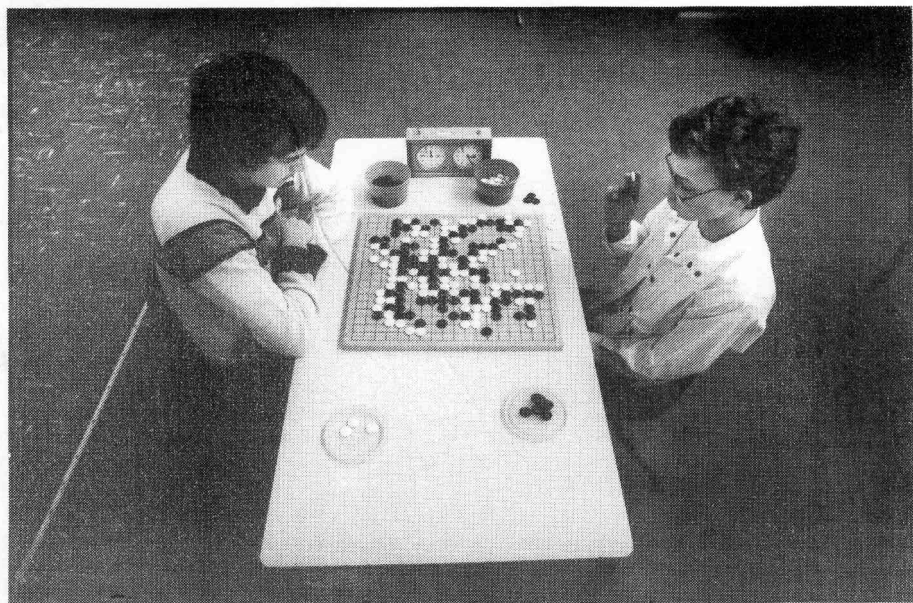


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THE YOUNG ONES —  
REPORTS FROM THE  
BRITISH AND WORLD  
JUNIOR CHAMPIONSHIPS

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## GLOSSARY OF TECHNICAL TERMS

- AJI: Latent threats
- AJI KESHI: The squandering of aji
- FUSEKI: The opening
- GOTE: Not having, or losing the initiative.
- HANE: To bend round the opponent's stone.
- JIGO: A tied game of Go
- JOSEKI: Fixed (usually corner) sequence.
- KIKASHI: A forcing move tangential to the main stream of play.
- KOMI: A points handicap.
- MOYO: A large potential territory.
- SEKI: Impasse in which adjacent eyeless groups are unable to kill each other.
- SENTE: Having, or retaining the initiative.
- TESUJI: A tactically skilful play.
- TSUME GO: Life and death problems.
- YOSE: The endgame.

Cover photo: Jonathan Ridgeway ( Left ) plays Leigh Rutland at the Under 18 Championships ( Photo Judah Passow )

# British Junior Championships



Steven Loft  
in action

(photo:  
Judah Passow  
(T.E.S.))

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The first British Junior Go Championships were held on the 13th. October at the Furze Platt Comprehensive school, Maidenhead. Generously sponsored by Equity & Law Life Assurance society, and organised by the tireless France Ellul, the event was a 3 round tournament split into four categories: Under 18, Under 16, Under 14 and beginners.

In all 30 hopefuls took part, the youngest being 11 year old Rebecca Cox who had been playing for less than a week. This did not stop her from coming 2nd. equal in the beginners' section ( played on small boards ).

Winner of the top section (U- 18) was 3 kyu Alistair Thompson of Coleford Gloucs. He narrowly won a crucial decider against runner-up Simon Carter 2 kyu of Furze Platt, who later gallantly conceded that the better player won. Third place went to Benedict Prynne of Furze Platt.

In the U- 16 section favourite Leigh Rutland had to be content with second place behind Sam Perlo- Freeman who came all the way from Woodroffe School in Lyme Regis ( Dorset). Third place went to Giles Cory of Furze Platt.

In the U- 14 group 13 year old Nicola Oswald ( Furze Platt ) pipped Peter Diamond (12) from University College school London.

According to France Ellul the crucial game

between these two was notable for its friendliness with both players apologising to the other for their errors in play ( and hoping they wouldn't be spotted by adult observers ). Incidentally Peter is the son of former British Champion Jon. Third place in the U- 14's went to Michael Carr from Furze Platt.

In the Beginners' section top place went to Lee Dixon of Furze Platt, while Jeff Watts ( also Furze Platt ) shared second place with Rebecca Cox.

The prizes were presented by Mr. Stephen Gore of Equity & Law, while Norman Tobin, the BGA Secretary presented official grading diplomas to all participants. France Ellul succeeded in generating quite a bit of publicity for the event, with a picture appearing on the front page of the Times Educational Supplement.

Two days after the event, on Monday 15th. October, a team from Furze Platt also played a return match against a British Champion's team led by Matthew Macfadyen. Last year Furze Platt had managed a 5½- 4½ win but this time were held to a 7-7 draw.

Once again our congratulations go to France Ellul for his energy and organisational skill.

# Using Your Influence

by Francis Roads

There are precisely four functions that a stone can serve:

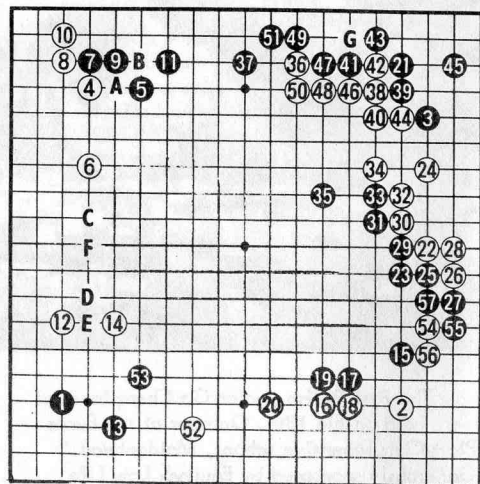
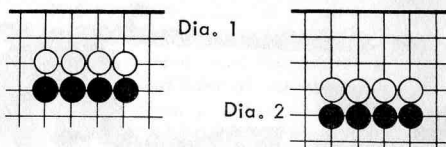
- (i) it can help to make territory,
- (ii) it can prevent the opponent from making territory,
- (iii) it can help to capture enemy stones,
- (iv) it can help to prevent your stones from being captured.

In every game of Go, positions roughly equivalent to Dia. 1 arise. White has stones facing the edge of the board, which serve functions (i) and (iv) very effectively but are unlikely to be much use for (ii) and (iii). Black has outward facing stones which are generally useful in serving all four functions. This general usefulness is usually referred to as "influence".

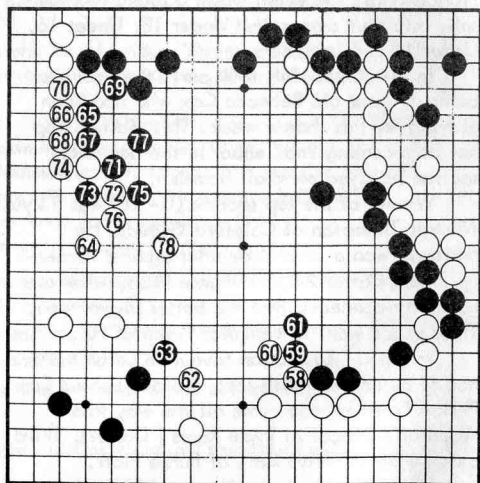
When the stones are placed as in Dia. 1, the territory White has gained is considered roughly equal in value to Black's influence. This equivalence depends on Black's ability eventually to make his stones serve one of the four functions mentioned. Black should not build influence if it can serve none of these functions, nor should he make the mistake of assuming in advance that it is destined to serve one particular function, especially number (i).

If the stones are placed as in Dia. 2, the general usefulness or influence of the black stones is virtually the same as in Dia. 1, but the white stones surround 50% more territory. Black should only build influence on the fifth line from the edge when special strategic factors warrant it.

This is why Nicola Oswald (9 kyu) should not have played moves 17 and 19 in Dia. 3 in her game with Jonathan Ridgeway (6 kyu) in the Under 18 tournament on 13th. October, reported elsewhere. The influence of these stones is not as valuable as White's large secure corner territory. Extending back to 29 with 17 is a better idea. If there had already been a black stone in that area, 17 and 19 might be worth considering as a strategy.



Dia. 3 (1 - 57)



Dia. 4 (58 - 78)

Incidentally, 11 is a rather strange move as well. If there were a white stone at A then 11 would protect the cut at B. But there isn't and it doesn't, and would have been better played at or near 37.

After White 22 it is already hard to see what useful function 17 and 19 are going to serve.

With the sequence from 25 - 35 Black builds some quite strong influence in exchange for allowing White a very secure position on the side with a small allowance of territory. How does she plan to make use of this influence?

Black's eyes should be fixed on the loose white framework on the left. Her influence provides an ideal background for an invasion, at C for example, or at D, followed by F if White replies at E.

There are two probable results to such an invasion. Black may live along the edge, in which case White will end up with influence of his own. But Black's already existing influence is ready to neutralise its effect, be it any of the four functions.

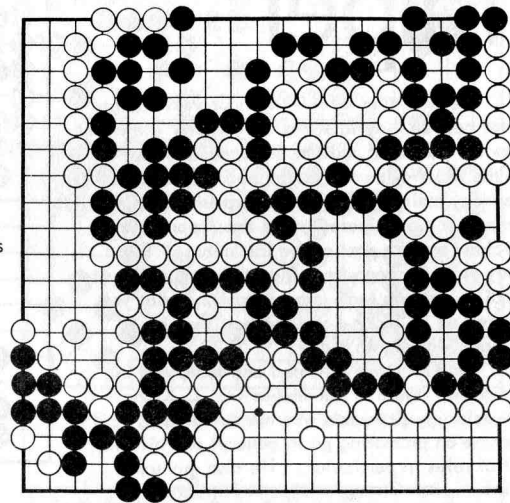
The other, more probable result, is that we end with black and white groups running rightwards across the board, in which case the black influence is ready to serve functions (iii) and (iv).

With 36 - 51 White builds a little influence of his own and presses down Black's upper edge territory. Unfortunately for him black 35, which at the time it was played was a rather slow move, ends up well placed to nullify this influence.

46 is a poor move, making the empty triangle; it should be at 48. Luckily for White Black follows with an equally poor move at 47, which should be at G.

From moves 21 to 57, both players have been missing a vital good shape move. Can you spot it before looking at Dia. 4?

Black 21 should have been at 58 - this is always the vital point in the shape formed by moves 16 - 20. Playing here has precedence over all the subsequent manoeuvres carried out by both players.



Dia. 5 Final position

Black 63 is a good move locally - it is usually good to prevent a group from being completely shut in against the edge, even when, as here, it can easily make two eyes. But after 64 the last chance for Black to invade the left side has gone. The options for making use of her right side influence are now reduced to function (i).

With 69 - 78 Black is at it again, exchanging secure white territory for strong black influence which she has little use for

If you compare Dia. 4 with the game's final position shown in Dia. 5 you will see that Black's chickens have come home to roost. White has consolidated the two large territories that Black encouraged him to make, while Black has been compelled to use her influence only for function (i) - and territory in the centre of the board is notoriously easy to reduce in the end game.

White won by 22 points, which is what he ought to have done considering he is three stones stronger. Despite losing this game, Nicola Oswald did well enough to become the first British Under 14 Go Champion, and incidentally the first female champion in the Association's history.



# Taipei

The first ever World Youth Championships were held in July this year in Taiwan. The event was the centre of a slight diplomatic rumpus in the Go World. Given the political status of Taiwan, mainland China not surprisingly refused to participate, while the Japanese only decided to take part at the last minute. This they probably regretted since they had difficulty finding a strong team ( the schools had not yet broken up in Japan ) and the best they could manage was eighth place.

The event was initiated and sponsored by the father figure of Taiwanese Go, C.K.Ing - a wealthy businessman who has lavished a fortune on promoting go in general and his own set of rules in particular. ( He also sponsored the European Championships in Porrentruy by donating 250 sets with special bowls for checking that each side starts with 180 stones).

The final line up included 5 Taiwanese, 3 Koreans, 3 Japanese, 3 Europeans, a Brazilian, an American and a Canadian. Entry grades were wide ranging and inconsistent, the players with the highest nominal grades finished 14th and 15th. Our man in the tournament, 14 year old Leigh Rutland from Furze Platt school, recorded a result in line with his 3 kyu grade by winning one game and coming 17th.

Winner of the event was Kim Young Hwan from Korea, who defeated Taiwanese Yang Chia Jung in the final round. Both these two are trainee professionals, but next year's event will exclude all professional players.

None of Leigh's games were recorded, so we present here the deciding game, with brief attempts by Matthew Macfadyen to understand what is going on.

White: Kim Young Hwan aged 13  
Black: Yang Chia Jung aged 12

Black 13, 15: Black starts a tricky and explosive joseki to make use of his stones 1 and 9.

Black 19: Usually black plays 21 to 25 first. In the game White has the option of living quickly with 20 at 22, so as to leave his cutting stones in the centre more room. The

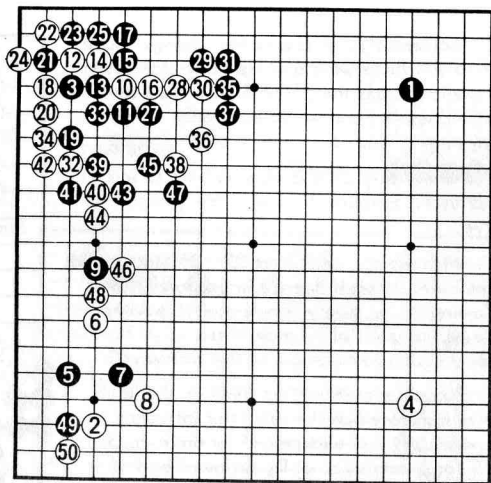


Fig. 1 (1 - 50) White 26 connects

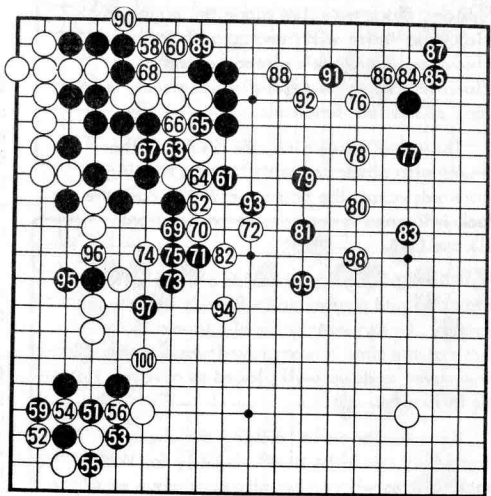


Fig. 2 (51 - 100) Black 57 takes ko

game result is good for Black.

White 56: Very sharp. White has spotted a way to rescue his weak group at the top. Black has no ko threats so he has to play 59.

76 - 94: Both sides defend by attacking - It doesn't matter how weak your stones are so long as the opponent's are slightly weaker.

Black 115: Black cannot start the ko above 101 immediately - White's first ko threat would be to connect to the right of 104, and his second would be 147. Black would then be very embarrassed, since he could not continue the ko without risking his whole centre group.

White 122 - 128: This looks like just the sort of ignominious grovelling for life that loses games - Black's wall gets stronger and stronger. However. . .

White 130: White finds a sharp counterattack, gains time to protect his upper group at 140, and makes the forcing moves 122 to 128 look like preparations for a large scale attack on the Black group.

Black 151: White must be separated and the black stones need eye space, but it is awfully painful to let White strengthen his corner with 152, 156 and 158. If White had not broken through the black wall with 130 - 150, but simply made eyes, then Black could have attacked the lone white stone in the corner vigorously, and built himself a large territory on the side while doing so.

White 176: Tesuji, assuring him of an eye on the side as well as getting 178 in to improve the security of the eye in the centre

White 182, 184: He seems to be afraid of some large scale attack on the group in this area, but 185 is a very big move to allow.

White 204: Both sides seem to have misread this corner - White must play 205 to avoid being killed.

Black 211: Seki - but if he had played one point lower White would be unconditionally dead ( After that Black could fill all the outside liberties and then make an "eye in the belly" by playing one point above 111. If at any stage White tried to prevent this, Black could reduce the stones inside to a one eyed lump)

White 242 is locally silly, but he is trying to tempt Black to capture 232, which looks like a threat to kill all White's centre stones but isn't ( exercise for the reader ) so that he can play 246, killing 9 stones.

White 246 is very sharp - he lives inside Black's territory with 254. Black resigned.

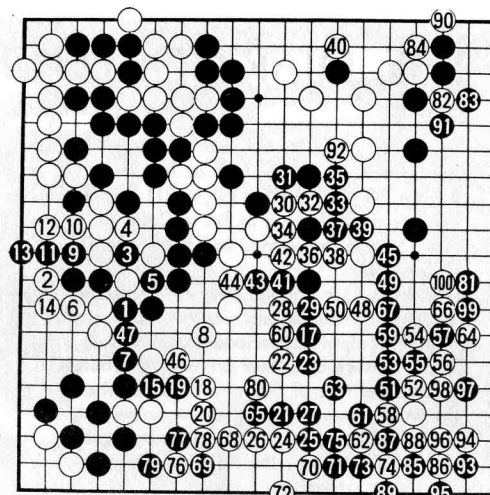


Fig. 3 (101 - 200) White 116 connects

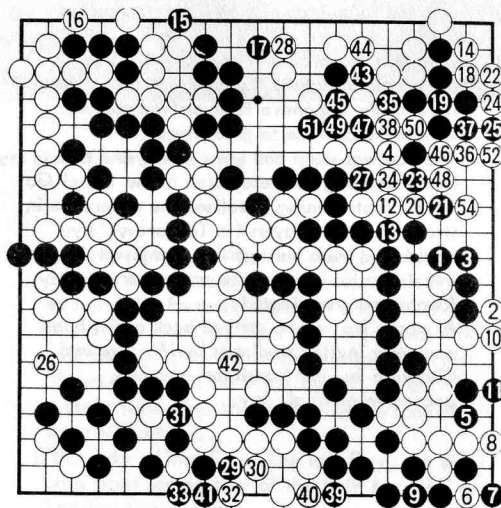


Fig. 4 (201 - 254) Black 253 connects

The full blooded recklessness with which White refused to protect his weaknesses so long as he had anything left to attack makes this a most impressive game for him. Black failed to pounce when he had the chance.



# THE DIARY OF LEIGH RUTLAND

10th July: Boarded the plane at 10 a.m., Boeing 747 Thai Airline Flight 911. On the way the plane landed in Paris, Delhi, Bangkok and Hongkong, and finally Taipei CKS Airport.

11th. July: Soon enough, we were taken into the meeting lounge and met two representatives from the Taipei Educational Foundation. Then we were chauffeur driven to the hotel. I had a brief tour of the hotel and was then shown my room, I got myself organised and unpacked then, later in the evening, I met the two Europeans, the American Team and the Korean team.

12th. July: I woke up early when my Korean room mate had a morning phone call from his parents. My room mate Ryu Si Han ( 3 dan ) decided to go jogging and left me to read a book.

Breakfast was provided and soon a trip to the National Chungshan Museum, but as we were leaving the Japanese team arrived and we stayed a short time to greet them.

The day was warm and went slowly and then in the evening we were taken to the Taipei Go Club. That evening I realised the difference in strength of the players ( a Taiwanese 7 kyu could give me a hard game). I enjoyed the evening a lot because the games were closely fought and complicated.

At about 8 p.m. we arrived back at the hotel and were invited to dinner by Mr. Yee and Christina Su, our translators who had accompanied us all day.

13th. July: The day started with an early breakfast, and at 9.00 a.m. the participating teams visited the ministry of Education.

A large debate was held and there were many speeches although only the chief delegates and Organisers took a lot of interest.

The teams sat and talked quietly trying to look intelligent, partially listening to the debate. After a large lunch at the hotel, I felt ready to tackle the rest of the day.

We were taken to the Go Hall as you might call it, where the tournament was being held. In the evening we had the Welcoming Dinner, we had a four course meal and spoke with the guest on our table. I learned some more Chinese and I talked with Wim de Schruyver and Edward Mayer Hofer for most of the evening while trying to teach Jorge Sasaki to speak English.

14th. July: At 9.00 a.m. we were taken to the opening ceremony. Only then did I realise how big the whole occasion was. There were TV cameras and photographers all promoting Wei Chi.

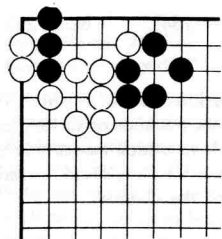
My first game was rather uneventful, against the Japanese 5 dan Nagano Takashi. My opponent didn't risk any fight in which he had  $\frac{1}{2}$  chance of losing but just took territory and kept it.

I also lost my second game.

In the evening we had a large Chinese meal with the translators.

15th. July: The tournament started early next morning and I was still very nervous after the first day.

The third game was very close and I lost on komi which I overlooked in counting.



## PROBLEM

Black to save his three stones in the corner. If you don't know this one it can be solved by elimination.

Answer inside back cover.



Leigh Rutland collects his prize from Mr. Ing

I missed lunch and was kindly provided with a take-away. During lunch I met the publisher of Go World and had an amusing teaching game with him.

My 4th game was better, I won comfortably against Edward Mayer Hofer. This was an enjoyable game and there were no hard feelings afterwards.

16th. July: I lost my last game badly to the Japanese 2 kyu after a very bad endgame mistake.

Later after dinner the tournament winner Kim Young Hwan had an exhibition game with the presiding professional, then came the awards ceremony. This ceremony was a lot like the opening ceremony. All the players were presented with cups and the winners were presented with medals, they went to Kim Young Hwan (Korea) gold, Yang Chia Jung (Taiwan) silver, and Lee Chang Ho (Korea) bronze. The first three prizes were Go tables

( convertible ). After this the players were tired so we returned to the hotel. In the evening the Farewell Dinner Party was held in the Ritz Hotel, Taipei - a large meal with everyone invited including sponsor C.K.Ing. The evening was all relaxing and we all had a great time after the tournament pressures were withdrawn.

17th. July : Final Day. The last Day, we went on a sight seeing tour of the Shih Ma Dam and Lea Foo Safari park.

At 5.00 p.m. we returned to the hotel and said our farewells etc.

18th. July: We woke up early for our flights home and at about 10.00 a.m. we were chauffeur driven to the CKS Airport. I remember very little of the flight home, I slept through  $\frac{2}{3}$  of it.

I'd like to thank all the organisers, sponsors, and all involved and would like to see the tournament continued for many years to come.

# EUROPEAN CONGRESS

The British contingent at this year's European Congress was disappointingly small. The only Dan players were Richard Granville, John Smith and myself. Among the kyu players Pete Ryan from Cheltenham excelled himself in the tournament, while Simon Butler provided the frisbees.

The tournament was open to all comers for the first time, and the popular prediction was for Yoo Jong Su, the Korean from Cologne, to win all his games. However there was also a prize for being the best placed European, and with many of the top European players missing (only three past champions present) the younger players should have been fancying their chances.

Janusz Kraszek (last year's champion) and I both lost two games early on, while Zoran Mutabzija, the 1970 Champion, dropped out after a few rounds since he had been too busy propping up the computer programme which was almost doing the draw (when will they ever learn?) so the field seemed open for a new European Champion, with Pierre Colmez from Paris leading the field.

However, it proved that there were two very strong Koreans for everyone to lose to, not just the one we knew, and Hong Tai You actually ended up winning all his games. Meanwhile Pierre Colmez faltered at the last step by losing to Robert Rehm, and I had been quietly following behind beating the 3 and 4 dans, so we ended up with a tie on 6 wins out of 9 between four Europeans.

There was only one evening in which to resolve the tie, so a two round knockout was played with 50 minutes each and no byo-yomi. In the first round Pierre Colmez beat Robert Rehm, while I beat Egbert Rittner (something of a newcomer, he has only been playing Go for two years). The final game is presented below. It is not particularly accurate, but it is quite vigorous and readers should bear in mind that the players had already played one six hour game and the previous playoff round before this game began around 10 p.m.

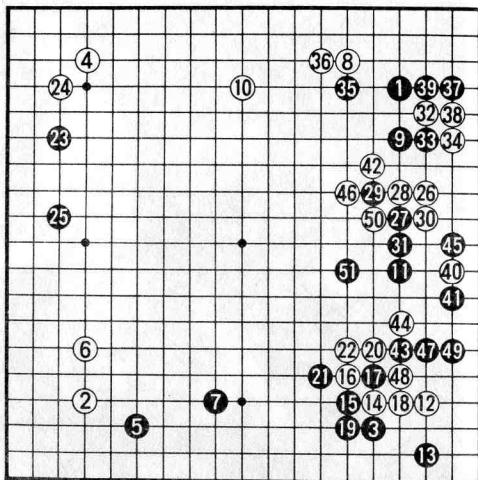


Fig. 1 (1 - 51)

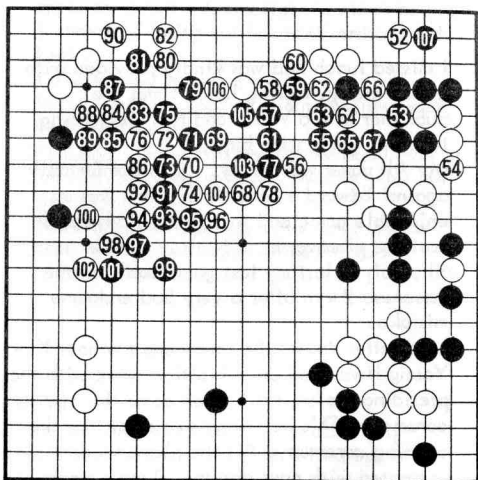


Fig. 2 (52 - 107)

Black: M. Macfadyen  
White: P. Colmez

Black 35: It would be bad to have below White 34 since the 3 stones below would have some aji and White would take too big a corner.

Black 43, 47: The fight at the top didn't seem to be going too well, so I started another one at the bottom.

White 70: Overplay - White is chasing the Black group into his own territory. This will be fine if Black dies, but White is winning, and doesn't need to try anything so risky.

Black 77: Awful - I had hallucinated that I could be cut otherwise, but nothing works. After 77, the White stones are solidly connected and Black is in real trouble.

Black 81: tesuji, but does it really work? White spent a lot of time trying to find a way to kill the group, and ended up by losing in yose due to time trouble.

White 102: He should play the other hane (at 111) so that 108 becomes a killing attack.

White 116: Rather slow - he should play one point above 117 which almost kills Black on the side. When I played 117 I began to feel I had some chance to win.

White 118: much too slow. White cannot save his stones in the lower right, but he could easily live on the side while threatening to do so. A contact play at the star point looks the right way to start.

Black 123 completes the side - now the game is close.

129, 131, 139, 141, 143 Outrage - Black gets all the big yose points, and most of them were White's sente. Now the game is not close any more.

Black 167: 170 was bigger, but Black is well ahead and I didn't want anything silly to happen.

215 connects at 96  
220 connects ko

Black wins by 14½ points

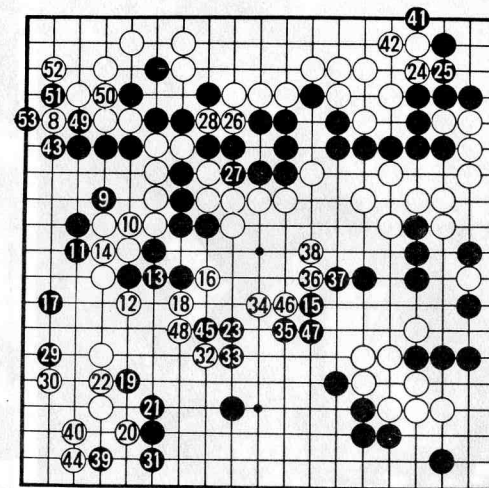


Fig. 3 (108 - 153)

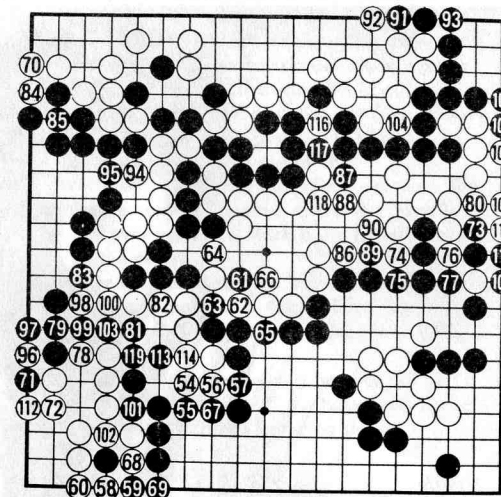
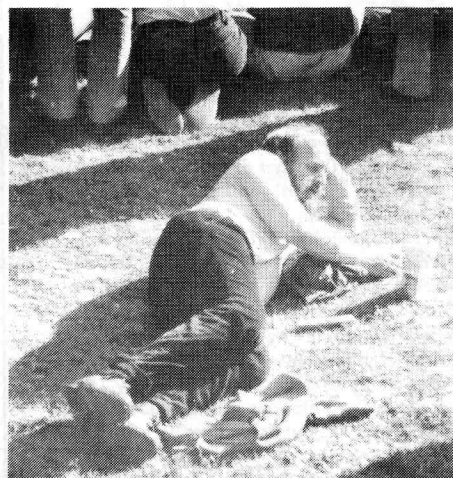


Fig. 4 (154 - 220)





Left : Dutch 4 Dan Gerald Westhoff does some reading  
 Top: British players may recognise Jan Rüten Budde's relaxed approach.  
 Below: Organiser Patrice Gosteli, still in his dressing gown



Pete Ryan found the long time limits at the European Congress ideally adapted to his style, entering at 10 kyu, he had still not found his own level when he was beating the 5 kyus he met in the last two rounds. Here is one of those games, with comments adapted from those of Richard Granville.

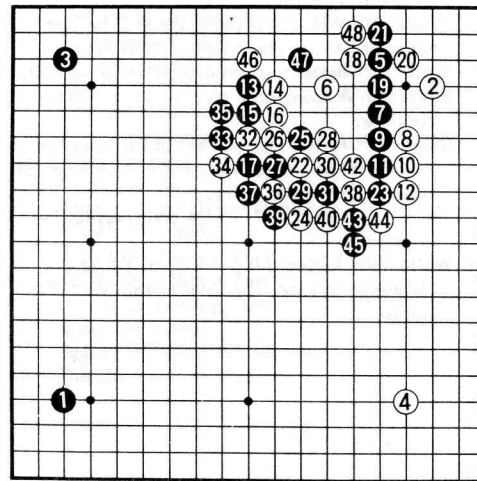


Fig. 1 (1- 48)  
 41 connects at 36

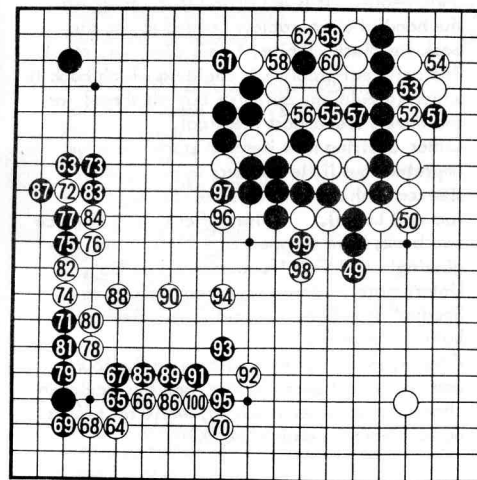


Fig. 2 (49- 100)

Black: C. Jager 5 kyu NL  
 White: P. Ryan 9 kyu GB

Black 9, 11 It is wrong to give the opponent secure territory on the fourth line at the start of the game.

White 14: Trying to live locally is bad - simply jumping out to 28 is quite sufficient to punish Black's poor play.

White 16: Better at 25.

White 18, 20: These moves make Black much stronger without helping White.

White 24: It is usually incorrect to follow a knight's move with a one space jump because of the cut at 25. White should play 36, 29 or 27.

Black 25 - 31: These moves take full advantage of White's error.

White 38: White cannot afford to connect at 39, since the ladder does not work. Black would answer at 40 and be able to handle the fight.

White 46: He could live with 47 instead.

White 48: Must connect at 58 immediately.

Black 49: Bad - Black should cut at 58 - threatening 55 which reduces Black's group to two liberties. Then she should cut at 51, keeping the option of cutting at 50 in reserve. After white 50 it is possible to play 54.

Black 55: should still cut at 58.

White 60, 62: Makes sure of the capture. The White corner is enormous, but the game is not over yet since Black has a lot of thickness in the centre.

White 64: Better at 65 - Black 65 and 67 are good and threaten to take a huge side.

White 72: Too deep - a shoulder hit at 83 is preferable.

White 78: Appalling - must hane at 80.

Black 79: Lets White off the hook - 80 would kill most of White's invading stones.

Black 83: Better at 84.

White 92: Ambitious.

Black 93: Too passive. Black should shut White in more tightly with 94, which also restricts his eye space a bit.

White 96, 98: Horrible aji keshi moves. The main thing White had to look forward to in this area was pulling out his cutting stones at 99.



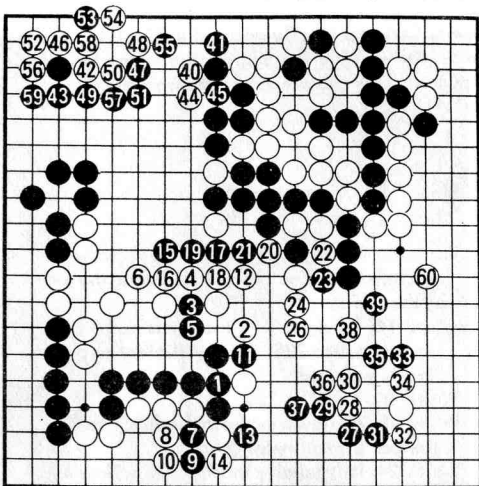


Fig. 3 (101 - 160) 125 captures 3 stones

# Books

The BGA bookservice (easily identified at tournaments by Stephanie knitting while the flags fall) is pleased to announce it has some new stock.

Top of the list are three useful 'tsume-go' (life and death) problem books, guaranteed to make the careful (and honest) student stronger. They are:

TSG1 (elementary) 150 problems for the 10 kyu to 4 kyu

TSG2 (intermediate) 210 problems for the 5 kyu to 1 kyu

TSG3 (advanced) for the 1 kyu to 3 Dan  
Although the text is in Japanese, we West-erners have been helped by the fact that the text reads left to right.

White 106: Should connect at 116 or 118.  
White 108: Bad shape and dangerous - should be 109.  
Black 111: should cut at 118 - White will have to make eyes in the centre.  
Black 113: Aji keshi - she could play 114 ( this is why 108 was bad ).  
White 124, 126: Rather cowardly, but now he is definitely alive.  
White 140: White is slightly ahead if he just hanes at 141, so this invasion is wrong.  
Black 147: Better to peep one point above 150.  
White 148: A reasonable try, though he should die here.  
Black 149: At the last moment Black loses her nerve and lets white live. The hane above 150 actually kills very easily.  
White 156, Black 159: White contrives to live in sente.  
White 160: Taking this point gives White a clear-cut victory. The final margin was 19 points.

The layout is quite simple: R.H. page has a drawing of a Go board with two or three problems laid out, and text underneath - eg 'White to play and live'. The following L.H. page has the board with answers shown, plus text underneath. It is not difficult to recognise the handful of characters needed to use the book (ie Black, White, lives, dies, ko, etc.).

The only real problem is deciding which book is which (should any optimists buy all three), as the covers are almost identical.

Other exciting new items in stock are some unpretentious little numbers in grey - short-sleeved T-shirts in three sizes (Small, Medium and Large). Also, after a long absence two books have reappeared - G10 'In the Beginning', and G28 'Fundamentals of Go'. Unfortunately, however, 'Breakthrough to Shodan' and 'Kage's Secret Chronicles' are both out of print.

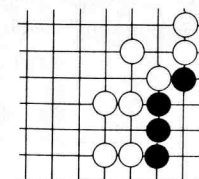
Finally, remember that postage on the fourth and subsequent books is free and the maximum charge for an order is £2.10, while all profits go to a worthy cause - the BGA.

ITEM	LEVEL	CODE	PRICE	PRICE INC. POST
Modern Joseki & Fuseki Vol 1	3k - D	G1	£4.30	£4.70
Modern Joseki & Fuseki Vol 2	3k - D	G3	£4.30	£4.70
Basic Techniques of Go	9k - D	G2	£3.90	£4.35
The Middle Game of Go	2k - D	G5	£4.30	£4.65
Strategic Concepts of Go	1k - D	G6	£3.60	£3.95
The 1971 Honinbo Tournament	6k - D	G7	£3.90	£4.35
In the Beginning	15k - 3k	G10	£3.30	£3.60
38 Basic Joseki	12k - 1k	G11	£3.90	£4.30
Tesuji	14k - 1k	G12	£3.60	£3.95
Life and Death	10k - 1k	G13	£3.30	£3.65
Attack and Defense	3k - D	G14	£3.90	£4.35
The Endgame	3k - D	G15	£3.60	£3.95
Handicap Go	7k - D	G16	£3.90	£4.35
Kage's Chronicles of Handicap Go	9k - D	G17	£3.90	£4.25
What's Your Rating	4k - D	G18	£3.60	£3.95
Joseki Dictionary Part 1	2k - D	G21	£6.20	£6.85
Joseki Dictionary Part 2	2k - D	G22	£6.70	£7.35
Joseki Dictionary Part 3	2k - D	G23	£6.20	£6.85
Enclosure Josekis	2k - D	G24	£3.90	£4.30
Appreciating Famous Games	4k - D	G25	£3.90	£4.35
The Direction of Play	2k - D	G26	£3.90	£4.25
Attack and Kill	4k - D	G27	£3.60	£3.95
Lessons in Go Fundamentals	15k - D	G28	£3.90	£4.35
Go for Beginners	25k - 9k	PB	£1.25	£1.50
Go Tutor (12 issues)	20k - 7k	GT	£0.80	£1.15
Takagawa's Go	15k - 4k	TG	£4.30	£4.95
Go Proverbs (Mitchell)	10k - 1k	GP	£1.55	£1.80
1976 European Championship Games	5k - D	EGC	£0.80	£1.00
Tsume Go (elementary)	12k - 5k	TSG1	£2.75	£3.05
Tsume Go (intermediate)	7k - 1k	TSG2	£2.75	£3.05
Tsume Go (advanced)	2k - D	TSG3	£2.75	£3.05
Gostelow Club Board (Blackboard)	BGB	£9.20	£11.30	
Folding Wooden Board (B103)	FB3	£8.50	£10.40	
Plastic Stones (5.5 mm)	SP	£6.50	£7.50	
Glass Stones (5.5 mm)	SG55	£14.00	£15.20	
Glass Stones (8.5 mm)	SG85	£18.00	£20.10	
Chess Clock (Garde)	CCG	£14.00	£15.55	
Game Record Pad	GRP	£0.80	£1.15	
T-Shirt (Grey)	TSH	£3.60	£3.90	
Tie (bottle green/maroon/navy blue)	TIE	£1.55	£1.75	

## PROBLEM

Black to play. This one is quite hard, but it comes up rather often in games, so it is worth knowing about.

Answer inside back cover.



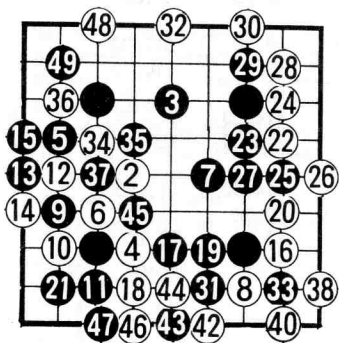
# NEWS

## COMPUTER GO

The winner of this year's Acornsoft computer tournament will apparently be marketed soon, and a similar tournament is to be held next summer, but in the meantime another commercial programme has appeared which, from what we have seen of it, seems to be quite a bit stronger than any of the contenders in the tournament.

It is called Microgo1, and is produced by Allan Scarff. Available now for Electron and BBC micros, he hopes to have Commodore and Spectrum versions available shortly. The programme uses some high level artificial intelligence concepts, and hardly uses tree searches or lookahead methods at all, but it plays go which looks remarkably like that played by a human of around 15 kyu.

Allan is an ambitious man, and if a quarter of his plans for selling the programme are realised we should expect a doubling of the British Go playing population within a year. Those who would like to obtain the programme can do so from Games workshop or from Edge Computers at 3, Junction Rd. Reading. For those who want to see it in action first we present here a game in which it takes 4 stones from a 3 kyu. ( it only plays on a 9X9 board ).



39 connects at 34  
41 takes ko at 9  
White resigns at 49

## NEW ADDRESSES:

Nottingham: Dan Gilder, Lenton Hall,  
University Pk. Nottingham NG72RD  
Bracknell: Simon Goss, Bracknell Go Club,  
ICL, Lovelace Rd, Bracknell Berks.

**PROMOTIONS:** Congratulations to Piers Shepperson, who has now been promoted to 3dan. Followers of the International scene might also like to know that Cas Muller has been promoted to Dutch 5 Dan.

**BOOK DISTRIBUTOR:** Please note the new address: 15 Broadwater Gdns. Shotley Gate Ipswich.

**BGA ANALYSER:** This least onerous of all BGA chores has been taken over by Brian Chandler, of 10, Simmondley Close, Glossop Derbyshire ( 04574 - 61906 ). Please send your unsolved problems to him, together with any bits of books you can't understand, or bits of Korean and Japanese you can't translate.

**NEW MEMBERSHIP SECRETARY:** Please note that correspondence sent to 60, Wantage Rd. will now merely be forwarded. Membership details are now being handled by Mike Harvey, at 5, Glebeland Drive, Bredon, Tewkesbury, Glos, GL20 7QF ( 0684 73059 ).

**KYU DIPLOMAS:** These are now available. Intended mainly for use in school clubs, they are now available from John Smith, but not by post - you have to find him at a tournament.

**JAPAN:** The Meijin Title match is between Cho and Otake as usual. Otake won the first three games, but then Cho won two.

Kato had no trouble in beating Yamashiro Hiroshi 3-0 to retain his Oza title.

Ishida Yoshio is back - he challenges Kataoka Satoshi for the Tengen title.

The Shinjin O title ( new stars ) has been won by Imamura Toshiya of the Kansai Kiin

The Byzantine part of the Kisei title is over, and the five players left in the race to challenge Cho Chikun are Takemiya, Kataoka, Kobayashi (Koichi), Otake and Kato.

## DEREK HUNTER

Few members of the British Go Association can be unaware of the enormous debt we all owe to John Barrs. John fostered the game in Britain for very many years until the BGA came into being, and for several further years thereafter until his death in 1970. Although 14 years have passed since then I find it difficult to believe that the game would be anywhere near so strong without the legacy of his achievements. But much of that legacy might well have been lost to us had there not been someone to take over a great part of the effort needed to keep the BGA running. In 1968 Derek Hunter was elected as BGA secretary. He had already been helping John for some time previously. At that time the work of secretary included not only the tasks currently expected of today's office-bearer, but also those of the membership secretary and the book distributor.

As the BGA grew and the work increased, the book distributor's job was split off, though not until 1974, while the membership secretary did not become a separate post until 1978. It was then that Derek finally relinquished the secretary's onerous burden and contented himself with 'just' being membership secretary. He has held that post ever since - a period of almost 17 years uninterrupted service for the BGA. In that time he has never, so far as I am aware, undertaken any task for the BGA that he has not fulfilled conscientiously, efficiently, and in a timely fashion. Such service, if not unique, is certainly very rare. No one else, apart from our founder John Barrs, has put in such a sheer volume of unstinting work for British Go. There is no one else, apart from John, to whom the BGA owes so much.

In recognition of his long and valued service, the Committee of the BGA has decided to make Derek Hunter a life member of the Association.

## PROBLEM

White to play and kill - it can be done!  
Answer inside back cover.

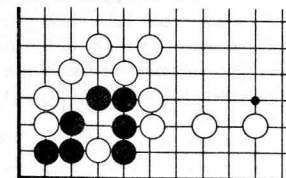
## TOURNAMENT CALENDAR

LONDON New Year Tournament 28 - 31 Dec.  
D. Andrews 263 Mile end Rd. Colchester, Essex  
CHESHIRE January 27. 3 round MacMahon.  
B. Timmins, Tel Hodnet 292  
WORCESTER British Congress April 12 - 14  
Contact R. Granville ( see front cover )  
OXFORD February some time  
CAMBRIDGE March some time  
For either of these, and any other details of forthcoming tournaments, contact the tournament coordinator, Jeremy Roussak, 48 Spath Rd. Manchester M20 8GT  
PRAGUE some time in February. Contact M. Macfadyen ( 01- 346 6141 )  
TERSCHELLING European Congress 20 July - 3 Aug. Contact A. Bousquet, Binnen Brouwersstraat 42, 1013 EG Amsterdam.

## BRITISH CHAMPIONSHIP

As we go to press, the defending Champion Matthew Macfadyen is leading Terry Stacey by 2-0 in the five game match to decide this year's British Champion. A full report will appear in our next issue.

WESEX: A good but not record entry of 82 were treated to the traditional fare after driving through the traditional misty morning and admiring the traditional autumn colours. Allan Scarff demonstrated his distinctly untraditional computer programme to a packed crowd of onlookers, and managed to win the shodan place in the Candidates' Tournament in between. The BGA Committee returned magnificent results, with Mike Harvey, the new Membership Secretary winning the first kyu section and Richard Granville, the President, winning the tournament overall, including his first victory over the British Champion.



During the last few years the membership of the BGA has been declining. There are a number of likely reasons for this, but one certain fact is that the BGA has not put enough effort into retaining existing members or recruiting new ones. To reverse this trend I would like to see a "1985 BGA Membership Drive". This article is the first move in this direction.

In fact, I am not just asking existing members of the BGA to renew their subscriptions. Each BGA member, whether in a club or unattached, should be actively seeking to recruit other players into the Association. Going back a stage further, I would hope that you are always on the lookout for a chance to teach beginners how to play Go. After all, one of the aims of the Association is to promote the game in Britain, and I believe that this applies to every member.

But what benefits are to be gained from joining the BGA? In fact there are several.

Firstly, each member of the BGA receives the British Go Journal free of charge, posted to his or her club, or directly in the case of unattached members. In recent years the appearance of the journal has been slightly erratic. However with a new editor and a positive commitment from the BGA Committee the future promises better. Next year should see four issues of around 32 pages. The journal will also be slanted more towards kyu players, with games commentaries, technical articles and problems which are more readily appreciated by the majority of the membership. Secondly, BGA members qualify for discounts on Go books and materials. The Association in fact runs its own books service (see elsewhere in this issue for details) which offers items at prices below those of commercial outlets. (BGA members also qualify for discounts from Games Workshop).

Thirdly, the BGA runs a number of other services such as the Games Analysis scheme, whereby players can have their games analysed by Dan players, as well as activities to assist clubs. For example the Association will assist in subsidising strong players to visit clubs with weaker members.

Fourthly, there are tournaments. Although most are organised by the clubs, the BGA does much to help. It has a stock of 40 sets and 45 clocks which it lends to clubs,

making it unnecessary for participants to bring their own equipment. Entry forms are also distributed free of charge with the Newsletter - yet another service the Association runs (six issues a year, with news of tournament results and dates/details of forthcoming events).

The BGA also gives organisers advice, if necessary a certain amount of help on the day, and support in applications for venues. It will even consider underwriting a tournament or event, provided a draft budget is submitted at least 6 months in advance.

As of the 1st of February next year, the BGA will be encouraging tournament entrants to join the BGA by doubling the tournament levy for non-members who have previously played in a tournament. Since it is likely that many organisers will pass on these costs to the entrants, that is another cogent reason for joining. In the near future the Association's membership records will be computerised. This will assist us in servicing the membership. It will also enable the BGA to circulate a list of current members regularly to other members.

Finally, next year is a very good time to (re-)join, since the subscription rates for 1985 are to remain unchanged: £2 for students; £4 for club members; £6 for unattached members; and £7 for overseas members. Although an increase is virtually inevitable in 1986, the more members we have, the smaller it will be.

If you are an unattached member (ie belong to no club), it would be helpful if you could rejoin before December 1. This can be done by sending your name, address, tel number and playing strength to the membership secretary (see inside front cover), along with the fee of £6.00. It will be assumed that you have no objection to your details being included in the list of members. If so, please say whether you prefer to be omitted entirely, or whether only the address or tel. number is to be suppressed.

Better still, you can form your own club - only three members are required at present. If you are a club secretary, send in your list of members (with name, address, tel. no. and playing strength of each) along with the appropriate membership fees (£2 or £4 respectively). Remember that all regular players at your club should by rights be BGA members (according to our constitution).

If you are a club member - make sure your secretary is following the above instructions!

# Stephanie's Page

## UNTAPPED RESOURCES

Look around you at any tournament, who are the most enthusiastic observers? Who hover on the edge of the room casting furtive glances at boards and players? How many children have you seen at tournaments and clubs recently?

One tends to think if one is not directly involved with youngsters then one can do very little to encourage them, but this is not true.

Think a while, do you know any teachers - especially chess enthusiasts - who might be persuaded to introduce 'Go Moku' (Fives. . . like connect four - which most children have seen and like) into their board games time? Do you have children of your own? Have you taught them Go Moku? Have they taught their friends?

From this one can feed interest in Go on a 9X9 board. Schools do not have time for longer games and anyway expertise on a 9X9 board is invaluable training for later on, when the local club may be persuaded to come along, or the child could be taken to the club to see a full sized board and game. Hopefully however, the prestige of the 9X9 board will be raised next year with the small board Tournament reappearing on the calendar,

All this COULD happen if we all looked around us and tried to recruit interest in the under 18 age group.

Clubs have been trying their best to interest people in this marvellous game, they have publicity drives, exhibitions in shops and libraries but still it remains a matter of chance whether one has been introduced to go. Maybe each club could adopt a local school and contact a teacher personally to make themselves known. If your club is interested to do this, please write to me to find out if there are any schools which once had go clubs in your area, or others specially suitable.

Just the mere fact of introducing children to these games is valuable in itself and although they'll move to another school or college or whatever, the foundations have been laid and some will eventually turn up at a club somewhere. If only we can introduce the game to children, we will be helping the next generation of Go players to emerge and it is vitally important that every effort be made, without worrying about immediate results. It seems that at the moment only one school in the COUNTRY has a thriving club.

If you are a teacher and a Go player, then please get some boards into your school NOW and have words with the head teacher and chess club/board games person. If you have no time to run a club, then ask if you could have a 'Go Corner' in the board games club. Do not use 19X19 boards as these are totally counterproductive in the initial stages. Show a couple of pupils the elementary principles (i.e. where to put the stones, how to count liberties, when a group is dead, how not to commit suicide) and then let them get on with it.

## LETSBY AVENUE

Roll up. roll up. Curl your digits around the old plume and send me a parchment or two on the merits of the BGA, the wonders of your very own committee, the marvels of the latest tournament, the incredible moves your last opponent made, the amazing value of the book service, the unbelievable streamlining of the systems within the BGA, or simply where the hell is your green sock - the one you left at the Crewe Tournament in 1954, or why aren't the membership fees increased by 250% as the value of the new improved whiter than white Journal is so incredible etc. etc.

A whole section of the journal, your journal, will be given over to sparkling (or not so sparkling) dialogues that may catch your fancy. The thing is. . . YOU will have to get it together to stick your noble thoughts and send them to me, Aunty Stephanie at 15 Broadwater Gardens, Shotley Gate, Ipswich IP91QB (Yes the book service plus Andy have moved also, to that address.)

Pip Pip XXXXX

STEPHANIE PERKS



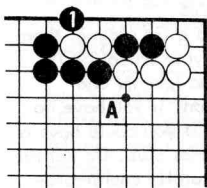
# Go Paradoxes

BY ANDREW GRANT

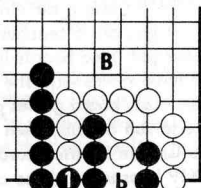
## The pitfalls of Endgame Counting

Look at the moves in Dias. 1 and 2. Which is bigger? Or are they equally big? Try counting the value of each.

The normal methods of endgame counting can be used to show that move A is worth 10 points in gote, whereas B is worth  $9\frac{1}{2}$  points, also in gote. ( This value is arrived at by averaging Black and White 'b'; it is assumed to be too small to be played immediately).



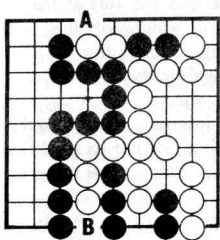
Dia. 1



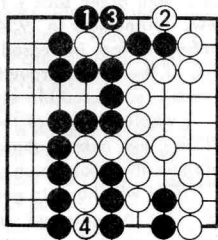
Dia. 2

So A is the bigger move, isn't it? Well maybe not. Look at Dia. 3. Should Black play A or B? Dia. 4 shows what happens if he plays the 'larger' move first; he loses by one point. If, however, he starts with the 'smaller' move, he wins by one point, as in Dia. 5.

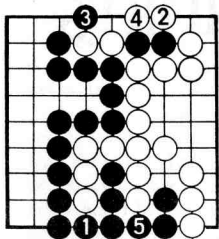
It seems, then, that the 'smaller' move, B is actually two points better than the 'larger' move, A. But let's just check that conclusion in another position ( Dia. 6) where there is another move added.



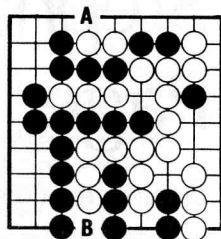
Dia. 3



Dia. 4



Dia. 5



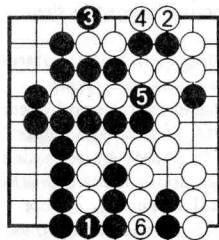
Dia. 6

This time Black starts with B, but as Dia. 7 shows, he loses by one point. If however he starts with A as in Dia. 8, he wins by two points.

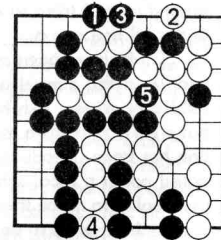
In Dia. 3, then, B is two points better than A; in Dia. 6 A is three points better than B. What this all means is that A is neither bigger, smaller nor equal in size to B; they are just different, and the choice of which to play depends on the overall position.

There is something else worth noticing in Dias 4, 5, 7 and 8, though; in each case the side that makes the final move wins the game. This is not just coincidence; it is a strategic principle of great importance in the late endgame, and it can, as here, be more useful than orthodox endgame counting.

Armed with this knowledge, try working out the result if White has the first move in Dias 3 and 6 ( give Black a 3 point komi ). Should he play on the upper side, or the lower side, or go for the last move? Is White's best starting point the same as Black's? These questions are left to the reader.



Dia. 7



Dia. 8

# Fair comment ?

SUE PATERSON holds a mirror to British Go

Women didn't fare very well in the last issue of the British Go Journal. They were the 'lonely girlfriends' left at home while us Go players seek out clubs. The 'balding woman' was the only player in the Japanese club weaker than Guy Stevinson, while the kind of tournament Dave Andrews seems to frequent always contains a '16 kyu girlfriend of the organiser'.

A casual reader of the journal could be forgiven for thinking that:

- women don't really play Go, and
- when they do, they are the very stuff that 'double figure kyus' are made of - good for scoring promotion points off, but not much else.

So what to do ?

First of all let's remind readers that we're not all '16 kyu girlfriends'. Dave Andrews et al should pause for a moment to consider Louise Bremner - living in Tokyo and holder of a Japanese 3 Dan diploma.

Thinking of British women Go players reminds us of Sue Barnes, the 1 kyu player who died tragically last year. Louise O'Callaghan and Alison Cross were both 1 kyu when they stopped playing in tournaments - although rumour has it that the latter may well be returning soon. While we are on the subject, there was no mention of Kishiko Shimizu, a young Japanese 4 Dan living in Holland, who played her final game at Amsterdam on board one - a neat achievement for any 4 Dan.

But "ah", I hear you say, that's all very well. But let's face it, there aren't very many women playing Go and none at Dan strength in Britain at the moment. Doesn't that show that you are all innate weakies ?

In terms of ranking, it seems to me that women don't feature in the top levels simply because there are so few women players in Britain. Here I remind readers that Norway and Italy (both with small Go populations) fielded a 1 kyu and 3 kyu respectively in last year's world amateur championship.

All this inevitably leads to the question, "why don't more women play Go ?" Here are a few suggested answers, but I'd be interested to hear what the rest of you think (so would I - Ed.).

- 'IT'S THE WAY THEY'VE BEEN BROUGHT UP' I never met, among my family and friends, any woman who played board games I was also told at an impressionable age that it was an unfeminine thing to do. Girls are not encouraged to compete, a fact that leads us to...
- WINNING Now, dearly beloved, look into your heart of hearts. Is not one of the reasons why you like playing Go the fact that you like getting one over on somebody else ? Don't you find it jolly good fun pulverising (in safety) someone at the Go board ? Macho instincts rule OK - female egos are more robust.
- BRITISH MALE GO PLAYERS (THE GREAT UNWASHED) If you went to Paris or Amsterdam, or one of the other foreign tournaments this year, you would have noticed a comparatively large contingent of lady Go players - especially around the one to five kyu mark. I reckon the reason for this discrepancy is that continental Go players are more interesting than their counterparts in Britain. (It is well known that where two or three British Go players are gathered together unremitting boredom sets in.) So, shake yourselves up a bit lads, and find something else to talk about other than Go occasionally. Although potential female Go players may not flock to your clubs as a result, they won't actually be driven away.

(Well, chaps, is it true, are we the most boring Go players in the world ? Will no-one defend our reputation ? - Ed.)

# CHALLENGER'S LEAGUE

by JIM BARTY

The British Championship has a baroque structure. The last but one stage is the Challengers League, an all-play-all tournament between eight players. Four of these players, including the losing finalist, retain their places in the league by virtue of the previous year's result. They are joined by the top four players from the Candidates Tournament. This was a particularly important league, since the winner would have the right to represent the UK in the World Amateur Championship in Japan in 1985.

For those who don't follow these things, let me explain that the BGA committee has decided that no one may take the free trip to Japan two years in succession. As the champion represented us in '84, it follows that first prize in the Challengers was a splendid holiday.

Below is a round-by-round diary of the fateful proceedings.

Round 1: There were two newcomers in this year's league - John Smith, who won the Candidates, and Francis Roads, who has been near the top of British Go for years, but had never before won a place.

The tournament started early for Francis and myself. Because Francis was unable to play on the Tuesday, our game was played a week-end earlier. Francis reached a very good position, but threw the game away with a series of unreasonable plays when short of time.

The first two rounds saw most of the other games go true to form. The only slight upset was when I lost to John Rickard in what was actually the first round - as had happened just a few weeks previously in the British Congress.

Round 3: Terry Stacey disposes of John Rickard's challenge, while I destroyed my already damaged chances when I dropped a game to Jim Bates.

Round 4: At the start of this round Terry looked to have an impregnable lead, with all his main rivals having already lost games. But Terry got into trouble in his game against Richard Granville, and accidentally let a group die. But Terry is at his best when coming from behind, and succeeded in making the game close. Eventually he won when Richard added a stone inside his territory at the end, to lose by one point.

This was particularly galling for Richard, as extensive analysis afterwards showed the play to be unnecessary.

There were two other notable games in this important round. John Smith, who seems to be strong in large moyo games with minimal fighting, used the tactic to achieve a jigo with John Rickard. Francis Roads also produced his best form to defeat Jim Bates, so another of Terry's rivals was also carrying two losses.

Round 5: Some heavy fighting in a round in which all games were won by white, and decided by large numbers of points, if not liberties.

Round 6: Terry suffers his only loss when I manage to beat him in the game shown below. A decisive result for sorting out the 3 Dans came when Andrew Daly beat Richard Granville.

Round 7: The last round. Richard tried to salvage his pride in a very exciting game with Jim Bates. Jim killed a lot of stones in the centre, but Richard could have sealed off a large territory in compensation. He made the mistake of letting Jim have sente when his walls were too thin. The Batesian worm wriggled to good effect and Richard had to resign.

John Rickard finally emphasised his superiority over the other 3 Dans by defeating Andrew Daly, while Terry had no difficulty in wrapping up the league by beating John Smith. The dust finally settled when Jim Bates lost to me in a play-off for second place.

This year's challenger for the British Championship is therefore Terry Stacey, 5 Dan, who will play Matthew Macfadyen in a best-of-five game match later in the year.

Before the start of the Challengers most pundits would have picked Jim Barty as Terry's biggest threat. But a disastrous start of 1/3 put Jim out of the running. So when he met Terry in round 6, he had nothing to lose. Of course by then, neither had Terry.

The comments to their encounter are Jim's, who says that his thoughts about the game have changed since he wrote them. But "they indicate my thinking during the game... I don't claim any other merit for them".

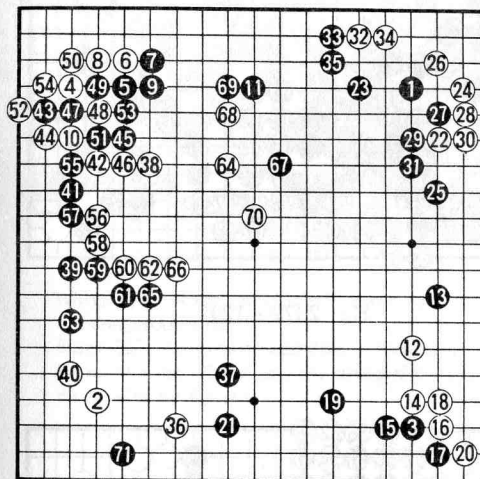
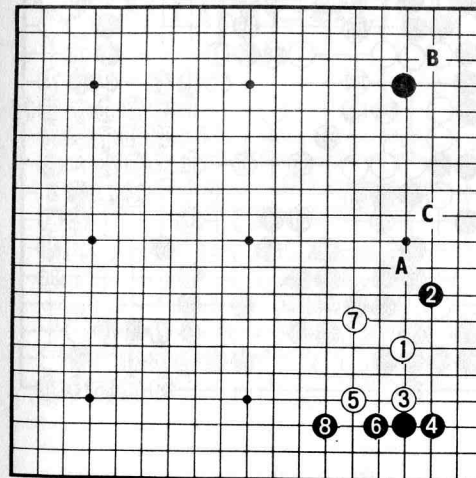


Fig. 1 (1 - 71)



Dia. 1

Black: Jim Barty 4 Dan  
White: Terry Stacey 5 Dan

White 12: Presumably White is playing so far back in order to discourage a Black pincer, but in this position Black can go ahead anyway.

Black 15: More usual is to pull back to the 3-3 point. This leads to the joseki shown in Dia. 1, but such a high position would enable White to press at 'A' before invading at 'B', or simply to pincer at 'C'.

White 18: The joseki books give the more elegant hanging connection at the right of 18.

Black 19: More severe would be to play immediately at 20, but then White has more threats against the Black group, so it is easier for White to advance into the centre. I preferred to let White settle on the edge.

Black 25: It is also possible to play at 26, but I preferred to strengthen B13 and take the centre-facing position.

Black 33: This is a horrible mistake. I must play at 34. The sacrifice of this stone would enable me to block off the side in sente, and then jump to 38. Black 35 is gote, but even then White has let me off the hook - consider W34 at 35...

White 38: Gets there first.

Black 41: Gives White a shape problem.

White 42: Patches the White shape while maintaining pressure on the two Black stones, but there are still weaknesses in White's position. Since W40 is so far away, I decided to see what I could generate from the aji straight away.

Black 55: Cuts off the White stones, but White can be content because he will be able to settle his stones by jumping into the centre and further nullifying Black's thickness.

White 56 - Black 59: White is a little unlucky that Black can push up at 59 and hane at 61, since the White push (at 96) and cut (at eg 140) doesn't work in this position. It would therefore be better for White to jump to the point above 62 or some such vaguer move.

Black 71: Black has acquired enough thickness to invade. The invasion at 87 is more natural here, but for some reason it never occurred to me.

White 72: White decided to kill the Black invasion; he can reduce Black to one eye, but he is left with a cutting point. Neither player read out the ensuing semeai correctly before embarking on this sequence.

Amateurs!

Black 83: White decides that if he reduces Black to one eye, Black can push and cut, and have enough liberties to kill half the White group. So he seeks compensation by messing up Black's position next door.

Black 87: Black's compensation is the push and cut.

White 94: The position is tricky for White. I think it would have been better to push on and sacrifice three stones to connect out 76 and 78, as this weakens the Black group on the left hand side.

Black 95: The White centre group is settled, so I am content to sacrifice the cutting stones and take a large corner.

Black 99: Black now has a slight lead, but it is essential that the group (19, 15, 2, 17) is settled before it becomes an embarrassment. The 99, 101 sequence forces the 102, 103 exchange which helps Black.

Black 121: This is essential. The game is now difficult for White to win.

Black 127: Black lives, but this may not be the best move, as White promptly demonstrates.

Black 131: Allows White to capture 17 and 127, but in gote.

Black 141: A compromise but probably best, considering his bad aji.

Black 149: I was hallucinating non-existent dangers, should be at 224. My play starts to go downhill as Terry puts the pressure on. In the yose that follows points are gained and lost by both sides, but overall White gains ground rapidly.

White 168: Skilful play. This aims at the cut of 'A', perhaps preceded by the clamp at 'B'.

Black 169: When Black takes this liberty away all the immediate sequences lose for White...

White 174: ...The counter tesuji. If White can play kikashi at 182 before the clamp at 'B' then a rather large ko ensues.

White 194, 196: Worth 4 points in gote, but possible because of Black's mistake at 149.

Black 199: A bamboo joint is better, White immediately tempts Black into an indiscretion.

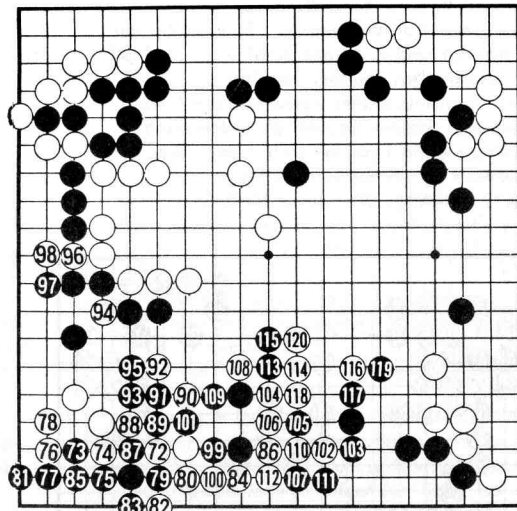


Fig. 2 (72 - 120)

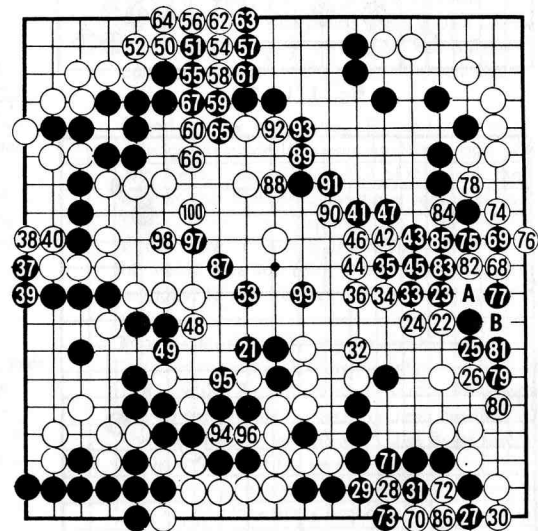


Fig. 3 (121 - 200)

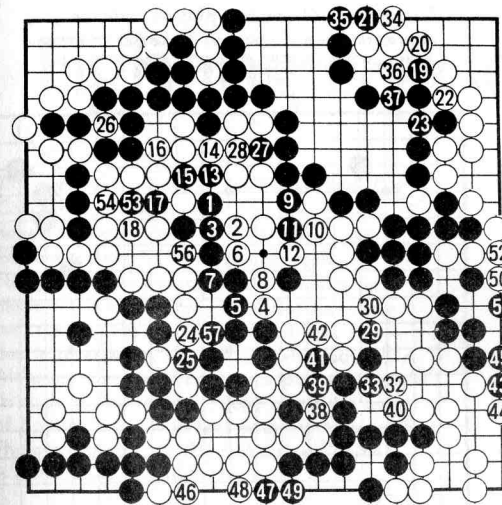


Fig. 4 (201 - 257)

White 208: Black's lead is still there, but it is dangerously small.

Black 257: Last move recorded. Fortunately for me the last 50 moves were straightforward. Black wins by 4 points.

Untold Tales.



Returning to consciousness, Biggles dragged a rug from the burning plane and rapidly worked out the problem.

## Competition

by RICHARD GRANVILLE

Before taking up Go, I was a keen bridge player, and in fact I still subscribe to three magazines on the game. One common feature of these magazines is a competition for readers.

The competitions take the form of bidding problems, in which the readers' solutions are compared with those of a panel of experts, who not only give their answers, but add comments. Most problems result in three to six different bids, or answers, being selected by the panel. Each bid is marked, usually in proportion to how often it was selected. Go problems in magazines are, by contrast, notable in that there is normally only one

correct answer, endorsed by a professional's signature. Often the problems suggest four or five solutions (A - E), but are constructed such that one is supposed to be clearly superior.

It seems to me that the format of the above-mentioned bridge problems is much more realistic; after all, when one plays a game of Go there is nobody to mark five different points on the board. Furthermore, there are often several solutions which, at least for amateur players, are equally good.

For this reason, we have decided to run a regular competition for BGJ readers which follows the bridge-problem format.

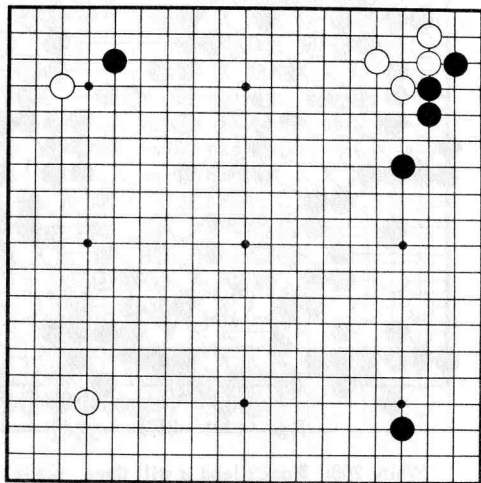


In each issue we will present three positions, usually from the opening or early middle game. No solutions will be suggested. A panel of 'experts' is being recruited. These comprise strong British players (including the current British Champion, Matthew Macfadyen), but also include at least one kyu player, who it is hoped, will represent the interests of weaker players and provide a welcome balance.

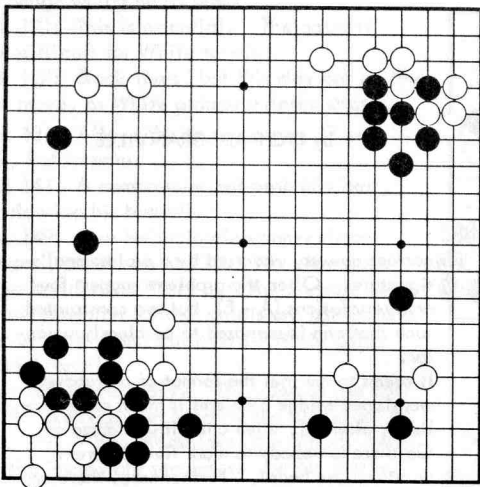
The panel will be encouraged to explain their choices, and I shall act as arbitrator, awarding marks according to the consensus of replies. However I shall also feel free to award marks to moves that have a similar aim to those suggested by the panel, as well as consolation marks to other 'reasonable' suggestions.

The competition is open to all members of the BGA ('84 or '85) who are KYU PLAYERS as of 1 - 10 - 84. There will be two prizes of £5 vouchers, exchangeable at the BGA bookshop. One of the prizes will be reserved for weaker players, so please state your grade when entering. Closing date is December 31st. Entries should be sent to me (address on inside front cover).

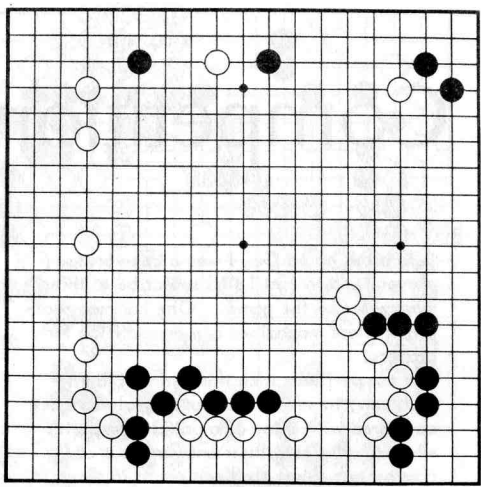
So come on all you kyu players, stir the grey matter and see if you can do better than some of these insufferable dan players.



PROBLEM 1 Black to play



PROBLEM 2 Black to play



PROBLEM 3 Black to play

# Fighting is good for you

This game was played at the 1984 British Go Congress in Manchester. The participants have both been playing Go for some years, and are around 1 or 2 kyu in strength.

The game is, however, a little unusual for players of this standard, in that it lacks any real running fights. As we shall see, this is due to a tendency to play somewhat passively. Although many weaker players spoil their games through excessive aggression, a healthy sense of fighting spirit is in fact essential to good Go. The commentary, by Toby Manning (2-Dan), is intended to highlight this need.

The best move is to play on a larger scale by pressing down at 'A' (see joseki books for possible continuations).

Black 17: Better is a pincer on the right hand side in order to break up W's incipient position. After W 20 the Black group bottom right is ineffectual, with little useful scope for expansion.

It is important to try and make your stones work together; this takes priority to following joseki.

Black 21: As both of W's positions top left and bottom right are strong (W 14 and 8/12), perhaps the biggest move is an extension from B 15 towards W's corner enclosure; then which ever side W approaches B 1 from, Black can extend down the other side.

White 36: Not good. First W strengthens B (the 34-35 exchange), then invades; also he chooses rather a poor point, since B can, if he wishes, connect his two stones, 15 and 35 by attaching underneath W 36. This is a fundamental point about invasions; the best invasions cut off enemy stones for prospective future attack. Invasions which only aim at stealing territory are much less attractive, and often not worth premium that has to be paid ie a weak group to defend. In fact such invasions are not proper invasions at all; in a sense they are just very deep erasing moves. However, Black fails to respond with adequate vigour.

Black 37: This only helps White. The most severe reply is 'B', to try and shut White in. With 35 already in place, this move sets W problems. Black 39 is also passive, better is 45 or even 41. Worst of all is 43, which is purely defensive, and takes all pressure off White.

Black 51: Note how B 45 is now superfluous and B has made an empty triangle. In the sequence up to 54 W succeeds in running away, and even has time to play 52, reinforcing the top. Black is now behind. White 58 and 60: Emboldened by his success at the top, W sets about rubbingish B's only other major territory - once again after B has strengthened it. A policy not recommended.

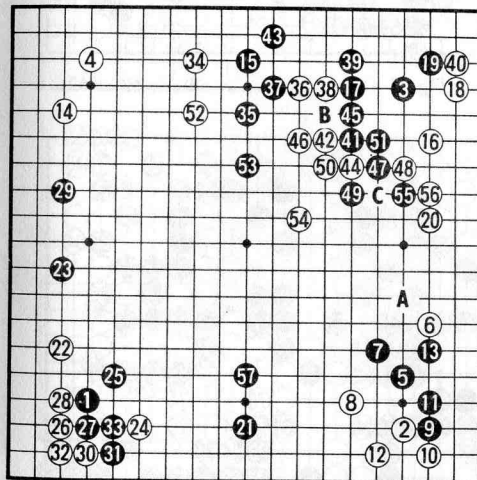


Fig. 1 (1 - 57)

White: Norman Tobin (NW London)  
Black: Chris Kirkham (Manchester)

Black 13: A bad move that leaves Black with a small, cramped group. He is in danger of getting only about five points - not nearly enough for the number of stones invested. Also 13 does not effectively restrain W 6; if W later develops this stone, he will have effectively played on both sides of B's scrunch-ed up group.

# What is good shape?

BY FRANCIS ROADS

White 70: Over-egging the cake. W must forget the tail of his group and get out into the centre by connecting at 68.

Black 71: B loses the thread slightly. What he should be thinking of is engineering a splitting attack on W's two weak groups, not picking up a couple of unimportant stones. It is important that B get out ahead of W into the centre. Even if W manages to scrape two eyes or fashion a connection to the group to the right Black will then be able to fall upon the other weak W group at the top.

Black 79: Better one point below W 94.

Black 81: Not the best way to attack this group. In such situations it is usually advisable to think on a larger scale. Black 'D' is suggested.

Black 95: Having failed to find effective sequences against W's weak groups, B makes his last fling; he has to devastate W's corner to have any chance.

White 98: An odd move, which seems designed solely to fashion a connection. If W wants to fight here, the best move is 115; if he wants to connect (which he can afford, being far ahead), then 96 could have been played above 95.

Black 107: An overplay. In the sequence to 117 Black succeeds in making a fair-sized dent in W's top left territory; W has given ground, but avoided major damage. A count at this stage shows that Black is about 15 points behind. However W, after 116, has few weaknesses. Black's last chance therefore, was to extend at 116 himself. This fight looks risky, but at least creates complications and could provoke W into an error. Black 117 is also on the cautious side, since B's centre group can connect to the top right. After W 118 he has no chance. White conducts the yose in workmanlike fashion; note how he keeps sente with 146 and 152.

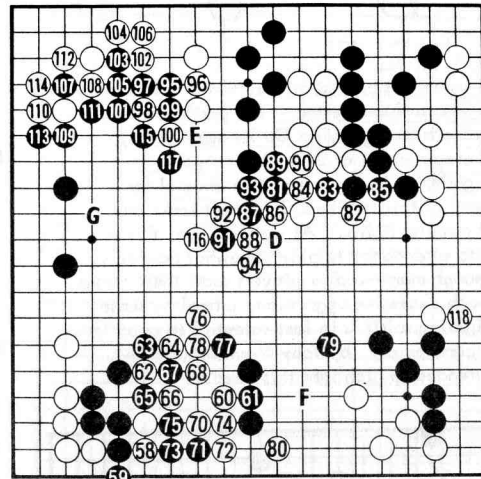


Fig. 2 (58 - 118) Black 69 at 62

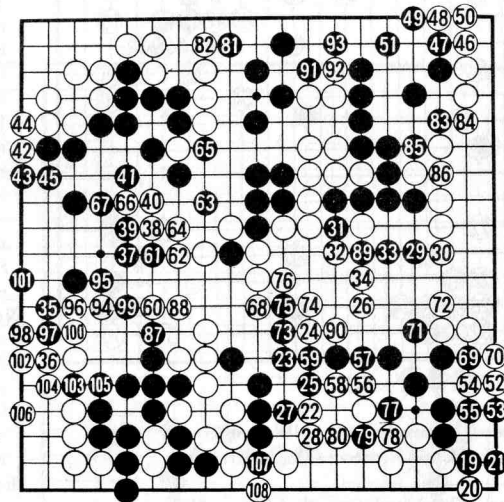
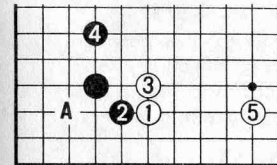


Fig. 3 (119 - 208)

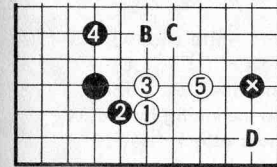
Recording ends at 208. White wins by 18 points.

REVISION: My five criteria for helping to find "good shape" moves were:

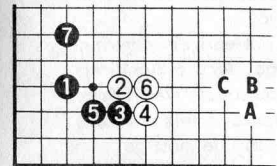
1. Maximise liberties
  2. Maximise eye-making potential
  3. Keep options open
  4. Influence as much of the board as possible
  5. Deny the opponent good shape.
- This article is concerned largely with the last three criteria.



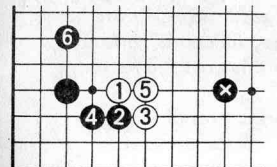
Dia. 1



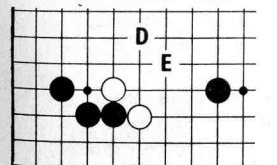
Dia. 2



Dia. 3



Dia. 4



Dia. 5

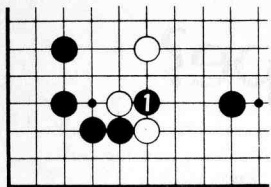
Dia. 1 is a well known opening. The extension between White 1 and 3 and White 5 cannot usefully be invaded without supporting Black stones. Any wider extension by White can be invaded, so this extension can be regarded as optimum shape for White. As the Black corner can still be invaded at 'A' the opening as shown slightly favours White.

But, when Black already has a stone at or near where White wants to play 5 - for example the marked stone in Dia. 2 - then this is an excellent line for Black. In handicap games White often continues at "B", "C", or "D", but in even games 5 as shown is normal. Clearly, for Black to have spoilt White's shape by forcing him to extend only one line instead of three represents a great gain. If you can so direct the play that your handicap stones turn out to be occupying the very points that White needs to make good shape, you will find your handicaps diminishing rapidly.

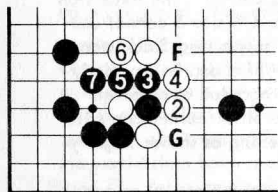
Moving on, I expect you know the joseki (opening) in Dia. 3. As in the last example, White wants to extend to "A" or "B" to make optimum shape (remember the proverb "extend three lines from two stones"). If White omits an extension, the best shape for Black is to attack on one of these points himself, or perhaps a line closer at "C".

So what about Dia. 4, where the marked stone is already in place? (This situation crops up regularly in the so-called "Chinese Fuseki"). White already seems to have bad shape, and the fault lies with 5. This move is normally played to prepare an extension along the edge. But when the extension is already denied, 5 becomes a bad shape move. White now has a clumpy "heavy" group to defend which lacks adequate eye-making space.

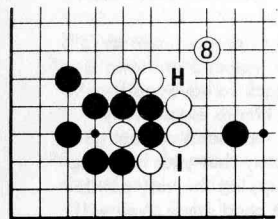
Much better for White is to play at "D" or "E" in Dia. 5. These moves are "light". White dances out towards the centre, developing rapidly (criterion 4). He also preserves the option of abandoning one or even both stones in contact with the Black forces (criterion 3).



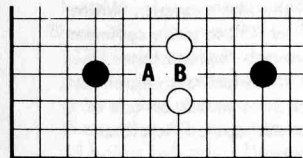
Dia. 6



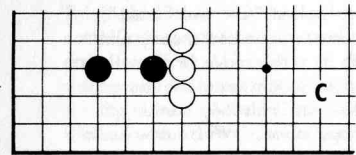
Dia. 7



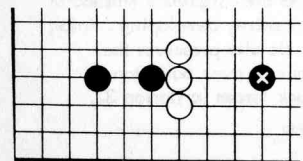
Dia. 8



Dia. 9



Dia. 10



Dia. 11

It may be hard to see how eyes or liberties are increased by these moves, but the mere fact of having stretched out towards the open centre of the board helps in these respects. But what if Black obstinately cuts at "1" in Dia. 6? Do you panic? No, you immediately decide to sacrifice a stone to make good shape for the others - an option not available in Dia. 4. The correct sequence is shown in Dia. 7.

Now you have two cutting points, "F" and "G". What do you do now? Connect one of them solidly and hope your stubborn opponent won't trouble you to find a reply if he cuts at the other? Or...

...By now I hope you were looking for a good shape move like 8 in Dia. 8. This type of loose connection, like "D" and "E" in Dia. 5, is called the "knight's move connection". It usually depends on the ability to make a profitable sacrifice, as in Dia. 6 and 7, or to catch any cutting stone in a ladder, as here.

And if Black cuts at "I"? I hope you know what to do by now.

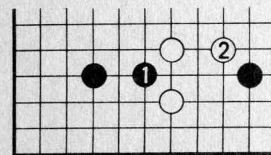
The result of Dia. 8 is that White ends with a flexible position with lots of influence, eye-making potential, and liberties. The Black stone that looked so menacing in Dia. 4 now looks like coming under attack itself. Black is thus well-advised to bide his time before playing 1 in Dia. 6.

But perhaps you are still not entirely convinced. What about the large, secure Black territory in Dia. 8, I hear you say. Well remember that Black had two stones in this area before White arrived. Clearly he must get some benefit from that fact. But by playing lightly and flexibly, by making good shape, White has avoided any great damage, indeed is getting more than he deserved in this area thanks to Black's hasty cut.

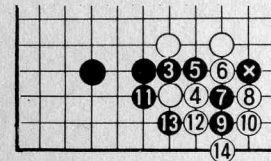
Can you now apply the principles of the last two position to Dia. 9? Black decides to 'peep' at "A". The proverb says "even a fool knows to connect against the opponents peep". In a game you would surely connect at "B" without a thought.

But think a second. When you have three stones standing up from the third line as in Dia. 10 the extension to "C" is the best shape. But if there is already a stone in place, like the marked stone in Dia. 11, then it is better not to saddle yourself with such a three-stone group in the first place.

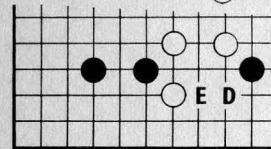
The correct approach therefore is to look for an alternative. You should always be on the alert for moves like 2 in Dia. 12 in such positions - the simple connection is something of a last resort. 2 represents better shape in almost every respect, though not the only move playable.



Dia. 12



Dia. 13



Dia. 14

What? Still worried about Black cutting through? Well Dia. 13 shows one sequence which might result. Black ends up with a solid looking corner, but White's group is almost impregnable, and the marked Black stone has ended up a joke.

Black, if he has any sense, won't follow Dia. 13. He might try "D" in Dia. 14, which White can answer at "E". There are also various other options open - perhaps you can see some of them yourself. But whatever he tries, White is helped by having two stones already on the fifth line, ready to lead his group out towards the centre, where liberties are plentiful. Also, by not being committed to defend a lump of three solidly connected stones, White can adopt sacrifice tactics if desired.

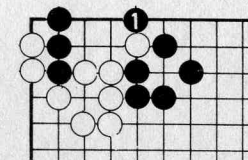
In conclusion, the two main lessons of this article are:

1. Try to arrange for your stones to be occupying the very point your opponent needs to make good shape.
2. Don't commit yourself to defending more stones than you need to.

#### SOLUTIONS TO PROBLEMS

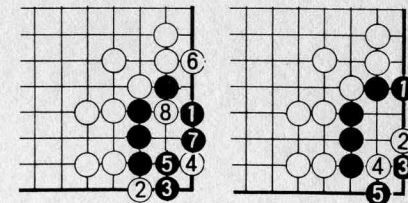
( From Page 8 )

Black 1 is the only way to connect.



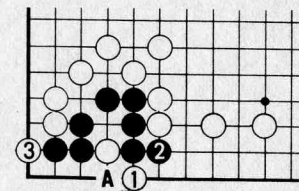
( From Page 15 )

Black 1 in the left hand diagram doesn't work. This forms the "J" group, which is unstable and can be killed by white 2 - 8 ( the order of 2 and 4 can be reversed ). The way for Black to survive is to play Black 1 in the right hand diagram, which becomes ko as shown.



( From Page 17 )

White 1 is a surprising move, but it is the only way to stop Black from playing A with eyes available on either side ( White A fails to black 3 ).



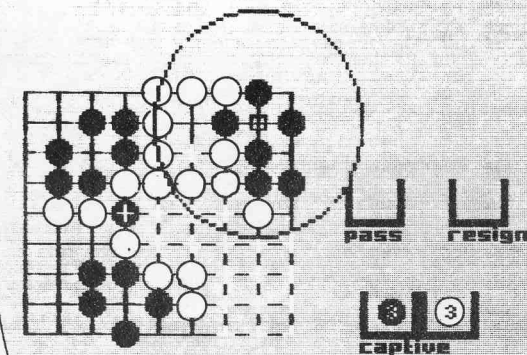


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The author of *microgo 1* is Allan Scarff of Reading, a strong dan level go player. Having spent a distinguished career on design and development of advanced software for ICL, Allan decided to put his skills in artificial intelligence to work on a go playing computer program. Judge his success for yourself with *microgo 1*

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