIDGE, 1977

Dave Erbach

This hard-fought event was contested in the new venue of the University Centre, on June 12. There were precisely eight people in the 2 dan and up division, and, vindicating predictions of the Cambridge people, was won by Prof K Matsumoto, 4 dan, a Professor of Greek currently visiting Cambridge, who in succession defeated Castledine, Daly and Bates. My impression was that they were all more or less wipe-outs. Unfortunately, the hoped-for match against the strongest British player there, Matthew Macfadyen, did not take place as he slipped in the first round to T Mark Hall. First prize was Ten Pounds.

The second division was 1 dan and 1 kyu, won by the self acclaimed 'weakest 2 dan in the country', Charles Matthews, who, along with Adam Pirani (at 14 our youngest dan player), qualified for the 1978 Candidate's Tournament. The other four divisions were won by, respectively, D Jones (2 kyu, Manchester), T Stacey (6 kyu, Kent), A Berent (10 kyu, Cambridge) and P Hammerton (16 kyu, Norwich).

Finally, a few words about the Tournament's title. Trigantius was the Latin name of a Jesuit priest who went to Japan in the late 16th century. His memoirs, published (in Latin; I spent hours ploughing through it in the rare books room of the University Library) in 1596, are a fascinating picture of his adventures, and in particular, as far as I can ascertain, are the first mention in writing by a Westerner about Go.

10th BRITISH GO CONGRESS — 1st — 3rd April 1977

This year the Congress was held at the Gilbert Murray Hall, Leicester University. There were 20 Dan players in an entry of 108, with the median strength at entry being 6 Kyu.

On the Friday night a Lightning Tournament was organised which was eventually won by T M HALL (Bristol) who defeated J A HODGSON (Manchester). Both of whom received bottles of wine for their efforts.

The main tournament was a 6 round MacMahon with time limits of 1 hour and 30 seconds byoyomi for 10 minutes, then 10 seconds. M NASHIWA (London) and J DIAMOND (London) both finished with MacMahon scores of -6, but the British Open Championship and accompanying trophy went to M.NASHIWA on the second tie-break. The 9 divisional winners were each presented with a handsome pewter tankard:

Division 1 —	M.NASHIWA	(London)
Division 2 —	D.HUNTER	(Reading)
Division 3 —	A.PIRANI	(London)
Division 4 —	D.PHILLIP	(Oxford)
Division 5 —	J.FARAWAY	(Woodford)
Division 6 —	V.GREGORY	(Hull)
Division 7 —	J.A.HODGSON	(Manchester)
Division 8 —	C.ROSE	(Bracknell)
Division 9 —	C.RASBASH	(Hull)



An innovation at this Congress was the award of two special prizes to outstanding young players, who did not otherwise figure amongst the divisional winners. These were awarded as follows:—

Under 18	C.WILLIAMS	(Leeds)
Under 16	S.SHIU	(Nottingham)

The team tournament was won by the "Modified Original Cambridge Wanderers" (J.DIAMOND, P.PRESCOTT, R.J.SMITH, A.WILLIAMSON).

LIBRARIES EXHIBITION by Brian Castledine

The BGA has produced exhibition material on go suitable for display in public libraries. Exhibitions have been successfully arranged recently in several libraries in Outer London, and have proved to be an excellent way of publicising go. This material is available for the use of any BGA clubs or members. We suggest that those interested should first contact their local library, and if a positive response is obtained, then contact the BGA secretary for details of the exhibition, and the times when it would be available for loan.

CANDIDATE'S TOURNAMENT AND CHALLENGERS LEAGUE, 1977

by Matthew McFadyen

At the beginning of the 1977 Candidate's Tournament there were four clear favourites for the four places available in the Challenger's League in June — the three 3 dans Jim Bates, Andrew Daly and David Mitchell, and Brian Castledine (2 dan), whose recent performance has been impressive. Indeed, it would have come as no surprise to see a repetition of last year's boring result, where the four qualifiers lost no games to anyone else.

Such fears were quickly dispelled, however, as Brian lost to Charles Matthews in round 1, and Andrew and Jim to Tony Oxenham and Brian Chandler in round 2. There were further upsets to come, since David Mitchell, after a solid four out of four in the first of the two weekends of the tournament, lost three of his games in the second to take fifth place behind the four qualifiers, Brian Chandler, Jim Bates, Brian Castledine and John Fairbairn, who joined Stuart Dowsey, Tony Goddard, Matthew McFadyen and Paul Prescott in the Challenger's League. Charles Matthews, 1 dan, also put up an impressive performance and was unlucky not to qualify after winning four out of his first five games.

The crucial match in this 8 player, all play all league held over the Jubilee weekend appeared to take place in round 1, when Tony Goddard defeated Paul Prescott (it is hoped to have a report on this game in the next issue). However, Tony dropped a couple of games later on, while Paul won the rest and came through to win the League and make the Challenge Match (best of five) a Prescott—Diamond affair for the fourth year running. Third and Fourth places were taken by Stuart Dowsey and Matthew Macfadyen, who therefore qualify for next year's League.

'GO NOTES' BY LONG JUMP (TOBY)

Until the advent of the Ishi Press "Elementary Go Series" the usual language for 'Go terms was Japanese, with a few exceptions. Apart from a few mis translations in early "Go Reviews", the English terms were confined to a few simple terms such as cut and snap back, with the occasional rarer animal such as the "Crane's Nest" or the "Double-Headed Dragon". English was the exception rather than the rule.

The Elementary Go Series has changed this. Only a few Japanese terms are left, for example ko and seki; most of them have been anglicised. Thus hasami-tsuki becomes clamp, shibori becomes squeeze and oki becomes placement, all of which are, to me, tolerable — macro endgame for oyose, however, is not.

While the anglicisation of terms may have a beneficial effect in that fewer newcomers to the game may be put off by the abstruse vocabulary, it tends to confirm the belief that the English are unwilling to learn other people's languages. International communication may suffer — particularly between Western players and the Japanese — and I, personally, regard it as a retrograde step.

WOODFORD GRADING LADDER by Francis Roads

Maintaining accuracy in club gradings has always been difficult at Woodford because our attendance is small (about 8–10) and strengths range from 2-dan to beginner. Furthermore, the spread of strengths has never been even — currently we have a hole between 2-kyu and 6-kyu and another between 10-kyu and 17-kyu.

We are therefore trying out a new form of ladder. There are 27 rungs, each of which can accommodate a theoretically limitless number of players. The lowest is marked 'below 20-kyu', the second lowest '20-kyu', and thereafter all the strengths up to 2-dan. From 1-dan to 3-kyu the grades are divided into an (a) and (b) rungs (see rules).

Abbreviated rules are as follows:—

"The ladder's function is to maintain the accuracy of club gradings, and not to provide a club competition."

"1. All games played at the club should normally be regarded as ladder games, unless the players previously agree to the contrary.

"2. All games are to be played on handicap as indicated by initial ladder grades. The (a) and (b) suffixes to grades from 1-dan to 3-kyu do not affect handicaps.

"3. After each game the **weaker player only** moves one rung up or down the ladder according to whether he won or lost.

"4. Where players are equally graded initially, both winner and loser move on the ladder, except that in no case shall any player move to a higher grade than that of the BGA grading of the club's strongest member(s).

"5. Where initial grades differ by more than nine a nine stone game shall be played. If the weaker player wins he moves one rung up the ladder; if he loses there is no change.

"6. Players below 20-kyu may play at any strength they wish, but to establish their right to 20-kyu they should win one game playing at 21-kyu."

The system is based on the assumption that the stronger the player the more accurate his grading is likely to be. Ladders which allow stronger players to move up on the results of handicap games against weaker players can quickly become distorted and unreliable as means of assessing true gradings.

Using the stronger players as fixed points against which to grade the rest of the club appears to give them an unassailable position at the top of the ladder, but this is not so. Any player can theoretically work his way up to the top and if he continues to beat the top player he will have to move down.

The division of certain grades into (a) and (b) rungs is not intended to represent 'strong' and 'weak' divisions but simply to slow down progress through these presumably better established grades.

The main weakness of this system is that the whole club could become misgraded, if at any time the strongest player becomes due for promotion or demotion. However, we place our trust in the BGA Grading Sub-committee to see that any necessary regradings are promptly made.

Post-Script: Six months of experience with the ladder have shown two slight weaknesses. The division of grades needs to be carried much lower — say to 10-kyu — and perhaps the upper grades need three or more divisions. The other is that middle kyu players have tended to do much better in even-game tournament play than their position on the Woodford ladder would predict. The reason for this is unclear.

FR

NEW GO MAGAZINE by David Sutton

"Go Review" is dead, long live "Go World". This is the new Ishi Press venture, a bi-monthly magazine, of which the first issue, May–June 1977, has just appeared, replacing "Go Review" which has now ceased publication. The editorial states that the magazine has been founded with a threefold intent: to provide up-to-date reports on the Japanese Go scene, to provide instruction material for players of all ranks, and to provide a forum for the exchange of ideas and information about new developments in the Go world.

We as a tribe were lucky to have "Go Review", which developed from tentative beginnings (remember those first issues filled largely with goodwill messages, nine-stone handicap games and ads for oil-tankers?) into a high-quality magazine packed with instruction and entertainment. And now we are lucky to have "Go World". With 64 pages it may appear to have slightly less content than "Go Review" in its heyday, but there is no advertising material — I don't know whether this is editorial policy or whether the purveyors of the oil-tankers at last realised that Western Go players are not on the whole an up-market consumer group!

The quality is excellent. The magazine is clearly and attractively laid out and contains a wide variety of articles pitched at varying levels and covering fuseki, joseki, tesuji and yose, as well as a good selection of recent professional games. I particularly liked the special professional game commentary for kyu players, and thought the fuseki and yose articles were unusually illuminating of their difficult areas.

It cannot be claimed that "Go World" is cheap. Obtained directly, it costs \$16.50 for a year's subscription seemail, or about £1.60 an issue, which makes me somewhat nostalgic for the days when I started playing Go and got fifty back issues of "Go Review" from the BGA for 10p each. Nevertheless, the Ishi Press deserve, and I hope will get, all possible support for this venture which is so vital to the cohesion and furtherance of Western Go.

SPRING IN AMSTERDAM

Bob Thompson

A small British contingent of nine players travelled to Holland to compete in the 6th Amsterdam International Tournament, held from May 19th to 22nd. The top division (2 dan and above) was dominated by two very strong Japanese, K Hamajima and Y Kito. Mr Hamajima, whose strength was estimated as at least 7 dan, won in straight wins; Frank May, 3 dan (LGC) gained a creditable 3 wins against this calibre of opposition.

The sole UK representative in the second division (1 dans and some 2 dans not in the top division) was Paul Fage (Oxford), whose fine score of 4½ out of 6 earned him second place, and a prize, while Bob Thompson's (Bracknell) 5 wins in the third division (1 kyu) earned him another prize.

Finally, thanks should be proffered to our Dutch hosts, who accommodated almost all the British players in their homes.

GAME FROM NORTHERN CONGRESS 1976 (MANCHESTER)

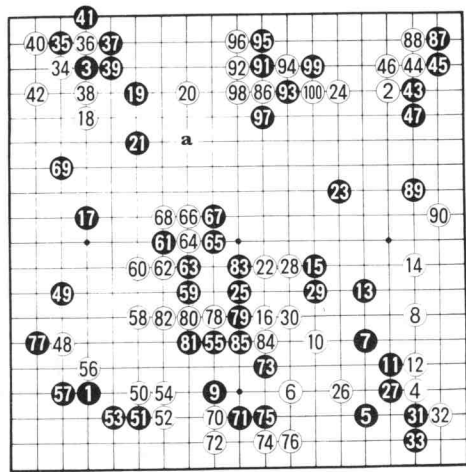


Figure 1 (1-100)

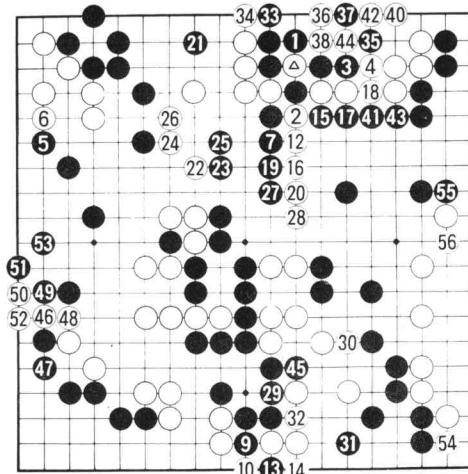


Figure 2 (101-156)

8 AT △
11 ko
39 ko

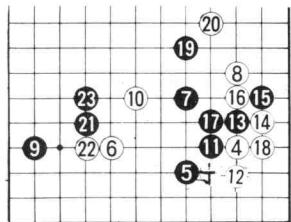


Diagram 1

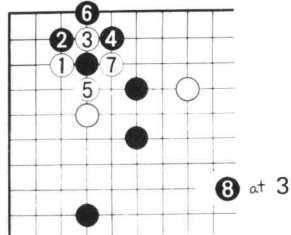


Diagram 2

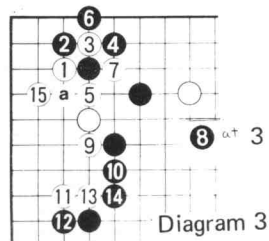


Diagram 3

Black B Chandler 1 dan
White S G Fawthrop 1 kyu

Comments by Mark Hollings, Additional comments by Steve Fawthrop (S)

B11 Instead of 11, the sequence of Dia 1 is a well-known alternative, although Black makes White more solid, his solid position allows an attack such as 21. If W12 of Dia 1 at 13, Black will play 19 then 12.

B15,17 A good 'whole board' combination, but White is happy with '16', also good since the ikken tobi's at 22 and 78 are both annoying to Black.

W20 This is obviously an overplay; Black is delighted to play '21'. I would tentatively suggest a play at 91 instead, expanding White's moyo and restricting Black's expansion. It also prepares for the play at H17. If Black should go to J17 to avoid this, he cannot be content with White's Jump to 97.

(S) W20 While an overplay, this was a (Perhaps ambitious) aim at playing 'a'. B21 was a bad reply since it does not put enough pressure on White's stone 18. It is better one point to the left. To see this compare Diagrams 2 and 3.

Dia 2 & 3 After the sequence 1-5 in these diagrams, Black has the choice between 6 & 7. In Dia 2 playing 6 leaves White with too many possibilities. After the same sequence in Dia 3, there is more pressure on White, to live he must play something like 9-15 give Black thickness. Instead of Dia 3 White may be better to play 3 at 'a', but that will leave a weak group, and so White will have to choose the right time to play 1.

W22 A good point nevertheless (though the residue of overplay still remains).

B25 This is a bad move. To start with, it's played at a time when Black is not really sure that he needs this play, as with aji-keshi, and secondly, White's 26, 28 and 30 result in such a strong shape that Black really has no more plays against these stones. Also, you can see what is meant here by not playing both sides of a bamboo joint. B25 has ended up as good as directly against a strong wall. If you were to adjust it, would you not rather it be two points left at 59?

In reality B25 must be in the vicinity of '23', surely, for White could justifiably assume two points left and right of '23' as miai.

W34-42 All these moves appear to be the maximum playable and since Black is made very strong it seems that White's manoeuvres are a little too early, for example, White may want to use a tsuke at F17 in the process of sacrificing W18.

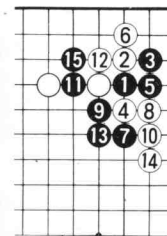


Diagram 4

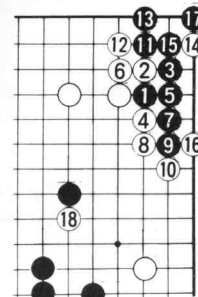


Diagram 5

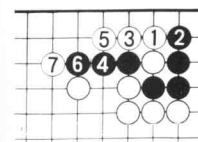


Diagram 7

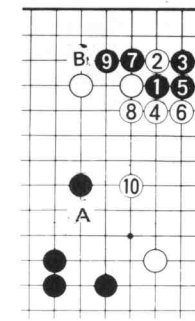


Diagram 6

A play directly at '48' is just the move. Then White should play to keep sente and play at Q12. Black will be at a loss to have to make a gote move in the top left corner to form his only large territory.

B43 Ideal. It retains the chance of invasion on the upper side while striking at the heart of Whites prospective enormous right territory.

W46 If White wants to play here he should first play atari at '47'. Please note that w6 in Dia 4 does not work as well as the solid connection at '12'. The reason is that Black can play at '7' knowing that if White replies at '8', he can disrupt the entire upper side, or else get a play at '14' in sente.

So instead of Diagram 4, White will play '6' of Dia 5. Black lives easily and White can get in a move such as '18' which will profit one of the right side, upper side and central group.

White could also play the moves of Dia 6, where W8 is sente, threatening Dia 7. W10 in Dia 6 is an easy enough play but is too slow and cramped. It is better to go straight to 'A'. Although White really needs a stone at 'B' to protect the cut. So this sequence is not good in this game.

- W48 Good because '49' and '50' are miai. If Black next plays at '50' White would play B4 and C3 or D8. If W48 is not played in this area, Black will simply play at '50'.
- B51-55 The general idea is good. '55' is clearly a key point and Black is safe in the corner. But in reality White has been given the possible connection at 70. Because there is no clearly reasonable sequence for Black, how about going straight to '55' with B51, aiming to play at 127 if White replies at say E5. This large scale strategy is much more positive than Black simply counting his losses in the lower left.
- (S) W56- W57 A bad exchange for White. The extent to which White is strengthened is insufficient to make up for the aji lost in the corner without this White has future possibilities, suberi at B4 or san-san invasion.
- W58 Only temporarily safe.
- B61 Unreasonable; Black must go out with '65' or else play kosumi at K3 (B71). This kosumi aims at N2 which either connects or makes eyes.

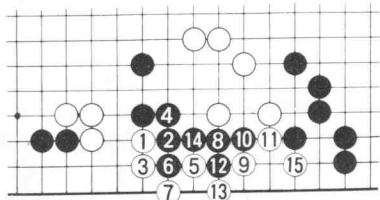


Diagram 8

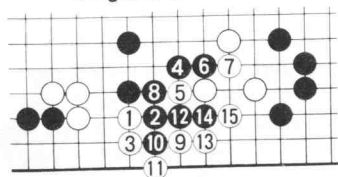


Diagram 9

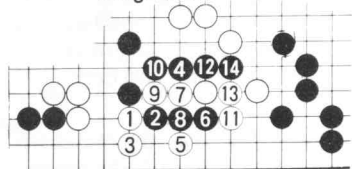


Diagram 10

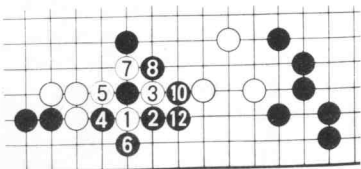


Diagram 11

⑨ takes
⑪ connects

- W68 Bad. To simply extend again is the best. Then White has a better position all round.
- (S & M) W70 Should it connect? Certainly the Black plays are wrong. If no connection is available then W70 is wrong, simply because it weakens the stones to the right.
- Dia 8 B73 should be at hoshi, resulting in ko - this is a bad ko for White, but if he should win, an attack on Blacks right side group is a strong probability.
- Dia 9 & 10 White 74 is also a mistake as these Dias show, Black 75 is shown to be a shocking move.
- Dia 11 Can White live by cutting at 1 here? The 5 here fails as shown. If White moves 5 to 6, Dia 12 appears to be the best sequence.

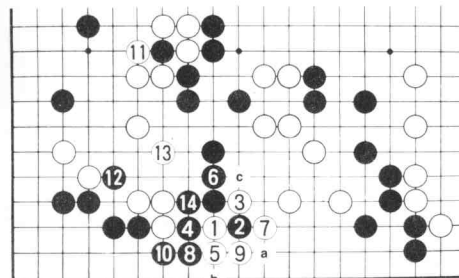


Diagram 12

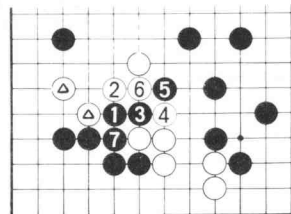


Diagram 13

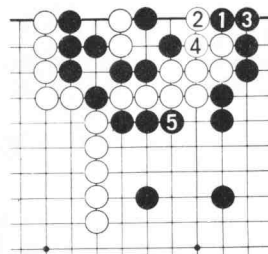


Diagram 14

- As for the remaining plays, Black should not force White's 116, 120, 128 since it automatically covers White's weakness. He should rather play at 116 with B115 to keep White central position weak.
- B139 Should play as in Dia 14 and get a ko. B139 can only be described as a Black-out.

After W156 the game is quite close, but came to an abrupt halt just after when White resigned. (subsequent moves omitted to save White's embarrassment).

Overheard after a game between a dan player and a beginner:-

"Territory is like women. The harder you chase, the less successful you'll be." JP

- Dia 12 Here 11 and 14 may be considered as miai.
- If W7 is moved to 8 black ataris W3 and cuts off at least 5 white stones, whilst B6 at 8 is answered by W6.
- If only big question in Dia 12 is whether W9 can be played at 10, followed by B9, Wa, Wb, Wc. The profit white may gain by allowing 'black's' centre group to live is doubtful.

- B77 This is poor. At any time Black could play B1 in Dia 13, threatening the cutting sequence to B7. So, White would have to give up the two marked stones. Therefore B77 should be at '1' to force White into choosing between two evils.

- W78-86 The most vital point for White is a jump to H13 (W122) because Black can and must play B(H12), W(F10), B(J13) to get his central group out of danger. After B(H12), White cannot cut at J12 as Black simply pulls out the stone at G10 (B61).

The moves B87-W106 completely ignore the situation in the Center, apart from this though B91 is unreasonable; the slide to 121 is quite sufficient.

BOOK REVIEW by Derek Hunter

"Invitation to Go" by John Fairbairn, published by Oxford University Press. Contains 85 pages and more than 124 diagrams. Retail prices are £1.30 for paperback, £2.60 for hardback.

The first thing to say about this book is that it is excellent, but this must then be qualified to make sure that the potential reader realises what a treasure is within his grasp. It is not a detailed manual explaining the rules exhaustively from which even the least able can learn to play Go, and nor is it an advanced tome full of complications and worthy only of study by experienced devotees.

It is an attractive and easy-to-read book which is intended to arouse the reader's continuing interest by outlining the scope and fascination of the game. John Fairbairn has written in a humorous and colloquial style which makes reading a pleasure and aids comprehension. For example, take "Despite the Oriental predilection for suicide it is not permitted in Go".

A list of the chapters gives a good idea of the topics covered: Equipment, rules, territory, example 13 x 13 game, basic tactics, starting a game, middle game, unusual positions, handicaps, Go throughout the world, a professional game. It is worth noting the clever technique, for following a commentary more easily, of underlining moves shown in a diagram for which there are comments in the text.

And now a few complaints. It would have been reasonable to emphasise that the game really is played in this country by including some photographs showing numerous players at Congresses. More details of tournaments and clubs, giving their numbers and locations, might also have persuaded the would-be player to take up the game. There didn't seem to be many misprints, although the most glaring was a caption referring to a professional showdan! Finally, it was a pity that the book and cover were devoid of information about the author.

"Invitation to Go" is a solution to the old problem of choosing a present, can also be recommended to libraries, and of course no serious player should be without one. It is to be hoped that the publishers will soon produce more Go books to satisfy the demand that this one will undoubtedly create.

THIS SPACE FOR SALE

full details, rates etc available upon request

Overheard:

I sat there dreamy as a cloud,
While time ticked by upon the clock
When all at once I cried aloud,
"In byoyomi? What a shock!"

MIDDLE GAME JOSEKI by J Fairbairn continued from JOURNAL No. 36

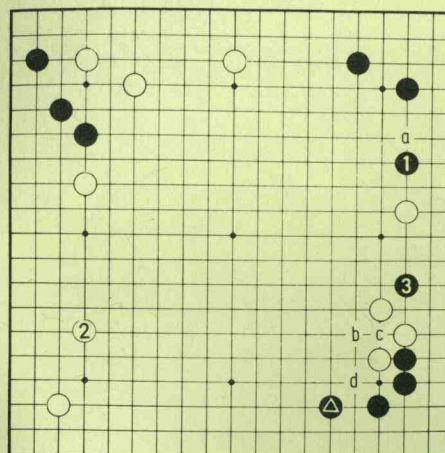
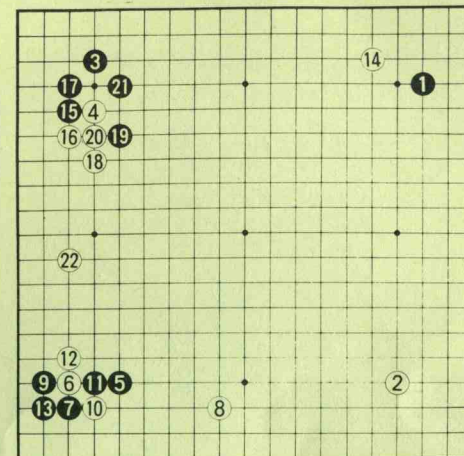


Diagram 5



Reference Diagram

Diagram 5

White 20 should be at 2 here. Black's attack on White at 3 is not so severe as his attack on White 14 in Diagram 4, but it does mean that you have to know how to answer the invasion.

Note in passing that if Black is going to be unable to play 1, and White is going to get a chance to play a first, which means Black is not likely to get the invasion at 3, it may be appropriate for him to choose the joseki of Black b, instead of Δ followed by White c, Black d. An example of this is given in the Reference Diagram.

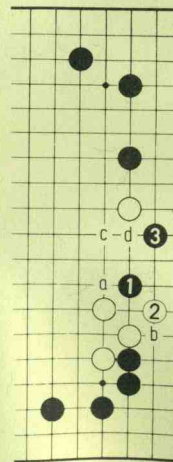


Diagram 6

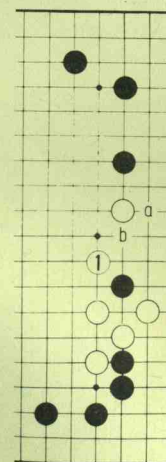


Diagram 7

Diagram 6

Back to the real business. White 2 is the only sensible answer. It's not immediately obvious, like Black 3, so you have to make a special effort to remember it. White 2 leaves him with a choice of connecting above or below, and it also aims at a sente endgame sequence against the corner below. The most obvious alternative to White 2, namely a, is met by Black b and all White has then is a shapeless line of stones.

Black 3 is the commonest answer, but c and d are also possible. You should be able to work out for yourself why all other moves by Black are normally inferior once you have seen the variations below.

Diagram 7

White 1 is the correct answer. Again it is probably a move that requires memorisation. We will look briefly at the obvious alternatives a and b and see why they don't work.

to be continued