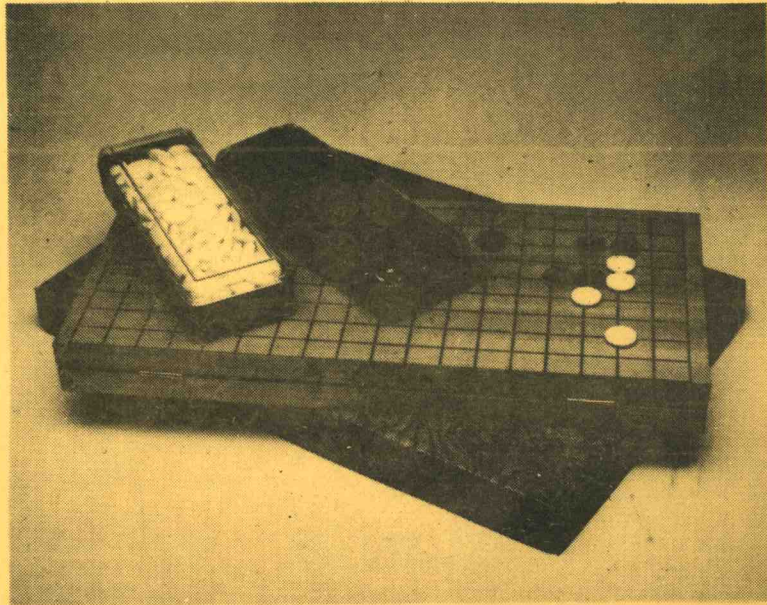


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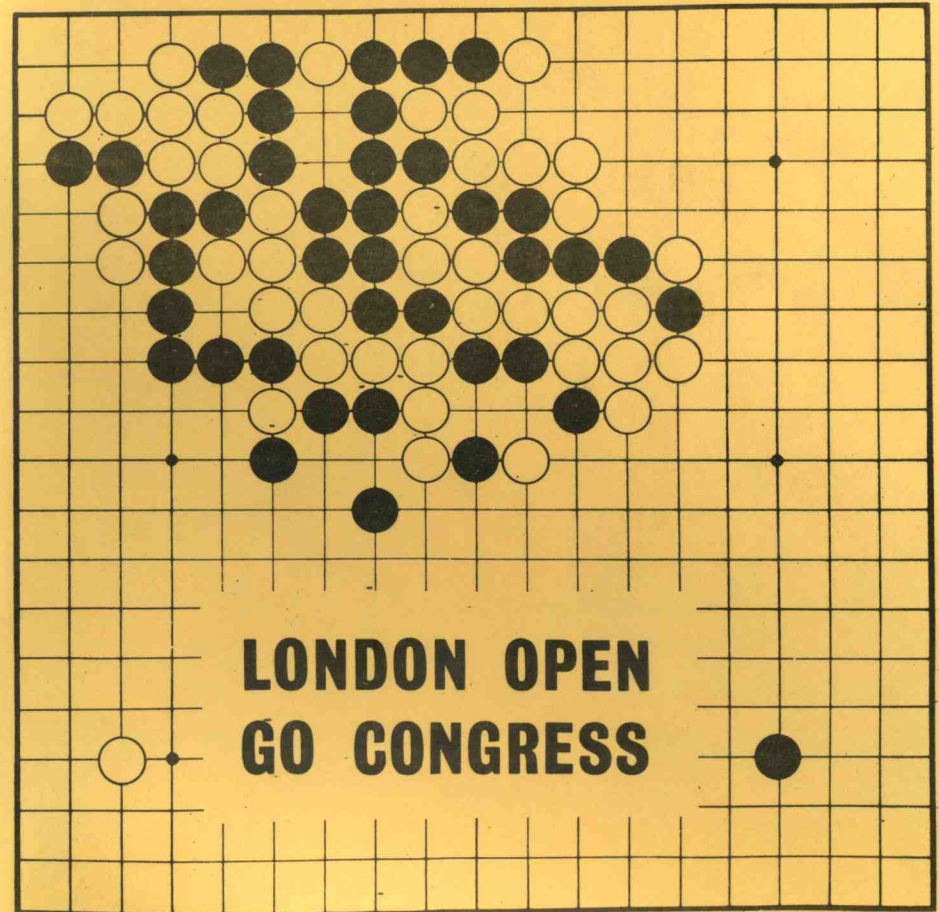
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BRITISH  
**GO**  
JOURNAL

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FEATURES

GAMES

ANALYSES

THE BRITISH GO ASSOCIATION: secretary, Derek Hunter, 60 Wantage Road, Reading, RG3 2SF, tel. Reading(0734)581001.  
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APOLOGY The board illustrated on the cover of issue 38 was a modified version of the Gostelow No. 2 Go Ban. See advertisement on p. 23 for the normal style.

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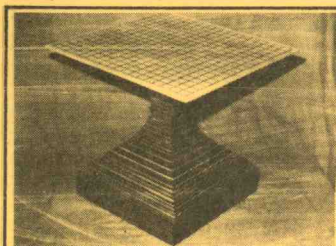
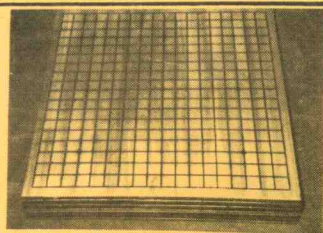


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## EDITORIAL

Welcome to the first issue under London management. Every editor has a handful of cliches which he throws at his readers from time to time, and a policy. Our policy will be simple. To provide news and features for all members of the BGA, plus instructional articles and annotated games for the 95% of members who are not of dan strength and for whom little material is available in English.

This may sound a straightforward task, but it will be impossible to accomplish without your cooperation, which is where the cliches come in. This is your magazine, not ours. We can only be as good as you help us to be. (Yawn .) We are only here to serve you. (Yawn, yawn .) You get the idea. We want your news and your contributions, your gossip and your requests. What do you like, what do you hate? Are our annotations to games incomprehensibly verbose, or trivially brief? Is the news topically gripping or space wasted? Do our attempts as humour make you grind your teeth? Tell us, please.

One way to please more readers is to make the BGJ bigger. This issue is 24 pages and the increase is entirely paid for by our advertisers. Every page of advertising pays for itself and another page. We look forward to further expansion in the future both through advertising and heavier retail sales. In the meantime we commend to you the goods and services that our advertisers offer.

There will inevitably be strong feelings against the transfer of the Journal to London, as already expressed in our "Letters" columns on page 4. We hope to prove that these misgivings are unfounded, not least by having one or more representatives at every major British tournament, in order to meet and talk to as many members round the country as possible, (in fact, John's letter was accepted personally at the last Wessex tournament,) and to break down the very feelings of isolation that John refers to. With your help, we are confident we can succeed, and together make an important contribution to Go in Britain.

## PRESIDENT'S NOTES

You will already have noticed that this is the first issue of the Journal produced under the editorship of David Wells. The Committee are confident that he and his team can make a success of the editorship, and that through the wide range of capabilities they offer, the Journal can give still stronger support to the expansion of Go all over the country.

The BGA and Go in general is, however, greatly indebted to the Bristol Committee, whose editorship thus comes to an end after five years. Over that period they have produced an interesting, competent, and above all regular Journal of steadily improving quality. The four members of the editorial committee, Alan Smith, Ron Stone, Roger Hays and Toby Manning can look back with

satisfaction of a job well done and a substantial contribution to Go in Britain.

The present year is proving to be one of considerable change. Besides the editorship of the Journal and the end of John Allen's stint as book distributor (another long hard job well done), we shall find ourselves at the AGM in April with three new officers. After two years as Treasurer Alison Cross is retiring to take a trip to Japan, and after only one year as President I am forced to retire by my move last October to Holland. The greatest change for most members, however, will be the retirement after ten years of our Secretary, Derek Hunter. We are hoping to persuade Derek to continue to provide membership services, but to release him from the formal committee duties. These changes mean first that there will be a greater burden than usual on the remaining committee members to provide continuity, and second that there is more opportunity than usual for new blood.

Meanwhile, the Committee has prepared a complete tournament calendar, and opened discussions with the Dutch Go Association on matters of mutual interest; we are appointing an archivist, and proposing to the AGM that the Ansafone service should be discontinued, as it appears not to be worth its substantial cost. As always, we welcome comments, suggestions, ideas and proposals on any aspect of BGA affairs.

## LETTERS

Sir, May I suggest that future of the BGA lies in even closer cooperation with the London Go Centre, possibly resulting in their eventual amalgamation?

The BGA's size is becoming such that to run it with the present voluntary unpaid spare-time administrators is increasingly difficult. (I am a little unhappy about the current quick turnover of officers, for example.) I can foresee a time when all central Go administration would be carried out by the paid staff of the London Go Centre, and membership of the BGA would be equivalent to country membership of the LGC. I believe that the advantages of such a system would greatly outweigh the disadvantages.

Francis Roads, Woodford  
Honorary Vice-President, BGA

Sir, At the 1977 British Go Congress at Leicester, I received the impression that the BGA Committee felt that it was wrong that only the Northern Go League and the Journal subcommittees were based away from London, and that other subcommittees which were not 'tied' to London might be 'devolved' perhaps in the near future.

I feel therefore that the decision to return the Journal to London must be deplored as a retrograde step in the evolution of British Go, which can only increase the sense of isolation felt by many provincial Go players.

I may be wrong, but I think that shortly all contributions will be a result of personal contact, and that the national flavour of the present Journal will soon disappear. Am I being a little too cynical in suggesting that the new name be the 'London Go Centre Newsletter'?

John Pindar, Bolton

# Francis Roads Talking



Francis, how did you start to play Go?

I learnt from Dr Good's famous article in the New Scientist in 1965. A friend at Pembroke College, Oxford, drew my attention to this, we sent away and bought ourselves an Ariel set paid for out of JCR funds and taught ourselves. We played very badly, chasing huge groups of about a hundred stones and three liberties around the board and thought ourselves no end of fellows teaching everyone else. That summer I went down from Oxford and visited the London Go Club and learnt to play better. We still used the numerical system of grading. Each number was a half of what we now call a kyu, and 19 was a weak shodan. At the Bristol Go Congress in 1969 I had reached a numerical strength which was then converted to 3 kyu, that was the year we went over to kyu gradings.

● What persuaded you to start the Woodford Go Club?

I started the Enfield Go Club in 1968. I was responsible that year for the BGA stand at the Daily Mail New Year Show. The BGA ran a stall there for a fortnight and I discovered several Go players who lived around Enfield, and between us we started a small club. Then when I moved to Woodford in January 1971 I took some of the players with me including David Mitchell who had been one of my pupils at Albany School and we went on from there. After the 1970 Marlborough Congress I was interviewed on the Today programme and this interview was heard by some of my pupils. They persuaded me to teach them to play Go, but David is the only one who has kept it up to the best of my knowledge.

● You have been one of the most active members of the BGA over the years. How did you first get involved in committee work?

Well, this again goes back to the New Year Show for which I was coopted onto the committee. At the end of my period of cooption I discovered that John Barrs, who more or less ran the committee his own way, must have liked me because he put me up for formal election to the committee. Then John Barrs died suddenly and tragically in early 1971, an emergency committee meeting was called and everybody except me seemed to think that I was the right man for the job. They eventually persuaded me to take on the job of acting President and like so many temporary arrangements it became a fairly permanent one. I was elected to the Presidency at the next AGM and I stayed for five years.

● I know that you used to play chess and your work is teaching music. Do you

believe that there is a strong connection between music and games such as chess and Go ?

I don't really think so, they are all abstract activities - mathematics also is in the same category - but I don't feel any connection except that Go and music are both concerned with little black and white dots placed on lines ! I don't feel any similarity with the thoughts which go on in my mind when I'm doing musical activities and when I'm playing Go. People think differently, it's a very personal matter.

● Do you feel that you have a particular style of playing Go ?

Yes, badly ! Inconsistently, depending on whether I have had a good nights sleep or if it's the end of term. I used to have a reputation for playing sanrensei, but I'm trying as hard as I can to adopt a more catholic style. I feel this is what you must do in Go, you can't really have a style of play, you must adapt to what your opponent is doing.

● You are obviously a very keen and enthusiastic player. Have you any ambitions as a Go player ?

No, I don't. I have a full time job, two young children, and a wife who has no interest in Go, though she supports my Go activities up to the hilt. I cannot for example improve at anything like the rate at which a student can improve. Also I accept that I have a limit to my ability as a Go player and I do feel that I am very near to that limit now. So my ambition is to go on enjoying Go, and to introduce as many other people as possible to the game.

# GO IN RUSSIA

## Brian Castledine lifts the Iron Curtain

It was only four years ago that the rumour that there were three 3-dans in Leningrad was confirmed when a party of Japanese professionals visited the Soviet Union to find a sizable pocket of Go players. One of the main instigators of the Go movement in Russia was Valery Astashkin, who last year became the first Russian to play in a tournament outside his country when he took part in the European Championship at Rijswijk.

Astashkin, a television engineer from Leningrad, first learnt of the game in 1965 and together with a few friends started to develop the game in their country from scratch. Although hampered by many difficulties such as the problem of acquiring foreign Go literature and the lack of State support, by 1972 the first Russian dan players had emerged, although activity was still concentrated in Leningrad and Moscow. In 1974 the first Japanese professional visitors awarded 3-dan diplomas to Astashkin and to his colleagues Vasilov and Nilov, and when a second Japanese party visited them in 1976, by which time the number of Go clubs

in provincial centres had increased enormously, Astashkin and Vasilov were awarded 5-dan diplomas.

The appearance of Astashkin at last year's European Congress was naturally awaited with great interest, but he turned out to be a fairly normal sort of human being. He undertook his visit at his own personal expense and its cost was very substantial. He made a practice of presenting small gifts, such as laquered egg cups, to his opponents, including those who beat him ! Perhaps this practice should gain wider acceptance ! My favourite memory of him is when he paddled in the sea at Scheveningen wearing his grey suit with his trousers rolled up, and carrying an umbrella.

One of the strongest impressions of the Russian Go movement is their original and independent ideas on the playing and teaching of the game. They are very keen on a structured program of theory and learning, in contrast to the more informal methods of the Japanese and, to a lesser extent, the Western nations. They also take their Go more seriously and care little for the more light-hearted aspects, such as lightning Go tournaments. The top Russian tournament has time limits of 6 hours per player, with games lasting three days, two days for play and one day for commentary to 'the masses'. It is a condition of entry to this tournament that the player produces his own full and detailed analysis of each game he plays. The 3-hour time limit in the European Championship was regarded with some disdain.

While we in the West have been looking to the mysterious East for Go Truth, the Russians have worked out their own ideas, with some startling conclusions, which might be unacceptable, for example, to a Japanese professional. These ideas give rise to a very distinctive 'Russian' style of Go playing, difficult to describe but well illustrated by these Russian Go proverbs: 'Never invade, except in yose !' 'Any group can be sacrificed if it is of less than fifteen stones .' 'If you are winning, play sabaki; if you are losing play tesuji. 'Play tesuji, even if it doesn't work. ' (The Russian conception of tesuji may be more restricted than ours. ) When asked for the main difference between Western and Russian Go, Astashkin replied, 'Europeans like fighting too much. If they played like that in Russia they would be disqualified !' While Europeans try to kill groups, Russians are always trying to give theirs up. ' The Russians also have their own method of evaluating a game to see who is ahead - a sort of tewari analysis - and also their own Go rules, to add to the Japanese, Chinese, Korean. .... I wouldn't recommend these ideas to someone who doesn't understand the 'Russian style' - I tried them for a while with very limited success !

What of the future ? The Russians need 10,000 members before they can form an official Go Association and be entitled to generous state support and all that that implies; more representatives in foreign tournaments, widespread teaching of Go in schools, full-time paid organisers and other benefits. They now have half that number. Astashkin believes that, pursuing their own independent course, it will take ten years from the formation of their organisation until they have homegrown players of professional standard.

Whether this happens remains to be seen, but I have no doubt that, given the drive and enthusiasm of Valery Astashkin and his colleagues, and the attitude to sport in the Soviet Union, the day when Russians dominate the European Go scene is not so very far off.

# NEWS

## SEMINAR

David Mitchell, 4-dan, attended the first teaching seminar for foreign go players held at the Nihon Kiin in Tokyo in November. The seminar was sponsored by Japan Air Lines and the 1971 Japan Exposition Fund, to whom many thanks are due.

The purpose of the two week seminar was to impart methods of teaching go and also to improve the players' individual strengths. Other countries represented were Holland, Germany, France, Italy, Austria, Switzerland and Sweden.

The first week was spent at the Nihon Kiin, where the students listened to lectures by Izumitani, professional 5-Dan, who has been teaching for ten years, and a lecture by Kano, pro 9 Dan. They also played a number of professionals, including Iwamoto, Kano, Fujisawa Shuko and Fujisawa Hosai, Magari, Kajiwara, Sasakibara and Kobayashi. The second week the whole group spent at Fujisawa Hosai's house.

David noticed many obvious differences in attitude to Go in Japan. All newspapers have Go columns and the major papers also carry regular reports on games etc., in their sports pages. TV shows weekly Go programmes between 7 am. to 9 am. every Sunday, as well as other Go programmes. Most Japanese know the game. They were very surprised to hear that Europeans played and even more surprised that we had Dan players! The Japanese gradings are a little lower in strength than ours, although amateur grades vary tremendously, due to the idea that amateurs

are comparatively weak, even when they reach amateur dan strength. All kyu players consider themselves to be beginners and almost never play at the Nihon Kiin, which is the main centre for Go in Japan.

## CELEBRATION

The 10th Anniversary of the Ishi Press is marked by a bumper 84 page issue of GO WORLD, which is itself already entering its second year. Dan players who balk at the steep price of £8.10 +p&p £1.20 for just four issues, will have to beg, borrow or steal a copy if they want to find out how Kato Honinbo masters fuseki, and other good things.

## SUMMER CAMP

A new idea in holidays for Go players, (and their families,) has been dreamt up by the Gothenburg Go Club, Sweden. A Go Summer Camp!

This will be held from June 26th to July 2nd at the Ekenas Skargardshotel on the island of Koster off Sweden's west coast. The cost is £150 per adult for the week. Rates for children under 12 years who sleep with their parents will be the cost of food only. Under 3's can come free.

At least one Japanese professional player, Nagahara, 6-dan, will be giving teaching sessions and it is possible that Kayo Tsutsumi will also attend. Stuart Dowsey, amateur 3-dan will teach and act as interpreter.

There are only 30 rooms available so applications should be made as soon as possible to: Christer Lindstedt, Gothenburg Go Club, Landalaganen 2, 411 30 Goteborg, Sweden. (Registration fee of £30 or 200 Swedish Kroner should be enclosed.)

## PROMOTIONS

Congratulations to Tony Goddard who has been promoted to 5-dan following his 1st place at the recent Berlin Tournament, above Jurgen Mattern, 6-dan.

Following the London Open, David Mitchell becomes 4-dan, Adam Pirani, 3-dan (both LGC), Jim Barty (LGC, St. Andrews) becomes 1-dan, as do Harry Fearnley (Oxford), Peter Smith (Cambridge) and Nick Webber (Cranfield).

## ROUND THE CLUBS

The Southampton Technical College Go Club is now simply the Southampton Go Club, the free use of a technical college room no longer being required.

Fifteen months ago Keith Seaman, Andrew Harrison (Portsmouth), Steve Welch (Edinburgh) and Alan Dean started simultaneous postal Go against each other. The 12 games are sent in a circuit and have so far reached about 30 moves each. Steve is improving faster than the others, so his 6-stone handicaps will be out of date before the middle game is under way!

Keith Seaman and Alan Dean are busy converting tiddlywinking friends to the game of Go - but not through dislike of tiddling. They hold 8 national Tiddly-wink titles between them.

Last year Southampton snatched the Jubilee Trophy from South Cotswolds, using four 1-kyus, but it was soon wrested from them. See next item!

## JUBILEE

The Jubilee Trophy was won from Southampton by the London Go Centre last December. Challenges should be sent to Frank Pratt, London Go Centre.

This new tournament, run at one game per month and named after the Japanese professional spring and autumn series, has got off to a flying start. February sees 42 players of 1-kyu and above competing, headed by three 5-dans and two 4-dans. The leisurely time-limits of 2 hours per player, plus the chance to play at the players' convenience, obviously have a wide appeal.

## CHAMPION RETIRES

Jon Diamond 5-dan, British Go Champion for 12 of the last 13 years, has announced that he will not defend his title this year. Would he ever contest the championship again? "Probably not - certainly not for another four or five years - but I'll still be playing in other tournaments!"

(Issue 41 will contain an appreciation of Jon as well as a full report on the British Go Congress.)

## NEW APPOINTMENT

Toby Manning has been appointed 'Tournament Coordinator' for the BGA. He will oversee all tournaments run by the BGA - the British Congress, the Leagues and so on - and will also offer assistance to other tournament organisers. To this end, two broadsheets have been produced. The first is on organising a tournament - booking rooms etc., and the second is an explanation of the MacMahon system, the most popular method of running a tournament. Any ideas for further broadsheets would be gratefully received.

For either of these documents or an up-to-date calendar send a foolscap (9"x4") SAE to Toby Manning, 8 Blenheim Road, Redland, Bristol BS6 7JW.

## TOURNAMENT DIARY

### BGA CONGRESS

The official BGA congress is held this year at Manchester University over the weekend of April 8/9th. Entry is restricted to BGA members. Further details from John Pindar, 40 Welbeck Road, Bolton.

### EUROPEAN

Paris is the venue for the 22nd European Go Congress, from July 22nd to August 5th at the Maison du Japon, Cite Universitaire - 7C, Bd. Jourdan, Paris 13eme.

European Championship, only for players approved by national associations. Main tournament, MacMahon system, Handicap and Weekend tournaments. Accommodation available at the University, 20F/25F per day.

Further details: send SSAE to London Go Centre, 18 Lambolle Place, NW3 4RG

### GOLDEN DRAGON

The 16th Golden Dragon International Go Tournament will be held from Sat. 29th April to Tues. 2nd May in the hall of Go Drustvo Ljubljana, Cankarjeva 1/I, p.p. 298, 61001 Ljubljana, Yugoslavia.

Time limits 1½ hours per player + 45 sec. byoyomi. Opening ceremony, 9.00 Saturday.

Prizes for winners of each division; the 'Golden Dragon' cup goes to the most successful team of three players.

A few players can be put up privately; otherwise B&B is £1 - £2 per night.

Applications please before 15th April.

### BRITISH LIGHTNING

The third such event will be held on Saturday, 4th March at the Wesley Memorial Hall, New Inn Hall Street, Oxford. 7 or 8 rounds, 15 minutes per player.

Registration 10.00 SHARP. Prize-giving ends 5.45 Prizes for usual divisions, plus u-18, u-14 and special prizes for successful young tournament newcomers.

Entry fees: u-14, free; u-18, 75p; over 18, BGA members, £1.50; all others, £2.00.

Entries accepted up to registration time, BUT entries after 28th Feb. not guaranteed. Ring Harry Fearnley on 0865-41885 (mornings) if you will enter late. Entries with fee, strength if known, to H. Fearnley, 15C Cross Street, St. Clements, Oxford. Bring chess clocks if you can.

### TRIGANTIUS

This year's Cambridge 'Trigantius' Go Tournament will take place on Sat. 11th March at the University Centre, Mill Lane, Cambridge.

Three round, MacMahon system, 1 hr. each and 30 sec. byoyomi. First round starts 10.30, registration 10.20

Entry fee £1 surcharged 50p if post marked later than 6th March. Send to Mark Hardiman, Queen's College, Cambridge. Tel. enquiries, C. Matthews, Cambridge 65621 ext. 265 (afternoons)

### CANDIDATES/CHALLENGERS

Open only to duly qualified players. Candidate's Tournament, May 27th-30th. Challenger's League, over two weekends, June 17/18th and June 24/25th

## LONDON OPEN GO CONGRESS

**One hundred and thirty four entrants equalled the record for this strong tournament.**

### Matthew Macfadyen reports

The London New Year Tournament was again an international affair, with French, Dutch, German, Yugoslav and Japanese entries and though some of the strongest players were conspicuous by their absence an amazing 26 first-kyus kept up the numbers and the interest.

The top section, from 2-dan up, provided closer competition than might have been expected. John Diamond, twice winner of this tournament, lost to David Mitchell in the second round, giving everyone else a chance. In round 7 he lost again, to Andrew Daly, allowing me to squeeze home by half a point despite losing my own game with John.

Meanwhile, several of the first-kyus were excelling themselves; by the end of the tournament four had six wins out of eight. Harry Fearnley and Nick Webber just came out ahead on tie break, thus winning places in this year's Candidates Tournament, and pipping David Jones and Peter Smith.

Among the lower kyu players both S.Heavens (6-kyu) and F.Salazar, (12-kyu) scored six, but interest centred chiefly on G.Telfer who had entered at 10-kyu and won his first seven games, only losing to a 6-kyu

in the final round - his prize appropriately included a copy of 'What's your rating?' by Miyamoto.

As has become customary, play on January 1st started at 2 p.m. so as not to interfere with the festivities of the preceding evening. The spirit of the festive season was not, however, confined to New Year's Eve. Strange happenings on board 66, where classic matches such as Go Seigen v Honinbo Jowa were advertised, kept players amused and the organisers busy, finding excuses for the players' absence. In the above encounter, Jowa was disqualified for refusing to accept komi!

Stuart Dowsey maintained his usual joviality as host to the tournament, despite having to act as emergency plumber during a first-round crisis, and the organisers, John Tilley and David Wells on behalf of Paul Prescott who founded the London Open Go Congress four years ago, deserve special mention for their outstanding efficiency and sustained efforts on behalf of the well being and entertainment of all the participants in this thoroughly enjoyable festival.

### TOP 12 RESULTS

1	M.Macfadyen	4-dan	6½
2	D.Mitchell	3-dan	6
3	J.Diamond	5-dan	6
4	N.Fujino	3-dan	5
5	A.Daly	3-dan	5
6	J.Bates	3-dan	5
7	J.Hubert (France)	3-dan	5
8	A.Pirani	2-dan	5
9	B.Castledine	3-dan	4½
10	L.Suc (Yugosl.)	2-dan	4
11	H.Fearnley	1-kyu	6
12	N.Webber	1-kyu	6

Black 9 is often played one point to the right. W10 is an inappropriate response, reminiscent of a handicap game. B11 separates W8,10 and waits for W's response. When W dives in with 12, B13 naturally cuts W off from the side on which B expects to make most territory and this corner sequence ends with B15,17 pressing W low against the edge and expanding B's moyo which W will have to soon invade.

W18 occupies the largest area remaining. One point to the left would be too low - Black could play one point to the right of 18 and keep White down while increasing his prospects on the right.

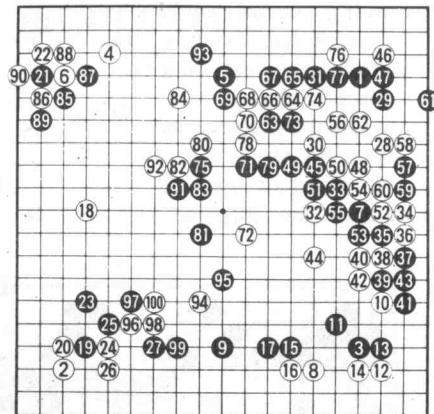
B21 is yosu miru. If W22 at 86 to defend the outside and let Black live in the corner, B23 would be one above 19, pressing White. The idea of playing 19 at all is to keep down W's potential area, while waiting for him to invade B's moyo.

B's first definite error is B27; this should be one point higher. The knight's move, 25-27 can be broken by W, attacking the stones 19-23-25.

White's error follows. His invasion point 28 is badly chosen and in a poor relationship to B1 and B7. One point nearer to either 7 or 1 is better. B naturally defends his corner with 29, W jumps to 30 and B defends with 31. Black is making territory and attacking, while W30 and 28 are loose and difficult to defend.

W32 is another loose move and B immediately pokes at W's weaknesses with 33. W dives underneath for eye space with 34 and up to B43 White is split in two and will only succeed in living with one half of his stones.

W44 looks like good shape, but this is the half that eventually dies, so perhaps 44 at 51 is better.



W46 probes to see how B will defend the corner. 47 makes it difficult for W to live there. 47 to the right of 29 would make it easy, but would attack the lower W stones more strongly.

48-56 gives W space for eyes in exchange for greatly strengthening B's position and making the death of the W stones 38,40 etc., very probable. 56 should however be at 57 - the vital point for eye-shape which B immediately hits.

B61 threatens to rescue 57-59, so W makes an eye with 62 and, not wanting to be shut in, answers 63 by pushing out with 64 etc., but this solidifies B's top area, so maybe W should again have made two eyes.

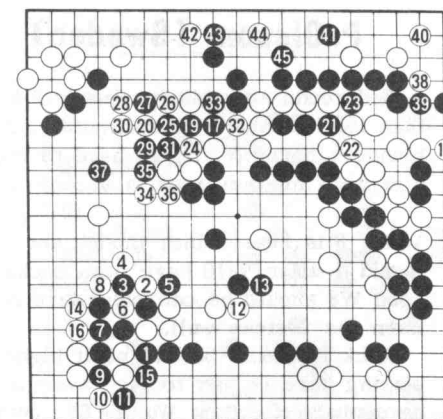
W80 - B83 sees W finally out in the open with chances of making territory on the left, but at the heavy cost of seeing his lower right stones die. After 85-87, which is a standard way of using the stone at 21, followed by 91-92 and 93 which defends B's upper side, B has three ways to reduce W's left hand moyo:

By pushing in from 91, through the gap between 4 and 84, or by using 85, 87, 89. So W's prospects in this area are not as bright as they may appear at first glance.

W94-100 presses back B's area a little and isolates the 4 B stones. However, at this late stage in the game, the W stones cut off by B101 have nowhere to go, and the best that W can manage is to secure his left edge territory and cut B off from centre left in exchange for giving B some lower edge area.

The sequence to 137 forces W to go back after all to live with 118 and ends W's hopes of a large left edge area. His last hope, which would scarcely be enough even if were successful, is to take away B's upper right corner.

W38,40 are a standard way of trying to make eye-shape in the corner. If B pushes to the right of 38, W stops him immediately and forces a ko. So I played 41, without being able to rea-



out all the possibilities, and being prepared to see White live in gote. After the game we discovered that there is a sequence for White to live; it's very difficult and will be found on page 21

The exchange 42 for 43 spoils this sequence. The players finished the game and Black won by a large margin.

A list of recommended local restaurants helped contestants to feed well. In the early hours of New Year's morning, one of these restaurants was completely gutted by fire. It was No. 13 on the list.

The number of 1-kyus, 26, exceeded the total number of 1-dans and 2-kyus put together. Statistical freak? Too many kyu players promoting themselves as far as they are allowed to - and then getting stuck? Or is the BGA grading committee to slow to promote worthy players? Jim Bates confirmed that they are aware of the wide range of ability among this grade - about TWO stones!

Largest dead group - 59 stones belonging to Paul Fage, losing to Adam Pirani.

Fastest game - David Mitchell v Cas Muller. Cas took a leisurely 12 minutes. David took a mere 8, and won.

Prize money totalled £200, the biggest ever cash handout at a British Tournament. The first three took £40, £25 and £15. The rest was shared between all players scoring 5 wins or more.

Nearly one third of the players came from the continent. Home-grown players divided 49-46 between London and the country,

## P. Olsson (Sweden) v Louise O'Callaghan

A 3rd round struggle between a 2-kyu, Black, and a 3-kyu, which has more than its fair share of excitement, mistakes and instructive points. Black blunders horribly, fights hard to recover, but has the stuffing knocked out of him when his own area is successfully invaded.

White 8 is reasonable, though not joseki - after 9-10 have been exchanged W8 should be one point further from the 2-stone wall.

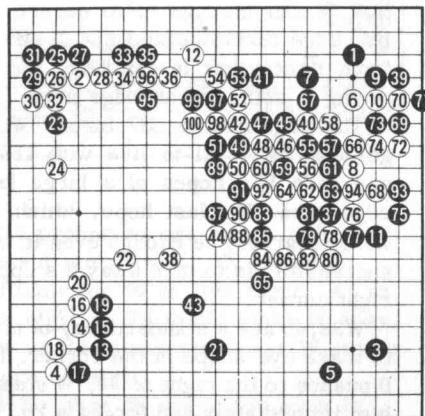
Black 11 should be one point higher - playing here is just too far away to have much effect on White. Of course, B11 is not affected by White either, since B11 is backed up by B3 & 5. It is W whose stones are weak.

13-21 is a standard sequence when B has a stone such as B5 on the right. The large moyo created is Black's compensation for having pushed W along the 4th line with 15 and 19 - a course which would normally be taboo.

The knight's move between 20, 22 is a weakness which W would have avoided by playing 22 just above 19. Either way B23 is natural before W gets another stone in this area and makes invasion very difficult. W24 goes for a maximum area anyway. By diving in at 25, B does not have to defend a weak group outside and he gets sente when W plays 36 to roughly connect with W12. (However, 32 should be just below 30 when W has squeezed with 24 as here.)

B37 leans towards the W group and weakens it, but because B11 was one point too low, so is this one point too far away, and W ignores it to play 38. This has the advantage of increasing W's moyo and decreasing B's prospects.

B39 is another slow move, but now the W group must move and 40 is a simple way to run out. White's fear is that B will run out slightly ahead of him



towards the centre and end up by devastating the one giant W area. So W gets ahead in a loose way with the two-point jump to 42, but of course this can be cut sooner or later. Maybe 44 was W's chance to strengthen her group, in preparation for an invasion of B's moyo.

With 44 W seems to actually back off from B's moyo, as if she were ahead and able to relax. But W has only one territory, while B has three and is somewhat ahead. At this critical point in the game, W has a choice between pressing B back, forcing B to solidify his moyo but preventing him from enlarging it further, or preparing to invade deeply, (see W132). W44 here does neither.

45-64 is a disaster for W. B65 is a fair way to increase his moyo and W66 is a faint chance for a recovery. The

W group should die, but any strength that W can acquire and which faces past 65 to the B moyo all along the bottom gives W a chance of still invading. However, B will still win easily if he runs out with 87 etc., far enough to gain liberties, reducing the W moyo as he does so, and then go back and safely capture the dead W group. B89 is the blunder ruins his plan. If he connects to save 91, W can fill any liberty of B's trapped stones - because W has an eye and B does not.

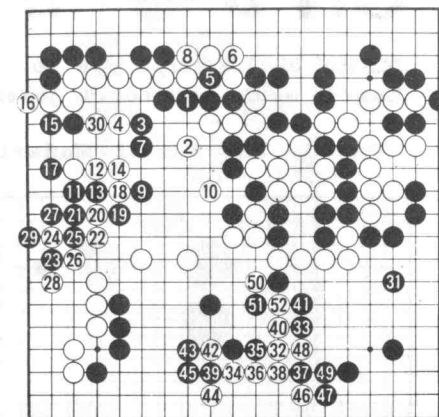
B93 is a mistake - if B should later connect 91 during fighting in the centre, he will threaten nothing. With 97 - 107 B is ingeniously attacking both the five W stones, 42-52 etc., and threatening to cut at 108 saving his own stones with a large profit on the edge.

111 is an excellent point for creating trouble. Black keeps away from the strong W lower left corner and also squeezes the W wall which does not actually have two eyes yet - he only has one eye on the upper edge, in gote. By playing in contact with the W stone, W's possible answers are quite limited.

The exchange 15-16 is a bonus for B, see the earlier comment. B17 gives B a small chance of eyes along the edge and removes the same possibility for W. W can cut just above or below 17, but if he does so at once, he loses because of the lack of liberties on the stones 12-14 etc.

W24 is an unnecessary sacrifice; it actually helps B to live so W ends up in gote making herself an eye with 30 and threatening a second eye. However, 30 is a little late - B could have omitted 29 and pushed left of 7 cutting off the W wall after all.

B31 prevents W playing there, but W at 31 does not kill the B stones and now W can play the invasion that is



justified by her 80-86 wall. W32 is a good point, near enough to the wall to have an excellent chance of joining to it, while also aiming to attach under B21 and make a live group along the edge. A move which threatened only one of these objectives be answered easily. 33 tries to hem W in, so W attaches. B35, W36 helps W to live on the edge, but makes it difficult for her to connect. B37, W38 does exactly the opposite !!

B39 is ineffective. To stop W making eyes B should play on the second line, for example at 44, or 46. However, nothing can stop W now, and after 44-48 pushing B back as far as possible, she joins her wall with 50-52. If Black saves the one stone, White captures 51.

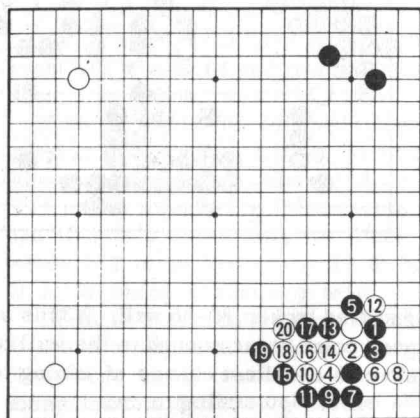
Black resigned - rather to White's surprise. Black was justified, if gentlemanly. The scores are not far apart, but White's territory is almost completely fixed, being mostly dead Black stones. All Black's territories can be reduced. He really has nothing to look forward to.



# OH B--- !!

MARK HALL helps you to handle some hazardous joseki

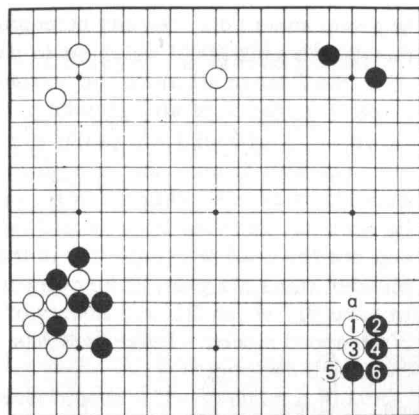
## Part 1 The Small Nadari



Dia. 2

Dia. 1 shows the 'standard' line of the Nadare (Small Avalanche) Joseki. Dia. 2 shows the same joseki where White has realised that his stone in the upper left breaks the ladder and has played W10 instead of the hanging connection. Black might as well resign.

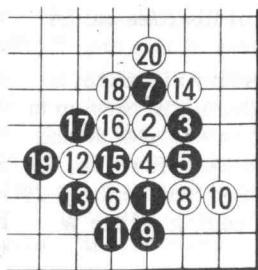
What else can Black play? Dia. 3 shows a different position in which Black has simply connected at 6. With Black's positions top right and bottom left I feel that White has no particularly good way to play and he will concede Black a lot of good secure territory while not making much himself. Ishida recommends 'a' as the next move but with Black's influence



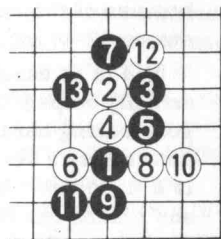
Dia. 3

already in place, White will not make much and Black still has a move just below 5 to force White while increasing the size of his corner. I hope that these simple thoughts make you pause for a moment the next time you start to play a complicated joseki automatically.

Finally, to cheer you up, I played the moves in Dia. 4 in a recent tournament game and played W12 instead of the hanging connection, and I hadn't even checked to see if the ladder worked. It's all too easy to make mistakes in difficult joseki - and no one is immune!



Dia. 1



Dia. 4

# TERM TIME

INTRODUCING a series on the most significant Japanese Go terms

Knowing the meaning of Japanese Go terms is more than an aid to reading game commentaries and articles.

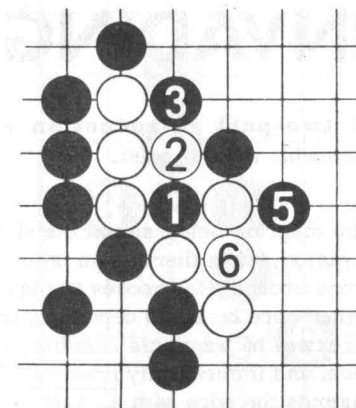
All the most important terms only exist because they represent important concepts. Really understand the term and you cannot fail to develop an understanding of the concept. Misunderstand the term, and you miss something vital.

Take one of the commonest terms, 'tesuji', as an example. A tesuji is a smart move. Right? No, wrong. A tesuji is a standard smart move. It is not the kind of clever move that only the White player can produce, but the kind of standardised cunning that is available to any player who has taken the trouble to read a book on the subject. To put this another way, playing a tesuji gives you one of the few opportunities in a game to play like a professional - provided you choose the correct tesuji!

The most important tesuji all have names of their own and we kick off with one of the nicest tesuji to play, because it gives you the chance to force your opponent into really bad, inefficient shape. It is called...

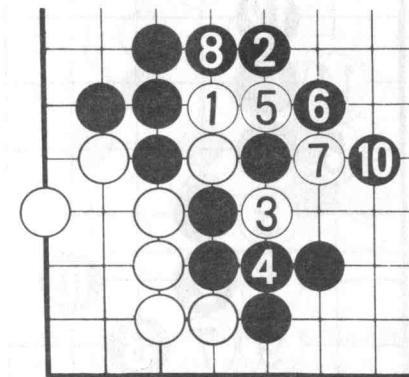
## Shibori

The literal meaning of this term in Japanese is to wring out, as if squeezing water out of towel. What it usually involves on the Go board is the sacrifice of one stone, which



your opponent is forced to capture. You then force him to fill where he has captured, producing an ugly, heavy shape. Dia. 1 is a simple example. White's shape is spoilt by the Black stone to the right of W2. Moves 1-4 are the shibori tesuji and the exchange of B5 for W6 merely rubs salt in the wound. Black will protect his cutting points and enjoy superb central influence while White suffers.

Here is an example from a well-known joseki. White's attempt to save his cutting stone is total failure.



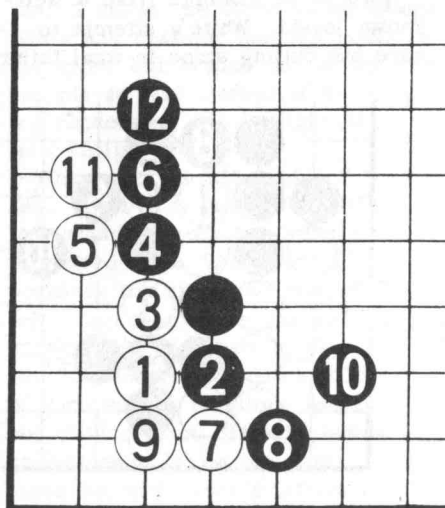
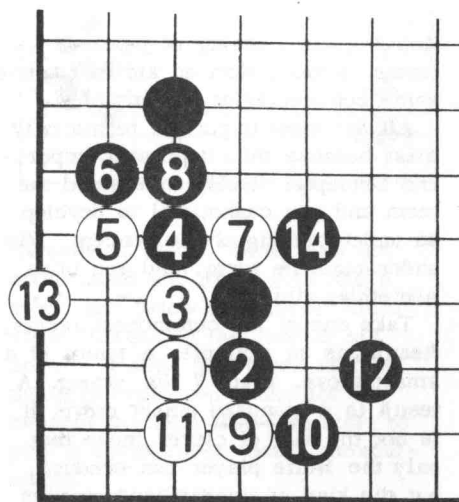
# INVADING AT SAN-SAN

**A two-part introduction** to the basic principles of invading behind a stone on hoshi, the 4-4 point.

The diagram below shows the simplest invasion, when there is no other Black stone around. He chooses to play B2 either here or at W3 depending on the direction he wants his resulting wall to face, and immediately presses White towards the edge with 4. This press is essential to prevent White getting too much territory. Black keeps him down with 6 and White plays the large hane at 7. Black 10 is essential - otherwise White will cut above 8 or pinch immediately to its right, and escape from the corner.

White plays 11 because although he loaths crawling along the 2nd line, it does prevent Black 11 which would be sente to kill the corner.

Black has a good wall, and White keeps sente.



The diagram above starts with an extra Black stone, rather distant from hoshi. To utilise this stone, Black must play at 2, forcing White towards it. Now Black can press White right down with 6, because White cannot cut at 8. A cut at 7 makes some use of Black's weakness and the standard sequence 9-12 follows. White must now defend the corner, but he still keeps sente, as Black loosely captures 7.

(Is 7 really captured? Yes - see the last example on page 19.)

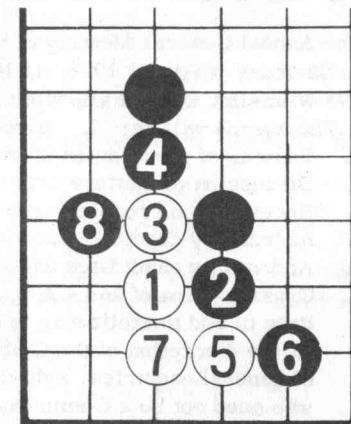
Having started with an extra stone, Black ends up with a stronger wall which faces up the board as well as to the right. This is the advantage of

this joseki for Black. It's disadvantage is the extra move Black has used, and the possibility that if White adds a stone somewhere to the right of 14, he may be able to escape with 7 after all.

The third diagram shows the extra Black stone one nearer to hoshi. If White tries the same tactic, he fails. Black is just strong enough to ignore his cutting points, and play at 8.

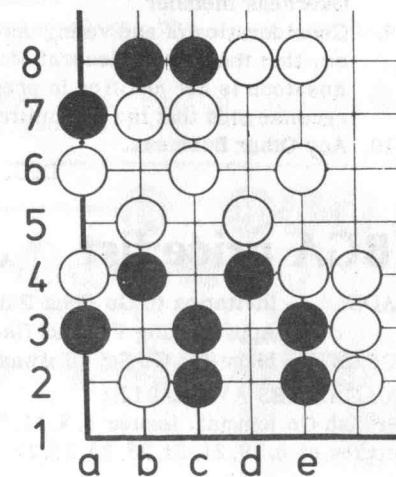
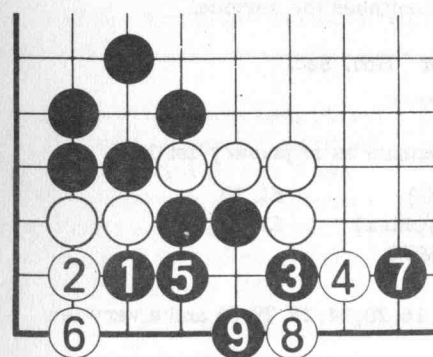
The White corner is now dead, unless he has stones nearby which make at least one of the cutting points, right of 2 and 4, effective.

Next issue; White's correct sequence, and more difficult initial arrangements of the Black corner stones.



for instructional articles on particular topics will be much appreciated, and we will try to respond to as many as possible. It helps us, of course if you indicate what level you would like it to be aimed at.

## PROBLEMS



With the sequence to B9, Black has used his apparently dead stones to get a ko. But White made an error on the way. What should White have done?

A surprising position from a handicap game. White to play and kill Black, without using any ko threats at all. Aye, there's the rub!

# BGA: Notice of AGM

The Annual General Meeting of the British Go Association will be held at 7.30pm on Saturday 8th April 1978, during the 11th British Go Congress, at Owens Park, 293 Wilmslow Road, Fallowfield, Manchester.

The agenda will be: 1. Election of tellers.

2. Reading of the minutes of the previous AGM.
3. Discussion of matters arising from the minutes.
4. Receipt of and consideration of Officers' written reports.
5. Address by candidates and election of Officers, in order of seniority.
6. Address by candidates and election of ordinary committee members.
7. Consideration of and voting upon the proposal received from the BGA Committee to add the following to clause 10, and change the date in clause 68:  
At the discretion of the Committee, the Secretary may delegate the handling of general enquiries, subscriptions and membership records to a Registrar, who need not be a Committee member. In this case, communication on these matters shall normally be between Club Secretary (or an individual if not a member of a club,) and Registrar. Secretarial functions relating to Committee business and General Meetings may not be delegated in this way.
8. Consideration of and voting upon the proposal received from the BGA Committee to set the subscription rates for 1979 as:
 

Club junior member, 16th birthday on or after 1. 1. 79	£0. 50
Club student member, in full time education	£0. 70
Unattached junior member, 16th birthday on or after 1. 1. 79	£1. 00
Club member, full rate	£1. 50
Unattached member, full rate	£2. 50
Overseas member	£4. 00
9. Consideration of and voting upon the proposal received from the BGA Committee, that the Annual General Meeting considers that the expenditure on the Ansafoe is not justified in present circumstances by its usefulness, and recommends that the Committee discontinues the service.
10. Any Other Business.

D.G.Hunter Hon. Sec.

## BGA price list

Amendments as at January 1st 1978

ADD: Invitation to Go (John Fairbairn) £1. 30  
 Appreciating Famous Games (Ohira) £3. 00

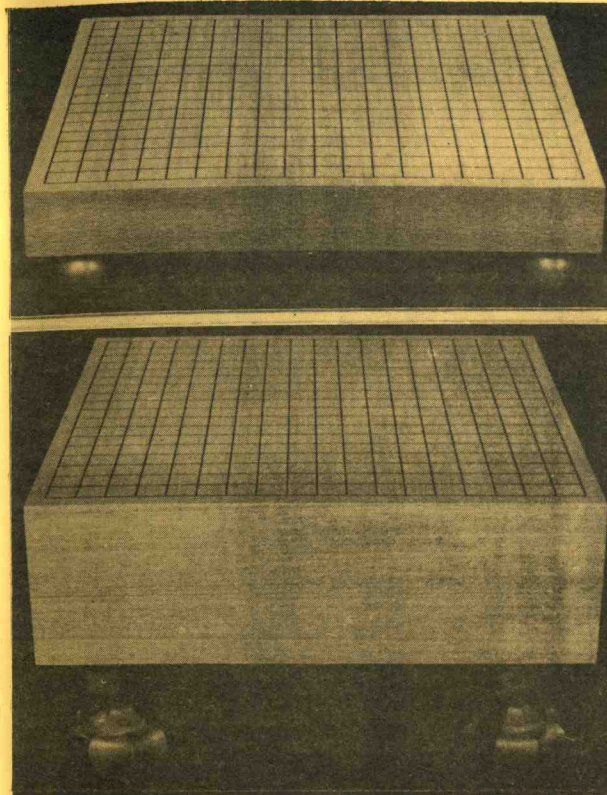
DELETE: Magnetic Go Set (Taiwan) MGC

### MAGAZINES AVAILABLE:

British Go Journal, issues 8, 9, 11, 12, 14, 16, 20, 24, 28, 29, 31 and a very few copies of 6, 19, 21, 22, 23, 25, 26, 27.

Go Review, a very few copies of April '73, Oct. '72 and Dec. '72.  
 Games & Puzzles, Feb. '73, May '74, March '74 and one copy Feb. '75.

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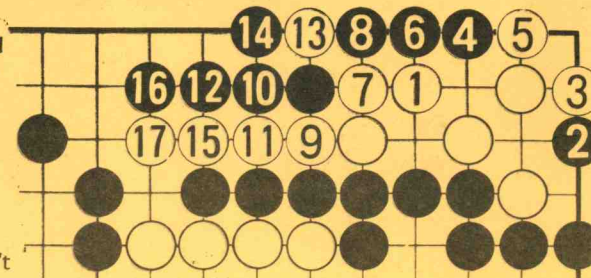
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Problem 1: W8 should have been played above 4. If B tries to connect out under W4, W plays below either 1 or 5 and Black's four stones run out of liberties before he can make the connection solid. (White may have to sacrifice a stone below or to the left of B3.)



Problem 2: Wb3, Ba5, Wc4 Now B can't connect at a4. If Bc5, Wa4 and Black must find a ko threat. If Bb6, Wa4, and Black needs a ko threat, but if he has one which W answers, he can only continue Ba5, Wc4, Bb6, Wa4 and he is as stuck as ever. White on the other hand never needs a ko threat.

This is the solution to the problem posed on page 15 at the end of Mitchell-May. 1 forces 2 and 3 forces 4. White then makes it as difficult as possible for B4 to escape. Now if Black stops White connecting, White captures 4-6-8.