

British Go Congress

This year's British Congress will be held at Ashburne Hall, Old Hall lane, Manchester on Saturday 14th. and Sunday 15th. April. The first round will start on each day at 10 a.m.

Closing date for entries is Friday 30th. March. Late entry fee is £3.00.

Please send entries to: Peter Barton, 24 Beeston mount, Bollington Cheshire. SK10 5QY Tel: (0625) 73923, Cheques payable to " British Go Tournament 1984".

Rates are as follows:

Full board Friday dinner - sunday lunch	£32.00
Ditto excepting Friday dinner	£28.00
Ditto excepting Friday night	£17.00
Saturday and Sunday lunches only	£ 7.00
Plus: Tournament fee ($\frac{1}{2}$ rate for under 16's)	£ 8.00



BRITISH
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TECHNICAL TERMS used in this issue:

AJI: Latent threats
BYO-YOMI: Period of time handicap, the player is limited to e.g. one minute per move after his time runs out.
FUSEKI: The opening phase of the game.
GOTE: Not having, or losing the initiative.
HOSHI: One of the handicap points.
MIAI: Plays of equal value such that each player should get one of them.
OTEAI: The professional grading tournament.
SENTE: Having, or retaining the initiative.
TESUJI: A tactically skilful play.
YOSE: The endgame.

Cover photograph by Ian Meiklejohn, shows part of Croydon Shopping centre during Go Week

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BRITISH GO WEEK



20 hours in - Mike Harvey playing Matthew Macfadyen during the first night of the marathon (see overleaf)

The second British Go Week was held between October 22 and October 29 1983, three years after the first one. Once again response was somewhat patchy, ranging from the miniscule to the magnificent. While many clubs apparently ignored the opportunity to increase their membership, others made strenuous efforts:

NATIONAL PUBLICITY: On October 28th, Richard Granville appeared on "Womens Hour" on Radio 4. This opening was created by Andy Finch, while restoring the producer's piano. Although the spot only lasted five minutes, the membership secretary received 50 enquiries within the next two days.

NON -STOP GO RECORD: In 1977, playing under Guinness Book of Records rules, David Mitchell set up a record of 46 hours' non-stop Go. During British Go week two brave souls tried to break this record, one successfully, one not.

Tony Atkins, 4kyu of Nottingham University made his bid on October 21, this was organised at short notice in aid of Carnival (the local rag week). He took on anybody and everybody, with strengths ranging from 1 kyu to 38 kyu (have you ever tried giving 9 stones and 250 komi?). He held out for 30 hours (82 games: won 40, lost 41, one jigo) before being forced to retire by a bad cold. Thanks are due to all members of the local club for providing the opposition.

A week later Matthew Macfadyen started his attempt to break the record. From 10.30 on the Friday morning, he kept on playing until 6.33 on Monday morning, at which point the matchsticks finally snapped and his eyes clanged shut. By then the record had been well and truly smashed - from 46 hours to a mind wrenching 68 hours and 3 minutes. During this time he played 191 games, winning 124 and losing 67.

Finding opponents for the nights is always a problem with such attempts, and special thanks are due to Harold Lee and Chris Whitehouse who bore the brunt of this onerous task, as well as to Sue Paterson for organising it and for her efforts to get Fleet Street interested, though these were largely unsuccessful.

AROUND THE CLUBS:

SOUTH LONDON: On Saturday 29 October, six stalwart members of South London club set up their stall in Croydon's busy Whitgift shopping centre and proceeded to bewilder the local populace with a session of go al fresco. The less physically robust were soon assigned to a warmer pitch inside the local W H Smiths, which had spotted a good chance to promote pre-Christmas sales of Go sets. However the hardy perennials, suitably armed with flasks of various brown beverages, stuck to their posts and managed to entice a steady stream of curious onlookers from the cash card queue opposite. Plenty of 'How to Play Go' leaflets were dispensed and nobody reported frostbite of the fingers.

NORTH LONDON: Sue Paterson arranged a display in Wood Green library.

OXFORD: A demonstration incorporating a small competition (first prize: free beer at the Go Club's next meeting) with simple problems for beginners was arranged.

CHELTENHAM: No less than three demonstrations were organised, resulting in several new members.

MANCHESTER: Tony Moran gave a 5 minute live interview on local Radio, and a demonstration was run at a city centre games shop.

MALVERN: A fine attempt by Paul Manning who organised a couple of demonstrations and got two articles (with three photos) in the local paper.

MAIDENHEAD: British Go Week co-incided with half term at Furze Platt School, and France Ellul arranged five matches with various visiting teams both before and after the Week. Most notable was a match against the "British Champion's Team"



Dave Artus trying to psych out the eyes, Nicola Oswald unperturbed, France Ellul watching

on Monday 17 October. On board 1 Nicola Oswald, aged 12, took 13 stones and 6 points komi against Matthew Macfadyen and won by the komi. Leigh Rutland managed a jigo with Toby Manning on board 2, and overall Furze Platt school won the match by 5½ points to 4½. Before the match Matthew and Toby gave a short talk about the game to the AGM of the school's Parent-Teacher Association. Afterwards articles appeared in the Maidenhead advertiser and the Bucks Free Advertiser.

ABERDEEN: For sheer hard work and ingenuity however, pride of place must go to Dave Hall at Aberdeen. His efforts included: articles on Go in the local newspapers, a live broadcast on local radio, almost getting on TV by incessantly phoning the local station, visiting all the Chinese restaurants in the city, giving a live demonstration in the main street, printing 600 leaflets and putting them, plus a poster, in the local tourist information centre, demonstrations in a games shop, and setting up a thriving university club (though not being a member of the university).

The reward of this herculean effort has been a 500% increase in club membership. Well done Dave - and all the others who did their bit for British Go Week.

British Championship

Terry Stacey had a number of good tournament results in 1983, starting with a clean sweep of the London New year Tournament and including first place in a very strong Paris Easter event and second place in the European Championship. It was no surprise to see him become Challenger for the British Championship, but the match turned out to be rather one sided. The second game was the closest, and is annotated in some detail by Toby Manning. Brief comments on the other two games are by Matthew Macfadyen.

FIRST GAME

Black: Matthew Macfadyen
White: Terry Stacey
3 hours each, 5½ points komi.

Black 31 was felt by M. Hosokawa, whose comments on all of the games added much to the enjoyment of the spectators, to be my worst move of the match. He felt that the correct idea was to play at 34 instead, and then crosscut. I had planned to play 35 at 'a', which might have been reasonable, but for some reason I forget, I changed my mind and played the joseki up to 36,

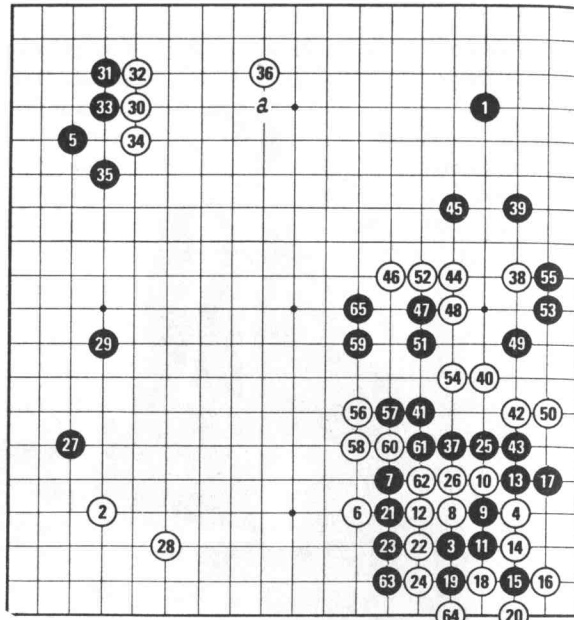


Fig. 1 (1 - 65)

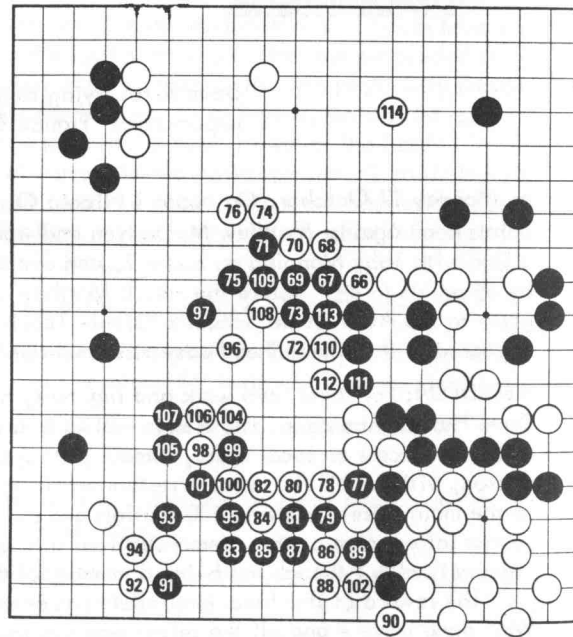


Fig. 2 (66 - 114)

103 connects 6 stones

whose effect is to spoil my large scale formation - with this strong white group in the way it is very difficult to preserve my positions against deep invasions.

Black 49 might be a bit of an overplay. I was trying to keep the white group on this side weak so that Terry could not afford to invade on the other side.

White 76 is a difficult point - it is tempting to play 86 and kill Black's four stones on the lower side, but then Black would cut to the right of 74 and destroy White's upper side position in the ensuing fight.

White 84 - 88 virtually lost the game for Terry. There is no chance to kill the Black group since it escapes easily up to 107, separating White into two groups neither of which has perfect eye shape. 84 at 101 would force Black to make eyes and leave the game close.

Black 115 - 125 may look vulgar, but this sequence disappears if White plays 121. I needed to be absolutely sure about my centre group's connection before playing 129, which can easily become a weak group running out through the narrow gap between 34 and 76.

Terry obviously misread something in the sequence from 143 - 159. The rest of the game just gets worse for him.

White resigned

- | | |
|--------|--------|
| 204 ko | 219 ko |
| 207 ko | 226 ko |
| 210 ko | 229 ko |
| 213 ko | 232 ko |
| 216 ko | |

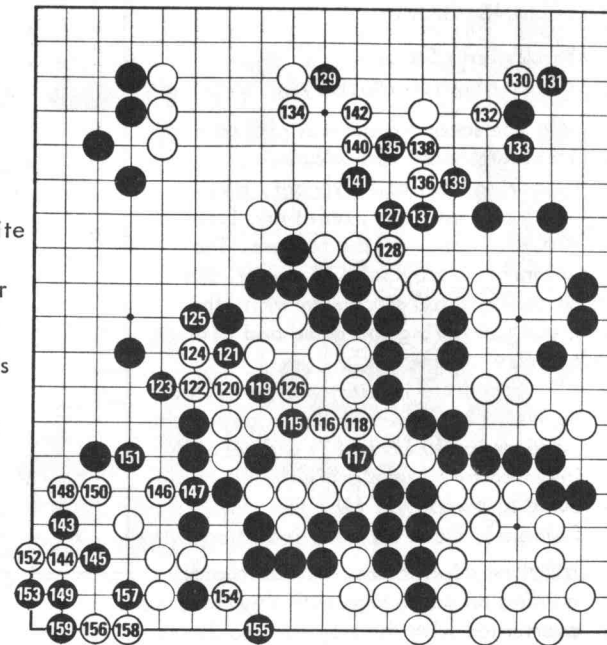


Fig. 3 (115 - 159)

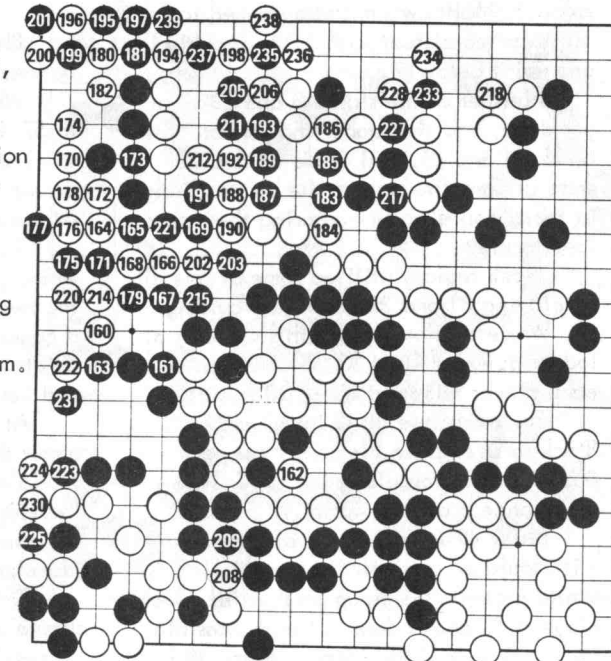


Fig. 4 (160 - 239)

SECOND GAME:

Black: Terry Stacey
White: Matthew Macfadyen

The second game was played on 15th. October, with Matthew, appearing cool and arrogant, taking white against Terry, quiet and laconic. Andrew Grant was the referee. The comments are by Toby Manning, based on analysis and discussion with other spectators during the game and with Matthew afterwards.

Immediate interest was generated by White 12, which is not in any of the standard joseki books (it was recently invented by Korean professionals and came to Europe via Mr. Yoo in Cologne). However, any intention Matthew might have had of rapidly gaining an advantage with this move were overturned with the sequence to 20; the result was obviously good for Black (White 8 and black 13 effectively cancel each other out, leaving white 12 as a superfluous stone.). Matthew's mistake seemed to be 18; to be consistent with 12 he should play one point below 19.

Neither of the stones 8 and 13 were yet dead, and the reader should note how black 21 and 25, and white 22 and 26 were designed to reduce the aji remaining in these stones while capturing them on a large scale.

Black rapidly utilised some of this aji by playing 31 and 33, and then cutting at 35. White cannot capture this stone in a ladder due to 31 and 33. At this point each player had used about 30 minutes.

The exchange of 42 for 43 allows Black to strengthen his corner but restricts Black's expansion along the lower side - on balance probably worth it.

Black 49 seemed to be a major mistake - it should be one point above 48. If White protects his group on the side, Black plays at 50 and it does not seem possible for White to kill the corner. Black 49 is

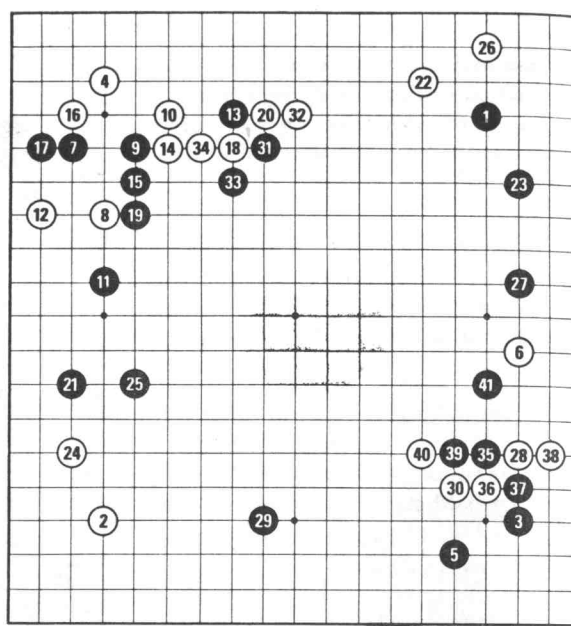


Fig. 1 (1 - 41)

too slow since it does not even kill two stones cleanly.

Black 55 would be better wedging in between 54 and 56.

White 58 was a good counter attack to 57; he cannot simply protect the upper side, since black 60 would become too effective. Play continued naturally up to 64 but black's corner is barely alive.

Terry attacked with 65 and 67, but white 68 threatened to play 69, saving the two stones on the side and preparing a counterattack against Black's group 45, 47 etc. Matthew had now taken one hour, and Terry 1 hour 20 minutes.

At this stage a rough count gives Black about 60 points, while White has 50 plus the lower left corner plus the komi. Black therefore needs a successful invasion of the corner without sustaining a major loss elsewhere.

Black 73 is just a little too loose - it should be one point lower. Black 75 successfully invades the corner.

White 86 could start a ko at 88, but this would be too dangerous - if Black won the ko he could continue at 86 himself and kill most of White's stones in the area.

White now counterattacked against the black group on the lower side, and after Terry's mistake at 99 (it should be 100 or 101) White has enough on the lower side to compensate for his loss in the corner.

The sequence to 116 seemed to be an overplay, giving Terry chances to come back - Matthew could not resist the squeeze.

Black 119 was nicely timed to increase his strength on the upper side - this could be useful in the following fight - but white 124 was a crushingly effective way of saving the white group. In all the sequences (including the somewhat desperate one Terry chose) Black has one liberty fewer than White.

After 144 Matthew had taken 1½ hours and looked invincible. Terry had used 2½ hours but is always at his most dangerous when he is behind. To the spectators 145- 149 seemed to be the beginning of the end, but it was not to be.

The capture 151- 153 is larger than it looks (worth 19 points). Had White played 151 then 155 would be sente for him.

Both 154 and 155 are sente moves, but 154 is probably bigger; 156 gives the possibility of killing the black group 129, 131 etc. or of rescuing the two stones 8 and 12, while 159 is worth approximately 20 points. However, as Terry was behind it was reasonable to exchange a definite gain at 159 for a potential loss at 156 - and to hope Matthew would make a mistake.

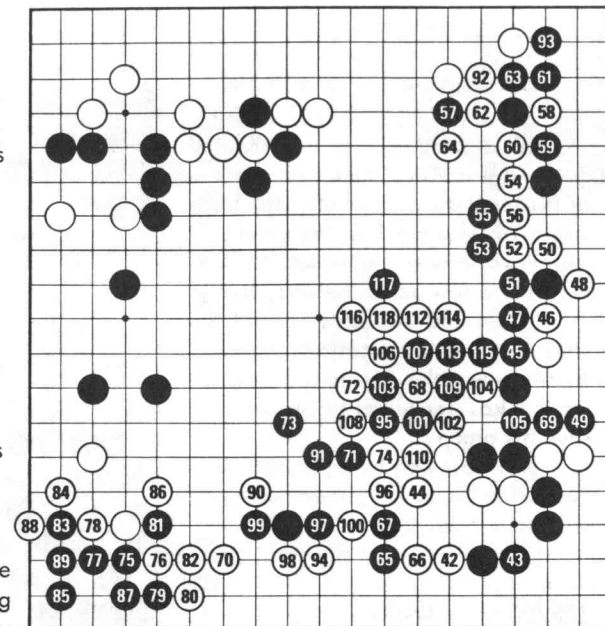


Fig. 2 (42 - 118)

111 connects at 68

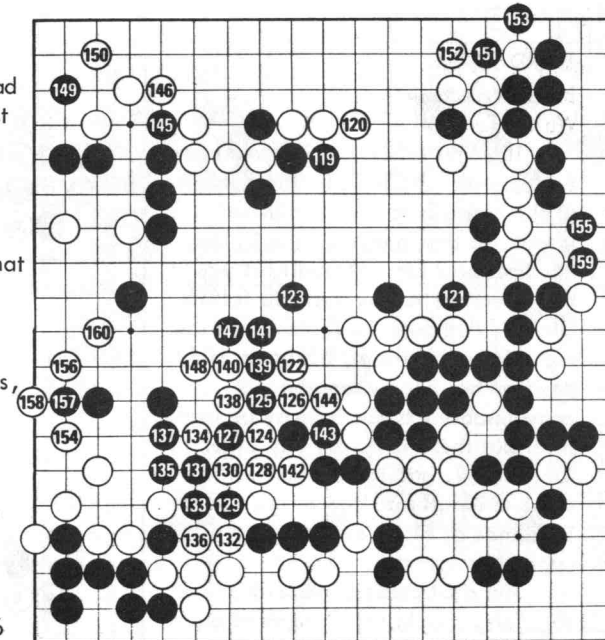


Fig. 3 (119 - 160)

Matthew duly erred with 164.

This encouraged black 165 which he wanted to play anyway. 164 should simply be at 206. Black retained much of his territory on the left with 167 while White came into the centre, which was always rather small. Terry was still a few points behind, though.

White 236 was sente, but at the time neither player noticed it. Matthew was the first to spot that 240 starts a ko. Terry had to ignore 256 to save his group.

Matthew won by $8\frac{1}{2}$ points. If 239 had defended at 257, then he would still have won, but by only $2\frac{1}{2}$.

- 246 ko
- 249 ko
- 252 ko
- 255 ko
- 266 connects at 247

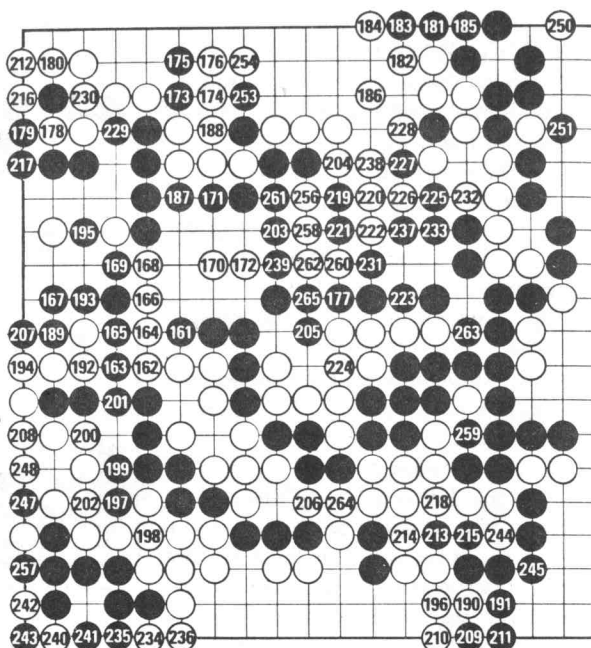


Fig. 4 (161 - 265)

THIRD GAME

Black: Matthew
White: Terry

The first crisis of this game came early, with my play 31. The purpose of this stone is to create a huge ko threat, so that the sequence in Dia. 1 becomes possible. Actually it would have been better for Terry to follow Dia. 1. Although he loses out in the top left corner there, his upper right position has been strengthened considerably (black 'a' may be useful later but there is hardly any other useful aji), and the marked white stone is ideally placed to restrict the influence of black's stones in the upper left.

The next crisis came with black 49. Terry should have prepared an answer to this before playing 48 - if he couldn't find one then 48 must be at 53. White 52 is definitely bad -

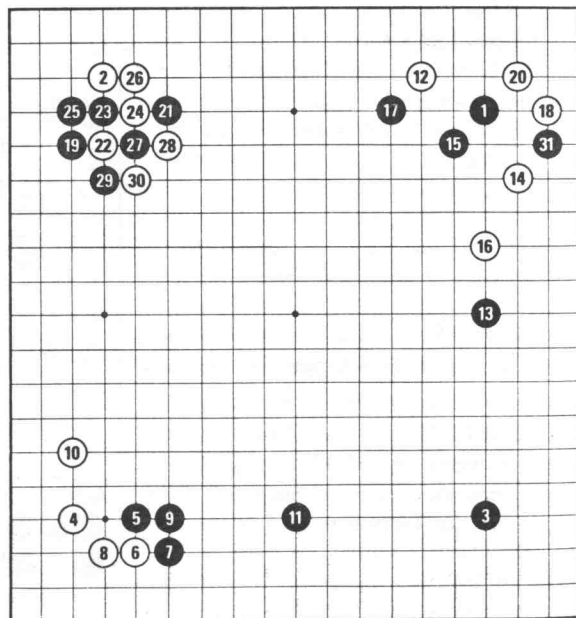


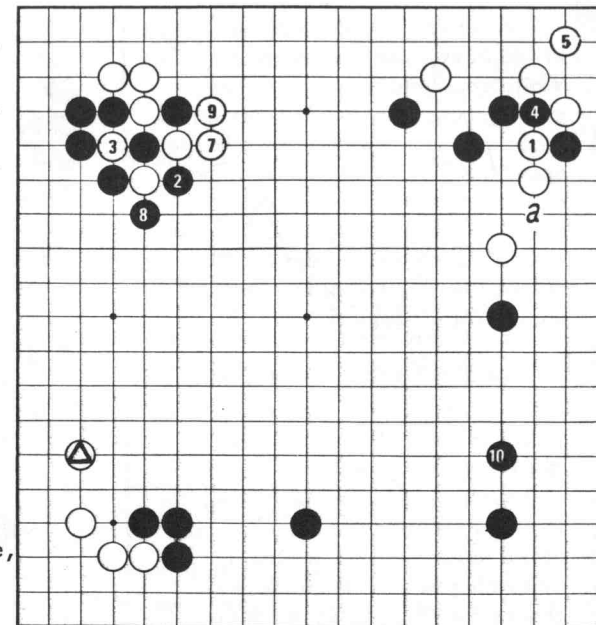
Fig. 1 (1 - 31)

he should either play 54, letting Black capture 3 stones in a ladder and then try to disrupt the lower right corner with a ladder breaker - or play 52 at 63, which gets tricky. In the game, Black captures 4 stones cleanly and is left clearly ahead.

White 62 threatens to save his four stones in the centre (do you see how?) and forces 63, but this exchange loses out on the left, since Black now has the 71, 73 exchange which either captures three stones or breaks up the white side position.

The exchange of 67 for 68 allows White to secure his position on the side, which is bad locally, but I was trying to find a satisfactory way to complete my eyeshape with the group at the top. If 68 had jumped out two points to the left of 66, then I would have played at 70 which would have been ideal, leaving White's side position overconcentrated and Black's group alive with territory. In the game the Black group is still not quite secure, but White has farther to reach to get into the lower side. It is hard to say which is better for him.

With black 77, it is tempting to cut above 72 and capture three stones, which is worth 20 points, but 77 is about the same size even if we only count the value of the corner and it also threatens to make a huge territory on the lower side. I felt that 78 was going to be too slow for White, and expected him to invade the lower side. My plan was then to let him live, but concentrate on keeping sente with which to go back to the left side. Note also that, depending on what happens in the centre, Black might prefer to use the atari to the right of 74 instead of the one above 72.



Dia. 1 6 takes ko

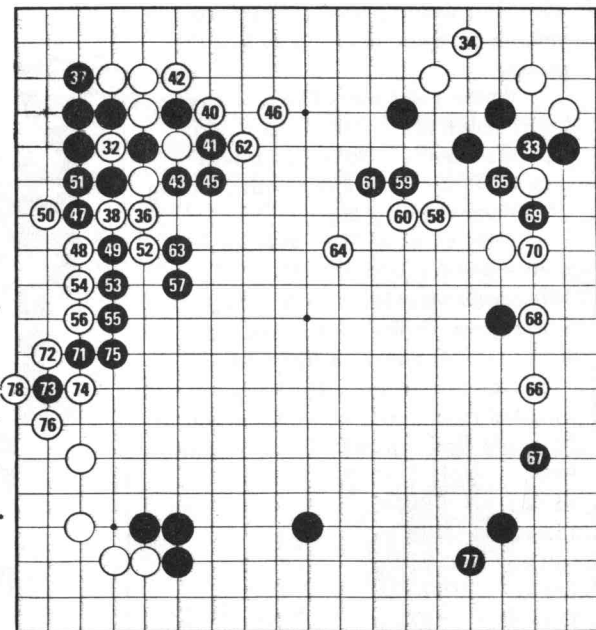


Fig. 2 (32 - 78)

Black 35 takes ko
Black 39 connects
White 44 connects

After 87, the white corner can be killed in ko (see problem on page 18). White could choose to save it by pushing out below 84, but this would be dangerous, since his group in the upper left is not quite secure. The momentum of the game is going against him, however, and it seems necessary to do something to disrupt it. When Black plays 89, the game runs right out of White's control.

White's invasion at 94 is very deep indeed, and it is tempting to try to kill it unconditionally. However Black has enough territory to win without killing this group (count the game for yourself and see) and can afford to concentrate on making everything solid so as to leave no chance for White to do anything alarming.

Black 129 should be one point below 128, making miai of 129 and 136. This would prevent White from making an eye and probably kill the group.

White 110 tempts Black to start a ko in which his whole group could get into trouble. Black 111 makes sure of Black's eye shape while aiming at the upper left group.

Terry successfully connected his centre group out, but now the upper left corner was isolated. The huge white group in the centre was too thin to allow White to fight the ko in the corner. Eventually Terry decided to ignore a ko threat and hope he could find a way to live. It didn't work.

- | | | |
|--------|--------|--------|
| 162 ko | 185 ko | 206 ko |
| 165 ko | 188 ko | 209 ko |
| 168 ko | 191 ko | 212 ko |
| 171 ko | 194 ko | 215 ko |
| 174 ko | 197 ko | 218 ko |
| 179 ko | 200 ko | 221 ko |
| 182 ko | 203 ko | 224 ko |

251 moves, White resigns

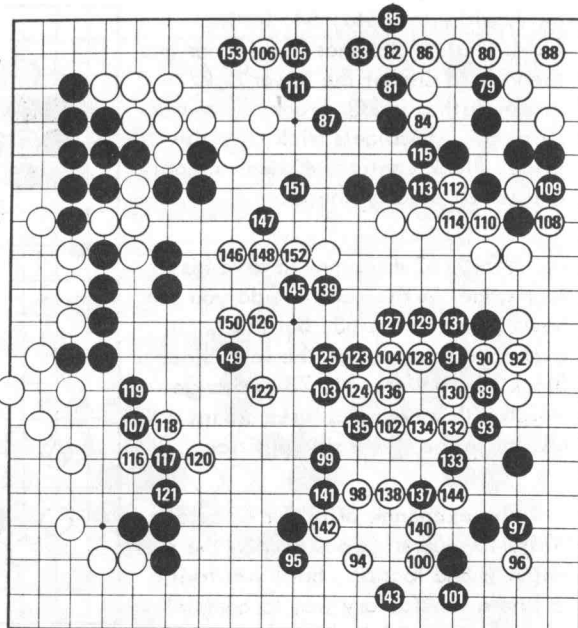


Fig. 3 (79 - 153)

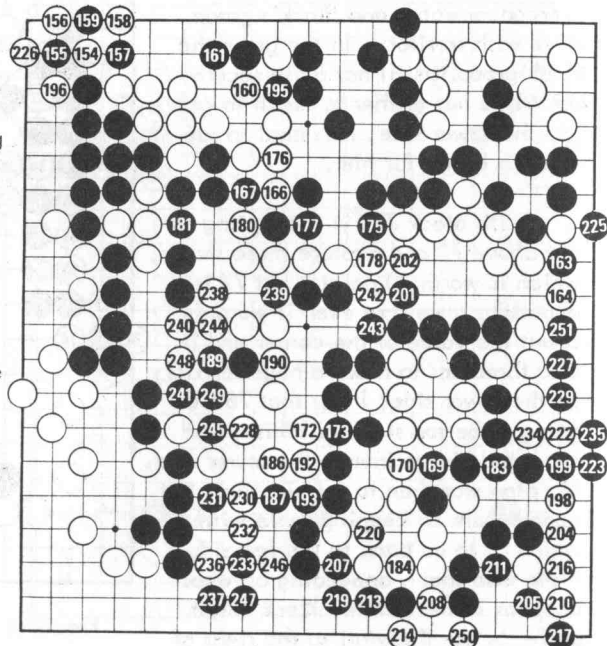


Fig. 4 (154 - 251)

Sue Barnes

We were deeply shocked to hear that Sue Barnes had died. She was one of our closest friends and we will miss her very much.

It is hard to talk of Sue without mentioning Nick Webber. They had been together for a long time, much longer than we had known them. We would like to offer Nick our sincerest condolences and moral support.

We got to know Nick and Sue at about the same time that we met each other, at the European Go Congress at Paris, so they have always been special to us. Since then, we have often met at Go tournaments in England and abroad, and have stayed with them several times.

Sue had a strong sense of independence and working in Africa was one example of how determined she was to pursue her own career: in fact it was always difficult to sway her from her chosen path whether it was relentlessly plodding up the nearest convenient mountain or following from in front along the street.

As one of the few women Go players in Britain, she was well known and loved by all and we hope that everyone will endeavour to keep the memory of her alive.

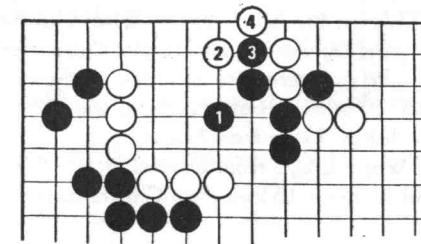
R.M. Hunter; L. Bremner Tokyo 10th. October 1983

SUSAN BARNES TRUST

A trust has been set up in memory of Susan. The trustees are David Barnes, Nick Webber and Francis Roads. It will be used to provide an annual award to go players under the age of 18, for use towards go equipment or tournament expenses. Awards will be made on the basis of tournament results, especially at the British Go Congress and the new junior championship (see page 15 of this journal). Further donations to the trust are still very welcome, and should be sent to Nick Webber, at 1, Hazon Way, Epsom, Surrey. Cheques should be made payable to " Susan Barnes Trust".

PROBLEM

This one comes from a recent professional game. Black 1 threatens to kill two stones on the side. White 2 is the kind of sinful play our Grandmothers warned us against - it stops Black from capturing anything while connecting along the edge - or does it? Five moves later White resigned - can you see why?



Answer on page 26

NEWS

MIDLAND TEAM TOURNAMENT

The Midland League was replaced, this year, by a team tournament held at Coventry on March 4th. Coventry, Leicester, Nottingham and Malvern took part. Matches were between teams of four players, and were played at full handicap. The results were:

Coventry 5 points, 8 games
Nottingham 4 points, 8 games
Malvern 3 points, 6 games
Leicester 0 points, 2 games

Details of this and next year's event from Stewart Hinsley, 8 Gaveston Rd. Coundon, Coventry CV6 1GZ

LONDON OPEN

This year's London Open Tournament, the 10th, attracted 128 entrants from all over Europe and from Japan. The lightning tournament was won by André Moussa, from Paris. He beat fellow Parisian Pierre Colmez in the final. André was obviously on good form, since he also managed to tie for first place in the main tournament, with six wins out of seven. When the tie break had been done, though, he finished third behind N. Hosokawa and M. Macfadyen. It was particularly pleasing to see Mr. Hosokawa rounding off his all too brief stay in Britain with a convincing win in our biggest tournament.

Prizes were also awarded to those with 5½ wins or better. These were C. Jutow 7 kyu from Nantes, S. Brown 2 kyu from Oxford, and P. Ryan 15 kyu from Cheltenham.

FIRST NOTTINGHAM TOURNAMENT

A normal quiet weekend at Nottingham University was shattered by debates, riots, bomb scares and scandals. However this was because of the planned visit of the South African Ambassador and not the Nottingham tournament being held the following day, November 12th.

34 players attended this four round tournament and played some exciting go. Manchester Club left very pleased having won four prizes: the team prize and those of winner Brian Chandler (2 dan), runner up John Smith (also 2 dan) and Chris Kirkham (1 kyu). Others last seen clutching bottles of booze (or boxes of chocolate according to taste) were: Mark Skinner (17 kyu, Notts), Hillary Norburn (11 kyu, Leics) and Alan Thornton (2 kyu, Hemel Hempstead).
(from Tony Atkins)

HAROLD LEE: It has come to our notice that Harold was the only vegetarian go player in London not at the October CND march. We trust that this will not happen again.

PROMOTIONS: Since our last issue, Graham Clemow has been promoted to shodan, Ian Meiklejohn to 2 dan, Gavin Grant to 2 dan and Richard Hunter to 3 dan. Congratulations to all of these.

It used to be traditional that at least one British first kyu scored 6/8 in the New Year tournament and got promoted, but this year it was broken with. It may be argued that there being only seven rounds in the tournament this year had something to do with this, but there are also suggestions at large that the current batch of British first kyus is a bit below par. Further remarks on being a sub standard kyu player will be found on pages 24 and 25.

OXFORD: An impressive 80 players attended the February event. Mr. Choi from Birmingham won the bottle of Laphraoig with wins against John Rickard, Terry Stacey and Matthew Macfadyen.

WESSEX: Attendance at the 1983 Wessex was slightly disappointing at 62, though many of the old familiar faces were there. Overall winner was Matthew Macfadyen. Others with 4/4 were Messrs. Lee, Blockley, Sommerville and Thompson. The places in the Candidates' tournament went to Jeremy Roussak and Andrew Grant.

BOOK DISTRIBUTOR.

Andy Finch tells us that he is now out of stock of 'Invitation to Go'; 'Basic boxed sets'; and 'Magnetic sets'. He would like to draw attention, though, to the very solidly built wooden chess clocks at £15, the Ishi Press' Enclosure josekis at £4.00, and middle game of Go at £4.70, reprints of their old "Modern

joseki and fuseki" at £4.70, and a reprint of David Mitchell's "Go Proverbs" at £1.75.

LONDON - JAPAN MATCH

This traditional event was held in December at the IVC in Covent Garden. The Japanese side proved too strong especially on the lower boards, and they won the match 46 - 41 (each person played three games). A good time was had by all and especial thanks are due to Kimberley for an amazing spread of new and exciting food.

BLACK BULL: The Leigh Sinton handicap tournament in December was preceded by a teach-in on the Saturday. The effects of snowfall over the weekend were largely offset by the effects of Marston's pedigree, and the tournament was won by Richard Granville. It is some measure of the inadequacy of standard handicaps for tournament purposes that all of the four dan players present won prizes (for winning at least three games out of four).

ASIDES FROM THE NEW YEAR:

Peter Polkinghorne, who did most of the spade work at this Year's Tournament, offers the following advice to those tournament goers who have not yet quite got the hang of it:

- On registration, turn up just when the first round is due to begin, and explain that you always thought that the first round began 20 minutes late.
- Having completed a tremendously long game in which you and your opponent went into byo-yomi, and for good measure started half an hour late, complete the post game analysis before reporting the result.
- ask the organiser i) why there are fewer people than last year; ii) why the time limits/byo-yomi/komi are not larger/smaller; iii) whether he could not do byo-yomi for them.
- Stand beside the notice board, preferably with a time table on it, and ask when the next round is.
- If you are doing badly, and there is no hope of winning a prize, fail to attend the remaining rounds and do not tell anyone.
- Remember, the Organiser is your main enemy - he is the one who will draw you against a ridiculously strong opponent just when you were about to win a prize - so get your retaliation in first.

KISEI: Cho Chikun won again. This was Rin's third attempt at the title, and he started badly with three straight losses. Last year, however, he had won the Honinbo title after just such a start, also against Cho, so when Rin won the fourth and fifth games things were looking set for another upset. In the sixth game Rin thought he had won by $\frac{1}{2}$ point until after the counting - he was $\frac{1}{2}$ point behind.

MEIJIN: Cho Chikun rebuffed Otake's challenge by 4 - 1 last autumn, and the new league is just starting. Otake has started badly with two losses and one win. Best results so far are Rin (3-1), Ishida Akira (2-0) and Kobayashi Koichi (3-0).

HONINBO: The new Honinbo league is spectacular in several ways. Otake and Kato are both out of the league, and Cho Chikun has started with an amazing five straight losses. The best placed player to become challenger when we last heard was Takemiya Masaki, who has been Honinbo twice, though he has never won any of the other major titles.

OZA: Kato has started a successful defence of this title against Kobayashi Koichi by winning the first game.

GOSEI: Otake used to make a habit of being Meijin, but Cho has made that rather hard of late, so he has had to make do with lesser titles. Last autumn he hung on to the Gosei against Awaji Shuzo.

TENGEN: Kataoka Satoshi, who won this tournament last year to gain his first title, has retained it by a margin of 3-1 against the challenge of Awaji Shuzo, a man who has been tipped as a probable title holder several times but has not yet quite got there.

SHINJIN O: The name Yoda Norimoto may not sound very familiar to most Western players, but anyone following Japanese results over the next few years is likely to see quite a lot of it. In the past two years three people have exceeded 40 wins in professional tournaments. Kobayashi Koichi did it the easy way by being in both Honinbo and Meijin leagues. The other two were Yoda - once each year and all by winning an awful lot of rounds in knock-out tournaments.

This year, Yoda won the Shinjin O (New stars) title, which is restricted to players of 7 dan or lower, but his record compares favourably with those of Ishida and Kato in the late 1960's and it looks like a matter of a few years only until he is up among the big boys. Yoda is 16.

PRAGUE: A relatively large contingent of western players attended this year's February tournament, though only Paul Fage and Matthew Macfadyen went from Britain. The tournament (which is played with handicaps) was won by Tibor Pocsai, from Budapest (he's the one who played 80 games in the handicap tournament at Copenhagen). It is possible that the handicaps will be removed in future events, since the local players are getting stronger - there are now two 5 dans in Czechoslovakia.

NETHERLANDS: This year's Championship was a Swiss system tournament of six rounds with twelve players. It will come as no surprise that Ronald Schlemper won all of his games, though Gilles van Eeden coming second with 5/6 would have been harder to predict.

Tournaments

LEEDS: 1 April. BGA Schools' Championship. Clive Fraser, 35 Linton Rd. Leeds.
MANCHESTER: 13 - 15 April. British Go Congress and AGM. Peter Barton, 24 Beeston Mount, Bollington, Cheshire, SK10 5QY (0625 73923). Entries due by 30 March.

PARIS: 21 - 23 April. (Last year's was the strongest event in Europe). D. Moreau, 22 Rue Daniele Cassanova, 94700 Maisons Alfort, Paris. Tel 8984080

CANDIDATES' TOURNAMENT: 5 - 7 May. At IVC London, first stage of the British Championship. By invitation, Ian Carson, Tel (01) 5995684

BRACKNELL: May 19th. V. West, 5 Buckingham Ct. Wokingham, Berks

CHALLENGER'S LEAGUE: 26 - 29 May. At IVC London, second stage of the British Championship. By invitation, but a parallel event:

NOT THE CHALLENGER'S LEAGUE: 26 - 28 May, will be open to all comers. Contact Ian Carson, 5995684

AMSTERDAM: May 31 - 3 June. P. Zandveld, A. van Metzhof 6, 1065 AP, Amsterdam, Netherlands. Tel 152941

NANTES: 9 - 11 June: C. Duret, 8 Rue Marivaux, 44000 Nantes. Tel 896591

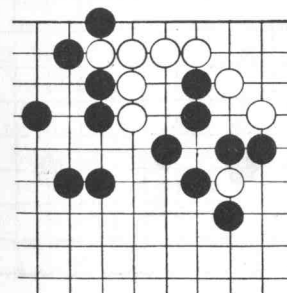
WARSAW: June 22 - 24. Contact E. Grudzinska, ul Zwiazku walki Młodych 6m8 00150 Nowolpie 10/34, Warsaw

LEICESTER: 1 July. E. Smithers, 15 Loxley drive, Melton Mowbray, Leics.

MAIDENHEAD: 14 July. British Junior Championships (or something - the name has not been finalised). Separate sections for Under- 18, 16 and 14. Contact F. Ellul, Furze Platt School, Maidenhead. Tel: High Wycombe 21556

PORRENTROY: 21 July - 4 August. (European Congress) Contact M. Schweitzer, Federatia. Suisse de Go, Chapelle 12, CH 2300, La Chaux-de-Fonds, Switzerland. Porrentruy is in the Jura, North-West Switzerland. Cheap accommodation is available in the local fall-out shelter for those who book early.

WESSEX: 28 October. Details as usual



PROBLEM

This position comes from the third game of the British Championship. The question is how much damage Black can do to the white corner. The best result for both is a ko, but it can be hard to find.

Answer inside back cover

Four Larks and a Hen

Last summer we were privileged to welcome Mr. Nakayama Noriyuki to this country as the Nihon Kiin's official representative to the European championships. Before that event, he toured the clubs, playing simultaneous games with all comers and generally spreading his infectious enthusiasm for the game.

Among these encounters was the following game with Eddie Smithers, of Leicester. Eddie wrote some comments on the game for the benefit of his clubmates. We received a copy of these together with a few additional remarks from Richard Granville. The following commentary marks comments by Eddie as S, Those by Richard, G, and those by the editors E.

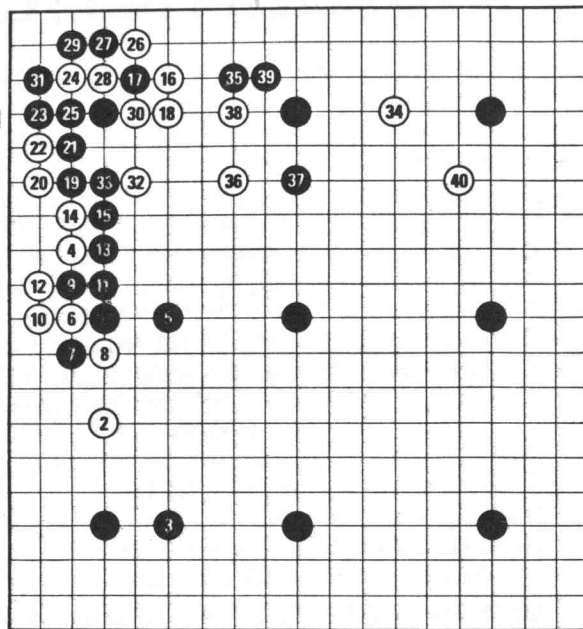


Fig. 1 (1 - 40)

Black 5: Bad - 6, 7, or 10 would have separated White cleanly.
 Black 7- 11: These moves achieve nothing (G). I probably played this wrongly - 9 below 8 might have been more interesting (S). The game result does not seem too bad for Black - after 23 he can pull out his stone 7 and threaten the white stones on the side (E).
 Black 17: I did not want to lose the chance of a corner foothold for my group (S). Not bad but played for completely the wrong reason - the purpose of 17 is to attack(G). If Black really wants to defend his corner he should play 18 before 17 but this is not recommended (E).

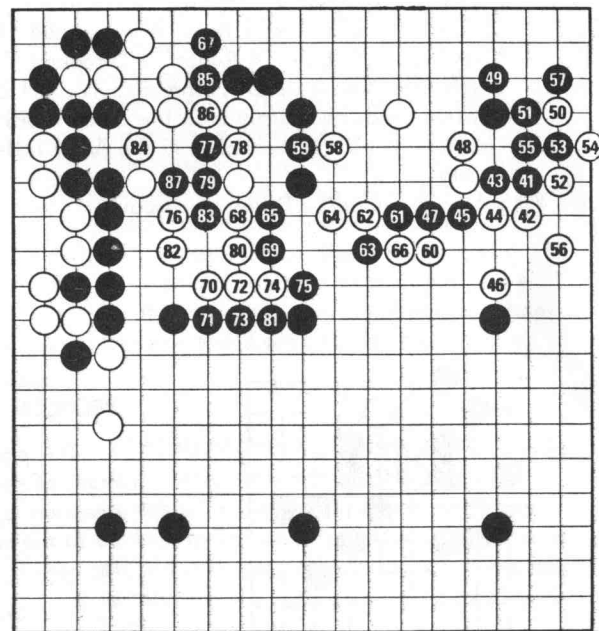


Fig. 2 (41 - 87)

Black 19, 21: Once he has played 19, Black must follow at 22.
 Black 23: He should attack at 38 - The corner is too small.
 Black 35, 39: Rather ineffective - the white group is difficult to attack after 30 (G). I disagree - Black's play here is surely justified by the fact that he did kill the white stones in the end (E).
 Black 49: Bad shape and purely defensive - he should have to the right of 42, counterattacking the white group on the side.
 Black 57: . . . I thought this would give me a bomb proof position (S) Oh ye of little faith (E).
 Black 65: Must connect at 66. The black group at the top can live if it is cut off.
 White 84: Both Eddie and Richard Granville thought that this would be better at 85. The position is shown again on page 22 as a problem.

Black 89: better at 95.
 Black 91: pointless.
 Black 95: Good, but only if he cuts below 98 instead of playing 99. That would have killed a few stones on the side and connected all of Black's stones together.
 Black 101: Unnecessary. Please convince yourself that this group cannot be killed (but notice that White has handled his dead group on the left so that it has many liberties, and would win the capturing race if he did contrive to kill Black on the side. (E)
 Black 107: His "bomb proof" position has died in gote.
 White 134 (E) Cheeky - White wants his bread buttered on both sides, none of your polite 5 point win for Nakayama. Remaining moves were not recorded - Black played on to the end and lost by about 70 points.

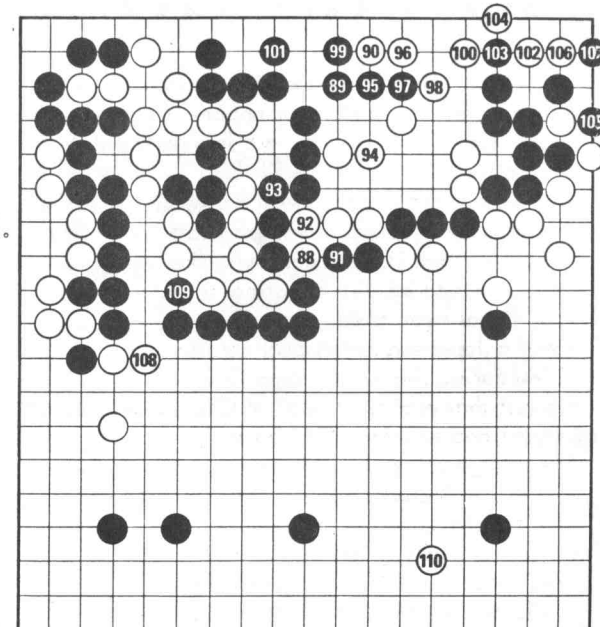


Fig. 3 (88 - 110)

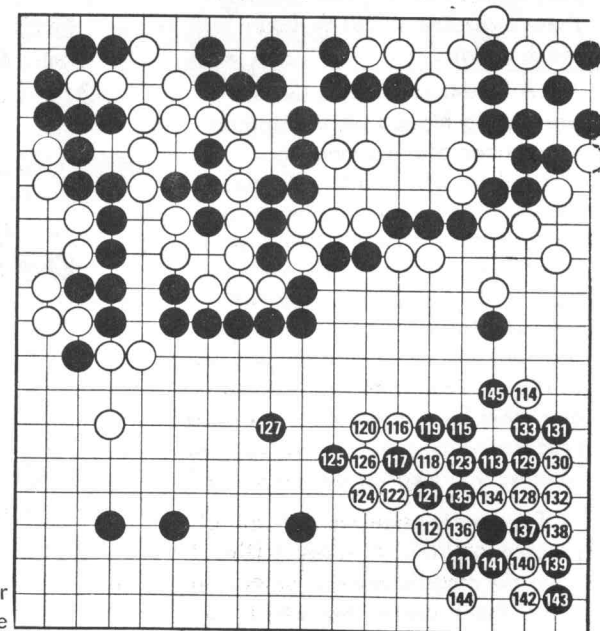


Fig. 4 (111 - 144)

Go Paradoxes

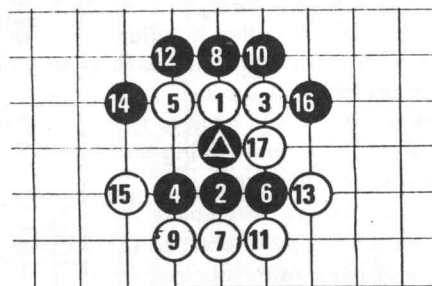
by Andrew Grant

Mane-Go (Pronounced mah-neh) is the practice of playing your stones diametrically opposite your opponent's previous play. It is not commonly seen in British Go, but it does have a few good points and so perhaps could be played more often.

Of course, I don't mean that you should copy your opponent from start to finish. Even if you could win like that, it would be like cheating. Mind you, it has been tried; there is a story about a Japanese ambassador sent to China during the middle ages who did just that against a team of Chinese players and so drew all his games. The strange thing about this story is that the ambassador, as the 'Honoured Guest', played white throughout; the Chinese players, playing black, could have thwarted the mane-go strategy by playing tengen (the centre point) to break the cycle and force White to play some original move. Perhaps these old tales should be taken with a pinch of salt.

A harder problem is that of preventing Black from starting on tengen and playing mane-go throughout. In mediaeval times this problem was solved by starting every game with a mandatory cross hoshi fuseki (each player taking a pair of diagonally opposite 4-4 points). However, in many ways the cure was worse than the disease as it prevented the development of any other kind of fuseki. (It also produced extremely aggressive games, whether you liked it or not).

Eventually a way out of this problem was found. Dia. 1 shows how; the marked stone is on tengen and if Black copies White as shown he loses his group. The Japanese



Dia. 1 (the refutation)

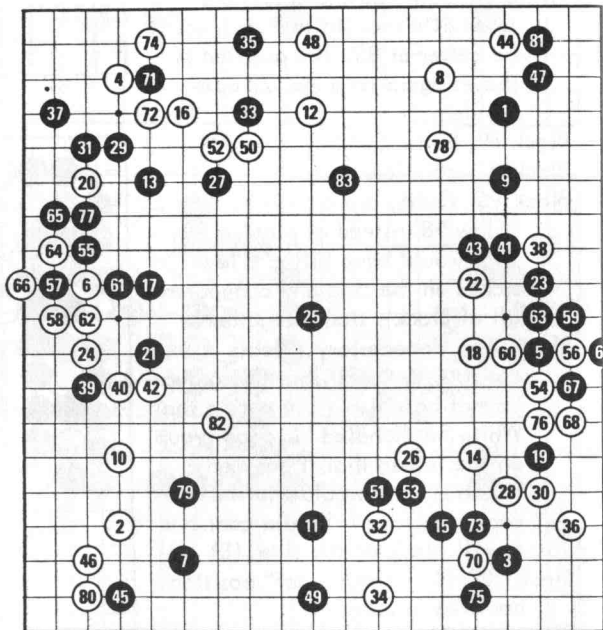


Fig. 1 (1 - 83)

were thus able to abandon the cross hoshi fuseki and go on to better things. (The Chinese were somewhat slower to change). The introduction of komi made mane-go even less attractive as a strategy for Black; but it made a limited form of mane-go viable for White.

Today mane-go, restricted to the fuseki, is occasionally played even by strong professionals. The best known exponent of this is Fujisawa Hosai, the first man to reach 9 Dan in the Oteai. He has been involved in some odd occurrences - an example in

Kageyama's "Lessons in the Fundamentals of Go" contains two ladders approaching each other from opposite sides of the board!

One of the best recent examples of mane-go from professional play is this game from the 1975 Meijin league. Fujisawa has white and starts the mane-go, but then his opponent, Sakata Eio, turns the tables and beats him at his own game.

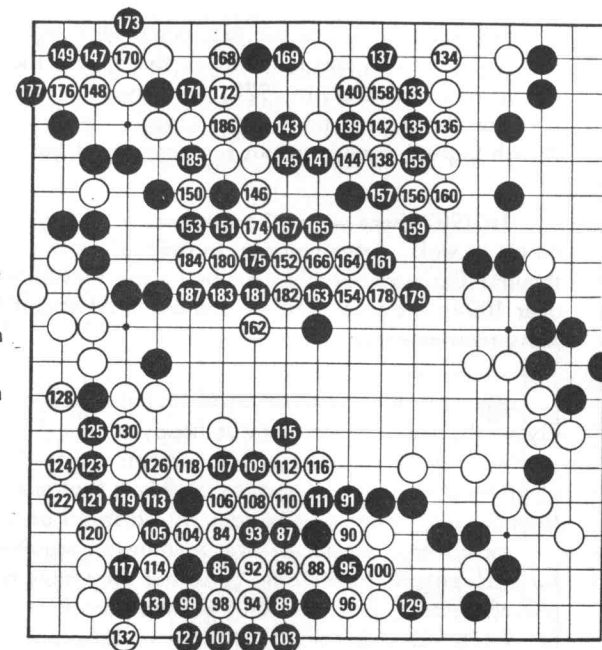
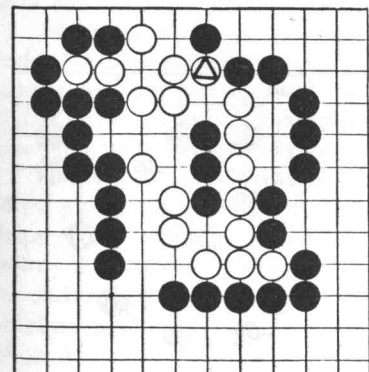


Fig. 2 (84 - 187)

102 connects at 95

White resigns after 187

PROBLEM (from game on page 19)

It was suggested that White might have saved his stones by playing the marked stone here - what is Black's best continuation?

Answer inside back cover.

Computer Go

ARE THERE TOO MANY TOURNAMENTS?

by Toby Manning

In 1973 there were two Go tournaments held regularly in Britain, and all active players seemed to turn up to them: these were the British Go Congress and Wessex.

Five years later, in 1978, these two tournaments were still going strong. In addition there were the London Open, Cambridge, Northern, Ipswich, Leicester, British Lightning and various tournaments at the London Go Centre.

In 1983 there were 13 tournaments. This year we add Cheshire and possibly others as well. Attendance at individual tournaments has not grown in proportion, though: The most notable case being the Wessex with 62 entrants compared with over 100 in the late 1970's - and one must enquire whether there are, in fact, too many tournaments.

An early Wessex tournament included players from Cambridge, Bolton and Plymouth. People seemed to be happy to travel such long distances, but now such sacrifices are unnecessary. Tournaments are tending to get more 'local' in terms of attendance. One advantage of this is that more weaker players are involved in tournaments, which can be seen as a distinct plus.

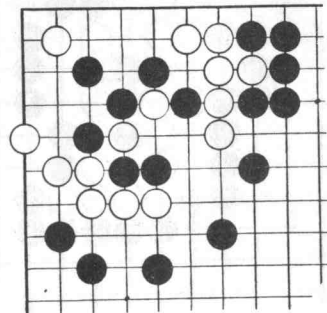
However, the success of a tournament requires a variety of possible opponents for each entrant, preferably ones that they have never, or at least infrequently, played before. If tournaments get too parochial, players may run out of suitable opponents. One solution to this particular problem is to reject the straitjacket of the 3 round MacMahon tournament with all games played even. The evident success of the Leigh Sinton handicap tournament indicates one possible alternative.

So what is the ideal number of tournaments? The current calendar does not appear unduly crowded, but in 1981, for example, Hammersmith started running one a month; attendances withered and finally the tournaments petered out. We must be careful of arbitrarily filling every weekend with a tournament - we don't want to suffer from a surfeit.

PROBLEM

This is one of the classic life and death problems. White's group is surrounded and cannot break out. The small black group inside seems to have eyes coming out of its ears, so to speak, and White seems unable to make even one eye himself. Nevertheless, it is possible for White to live unconditionally,

Answer inside back cover



The world's first Computer Go tournament was held in January at the Covent Garden offices of Acornsoft Ltd. Games were played on 13X13 boards, and the programmes all ran on BBC microcomputers (no peripheral memory was allowed). The winner of the £1000 first prize was Bronysław Przybyla, from Swindon. Most of the eight programmes competing played something looking quite like 25 kyu human play, but his was much the best at avoiding worthless moves. The final game is given below, with brief comments by Matthew Macfadyen, who was one of the referees at the tournament.

Black 17 creates a very tense situation - neither programme explicitly recognises eyes, so one of the groups on the side is likely to die.

White 18 - White has no idea that his group is in trouble.

Black 19 - Przybyla's programme looks for ways in which groups can extend towards the centre, and finds 19 because it was the only way for White to extend. Having played here, however, it loses interest until the group is down to 2 or 3 liberties.

Black 23 - He knows about ladders, and spots that white 8 can't be killed in one any more.

Black 29 - lucky - as long as black 31 has not been played, the three stones 7, 11, 15 have only two liberties and Black will not 'see' that the big white group has only three. After 31, though, he can 'see' White's danger, and adds another stone at 33, so that he can prove that white is dead.

Having played 33, Black can handle the fight up to 43. The game was by no means over after 43, but Black's advantage was clear.

White 56 is more or less the losing move. Both of these programmes explicitly recognise ladders, and neither would cut at 56, but Richard's programme does not make the one extra step needed to avoid protecting against it.

White 64 is an example of a blunder several of the programmes made - trying to make good shape from dead stones - the shape of 58, 60 and 64 is good, but White is not 'strong enough' to use it properly. This is one of the trickier problems with using simple minded definitions of good shape.

Black: B. Przybyla
White: R. Granville

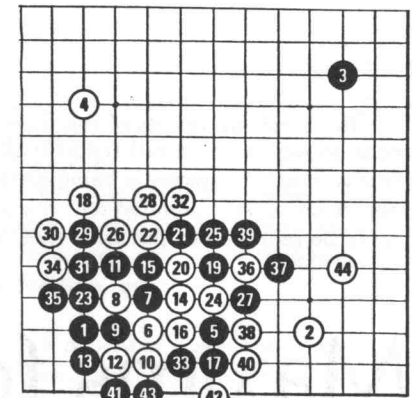


Fig. 1 (1 - 44)

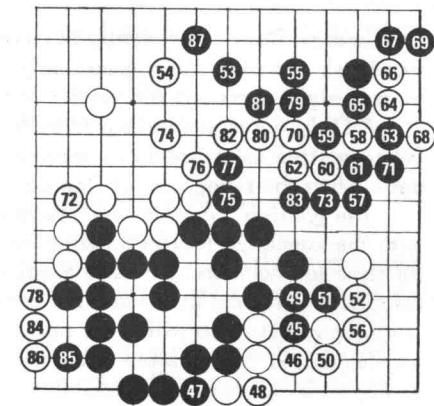


Fig. 2 (45 - 87)

Black 71 is a wasted move, but many of the programmes would have wasted two moves by capturing 64 and 66 completely.

Black 87 has been the biggest point for some time - if White had taken this point instead of 86 he might still have had a chance. From here until 105, Black's yose is almost perfect, and he eventually wins by 14 points.

Note that the tournament was played on the basis of Chinese counting, so that the many extra stones White played inside his own territory at the end cost no points, and the stones Black played to capture White's dead stones were necessary according to the rules.

129, 141 pass

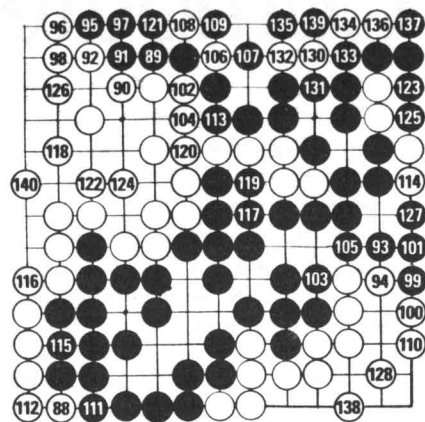
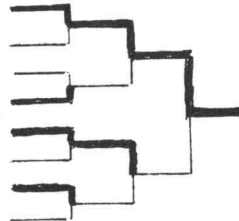


Fig. 3 (88 - 140)

The complete results of the tournament are as shown here - a full report including records of all the games is being produced by John Hobson. It is planned that the event should be repeated at the same time next year.

B. Przybyla
A. Lucas
T. Hart
D. Skidmore
R. Granville
M. Scott
J. Hobson
M. Reiss



Maxims for Eager Kyus

Andrew Daly was recently observed to appear briefly from some hole in the woodwork and play a few games of go. Before returning, he left us this piece, written eight years ago but with much topical relevance.

" Only the most intelligent BGA members have suspected that the Grading Subcommittee exists solely to prevent promotions. The policy was adopted some years ago when the rising cost of Dan diplomas became a problem.

The grading Subcommittee are however experiencing great difficulty in dealing with the kamikaze tactics adopted by first kyus, who have entered in great numbers for some tournaments. (Indeed the suspicion has arisen that most members of the association are first kyus and the grading subcommittee wish to deny that this has anything at all to do with their policies) With such great numbers entered for tournaments it is inevitable that some will win some games, particularly since many of this tribe have quite inadequate respect for their betters, the Dan players. Some upstarts even have sufficient temerity to be ahead on the board against their superiors some of the time (only during the unimportant part at the end, of course).

To avoid the embarrassment caused by all these undeserving candidates winning their games, and the mistaken conception that a few of them get that they have so prematurely attained the rarified heights of dandom, the grading subcommittee have asked me to pass on a few words of advice. Following these " Eight maxims for eager kyus" is a sure way to avoid premature (or indeed any) promotion, and the student of my wisdom may be certain that his efforts are duly appreciated in the most elevated circles. The maxims are brief and succinct. Learn them well:

Maxim 1: A dead group is a symbol of fighting spirit.

No really satisfactory game is ever played without an unstable group, or preferably two, being left unattended for a few dozen moves. The weakie you are playing will never spot how to kill it.

(Note - an unstable group is one that hasn't got two eyes at this precise moment, but you know for sure that you will be able to live, or kill something, or maybe make a ko, or find some tesuji - you know the sort of thing. It's quite different from your opponent's dead group, the one you know you can kill, but you just can't see how right now).

Maxim 2: A stone added to a dead group is sente.

Your opponent couldn't conceivably be so despicable as to let you dig (DIG = Die in Gote - the only fate indisputably worse than death). So go right ahead, he's bound to answer, you don't need to read it out.

Maxim 3: Walls may have ears but they don't have eyes.

Find your opponent's strongest wall and kill it immediately - he'll be so disconsolate he'll resign. Derek Hunter, author of this most valuable maxim, mysteriously seems to ignore it and doesn't play near walls until they are already dead. But I fear my help has come too late for him.

Maxim 4: Kesh your aji quick.

Aji (you remember aji?) is the places in your opponent's group where you might rip him off if he's not careful. Play there quickly before you forget about it or get confused by noticing different ways to play there.

Maxim 5: There's always a ko threat.

It doesn't matter if you waste a few, you'll always be able to find something, a really nasty one, an atari perhaps. So don't worry about kos, they're no trouble at all if you're cunning.

Maxim 6: Stones lost in your opponent's territory cost nothing.

So always attack from the inside, it's obvious really.

Maxim 7: Counting comes at the end.

Another obvious one. It's amazing how many people don't know this.

Maxim 8: The really decisive moves come at the beginning.

So use nearly all your time for the first twenty moves. The middle of the game is quite easy, and yose (the fiddly bits round the edge) can always be done in byo-yomi.

Take your time, study these maxims carefully, you'll grasp them in the end. I know it will be difficult for the less gifted, but remember the goal you're aiming at is well worthwhile - promotion CAN be avoided.

Good luck (Teaching games 50gns. by prior appointment only).

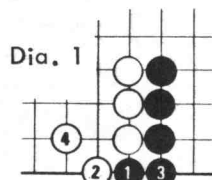
Yose Corner

by Matthew Macfadyen

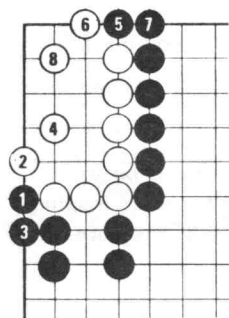
Dia. 1 shows one of the most familiar yose sequences of all. Because of its familiarity many players are happy to play it by rote, as shown for example in Dia. 2.

But after 8 in Dia. 2 White 4 is unnecessary - White can improve on this sequence with 4 in Dia. 3 which covers the weakness on the left while preventing black 'a' from being sente.

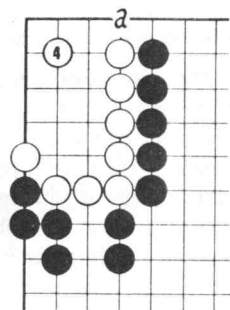
Watch out, though. Dia. 4 may look like another example of the same skilful play by White, but actually it ends in disaster when Black cunningly jumps to 9 in Dia. 5 so as to be able to throw in at 11 and kill all of White's stones. The pattern of 9, 11 and 13 is often the key to deciding correctly whether it is necessary to play at 4 in Dia. 1.



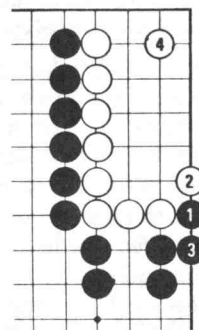
Dia. 1



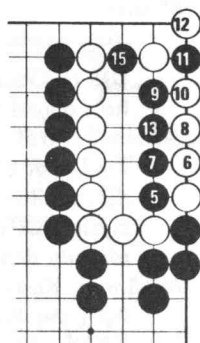
Dia. 2



Dia. 3



Dia. 4



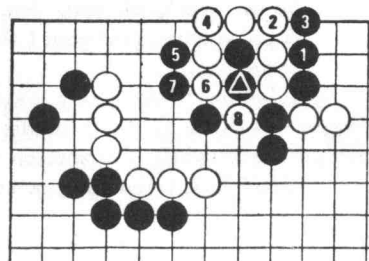
Dia. 5

Solutions to Problems

Black in this game was Awaji Shuzo, on his way to becoming challenger for the tengen title (he lost the match 3-1 to Kataoka Satoshi). White had better remain nameless. He resigned on seeing black 5 - presumably he had overlooked white 7 - after 8 Black throws in at the marked point - please convince yourself that White is then helpless.

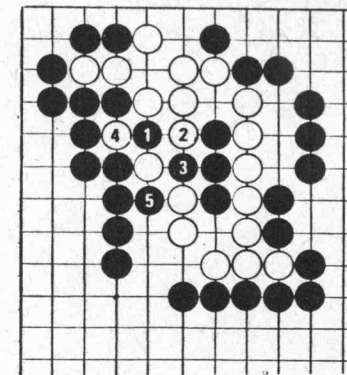
- 26 -

(From Page 13)



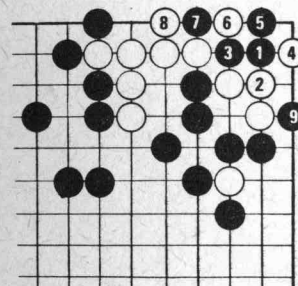
(From page 22)

After 1,2,3 it may look like ko, but Black can play 5. If White connects at 1 he then dies in gote (his upper stones can be put in atari by filling outside liberties, and the four black stones then leave a one eyed shape). White would do slightly better by playing 4 at 5. Black could then choose whether to connect at 4 and kill, or to play elsewhere and leave the position as a ko.



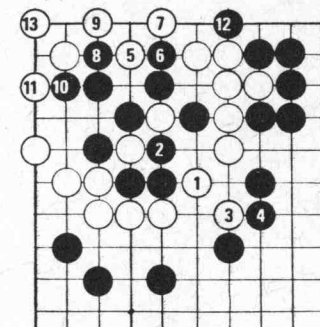
(From page 21)

Black 1 is obviously the best starting point. White 2 at 3 is no good since Black plays 2 and saves his stone. Black 5 is the key play, and if White replies at 7 he dies unconditionally when Black plays 9. White 6 is a tesuji which ensures that he can make two eyes by capturing the three stones in the corner, but he must fight ko in order to be able to capture them.



(From page 17)

White 1 may seem silly, since it forces Black to make two eyes for his only weak stones. However white 5 connects all his stones in a ring, and after 13 (12 and 13 were miai - White must take one of these points) White has achieved the " two headed dragon" formation - his two false eyes are connected together in two ways, so Black can never put him in atari and White is alive.



- 27 -