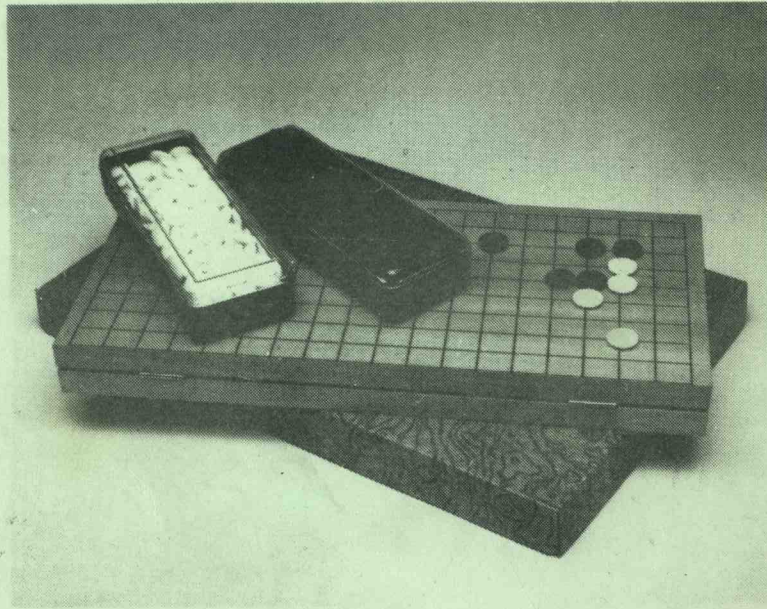


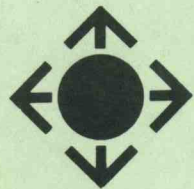
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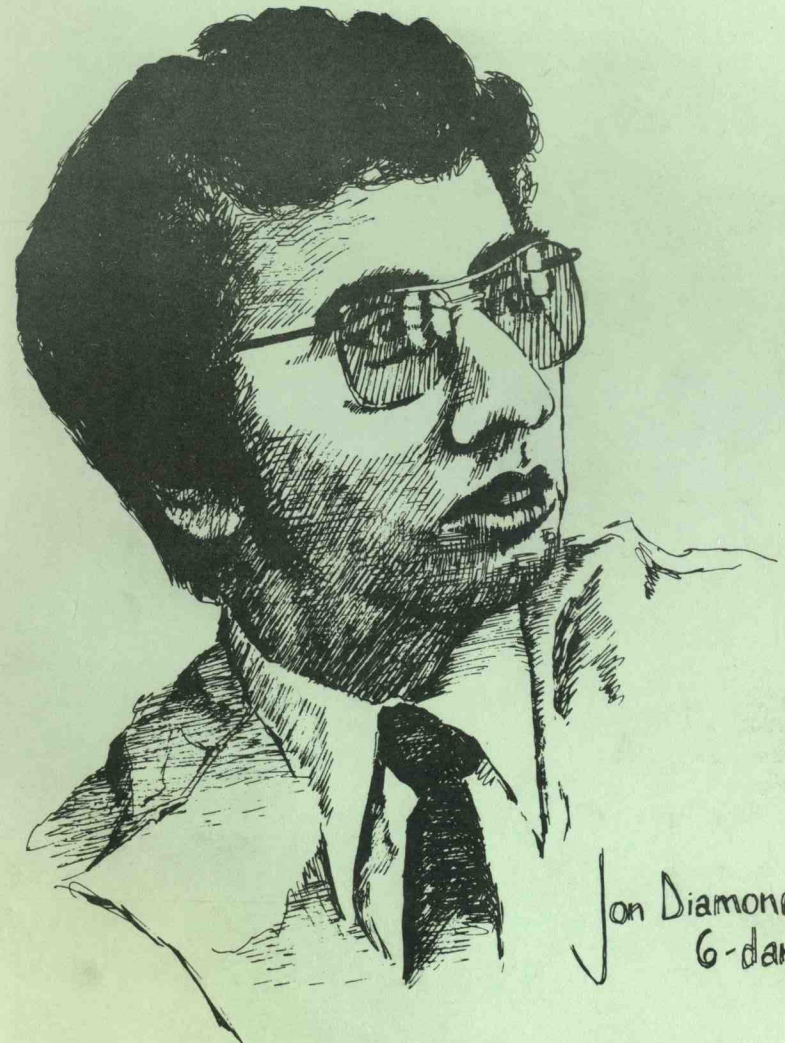
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BRITISH GO JOURNAL

碁石



Jon Diamond
6-dan

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ADVERTISEMENT We have available a list of the most important Go terms, Japanese and English, with brief definitions, for the benefit of players who find difficulty in following game commentaries. If you would like a copy, please send a SSAE to the Editor, address below under "CONTRIBUTIONS"

THE BRITISH GO ASSOCIATION: Secretary, Matthew Macfadyen, 46 Stanhope Road, Reading, tel.0344-20242 x2204: Subscriptions Secretary, Derek Hunter, 60 Wantage Road, Reading, RG3 2SF, tel.0734-581001.
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THIS ISSUE was edited and produced by Jim Barty (Games), Alison Cross, Brian Dackombe, Mark Hall, Peter Hinds (Instruction), Adam Pirani, Frank Pratt, (News), and David Wells (Editor).

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CONTRIBUTIONS ARE WELCOMED and should be typed or written double spaced on one side of the paper only and sent to the Editor, British Go Journal, c/o The London Go Centre, 18 Lambolle Place, London NW3 4RG. All contributions will be acknowledged except Letters to the Editor. Uncredited contributions are by the editorial staff.

THE COVER DRAWING is of Jon Diamond in characteristic mood, and was drawn by Alison Cross.

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EDITORIAL

Football, tennis, golf, chess, Go in Japan, are widely popular because they are played by the young, who have enthusiasm and time on their side, and because they have many star players to inspire, set standards and attract the mass of players whose keenness exceeds their ability. As long as the stars shine, or a new star like Bobby Fischer appears, the game flourishes and grows. If the stars fade, the entire body becomes weak and sick.

The BGA is taking steps to promote Go among the young, as Brian Castledine reports in his President's Notes, below.

As yet there are no stars in British Go. Players with ability, certainly, but to be a star requires much more than natural talent. Dedication and hard work, which do not preclude enjoyment, are necessary to realise fully even the most outstanding natural gift. Among the stronger British players, Matthew Macfadyen and Tony Goddard have both been very successful recently. We wish them further successes on the road to Go mastery, and hope that others will join them.

PRESIDENT'S NOTES

I first stood for the BGA Committee in 1976, shortly after I graduated from Cambridge University and moved to London - and was rather surprised to be elected. It is a measure of the recent high turnover of committee members that I now find myself, two years later, the longest serving member of the committee. This means that it may take a little while for the new members, and the three new officers, to 'learn the ropes', but I believe that we are already in a position to make real progress on several matters which the BGA has been weighing up for some time. I shall attempt to outline in these and future notes some of these long-term policies.

One of the most important areas of BGA activity will be our efforts to introduce the teaching of Go into schools. In the past, a high proportion of Go players have been introduced to the game while at University or College. Indeed, the importance of student members to the Association is indicated by the fact that of the current 53 BGA clubs, 18 are attached to higher education establishments. However, it is vital for the long-term expansion of Go that we get more schoolchildren playing. There are at present a sprinkling of school Go clubs throughout the country - all started by keen schoolmasters - but a more systematic and thoughtful approach is needed.

Our plans were roughly outlined in BGJ36 in an article on our Youth Committee; (please note that correspondence should now be addressed to me at: 4 Alexandra House, St Mary's Terrace, W2.) Although progress has been slow in the past year, we are planning a pilot scheme for the Autumn. Progress will be reported in this journal.

Brian Castledine

End of an Era

Jon Diamond has retired from the British Championship after holding the title from 1965-1973, 1975-1977. He talks to John Tilley

Jon, you were the first strong British player to learn Go as a child?

Yes, I was 14, it was 1962 and our school librarian showed me a copy of Lasker's book, "Go and Go Moku". I was school chess captain, so he thought I might be interested. I made a paper board, (the stones were also paper!) and started playing, first with Peter Bloomberg.

How did you find the London Go Club?

Peter moved to London and found John Barrs' address. The club met in people's flats and we went along that Easter to Neil Stein's. John Barrs was shodan and made a point of enticing chess players along to the Go meetings. We both took nine stones and I won, which surprised him. I was in Vienna that summer on a language course, but I spent six evenings a week playing Go in the Vienna coffee shops. I was 8 kyu and I actually played Schilp, (Editor: President of the European Go Federation,) on seven and won by resignation! The London Club now met regularly at the 'Pontefract Castle' once a week and there was a major debate about whether we should meet two nights a week. I carried on playing at school and in London and reached 6 kyu by summer 1964 when I went to the European Congress in Holland and improved two stones in a fortnight.

How did the game spread in those early days?

Slowly; Peter went to Imperial College and taught Jim Bates, now 3-dan. The London Club kept picking up new members who had read one of the 'classic' books for beginners - Smith, Lasker, Korschelt, or the famous New Scientist article.

When did you reach Shodan?

In 1965, it took me 2½ years from scratch. Go Review was my main source plus Kido Yearbook and the three volume Sakata set in Japanese, and Matsuda's Go letters. I really studied hard - "Study seriously, but play lightly!" Go Review was really treasured, I played through every issue very thoroughly. I learnt the entire Sakata Joseki book. When you didn't have much material you really study what little you have. There is too much material today. Most people buy too many books, don't study enough and play too seriously! I studied from 1964 to May 1968 when I was 3-dan. Then I got engaged and I haven't studied since!

So how did you remain British Champion for nine more years?

Everyone else takes the game too seriously! God knows, really, my style is purely intuitive, isn't it.....?

What is your style?

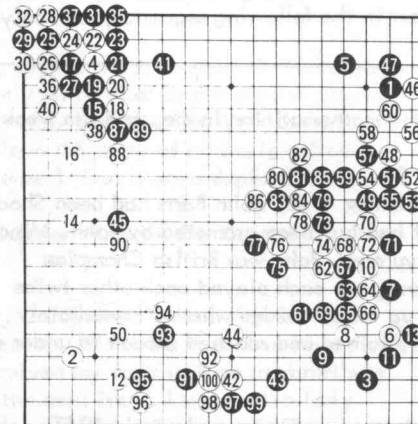
Laziness! (Diamond usually does just enough to win.)

What are your strong and weak points?

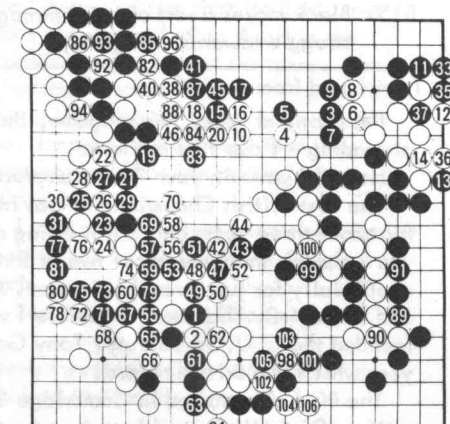
(continued page 6)

Irving (b) v Diamond (w)

Shodans don't play like they used to, Thank Heavens! Jon and Colin would be the first to admit that their play is only up to present-day 2 or 3 kyu standard. No matter. Nothing is as incomprehensible as a game without mistakes.



1 - 100



101 - 206

33 at 25, 34 takes, 39 at 25

132, 195 take ko, 134, 139, 154, 197 fill ko

- B13 When a move like B11 is ignored it is often very strong to follow up with another. Black's corner becomes very large and strong.
- B21 The sequence to W40, excluding 38 is the 'bread and butter' tesuji. Note especially B29, following the proverb: 'add a stone and sacrifice two'. This tesuji is surprisingly common, against the edge as well as the corner.
- W44 A standard strong response to B43, which is too narrow an extension from his very strong corner. 50 is better - a vital point for reducing White's corner.
- B49 By attacking with a high 4th-line move, White has the chance to slip under to 53 or jump to the centre. Black cannot stop both, so White takes 50.
- B59 This capture makes Black very strong, but White's shape is almost perfect after 60. Not a successful attack for Black.
- B61 His reward for B59 is an attack on W6-8-10 which will be driven towards the Black ponnuki.
- B83 This turns out badly. Black above 77, W84, B85, W83 produces a similar shape without sacrificing a stone. But Black has problems anyway. He would like to steer between the two White groups, then turn and attack the upper group - but he has already made that group too strong.
- W90 W88 weakened B45. White expands his side upwards and is now attacking Black.
- W118 Greedy. 119 is the focal point of two moyos. Whoever plays there will expand his own area while reducing his opponents.

- W120 Even greedier. B121 is a tremendous move, forcing White back in bad shape.
 B123 Naturally; now White's group is in trouble.
 B131 Black's reward is a ko, but this is a bad ko threat - because it only threatens another ko. He should threaten White's right hand group, or break into the giant left hand corner.
 W138 White exchanges his threatened group for cutting off the Black centre stones.
 B151 Black makes a sort of breakthrough, but in the following sequence, can only struggle towards a single eye.

(continued from page 4)

I'm strong at yose, the endgame, that's the mathematician in me, and I'm weak at reading - I can't be bothered.

How did you win your first championship ?

The first British Championship was in September 1965. John Barrs had been Shodan for about three years and Colin Irving and I had just been promoted by John. Mind you - shodan then was about two or three kyu now. John was British Champion unofficially for just over thirty years. Anyway, we each played each other twice and I won 4-0. That was just before I went up to Cambridge where I immediately founded the C.U.Go Society. Tony Goddard joined and reached shodan in under a year which is a British record.

The BGJ also started in Cambridge ?

Yes, David Wells and I produced a trial issue, number zero, in early 1967. John Barrs disliked it, but he advised us and I produced number one later that year. I wrote, edited and typed it and you (John Tilley,) helped me to duplicate, collate and distribute it - you remember the rubber stamp ?

I printed the title on each individual copy !

It was all algebraic notation, so people had to play through the games. Diagrams are much clearer but you must play through the game on a board, otherwise it might as well be in algebraic notation.

What do you think is going to happen to the game in Britain ?

I can see no great explosion in the next ten years - there's too much inertia. Most Go players don't want to organise and teach beginners. We need organisers, not ideas people. Not enough strong players go to Congresses; I go and still will because I feel I must as I'm the strongest player around. Go isn't attracting new people and most clubs don't recruit enough. The average potential Go player is shy and needs a lot of encouragement. Until we have an older generation in their 40s and 50s Go won't expand. John Barrs was invaluable in encouraging beginners and in teaching. Strong players at the Go centre must teach more. It's not like the good old days at the Go Club, everyone taught beginners, it was very sociable, and only open on two nights a week, so everyone tried to go both nights. It's too easy to start playing Go now, people don't put enough into the game and that's very sad.

And the British Championship ?

It's become too serious and time consuming. The Go isn't good enough to warrant such time limits and I can't see myself going through all the preliminaries. I wanted to retire while still at the top ! OK, you want a tip for the next championship. Tony Goddard is very good but he's too erratic, so I guess it'll probably be Matthew Macfadyen.

LETTERS

Correspondence is welcomed, but letters may be cut for reasons of space.

Sir, Of the thirty shodans in the country, nearly half either do not play at all, or only play sporadically, not regularly. I believe this state of affairs is called Dan Disease ! Can anyone explain its cause ?

F.Salazar (London Go Centre)

Sir, Congratulations on the new-style Journal. This is the first time I have ever received my copy in time to contribute to the next issue. I was particularly impressed with the pages of 'Elementary Instruction' - just what I, along with all other 10-15 kyu players in the country have always wanted.

As for the centralisation argument, it would be lovely if there were lots of regional Go centres like the LGC, but until we have more money we might as well admit that we are stuck with the London Go Centre as the main focus of Go in Britain. But we can put up with it as long as there are plenty of regional tournaments and leagues, and the Journal provides a medium for information exchange - and continues to arrive on time !

C.Rasbash (Hull Go Club)

Dear Go players,last summer everyone predicted that I would be miles from the nearest game of Go. Much to my surprise those predictions proved totally unfounded.

After three months searching for more players I met an American 15 kyu. We were in a bar playing one evening when someone asked if we knew the London Go Centre ! After that I quickly met more players including those in the Korean community not far away. We now have a small club. I'm kept on my toes - two Korean 1 kyus have beaten me. I would like to think that they are undergraded, but I'm probably just out of practice.

I still miss the tournaments and cannot wait to get to the European Congress in Paris.

See you all there, I hope.

Steve Fawthrop, Dept. Mathematics,
Pahlavi University, Iran

Sir, At the end of the London Open report in issue 40 it was stated that there was a 2 stone strength range among the 1 kyu players. I would go further; the actual strength range is 1 kyu - 4 kyu.

One weak 1 kyu at the Congress said that he deliberately overgraded himself to get better games. This seems a common reason and quite irresponsible. Who would credit a 1 kyu with 25 promotion points to shodan for beating a player who is really 3-4 kyu ? Further indications of the problem come from the LGC internal grading files, where there are 21 1-kyus, 7 2-kyus and only 2 3-kyus ! And the average real strength of the 1-kyus is 1.6 kyu and the average strength of the 2-kyus is 1.4 kyu !

I suggest it is time for more direct controls on high kyu players.

Mark Roberts (LGC Internal Grading Officer)

ANGLO-USSR TELEPHONE MATCH

REPORT BY ALISON CROSS

This historic event, sponsored by Japan Air Lines, took place at the London Go Centre on Friday 14th of April. A four-man British team played a team from the Leningrad Go Club in a match lasting 10 hours. The result was a 2-2 draw.

The idea for the match was conceived at the European Go Congress in Rijswijk, Holland, last summer. Valeri Astashkin attended the Congress to play in the European Championship and approached Matthew Macfadyen with the suggestion of a telephone match that would give more of his countrymen a chance to play opponents outside Russia.

After an exchange of letters and telegrams the match was fixed for April 14th. Japan Air Lines London office offered financial support to the British team and also covered the distribution of publicity. Without their generous help the match would have been merely a pipedream.

Telephone contact with Leningrad was established early on Friday morning and the match began at 10.00 am. The moves were relayed using algebraic notation

and there was no real language problem although the quality of the telephone line was initially poor. The time limits were 1½ hours per player and 1 minute byoyomi but so much time was consumed in relaying the moves that it was not possible to conclude all the games.

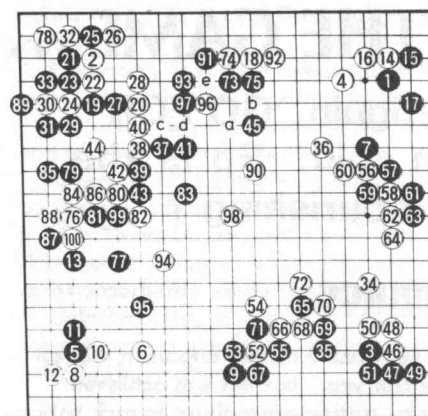
The games on Boards 1 and 4 were unfinished as the time available ran out. On neither board could the players agree that either had a decisive advantage, and so, unusually, draws were agreed.

A press reception was held in the early afternoon which was attended by representatives of the Mainichi Shimbun, the Sankei Shimbun, Soviet Weekly and the G.P.O. who drank sake dispensed by a girl in traditional Japanese kimono

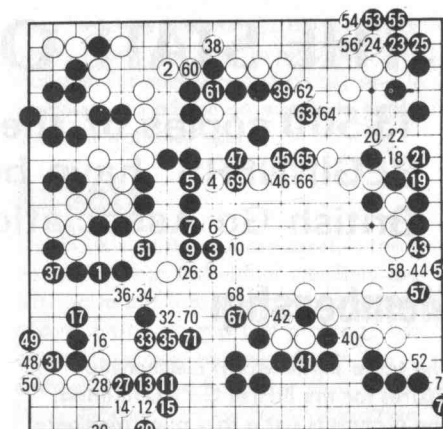
Several radio stations announced the match and later reported the result and the London evening papers also reported the event.

From every point of view the match was a great success and the British players hope to repeat this venture with clubs from other countries, including Japan and America.

- | | |
|---------|--|
| Board 1 | Jon Diamond, 6-dan (W) v Valeri Astashkin, 5-dan (B)
Game agreed drawn when telephone time expired. |
| Board 2 | Tony Goddard, 5-dan (B) v Giorgi Nilov, 5-dan (W)
Goddard resigned. |
| Board 3 | Matthew Macfadyen, 5-dan (W) v Alexander Vasilov, 4-dan (B)
Macfadyen won by resignation. |
| Board 4 | Adam Pirani, 3-dan (B) v Boris Surupov, 3-dan (W)
Game agreed drawn when telephone time expired. |



1 - 100



101 - 173

Matthew Macfadyen played the most interesting game of the match against Vasilov. In these brief comments, Matthew concentrates on the territorial potential of the positions, rather than the tactics, and on the concept of commitment.

After B33 both sides have fairly secure corners. How, if at all, should White expand his upper side? As soon as White commits himself to making a large territory there, Black can make forcing plays his own positions on the right and left sides. Black's prospects on the right are better, because I can attack his 5-11-13, so I played 34 and 36 to nullify his potential there.

34 allows Black to make territory on the lower side, but he must make some territory lower right, and I preferred to commit him to this territory first, allowing myself forcing sequences such as 46-52, so that I can play flexibly in the centre.

Black 37 was locally a reasonable play, but a more interesting approach would be to play 37 at 'a', inviting White to commit himself to a large upper territory. If White answers with 38 at 'b', then the sequence 40-c-37-d-41-e might follow; this is not disastrous for White but it leaves him with very little to work

towards. I would probably have answered Black 'a' at 81 on the left side.

Black 41 is poor, he is unduly worried about White's upper territory. Black 45 was still misguided, the right side is now more important. Notice that although White has lost his own prospects for a large territory, Black has sacrificed his prospects on the left and right sides, and weakened his upper left group, which is barely alive.

Black 59-61 are vulgar but White 64-72 were also very bad. White's centre wall looks impressive but it is Black's turn and he should do something about it. A better approach for White would be to start a fight on the left, with a sequence like 76-89. If White had not committed himself on the lower side, Black would have to be more careful of his lower left group.

Black protected at 77 and 95 but these plays are timid; with the strong Black position on the middle lower side he could

(concluded on page 18, bottom right)

...THE STATE OF THE GAME...

13,500 copies of the Penguin 'GO FOR BEGINNERS' have been sold. So is the British Go Association flourishing?

Membership

The table shows recent membership figures for the British Go Association. The picture is not a rosy one. Membership is at best static and may be falling. The number of clubs has not increased significantly in the past year.

1972	516 members	
1973	586	+70
1974	682	+96
1975	1048	+366
1976	984	-64
1977	991	+7

Present numbers are approximately 200 DOWN on this time last year.

Finance

The BGA had a modest surplus in the last financial year, but this was achieved only by cutting expenditure to rock bottom. Some of this surplus will be spent this year in promoting Go, for example through the Youth Committee, but to give Go the exposure which we believe it deserves requires more money - which means more members - which is where we came in.

London Go Centre

The Centre was founded over three years ago with the generous financial support and good wishes of Japanese enthusiasts. Contrary to the impression some players

take away, it is not yet financially viable.

Remember, it is open every day of the year, bar Christmas Day, from midday to 11 o'clock. Very hard work for the staff and a heavy financial burden.

At present it is effectively subsidised by Dowsey Games and the modest salaries paid to Stuart Dowsey and David Mitchell. If it should collapse, a fine idea and a great opportunity would have been wasted.

Unfortunately, it is suffering from the same disease as the BGA. Stationary or even falling membership.

Publicity

In the past, a notorious article in the New Scientist, a mention by C.H.O'D Alexander in his chess column and the Open Door BBC programme on Go have provided Go with free publicity worth thousands of pounds. More recently David Mitchell's non-stop Lightning Go Marathon and the Anglo-Russian match (reported in this issue,) have been very effective in attracting the media. All these have either gifts out of the blue, or the results of individual initiatives.

This is about to change. The BGA will

soon have a permanent publicity department, ready and able to provide publicity material for members and clubs, and to organise and advise on events to publicise Go on a national scale.

Assets

The BGA's most valuable asset is the time and effort that individual members are willing to put into the game, over and above their enjoyment of playing. For example, almost entirely due to the enthusiasm of the Leicester club, including Dave Johnson, a new BGA Committee member, a Go teach-in is being held in Leicester for beginners and low-kyus. (See 'NEWS' and the advertisement in this issue.)

During the autumn term, and maybe during the summer holidays, a trial scheme for promoting Go in schools will start, in Leicester, again, and probably also in Oxford, thanks to the enthusiasm of local players.

You too can help. Here are ten ways. If you have your own ideas, no doubt you have, write to the BGJ and get your ideas passed on to the BGA Committee and published for the benefit of other members.

- 1 A free or very cheap BGA poster is being produced. Display it in chess clubs, schools, libraries, local colleges, computer departments of companies.....
- 2 Ask for a Dan player to give a simultaneous display, exhibition game or teaching session. Help your members to improve and get a chance at local publicity also.
- 3 Work an invitation to visit local schools and show the children how to play - on 10x10 or 13x13 boards, of course, with tiddlywinks for stones.
- 4 Challenge your nearest club to a match and get the local press and radio to report it, giving your address and meeting times.
- 5 You can't write a Press Release? (Most people can't.) Read 'How to Bluff Your Way in P.R.' published by Wolfe for 30p, or write for our version.
- 6 Make sure your local libraries have 'Go for Beginners' by Iwamoto. If they don't, order it, and they will probably buy it. If they don't, order it again!

- 7 Make sure your local libraries' list of clubs and activities includes your club, with up-to-date address and telephone number, day and evening. Inform local social clubs and branches of Mensa and Inter-Varsity. Be bold and inform the local branch of the N. Assoc. for Gifted Children.
- 8 If this point doesn't apply to you, please ignore it and don't be insulted. Go players are frequently introverted and cliquey. Never let your club atmosphere put off a beginner by making him feel like an outsider.
- 9 Consider whether your club could be responsible for running an Open Day, for adults and children, with the help of the BGA, and following up such an event, for example, in local schools.
- 10 Send us your ideas.

NEWS

WIMMER, KERWIN, MAKE PROFESSIONAL SHODAN

Manfred Wimmer, of Austria, who has been studying Go in Japan for several years, has become the first Western player to be accepted as a professional player. He began playing in the Kansai Ki-in Oteai (rating tournament,) and the newspaper tournaments this March.

He played an examination game with Tono 9 Dan, taking 2 stones, and lost by 3 points. This is considered an adequate result for a shodan professional against a 9 Dan, though he will be expected to justify his promotion by his performance in the Oteai.

Hot on Wimmer's heels, James Kerwin, of America, has been accepted by the Nihon Ki-in as a probationary shodan. Kerwin has also been studying in Japan, and they will both be more aware than we can be of the problems of playing at a professional level. We congratulate them, and wish them every good fortune in the months to come. Wimmer is reported to be the stronger. Time will tell. (Readers unfamiliar with the Japanese professional ratings may like to know that a professional shodan can give at least seven stones handi cap to an amateur shodan. The top professionals, by playing aggressively, can give seven stones to an amateur 3 dan.)

100 DAN CELEBRATION PARTY

The total British 'dan count' has passed the magic figure of 100 - see the complete list on page 23. To celebrate, a dinner party was held on Saturday 13th May, attended by 18 players, including most of the strongest British players. Mrs. Barrs, widow of John Barrs who founded Go in Britain and started the BGA, was guest of honour. It was fitting that he was remembered on this occasion.

Many thanks to Brian Castledine and John Tilley who were responsible for the idea and the organisation.

A NEW POST: ARCHIVIST

Keith Rapley is the first official B.G.A. Archivist. Anyone with information about Go, especially historical information, is

invited to contact him, at: 'Lisheen',
Wynswick Road, Seer Green, Bucks.
Tel: Beaconsfield 5066

LEICESTER GO 'TEACH-IN'

The B.G.A. in collaboration with the Leicester Go Club are organising a one day teach-in for players wishing to improve. Although aimed mainly at middle-kyu players, special provision will be made for newcomers to the game. The programme will include films, lectures, simultaneous displays, demonstration games and game analyses. Instruction will be given by dan players nominated by the B.G.A.

The teach-in will be held on Sunday 11th June at the Leicester Area Sports and Social Club. (See the advertisement on page 18.) The closing date for entries is 6th June, and late entries will be subject to an additional fee of £1.

BGA: AGM Report

The B.G.A. Annual General Meeting was held during the British Go Congress on 8th April. 56 members were present. The Treasurer reported a surplus of £183 for 1977. The Secretary reported that membership for 1977 had totalled 991, compared with 984 in 1976. The number of clubs and the proportion of members in clubs had slightly increased.

The President reported that 1977/78 had been a year of flux with all the Officers now resigning for personal reasons. Several other posts also changed hands and new activities included the institution of an Archivist, and the preparation of a major onslaught on schools, though progress on this had been slow.

A lengthy discussion of the Associations static and possibly declining membership ensued.

Brian Castledine was elected unopposed as President. Sharon Cohen was elected as Treasurer (by 29 votes to Dave Johnson's 25,) in the Associations first ever contested election for an Officer. Matthew Macfadyen was elected unopposed as Secretary.

TRIGANTIUS (CAMBRIDGE) TOURNAMENT

The tournament was held this year at the Graduate Centre on the banks of the Cam, on the 11th March, and attracted a strong entry of 82 players. K. Matsumoto 4 dan won the top division with 3 wins from the 3 rounds. Other players with 3 wins were J. McLeod 1 dan, M. Hirasawa 6 kyu, G. Adie 8 kyu, J. Boddy 10 kyu, J. Dabson 10 kyu, G. Barwood 12 kyu, V. Haynes 15 kyu, P. Patel 15 kyu and J. Perrott 20 kyu. Congratulations to these players and many thanks to the organisers.

From eight candidates for the five ordinary Committee posts those elected were:- D. Mitchell (55 votes), B. Philp (50), D. Johnson (49), T. Manning (44) and R. Hunter (30).

The Constitution was amended to allow the division of the Secretary's work between D. Hunter (as non-Committee Membership Secretary,) and the newly elected Hon. Secretary.

The subscription rates for 1979 (effective from October 1978) were agreed as:- Club Junior (16 years or under on 1/1/79): £0.50; Club Student: £0.70; Unattached Member: £2.50; Unattached Junior: £1.00; Club Member: £1.50; Overseas Member: £3.00

The meeting agreed to recommend the Committee to discontinue the Ansaphone Service.

The meeting recommended that Derek Hunter be elected a Vice-President of the Association. A Vote of Thanks was extended to the Congress organisers.

BRITISH LIGHTNING TOURNAMENT

The tournament, organised by the Oxford Go Club, was played on Saturday 4th March. The new British Lightning Go Champion is Matthew Macfadyen 5 dan, of Reading. The runner up was T. Mark Hall 2 dan, LGC.

The winner of Division II was Phil Gregory (Oxford University), the runner up, Kim Richardson (also Oxford).

The joint winners of Division III were J. Hillcote (Bristol) and B. Taylor (Bristol).

Many thanks to Harry Fearnley who organised so efficiently.

TOURNAMENT DIARY

EUROPEAN GO CONGRESS

The Congress will be held at the Maison du Japon. Accommodation will be available nearby at Cite Universitaire from 20-25 francs per day. Tournament fees are: 8 days or more, 110 F; 7 days or less, 75 F; 1 weekend, 25 F; non-playing participants, 10 F.

The tournaments are:-

European Championship: entry by approval of national association only. First round July 23rd, last round August 4th. Time limits of 3 hours per player.

Main Tournament: for all other players, a MacMahon tournament, time limits 1½ - 2½ hours per player, 30 secs. byoyomi.

Handicap Tournament: for all players. 1 hour per player.

Weekend Tournament: July 29th-30th.

MacMahon system, 5 or 6 rounds, 1 hour per player.

Lightning Tournament: July 28th, evening, 15 minutes per player.

Prize Giving: August 5th.

Entries and further details from "Federation Francaise de Go" 116 Rue d'Alesia, 75014 Paris, France.

A coach is being organised from the London Go Centre. Details from Stuart Dowsey.

1978 LONDON GO CENTRE OPEN CHAMPIONSHIPS

This newly upgraded tournament will be held at the London Go Centre on the 8th and 9th of July. The main event will be a six round McMahon tournament with time limits of 1 hour 15 minutes per player and 45 seconds byoyomi. There will also be a lightning tournament on the evening of the 7th of July (starting at about 7.00 pm) and a team tournament run concurrently to the main event. The entry fee of £3.00 (under 16's £1.50) includes entry to all three tournaments. Entry closes at 11.30 am Saturday July 8th. Entries made after this may be accepted for the second round. Certain players will qualify for the 1979 Candidates' Tournament. Entries (which can be made on the advertisement inserted in this issue) and enquiries should be sent to London Go Centre, 18 Lambolle Place, London NW3 4RG. Telephone: 01-586 1830.

CANDIDATES/CHALLENGERS

The Candidates tournament is being held at the London Go Centre from the 27th to 30th May. The first four players qualify for the Challengers League, due to be played on 17-18th June and 24-25th June, also at the Go Centre. These players and the top four players from the 1977 Challengers League will play all-play-all. Due to Jon Diamond's retirement from the Championship, this year the first two players in the league will play a match of 5 games for the title.

May 27th-30th	Candidates Tournament	VENUE:	London Go Centre
June 11th	Go 'Teach-in'		Leicester
June 17th-18th & 24th-25th	Challengers League		London Go Centre
June 26th-July 2nd	The Go Summer Camp at Koster		has been cancelled.
July 8th-9th	London Go Centre Open Champs.		London Go Centre
July 22nd-August 5th	European Go Congress		Paris
Sept. 2nd-3rd	Northern Go Congress		Manchester
Sept. 30th-Oct. 1st	Go 'Teach-in' (provisional)		Ipswich

Promotions

The B.G.A. Grading Sub-Committee have promoted J. Diamond to 6 dan; P. Prescott and M. Macfadyen to 5 dan; and D. Jones and T. Stacey to 1 dan. Readers may observe that the first three named are in fact the members of the Grading Sub-Committee; this fact has caused a certain amount of comment, but their action, without reference to the main Committee, is entirely within their terms of reference.

Dan Grading List

- 6 dan: J. Diamond
 5 dan: A. Goddard; M. Macfadyen; P. Prescott
 4 dan: D. Mitchell
 3 dan: J. Bates; B. Castledine; A. Daly; S. Dowsey; F. May; R. Moss; A. Pirani
 2 dan: B. Chandler; C. Clement; P. Fage; J. Fairbairn; T.M. Hall; M. Hollings; C. Matthews; F. Roads; A.P. Stout; D. Sutton; J. Tilley; D. Wells
 1 dan: J. Allen; S. Bailey; J. Barty; L. Bock; J. Clare; J. Cock; A. Cooper; P. Dunn; S. Fawthrop; H. Fearnley; T. Goodey; W. Gregory; A. Hall; H. Harte; J. Hawdon; R. Hitchens; D. Hunter; C. Irving; D. Jones; P. Manning; J. McLeod; T. Mizuno; T. Oxenham; T. Parker; M. Roberts; A. Scarff; P. Smith; R. Smith; T. Stacey; N. Symes; N. Webber

This list adds up to 101 dan - a landmark in British Go. John Barrs became the first British shodan in 1962, followed by Jon Diamond and Colin Irving, both promoted in 1965. The grand total reached 20 dan in 1971, 50 dan in 1975 and 75 dan in 1977.

Kyu Grades

The next issue will contain a list of players from 1 kyu to 5 kyu. In order to ensure accuracy we would be pleased to receive lists of players of these grades from Club Secretaries and unattached members.

JUBILEE CHALLENGE TROPHY

A correction to the notice in the last issue which failed to mention that Challengers must register their challenge with the Tournament Organiser, complete with a registration fee of 50p.

The Tournament Organiser is A.H. Smith, 55 Heath Road, Downend, Bristol BS16 6HD

The present trophy holders are the London Go Centre; send your challenges to Frank Pratt, c/o London Go Centre, 18 Lambolle Place, London NW3 4RG

INVITATION

Spectators are welcome to visit the Candidates and Challengers Tournaments. (See Tournament Diary) There are usually analyses of the best games from previous rounds by leading dan players, as well as the chance to watch the actual games.

WESSEX TOURNAMENT

Sunday, October 29th is the next date for the annual tournament at Marlborough Town Hall.

1978 BRITISH GO CONGRESS

The Owens Park Hall of Residence, a short ride from the centre of Manchester, was the venue for the 11th British Go Congress.

The convenient location, plus the chance to meet friends old and new attracted over 100 players to this six-round event, held in a spacious hall from whose stage the organisers, John Pindar and Andy Benyon of the Manchester Club, had a birds eye view of the play.

In the first division of the tournament, Jon Diamond played consistently well, losing only to Andrew Daly 3 dan, to score 5 out of 6.

Away from the boards, Francis Roads, ex-BGA President, provided the highlight. Not content with losing the occasional group of stones, he lost his suitcase. Thinking that it had been lifted by a thief, he summoned a friendly policeman. To no avail. It had been purloined by a BGA Committee Member, no less, and passed to another Committee Member.

Not a subtle way of boosting the BGA's capital assets, it turned out, just a case of mistaken identity.

A heartfelt plea to players for games for publication in the Journal, (ideal game: mediocre to quite good with exactly twelve instructive mistakes for the annotator to get his teeth into,) produced a very modest response. Perhaps the fast time limits discouraged players from recording their games, as well as reducing the chance that players would risk giving up their games to public scrutiny. So thanks to Mark Hall 2 dan for his win against Harry Fearnley 1 dan and to John Green 4 kyu who actually lost his game against R. Berry 4 kyu, but offered it nonetheless.

Finally, the usual, but no less sincerely meant for that, vote of thanks to John and Andy for taking on the responsibility for one of the biggest events in the Go Calendar.

RESULTS

Div. 1	J. Diamond 6 dan (London Go Centre)	5 wins
Div. 2	F. Roads 2 dan (Woodford)	4
Div. 3	D. Hunter 1 dan (Reading)	4
Div. 4	F. Pratt 1 kyu (London Go Centre)	4
Div. 5	P. Williams 3 kyu (Hull)	4
Div. 6	J. Green 4 kyu (London Go Centre)	4
Div. 7	P. Shiu 5 kyu (Nottingham)	5
Div. 8	P. Davies 7 kyu (Nottingham)	6
Div. 9	P. Froggatt 11 kyu (Sheffield)	5
Div. 10	R. Elphick 12 kyu (Merseyside)	5
Div. 11	D. Sweet 14 kyu (N. Staffs)	5
Div. 12	T. Grossman 18 kyu (Leeds)	5

Hall (B) v Fearnley (W)

A poor game for Harry Fearnley, but characteristic of Mark Hall's simple and uncomplicated style of play, which can be very effective - he has beaten Matthew Macfadyen several times in the last year. Matthew's style is complex and ambitious; perhaps there is a moral here.

W6 Unusual. Mark Hall has popularised this move in British Go.

B7-17 This looks good for B, opposite the 4-4 stone, but....

W18 This breaks the ladder, but neither Black nor White realised this.

W20 It would be better to pull out W12.

W22 Better to invade on the 3rd line. Now Black at 114 would be strong.

W28 Too close to Black's thickness.

The extension should be one space less.

B29 Threatening to kill the corner.

W30-W32 White establishes himself and Black takes his profit in the corner.

W34 Not a severe attack. W'a' would be better to strengthen White's broad shimari.

W38 To not answer B37 makes W34 a meaningless move.

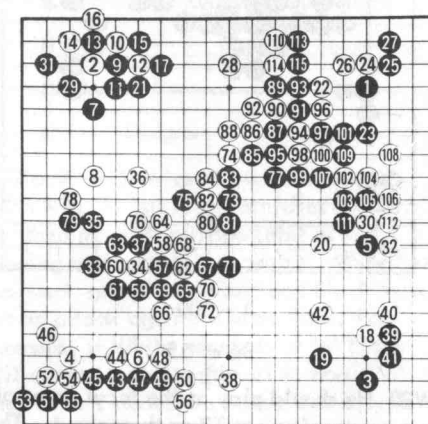
B39,41 Profitable and in sente. White's right hand area is very thin and weak.

B43 Mark's favourite invasion of his favourite shimari.

W46 Nice shape, but Black has no problem in living.

W56 A mistake - because it threatens nothing.

B57 Natural. Now White has no attack on any Black group and is far behind in territory.



1 - 115

W58-72 Not very effective as Black can easily save 67 and 71.

W80 Aji keshi, losing the possibility of moves such as W'b' to cut off the Black stones.

W86 Must be at 88 or 'c', Black is now able to secure himself too easily.

W90 This is the time to play at 98, while Black is sure to answer.

W106 A blunder, he must just descend straight to the edge, inviting Black to kill White, before Black himself is killed.

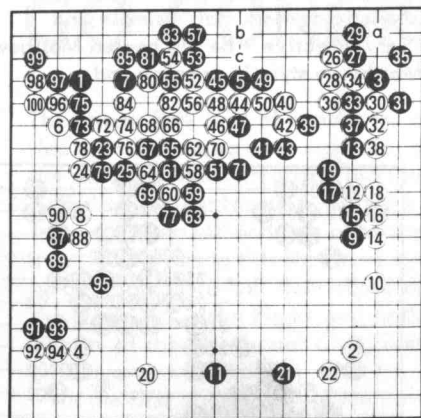
B115 White resigned.

Berry (B) v Green (W)

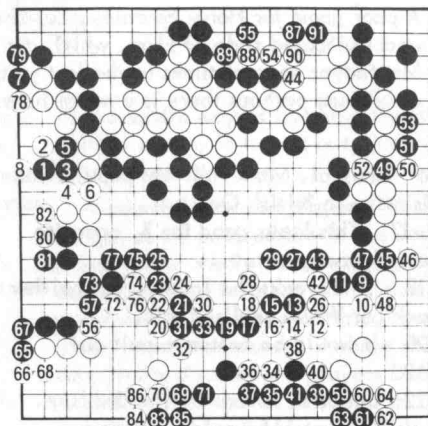
A stylish game in some ways, this game includes a terrible strategic blunder.

The very idea of White 26-28 is entirely misconceived; because White is placing two heavy stones deep inside Black's territory, he can only expect to be severely

attacked. He is lucky to survive, but it does him no good. Just look at the way the Black stones surrounding the 2-point White group, also surround in the final position the very large Black centre territory.



1 - 100
86 at 55



101 - 191
58 at 49

W20 He should play at the focal point of two moyos, i.e. at 72 or thereabouts. This is more important than the bottom side.

B23 Gets there first!

W26 A very deep invasion and very risky.

W28 Heavy; a better sequence would be W29-B'a'-W34, B connects, and then W'b' or 'c'; this gives White a very good chance of living under the single Black stone at 5.

W36 W should push through at 37, sacrificing his three heavy stones and breaking into Black's centre.

W38 Terrible, saving two stones when his four stones are such an easy target.

B39 Better at 'd'. The proverb says, 'attack with a knight's move'.

W40 Should be at 50, as B41 at 'd' would trap White.

B52-B54 This double hane is correct. Black is forced to defend with B57.

B61 Should be at 62 for a better chance of killing White.

B71 This is unnecessary. White cannot escape in this direction.

B85 Black cannot fight the ko as White has too many local ko threats.

B87 Black 89 would be more normal.

B87 is very close to the White position.

B101 This is optimistic, but.....

W102 This should be at 'e' to prevent Black connecting underneath at 82, leaving White with only one eye.

B103 Fails to make the obvious connection

W112 White is short of time and this move and the sequence that follows allows Black to consolidate his central territory.

W132 White must resist at 133 and fight. The game is now lost for White. Black won by 28 points on move 226.

(continued from page 9)
afford to be weaker.

After 75 I had the initiative again and the successful sequence to 110 wrapped up the game. The yose was uneventful. Play stopped at 173, but all the large points have been taken. Black is about 20 points behind, and resigned.

OH B--- !!

MARK HALL helps you to handle some hazardous joseki

Part 2 The Taisha

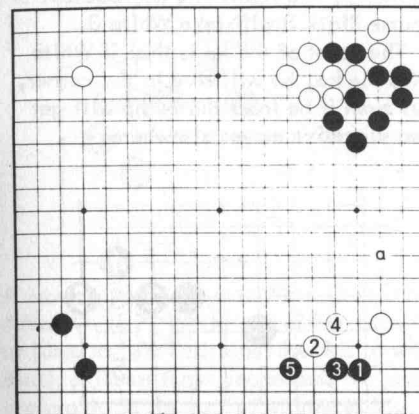


Diagram 1

When Black enters the corner at 1 in the first diagram, White 2 starts the Taisha joseki, which has a fearsome reputation for difficulty and complexity and is therefore sometimes favoured by stronger players who look forward to outplaying their weaker opponent quickly.

In Dia. 1 White's objectively best course would be to either extend up the side to 'a' or to attach to Black 1 and settle himself immediately in the corner. Perhaps he plays the Taisha because the White stone upper left will make most of the ladders favourable to White.

I recommend Black 3 as his best answer. White will probably play 4 or one point below, and Black jumps to 5.

Black's shimari in the lower left corner is now very well placed and the three White stones are under pressure from the Black position on right.

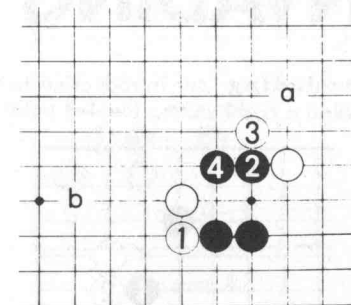


Diagram 2

In Dia. 2 White tries to avoid this bad result with 1, but Black attaches with 2, and then makes a bamboo joint with 4, heading out towards the centre. White has two weak groups to defend and Black must get an attack against one of them. For example, if White connects at 'a' Black will extend from his shimari to about 'b' and White's stones are heavy and easy to attack.

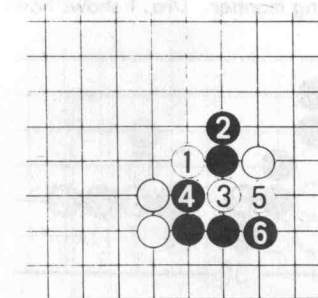
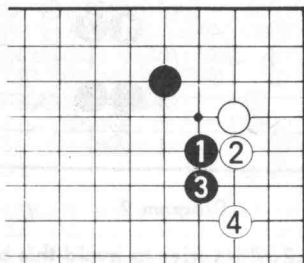


Diagram 3

Some of you may be worried by White 1 in Dia. 3, which does indeed lead to some complications. But after the sequence to 6, White has only achieved a very inferior variation of the normal Taisha. Provided Black plays calmly and keeps his corner alive, White can only expect trouble, again with two groups to handle.

INVADING AT SAN-SAN

Concluding our introduction to the basic principles of invading behind a hoshi stone, the 4-4 point



We concluded last issue's article with this position and the statement that White is dead unless he has a stone further to the right which will enable him to take advantage of the cut above B6.

In fact, although this diagram is very bad for White and he would never play like this except in most unusual circumstances, he can live in an abject and grovelling manner. Dia.1 shows how.

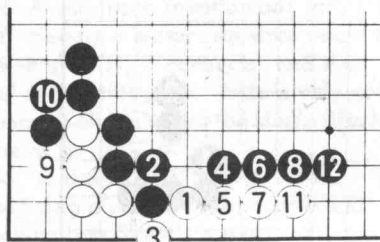


Diagram 1

White 1 is tesuji and Black 2 is best. White connects underneath and Black jumps ahead of him with 4, calmly pressing White along the 2nd line. After Black 12, White is alive with one eye in the corner and one eye on the edge, but Black can play one point below 12 and force an answer and his influence towards the centre is superb.

Dia.2 shows White's correct play. Black 6 forces White 7 or White will die unconditionally. The result is a ko, because of course Black 8 will take White 3.

The point of the ko is this: if White wins the ko, he will live in the corner, but even if he loses the ko he will get two successive moves elsewhere.

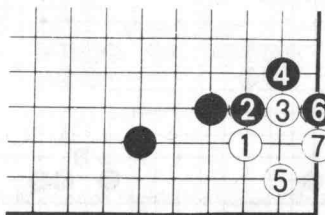


Diagram 2

Of course, Black gets two successive moves elsewhere if White wins, but the decision to invade the corner in the first place was White's so you can assume that White has taken this into account.

Note that if Black wins the ko, he will have played five moves in the corner to White's four. So isn't the result just the same as Black playing one move to defend the corner? Yes, it is, except that, again, it was White's decision to start the ko. So the question boils down to this; if White had made a threatening move elsewhere instead of White 1, would Black have ignored it and made a protecting move, say at 3?

When Black has made a one point jump from hoshi, the commonest amateur sequence is

that in Dia.3 White 11 could be played one point below. White is easily alive, in fact too easily; By naively pushing at 3 he has made Black unnecessarily strong on the outside. Black has no weaknesses to speak of and can now play elsewhere.

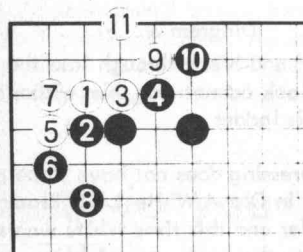


Diagram 3

A more cunning move is White 3 in Dia.4. After White 7, White can either capture 4, or jump to 'a'. Positions like this in which Black still has some weaknesses are vastly preferable to the settled uninteresting sequence of Dia.3.

Black 4 is given in the diagram because

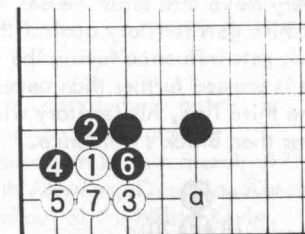


Diagram 4

it is the commonest and simplest move, but it is not the professional move, which is to jump down to 'a' instead. White then lives in the corner, getting a group which is very similar to that achieved by capturing 4 in this diagram. But there is a subtle possibility left that if Black gets a move somewhere to the right of 'a' he can spring on White a sequence that kills him. Black should also think of leaving White with weaknesses !!

This sequence may be found in standard joseki books. Desperate pleas from readers for enlightenment may be heeded in the next issue !

TERM TIME

CONTINUING our series on the most significant Japanese Go terms

Kake = to press

Kake, pronounced, approximately, kah-keh, is one of the few important Japanese terms which is always used in its English form, the English being so perfectly descriptive.

Black 1 in Dia.1 is the pressing move, 'hitting' the White stone 'on the shoulder'. White's first option is to resist being pushed down by pushing between the two Black

stones to separate them. This leads to tactical fighting which we will not study here. However, it is important to remember that pressing moves can often be resisted in this way.

The second option is to crawl along the third line as in the diagram. Black keeps pressing with 3 and this time White jumps

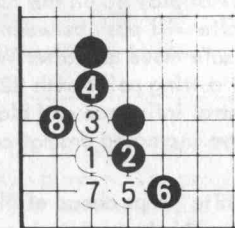


Diagram 1

with 4. This jump ahead is very important. With every move that Black presses White down, White gets territory against the edge and Black gets influence facing the centre. If White is pressed further than necessary along the third line, his territory will be worth less than Black's influence.

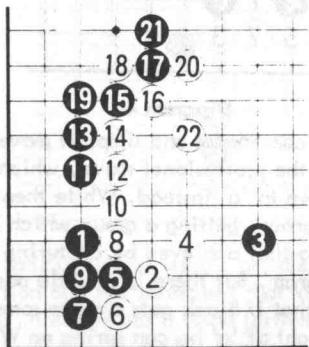


Diagram 2

Dia.2 shows what we mean. The moves to 11 are a well-known joseki. Black has territory against the edge and 11 is the essential jump which takes him ahead of White. 12 - 22 shows just one possibility if White decides to press Black further.

Black cannot play 13 on the fourth line because White will push between 1 and 11, but 15 is a safe move and after White protects his cutting point with 22, both White's central influence and Black's territory have increased dramatically.

In Dia.3 White jumps ahead of Black immediately. This immediate jump allows Black to push through and sacrifice one stone, but whether the sacrifice is effective or not depends of course on the overall position.

Here Black sacrifices with 5, White correctly captures the cutting stone, rather than protecting on the outside, and though Black can capture 2 in a ladder, White is more than happy. Not only can he live in the corner with one more move, but he can

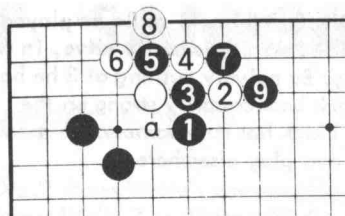


Diagram 3

push at 'a' and break through into the centre. Black cannot stop him without spoiling his ladder.

Finally, pressing does not have to be against the edge. In Dia.4 White 1 hits Black on the shoulder and this time White wants to get out into the centre as quickly as he can. (Though if Black does not resist White would be delighted to continue at 2 and press Black in that direction.)

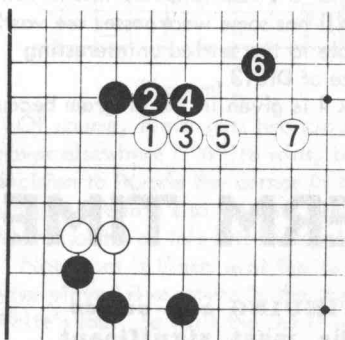


Diagram 4

As soon as Black leaps ahead and sideways with 6, White jumps also with 7 and the sequence probably ends.

If White pushes left of 5 to cut the knight's move, Black plays above 4 and if White cuts, his cutting stone is captured easily and safely. This is why Black pushed to 4 before jumping. If he jumps with 4, White can push and cut and his cutting stone can only be captured in a ladder which is more dangerous for Black.

STOP PRESS

LJUBLIANA Tony Goddard 5 dan won with 8 straight wins in 8 rounds. Britain were 2nd in the Golden Dragon Team Tournament, won by Belgrade.

AMSTERDAM Matthew Macfadyen 5 dan won with 5/6, losing only to Robert Rehm, champion of Holland. Goddard won his last 2 British Championship games, and first 3 at Amsterdam, for a record-breaking 13 tournament wins in a row.

FIRST WORLD AMATEUR GO CHAMPIONSHIP Date: 13th to 15th March 1979; 32 participants from 7 zones, Europe, North & South America, Oceania, Korea, Peoples Republic of China, Japan, will play a knockout at the Nihon Ki-in. Organised by the Nihon Ki-in, sponsored by Japan Air Lines, it will get heavy television coverage in Japan and is expected to become an annual event.

What do you think ?

In this issue's four games, you will find three different styles of annotations. Which do you prefer ? This is an important question; the annotations are intended to provide instruction and entertainment. What styles are most effective ?

Clearly, readers will have varying preferences. We cannot please everyone - but at present we cannot even please most of you, because we do not know what you like.

Please write and give us your preferences, or ask your Club Secretary to pass on the considered views of all your members.

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The British Go Association in collaboration with the Leicester Go Club are organising a one day teach-in aimed at middle-kyu players. The programme will include films, lectures, demonstration games and game analysis.

The teach-in will be held on Sunday 11th June 1978, at the Leicester Telephone Area Sports and Social Club, 66 London Road, Leicester. Cost, inclusive of morning coffee, lunch, afternoon tea and high tea, will be £2.50.

Entry forms will be distributed to all Club Secretaries nearer the date. For further information contact Mrs. J.M. Woolley, 12 Abbey Road, Narborough, Leicester LE9 5DA. Telephone: Leicester (0533) 863136