
British Go Journal

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EDITORIAL

My policies are twofold: to produce the Journal quarterly (nothing new!) and to build up a large team of helpers and contributors (less common, as previous journals seem at best to have been a three-person production).

As regards the first, the priority in editing this issue was to take it to the printers on 3rd October, leaving time for a Winter 1988 number (copy deadline 14th November). Consequently, material apparently sent in for a March deadline and not at present obtainable has had to be shelved for later issues. Furthermore, because of delayed delivery of computing equipment, this edition has had to be produced on a BBC Micro with View wordprocessor.

As regards the second policy, the aim is to enlist a large number of people for clearly defined roles, so that no one need fear being lumbered with an irksome and ever more onerous task. For example, could you contribute two games a year, with or without commentary?

In fact, the offers of help so far have been most encouraging, as witnessed by the length of the list given overleaf. My thanks to all contributors, present and prospective. I hope I have omitted nobody, and trust that, because of all the material sent in, what this issue lacks in sophisticated presentation will be compensated by the contents.

GLOSSARY OF TECHNICAL TERMS

aji	a source of annoyance
damezumari	shortage of liberties
fuseki	opening stages of the game
geta	a loose capture
gote	not keeping the initiative
honte	the correct move
joseki	conventional sequence, usually in a corner
kikashi	a forcing move which must be answered
miai	points of exchange, "tit for tat"
moyo	potential territory
nakade	a play inside an enemy group
san-ren-sei	three star points on one side of the board
seki	battle which can't be won by either side
sente	keeping the initiative
sho-dan	one dan
tenuki	to play elsewhere
tesuji	a skilful move in a local situation
tsume	to extend and block or prevent the opponent from extending
yose	endgame

EDITORIAL TEAM

This list consists of those who have offered help on a fairly regular basis.

Technical adviser: I Sharpe

Diagrams: P Myers

Contributors: T Atkins, T Barker, B Chandler, A Grant,
T Mark Hall, F Roads, R Terry (USA)

Technical proof-reading: B Chandler, S Draper

Distribution: K Timmins

Vacancies: Advertising manager; photographers

COMING EVENTS

Wessex Tournament : 23rd October. Contact P Atwell, 8 Central Avenue, Hanham, Bristol. Tel: 0272-611920.

British Schools Team Championship: 6th November. Contact A Eve (Schools Coordinator; see p2). To be held at Stowe School, Buckingham. 11pm registration. Three rounds 19x19, 6 rounds 13x13. £50 in prizes, and special school club trophy. Ferry service from Bletchley.

RTP Handicap Go Tournament: 10th & 11th December. (Sat: Teach-in. Sun: Tournament.) Contact R Granville, 47 Hale Reeds, Heath End, Farnham, Surrey GU9 9BN. Tel: 0252-725138.

London Open Go Congress: 30th December to 2nd January. Contact G Kaniuk. Tel: 01-874-7362.

Wanstead: 4th February. Contact F Roads, 61 Malmesbury Rd, London E18. Tel: 01-505-4381.

The 1989 British Go Congress is to be held at Leicester. Organiser: E Smithers, 15 Loxley Drive, Melton Mowbray, Leics. Tel: 0664-68334.

European Go Congress: 23rd July to 5th August at Nis (Yugoslavia).

It has now been confirmed that the 1992 European Go Congress will take place at Canterbury.

TERRY STACEY

Terry died on the 29th February, this year. Terry was a leading figure among British go players for most of the last ten years. Quiet by nature, he tended to downplay his achievements and was often reticent about his tournament successes. In fact, he won most tournaments in the UK at some time or another and put in consistently formidable performances at the major European events. He twice represented the UK in the World Amateur Go Championships in Japan.

His long struggle to overcome Matthew Macfadyen's grip on the British Championship will be the major feature of championship matchplay in the eighties. He succeeded, at last, in 1985.

He had that great feel for the game of go that comes from playing through hundreds of professional games. His play was always careful and patient, particularly in the late middle game and yose, and he had great powers of concentration. The depth of his reading and analysis overwhelmed most opposition. When asked, he was always happy to help weaker players with words of advice, and his straightforward analysis of difficult looking positions was always valuable.

Those strengths that Terry displayed through go were manifest off the board as well. He gave the impression of great calmness, patience and a solid presence. In recent years Terry's life was transformed by his new family. Kay and Titus brought out his warmth and enigmatic humour.

After the birth of his son Titus three years ago, Terry had less time to devote to go. Also professionally he had become a leading member of an academic research team studying geometrical computing, and the long hours he put into his job took their toll from his tournament play. Yet although he lost the British Championship just recently, the fact that he took the last London Open title with a clean sweep of eight wins shows that his game was still formidable.

He was killed in a motorcycle accident coming home late after work. He turned into a backstreet and his bike hit an unlit pile of rubble in the road. He was thrown off the bike but hit a bollard nearby. He died later in hospital. He will be sorely missed by us all.

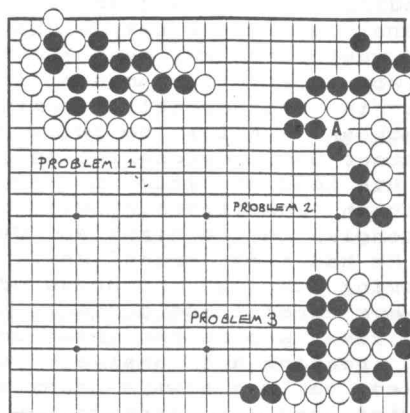
Jim Barty

Last time's winners were A Grant and C Hendrie; they were the first to point out the errors in the answers. Find the mistakes this time and get your name in the journal! Here are the corrections to Teasers 1:

Answer 1. Also playing at B kills black. (See dia, BGJ71)

Answer 2. Black plays B in the diagram, then if White A he lives by making two eyes easily as Black links up. If Black plays to left or right of A then Black cannot fail to force a seki.

Answer 3. Yes, the problem is a joke!



As promised, here are more problems from real games picked up at clubs and tournaments.

Problem 1: Black has one eye for certain, but can he find another with a clever tesuji?

Problem 2: If White plays at A he lives with certainty. What happens if Black plays at A first?

Problem 3: White has played tenuki and allowed Black to play another move inside his group. Can white play and live, or should he resign?

(Answers on page 16)

SLEUTH PUBLICATIONS LTD.

Sleuth Publications Ltd., (designers and manufacturers of games), based at Knott Mill, 4 Jordan Street, Manchester M15 4YP are taking an increasing interest in promoting Go. After sponsoring the Shrewsbury Go Tournament, and supplying go bowls to the BGA book distributor, they are now very generously planning to offer with their go sets free membership of the BGA for one year, contributing £3-50p per membership.

by Tony Atkins

Temples and columns, lawns and lakes, stately trees and a stately home were features of the 21st British Go Congress, held at Stowe School near Buckingham.

This 18th century mansion was the country seat of the Dukes of Buckingham and became a school in 1923. Its 750 acres of parkland was landscaped by Kent, Bridgman, Vanburgh and Capability Brown. The grounds are full of follies, pavillions, temples, arches and columns. Lakes, woods and fine vistas provided sights for walkers, and there was plenty of scope for campers to seclude themselves from the hurly-burly of the world.

We were lucky to be able to play in the grandiose setting of the Garter Room, complete with mosaic ceiling, old masters (including one showing a young Macfadyen?), and a view across the lake. However, soon all notice of this was lost as the frantic fury of the British Lightning Tournament started. I got conned into doing the draw, and managed to organise four rounds of fifteen minutes each game. If one had time, one could nip to the bar or go and listen to the wellknown danceband playing in the domed Marble Hall, down the corridor, before Friday came to an end.

After a few hours kip in the new sixth form block of single rooms and dormitory cubicles, it was time for breakfast, and the first of the tournament games. Matthew Macfadyen had arrived, so it looked as if he was the favourite, and as the day proceeded he began to seem unbeatable. After lunch were games two and three, and a chance to explore the grounds in between.

After tea, the BGA AGM was held. This had the usual officers' reports, acceptance of accounts, uncontested elections and vote of thanks to the organisers.

Less usual were the two motions. One allowed the Council to investigate holding the European Go Congress in the UK in 1992, and make a bid to the European Go Federation. Discussion revolved around the opening date of the Channel Tunnel. The other motion introduced a Student Unattached membership rate to be set slightly higher than the Student Club member rate.

The meeting finished after 90 minutes, at 9.30pm. By this time, the Policemen's Ball was in full swing, and it was too late for any late arrivals, so we were banished to a classroom block. Anyway, beer was found, the cards and dice were produced, and the grading committee met. In another room, T. Mark Hall lost the lightning play-off to Brian Chandler, Samuel Beaton having already won the lower division.

Sunday morning dawned fresh, and those who had been playing squash all evening or go all night stumbled out of bed for round four. After two rounds, among those doing well were Matthew Macfadyen, and Simon, brother of organiser Alex Eve.

The youngsters managed to find the swimming pool and the sports hall between rounds, but I didn't see anyone trying out the fives courts. There were a few last hurried entries for the

problem competition, and then it was eyes down for the last round. I dropped out, finding that doing the draw as well as playing was hard work. Eddie Shaw also found round six hard work, joining the list of Shepperson, Hall, Roads, Chandler and Hollings who lost to give Matthew the British Open Championship.

Soon it was the prizegiving, with Matthew getting the trophy and a decorative canister, and other winners variously bottles or books to add to their collections. The youngsters of Furze Platt did well as usual, picking up the Nippon Club Cup, stopping Bristol from making it three in a row. Alison Franklin won the problem competition, and Alex Eve the applause for organising the whole event.

Finally the sets were packed up and the 106 players departed to the sound of bagpipes.

Main Tournament

Six wins: M Macfadyen (6 dan, London); S Eve (8 kyu, Reading); D MacFarlane (20 kyu, Unattd)

Five wins: S Beaton (11 kyu, Furze Platt School); A Shepherd (10 kyu, Coventry); P Mellor (8 kyu, Bristol); N Wedd (6 kyu, Oxford); A Finch (3 kyu, Ipswich); C Hendrie (1 kyu, Bracknell) also a Qualifier.

Lightning Tournament

Winner: B Chandler, after a play-off against T Mark Hall who had also won 4 games. Lower division winner, S Beaton.

Three wins: J Beaton, S Rudd, H Sherwood, J Keller, K Roger, S Goss, A Warburton, R Hitchens, J Allen, R Bagot, R Granville.

and...

Nippon Club Cup: Furze Platt School Club.

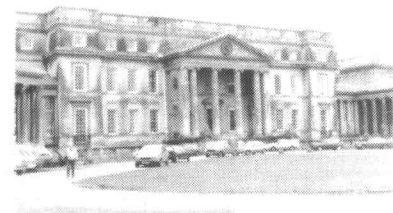
Problem competition: A Franklin (11 kyu, Cambridge)

THE TERRY STACEY MEMORIAL TROPHY

One point will be awarded per game won over the bar by players at British tournaments which send in qualifiers for the Candidates' Tournament. The competitor with the largest number of points in a year will win a prize. What tie-breaker system to use is still to be decided.

Donations towards this memorial should be sent to Norman Tobin (address on page 2) and will be gratefully received.

SCENES FROM STOWE



Norman Tobin takes a walk from the President's residence.



John Rickard knuckle-biting, while Alex Rix points the finger.



Alex Eve holds the cup, but only until Brian Chandler accepts it.



Spoilt for choice? Matthew Macfadyen settles for the Champion's trophy and the canister.

A GAME FROM THE BGC ROUND 4

The commentary is by Simon Goss, annotated by Brian Chandler. Brian's notes are indicated by inverted commas.

Black: M Nash (7 kyu, CLGC)
White: P Mellor (8 kyu, Bristol)
Result: White wins by a rip-off.

1: "Tut! tut! This should be in the upper right corner." (An Oriental convention. - Ed.)

9: "A bit odd playing on the fifth line. White 10 could pincer the two black stones at about Q9."

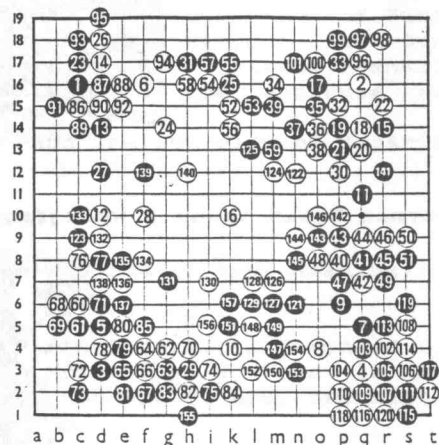
10: When White plays on the fourth line, he is accepting that Black 29 will be a good move. This is OK for White if he is prepared to answer Black 29 with White H6 and go for a centre moyo, but the high Black position on the right makes this quite unattractive - "If not unreasonable." - Moreover, White 10 leaves some bad aji of Black later cutting at P3, White P4, Black Q4, White R3, (or else Black plays there and gets a large corner cheaply). Black O3 and so on. K3 seems sounder. - "And better shape."

14: Not good, as it provokes Black C17, now an urgent point for both sides. - "So much so that 14 is really invalid."

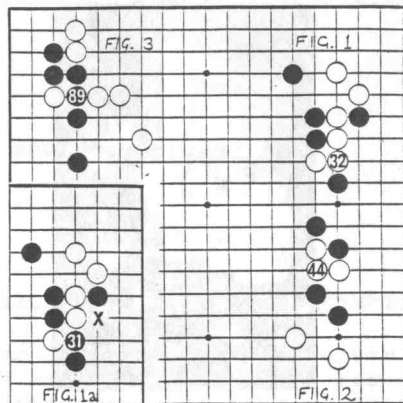
16: "Not very urgent. White makes a lot of moves in the centre early, which are somehow lacking in point."

19: On the wrong side; it makes Black's right side thin, and his new group heavy. White 18 provokes Black 20, and Black should play it.

Black may be worried about a



(1-157)



Figs 1-3

White moyo appearing on the upper side, but it's going to be quite thin. Black's strategy should be to make himself thick everywhere else (by playing C17 and Q13 etc), then go into the upper side to make some position there by aiming at weaknesses and being generally violent. The stone at 17 doesn't have to live; it's enough if its aji helps something else to do so.

23: In reply, White needs to play 25. This would capitalise on Black's heaviness and make a sort of position for himself.

24: Terribly thin. Later, Black may create a lot of trouble with a cut at E18 or F15 (13 and 25 are both ladder-breakers), or he may take further aim, playing say at 94, and try to make a big territory on the upper side. "This play MUST be along the top somewhere."

26: This does not cover the mentioned aji, either.

30: In reply, Black must cut at Q12. Then:

1) If White O12, Black retrieves his lost territory in sente with R12, then covers himself by N14. White's cut then ends up separating two strong groups.

2) So it will be better for White to come down to R13 himself. Black's strengthening move at N14 is then sente (to catch the cutting stone in a loose ladder), so Black will have sente to tackle the problem in the lower right quadrant.

31.33: Look like neat side-stepping moves which make territory, but in the sequence to 39 Black takes gote, and it is White who gets to decide the run of things in the lower right. This is similar to playing out line of action (2) above, and then Black playing a gote territorial move on the upper side, which would be a clear error of direction. This, apart from general considerations of fighting spirit, is why Black must use 31 to cut.

"Playing through this game, I was struck by the way in which the same quite simple shape error occurred in several places. After 30, Black simply must cut. I suppose he ought to think very briefly about what is going to happen next, but unless the cutting stones can actually be captured immediately, your instinct should tell you that the cut is right. 31 is big, but it cannot be big enough. Even more importantly, after Black has failed to cut, White must capitalise on Black's mistake by connecting solidly. Compare and contrast Fig. 1 with the game position after White 32. Can you see the difference in efficiency between the four white stones in a solid L-shape, and the four scattered black stones attached to the outside of it? The white stones are thick.

"Going back from this position, if Black cuts as he should

have (31 in Fig 1a), not only are the Black cutting stones working well together, but Black also has another excellent move available at X. This should help to suggest that White's original protecting move in the corner (22) should have been at X instead, making a thick non-empty triangle of stones.

"Again, White 42 should be at 44; 42 is basically invalid because Black will cut. But Black fails to cut, so what should White do? He must connect solidly. See how (Fig.2) the White stones form an invincible line through Black's position. Unfortunately White misses another chance to connect with 46. He is failing to think back to basics: chop your opponent up, and wait for the bits to drop off later on a big scale.

"For similar errors, see moves 89 and 123."

43,44: "Both are wrong. Both should be at 47. So should 46. Connection is vital."

50: The big question now is what about P10? This move is sente against the three White stones, and White will have to connect under, around R11, to save them.

"Actually, 49 should be 1 point to the right, making 51 obviously unnecessary."

51: A wasted move, because it is neither sente against the three White stones nor necessary to defend the Black group below.

56: A very good move, being relevant to the aji on the right, and strengthening the weak group on the left.

57: "Better shape at 58."

58: Very small.

59: Better shape at 124, and does more about the centre.

71: Wrong direction. This part of Black's group has no weaknesses. J3 instead would strengthen Black on the weaker side.

74: Huge.

76: Not as large as it seems.

85: Small. White cannot make much territory here, because N6 and F7 are miai.

86: An overplay. Such moves are only good when they definitely kill, or enable you to play good moves on the outside which your opponent has to answer on the inside.

89: "Unbelievably chicken, and should be at 90 (see Fig 3). Even

if you can't read out what will happen if White tries to rough up the corner, the extra thickness gained by that solid connection means that the Black stones have no weaknesses to worry about, and White has nothing to work on. By 92 in the game Black has been conned."

100: "Black need not in fact reply, but if he does it must be the solid connection (fig 4). Then there is not even a trace of a possible ko threat, and Black has actually gained a point by not filling in at A.

123: "After this, White must cut at 132; when he doesn't Black should just make the thick solid connection (25 in Fig 5).

124: "Small. At this point, Black could consider playing at 133 instead of 132. It has the advantage of securing the side properly. Your shape instinct should tell you to make the solid connection, but you can still consider other moves first. While playing at 133 saves about 10 to 15 points on the edge, it leaves the aji of White cutting at 132 (transposing to the game roughly), and then allows White to seal off at least 10 points extra in the centre. After the connection at 25 in Fig 5, Black can leap powerfully into White's central moyo. For example, Black at B uses the power of the three strong stones as back-up. (Remember the jumping rule: from a wall of n stones jump n+1 spaces. From weak stones with cutting points you can't jump, you have to crawl.)"

123: Threatens to take the whole left side, so White cannot tenuki to 124.

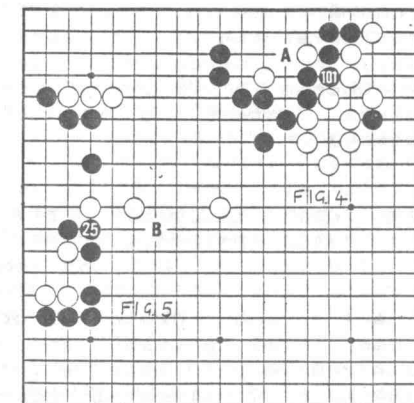
125: Very small. Black should play at 133 immediately.

131: Should still be at 133, and if played there, Black would win quite easily. The left centre is open in too many places to be worth much.

134: Odd. It enables Black to play C7 which also covers the risk of White C11.

138: White overtakes on territory.

Black's opening play was excellent, and by 25 he was miles



n o p q r s t

Figs 4-5

ahead. Then he went passive and seemed to lack confidence in his reading and to put too much faith in White's threats being real (eg 87, 89 and 101).

White's fighting spirit was impressive. in taking opportunities (such as 40) and in making a brave tenuki (52-56). But rip-off hunting is different from fighting spirit. Note that 72 and 87 come to very little, and 100 should have been a wasted move. The real tactical windfall came in the bottom right corner, and began with White's sensible yose play at R4, and only became a "rip-off" when Black overplayed. Recommended reading: "Attack and Defence" (chapter 1 and the start of chapter 2).

THE ORIGINS AND FUTURE OF THE MCMAHON SYSTEM

by Andrew Daly

The "McMahon" System of operating the draw in go tournaments has been very popular and successful in Britain, and several attempts have been made to interest other countries in using it. While some Continental tournaments do use versions of the system, it has certainly not proved as popular elsewhere as it is here. There are, in fact, quite good reasons why this should be so, as I hope this article will make clear.

As Francis Roads described in his article for the European Go Congress newsletter, the name "McMahon" seems to have been taken from a system once used at the New York Go Club for regulating gradings, and presumably from a person who ran that system. Its application to tournament draws in its present form seems to be a purely British adaptation, but none of us who were involved can find the original documentation. The present system grew up at the British Go Congresses up to 1972, when Francis ran the Congress at Woodford using essentially the system that we all now know and love.

But we designed the system specifically to meet the needs of the British Go Congress in the early 1970's. The problems that we then had were of running a tournament for about 60 players evenly spread from 20 KYU to 3 dan, some of them not knowing to within 5 kyu how strong they were. The first British Congresses used somewhat eccentric systems: I remember doing the draw for the first Congress, which was played with handicap, at Oxford in 1968 (see BGJ no. 5) on the basis of selecting my own opponents to be the people I fancied playing (I had my best ever tournament result!), and then doing the same for the other 50 competitors. It was a nice tournament, particularly for me, but the draw took all night to do, and one could scarcely claim that the tournament was fair to all comers.

In 1968 and 1970 similarly autocratic systems were run, at Bristol and Cambridge respectively (BGJ nos. 8 and 12). By then the complaints were becoming too loud to ignore, particularly when, in 1970, we switched to even games, and Jon Diamond

retained the British Championship, which he previously held on an irregular challenge basis, by being the highest placed British player at the Congress (Akeyama won a subsequent playoff to become the first "British Open Champion"). To deal with the complaints, the BGA took control of the draw system, and a subcommittee (what else?) was charged with recommending a system for Leeds 1971. After much argument we decided to do something completely different, which turned out to be the prototypical McMahon system.

The essence of a McMahon system is that players are drawn as far as possible against others with the same "score." At each round, the score is determined by the entry grade adjusted for the results achieved so far. It's like a Swiss system with unequal starting points. In this first real-life trial, we decided to start everyone with a score equal to their entry grade, and at each round to "promote" winners and "demote" losers, by a step of a full grade. So that people with odd grades would get to play against those with even grades, I remember devising a complicated mixing process which made the draw quite an effort. The results of the Leeds trial were, we thought, rather TOO exciting. One player was called on to play four even games against people who would normally have given him five stones! He won them all!! (BGJ 14.) Jon Diamond retained the British Championship.

So for the Woodford 1972 we made some adjustments. The fluctuations were halved, and the concept of a "bar" was introduced, artificially "demoting" a few players to get a large enough top group starting level. This worked much better, so well in fact that we have not found it necessary to change it since. No one has had serious problems with the mechanics of the system; at the early tournaments I used to offer assistance in running the draw, but it wasn't needed.

By the way, in 1972 we switched to a challenge basis for the British Championship: the Challengershhip was won at Woodford by Tony Goddard. This system remained in force until 1975, when the first Challengers' League was held, and the Championship separated from the Congress, except that the Congress has always remained a qualifying tournament for entry to the later stages of the Championship. The separation was a big advantage in that non-British players could compete at the Congress without annoying discriminatory regulations.

Most British tournaments now use McMahon draws. Perhaps a few old-timers regret the almost complete absence of handicap Go, but everyone else here seems happy with McMahon for breakfast, lunch and tea. But we should recognise that our circumstances aren't the same as everyone else's. We still have largely kyu-level entries for our tournaments and, even if the Leeds bandit and his like have been restrained, there is inevitably uncertainty and rapid improvement in kyu grades, so that some very one-sided games cannot be avoided. This is rather different from the major European tournaments, where several dozen dan players, many with high grades, are often involved.

For dan-grade players, a game against someone two grades away is usually a foregone conclusion. When you travel a long way and have to spend many hours at the board for a single game, it is more important to get a suitable opponent. The McMahon system with (effectively) a half-grade step, as used in Britain, gives quite a lot of these mismatches which are a cause of dissatisfaction with the system.

BUT IT DOESN'T HAVE TO BE LIKE THIS. Remember that WE chose to have a half-grade step, after trying a full-grade step, to fit OUR tournaments. There is no reason not to use a smaller step, like a quarter of a grade, if a half-grade step is too "exciting" (odd fractions, like a third, of a grade bring back the "parity" problem and the need for mixing). Indeed, there is no reason not to use different step sizes for different groups of players in the same tournament. Has anyone tried shorter steps? I haven't heard of it.

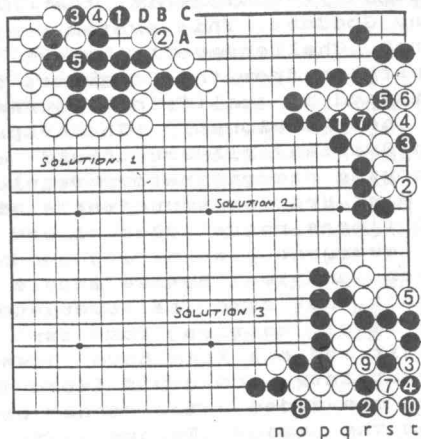
The proposal was made at Hamburg that the European Congress should be run as a single McMahon tournament for the "European Open Championship," which would allow visitors from outside Europe to compete in the top group along with the top Europeans. The European Championship would be decided separately at a different time. This seems an excellent proposal to me, likely to attract strong non-Europeans to the European Congress, and very similar to the reasons for which we separated the British Championship from the British Congress, but it's much more likely to succeed if the McMahon system is adapted to the circumstances in which it is to be used.

ANSWERS TO TONY'S TEASERS 2

1. Black plays at 1, and if White connects at 2 to stop the sequence A to D, then Black plays at 3 and White cannot stop him making a second eye.

2. White cannot live; even if he plays at 2 then Black takes the vital point at 3 and kills with the sequence to 7.

3. This position (White 6 played at 3) from the 1984 London Open ended as shown. White (now a wellknown 1 kyu) resigned. If you can find a sequence where White lives, please let me know so that I can pass it on to the loser!



FURZE PLATT DO IT AGAIN!

by Alex Eve

Under new management, Furze Platt School still take the biscuit, but they had better look out! There are rivals about.

The Equity & Law British Youth Championship 1988 was held at Stowe School, Buckingham, on 26th June. The results were as follows.

19x19 match winners.

Tournament winner: Michael Carr (Furze Platt School)

Under 18: Michael Carr

Under 16: Anand Tanna (St Dunstan's College)

Under 14: Samuel Beaton (Furze Platt)

Special prize winner: Joseph Beaton (Furze Platt)

13x13 match winners.

Tournament winner: Stuart Hall (Brakenhale Comprehensive)

Under 18: Mark Kelly (Stowe School)

Under 14: Stuart Hall (Brakenhale)

Under 12: Angela Chalmers (Moreton Say Primary School)

Special prizes

5 wins: Stephen Blyth (Brakenhale)

4.5 wins: Rachel Porter (Moreton Say)

4 wins: Leena Bhatti (Brakenhale)

There were about 35 contestants in all. Prizes were kindly presented by Peter Grant of Equity & Law, who also gave £100 towards the prizes, which are split between the British Youth Go event and the Schools Team Championship, to be held on November 6th at Stowe.

Many thanks to the catering staff at Stowe, who kept us supplied with refreshments and a good lunch, and to the many local dan players (and others!) who dropped in and helped make this an enjoyable occasion, (especially Tony Atkins, France Ellul, Ian Attwell, Simon Goss, Kathleen Timmins, and Robin Shaw). In fact, there were so many, that I apologise if I have missed anybody out.

No event is perfect, however. A youthful spectator was overheard saying "You can't even spot a snapback!" to a 13x13 competitor who was about to play the wrong move.

Christian Scarff brought Microgo2, which was set running in the computer department, presenting a good challenge to players of 10 kyu and below. This is an excellent teaching device. A few copies of Microgo1 are still available from Brian Timmins (address on p2). With a computer in the club, there's always an even number of opponents!

Youth Go is now flourishing in Britain. The number of junior players is increasing markedly, and the number of school clubs has risen from 10 to 12 in the last six months. Is there anyone

out there who could put us in touch with more sponsors, or teachers who might like to share the tasks of the Schools Coordinator? Anyone with bright ideas for promoting go among the young? Better still, promotion in schools. If you teach, and play go, a go club is easy, and fun to run.

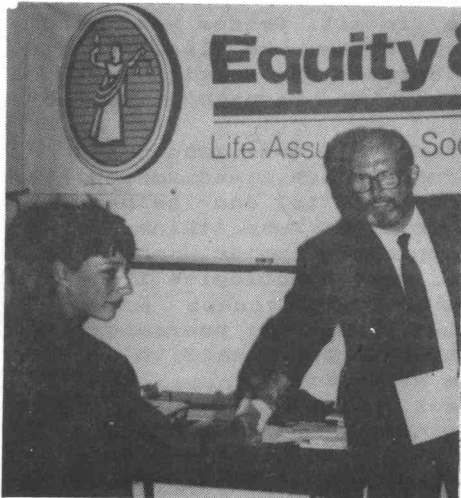
And of course, come to the Youth Team Championships on November 6th!



Samuel Beaton, Anand Tanna and Michael Carr air their prizes



while not far away, Angela Chalmers holds her own.



Peter Grant, of Equity & Law, congratulates Samuel Beaton.



It seems that youngsters too go in for post-game analysis!

BLACK TO PLAY AND WIN

by Terry Barker

Although this game was played four years ago, it may be of some value to weaker players who are constantly having to take a handicap.

Prior to the tournament I had not played a "real" game for about nine months. I had, however, been studying quite a lot (usually tesuji and professional games). This meant that I was a little rusty on matchplay, but on the other hand fairly confident in my reading. My aim was to play a simple style, and basically this meant (at least in this game) going almost exclusively for thickness.

The game was the second of four to be played, so at least I had had one practice session. Time limits were about 20 minutes, so it was more or less a lightning game. In fact, if my memory serves, White had less than 20 minutes, and Black more, according to the handicap, making this particular game 15 minutes against 25 minutes.

My strategy for handicap games was worked out over some 18 months of playing at Bolton. I managed to beat down everyone, forcing them to take an extra stone. Obviously, this was as White, so I had to play the moves I least wanted Black to play when I had White, if you follow my meaning. I was very relieved, when the book "Handicap Go" by Nagahara came out a little later, that it agreed with my theories for both Black and White!

At the start of each section of this useful book, there is a list of principles. I have listed some of those for playing Black, as my notes refer to them. I hope the game is instructive.

Black must attack

The star points are defective in securing territory

Black must play for influence

Keep White separated by moving out into the centre

Connect your handicap stones towards the centre

Force White to live in a narrow space

Play a pincer to seize the initiative

Build a wall in the most valuable direction

Map out territory on a large scale

Make a san-ren-sei at the first opportunity

Run along the outside

Use your wall to attack

Be consistent in your strategy

Don't expect to get everything you map out

Sacrifice cumbersome stones

Don't waste time playing small points

Black Bull Tournament (Malvern) Round 2

Black: T Barker (1 dan) 5 stones

White: C Lee (6 dan)

Result: White resigns after move 101.

Mr Lee also made one or two comments when we went over the game; these are indicated by "C.L."

5: Making a san-ren-sei at the first opportunity.

9: Play a pincer to seize the initiative.

11: The star points are defective in securing territory, so Black must play for influence.

13: I played this to cut off White 6. However, see move 20.

9-19: Black has run along the outside of White, forcing White to live in a narrow space.

20: A standard tesuji, connecting White 14 and 6.

21: Maps out territory on a large scale.

23: Building the wall in the best direction.

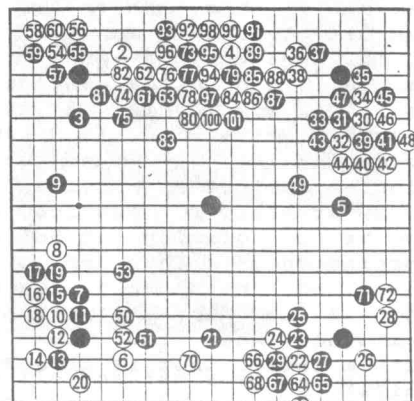
27: (C.L.) "Should probably block on top of 26, because of 21." I preferred to force White to live in a small corner and build up more influence.

29: (C.L.) "Not necessary."

31: Make contact plays to settle weak stones. I felt it was better to build up a wall facing this way because of White 26 and 28.

39,41: A standard sacrifice tesuji to make Black 43 and 47 sente. However - (C.L.) "Just play 47, threatening to cut. After Black 47 would follow White 40, Black one below 43."

49: Follows a consistent strategy, building influence and mapping out a large territory.



p q r s t

(2-101)

99 is played at 94

53: Likewise.

54-60: A very common joseki which, unfortunately for White, ends in gote.

61,63: Increases the size of Black's potential territory.

64-70: White breaks up the bottom side, but again takes gote.

71: Played to force White to crawl along the second line. However - (C.L.) "Black can actually kill the White corner with a long sequence if he plays at 72 instead." My opponent then played out the sequence, which was indeed long, and complicated. As played, 71 is simple and part of a consistent strategy.

73: This invasion is a natural follow-up to 63, which White ignored. In the ensuing fight both sides make mistakes, which brings the game to an abrupt end.

78: The strongest move - if it works! - (C.L.) "Very bad move."

79: A common tesuji which White overlooked. (C.L.) "Very good move! I expected the sequence Black 97, White 80, Black 79, and White captures two stones and Black will probably get some of the side. I didn't see 79 at all!"

81: Another move White overlooked. Now he cannot break through the Black wall here. The connection at 82 is forced.

85, 87: The fight advances to the strong Black wall.

93: Very nearly a costly mistake.

94: A tesuji which rapidly reduces the liberties of the Black stones.

101: Luckily for Black, he captures some White stones before his own are taken.

CONGRATULATIONS . . .

. . . to Richard Granville on his marriage (1st October) with Caroline Ursell. (Caroline is not a go player - yet.)

REQUEST . . .

Tony Atkins would like readers to send him news, rumours, odd stories etc. about clubs and members for our very own Society Column.

THE 1988 EUROPEAN GO CONGRESS

by Francis Roads

There is a sizeable breeding colony of kittiwakes, as well as fulmars, arctic terns and knots in their summer plumage on the North Sea island of Heligoland. At least, that's what Matthew Macfadyen told me they were. They all looked like seagulls to me.

Heligoland on a fine day is a very enjoyable excursion from Hamburg. So are Lubeck and various other places, but that's not to say that Hamburg is the sort of place you want to get away from. I was expecting Hamburg to be Germany's answer to Birmingham, and to spend most of my time there playing go.

How wrong I was. It is a beautiful city, full of waterways and lakes, beautiful gardens and mediaeval churches and the like. So I suffered the usual dipole of wanting to explore and play go. This year exploration won.

But I've plenty to report of the congress itself. A goodly team of Brits turned up this year, not entirely without incident. Piers Shepperson's ferry from Harwich was delayed four hours because of a man overboard, so he missed his train... so he missed... so he missed...

When we were all there, there were 27 of us, I think a record. We were the third most numerous after West Germany (141) and the Netherlands (39). Including the visiting professionals from China (both), Korea and Japan, 23 nations were represented. I think that's another record. Total playing attendance was around 370.

New standards of punctuality were set by the first round in the main tournament starting only 90 minutes late instead of the three hours of last year. No, that's naughty of me. There were hiccups in the organisation, but on the whole the German team did very well. What with the main tournament, the weekend tournament, 13x13 tournament, team tournament, two lightning tournaments and the continuous handicap and lightning tournaments... and you know what go players are like to organise...

What was rather more controversial was the system that they had devised for running the European Championship. This involved all the European 4 dans and above being hived off for the first week to a separate tournament. After this, more and more were to be eliminated by a system too complicated to be worth explaining. The eliminated players were then to compete in the main tournament, leaving two players eventually to play a final on the last Saturday.

Inevitably, there was an odd number eligible for the Championship, so our own 3 dan Mark Hall (he of the smelly pipe) was randomly selected as the parity bit.

That, however, was the least of the anomalies that the system threw up. I won't go into them all, but the worst was the effect it had on a party of visiting Japanese amateur players, mostly 5 and 6 dan. Not being eligible for the Championship, they played

in the main tournament against us 3 dans, not altogether with the level of success that their gradings might have suggested, but with enough to ensure that by the end of the first week the McMahon draw was making them play each other.

The leading professional, Mr Otake, was moved to comment that they had not really made the trip from Japan in order to play against each other. For a visiting Japanese to volunteer such a remark showed some depth of feeling.

The consequence was that, following a signed petition from some of the stronger players, an all-through McMahon system is to be used in future. This will be easier to administer and will avoid many of this year's anomalies, while creating one or two new ones.

For instance, the European Champion (as opposed to the European Open Champion, who may well be an oriental) will probably have to be chosen by some more or less complex tie-break, instead of by a nice clean satisfying final. Anyway, the winner of this year's final was the Hungarian Tibor Pocsai, from the former trainee professional Ronald Schlemper of Holland. It was good to see the championship in the hands of a new player and a new country.

Last year's champion, our own Matthew of the fulmars and kittiwakes, was knocked out after the first week, but redeemed himself somewhat by winning the second of the two lightning tournaments. Other creditable British results are listed later.

A word has to be said here about British gradings. British dan grades seem to be about right. We're winning around 50% of our games under McMahon rules. The same cannot be said of our kyu players, who are way down in the 30%-40% range. Somebody will have to do something about this soon.

The European Go Federation delegates had other matters to deal with as well as the petition. At a stroke of the pen over 10,000 more go players joined the EGF with the long awaited admission of the Soviet Union. Let's hope to see much more of our Russian friends in the future.

After (I think) thirteen years of zealous and dependable service, the Austrian Toni Steininger has resigned as EGF Secretary. It will probably take two or three people to cover the work that he used to do.

Future European Congresses are to be held in Nis, Yugoslavia in 1989; Vienna 1990; Brussels 1991; Canterbury (God help us all) 1992; and maybe in Leningrad in 1993. The good British attendance, if not performance, this year shows that the message



Mr Otake and Mrs Feng

is at last penetrating the minds of our players that the European Congress is very well worth a week or two of your annual leave. So out with those 1989 diaries and mark in 23rd July to 5th August now!

You'll forgive a musician for ending with a song. Actually there were lots of songs at the now traditional song-party on the last Friday evening. All the traditional British Go songs and lore were rendered, plus a new song, too long for printing here, which Matthew and I concocted with one verse for each participating nation.

I am also delighted to report that the British virtual monopoly of Go songs is now well and truly broken, with two songs from Germany, a song, a poem and a tall story from the Netherlands, and three very fine songs sung with great gusto by the Finns. In Finnish.

Overleaf are the words and music of the first German Go song, to be sung to the tune "Ein Vogel wollte Hochzeit machen." Ideally of course it should be sung in the original, but for the benefit of my ignorant monoglot compatriots I have rendered it into English in the hope that we might add it to our repertoire.

SOME EUROPEAN RESULTS

The European Championship

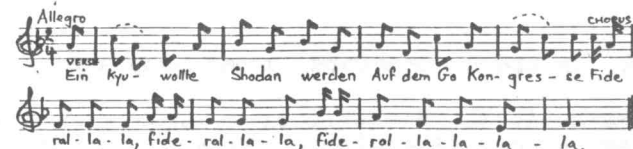
- | | |
|----------------------------|------------------------|
| 1. Pocsai (Hungary) | 5. Janssen (Holland) |
| 2. Schlemper (Holland) | 6. Pietsch (Germany) |
| 3. Soloviev (Soviet Union) | 7. Hasibeder (Austria) |
| 4. Wimmer (Austria) | 8. Rehm (Holland) |

British prize-winners included S Draper, J Hawdon, H Lee, A Rix, F Roads. Second Lightning Go Tournament: M Macfadyen.

European 9x9 Computer Championship The tournament ended in a four way tie of 7 points for Boon (Holland), Rehm (Holland), Reiss & Lang (GB), and Kraszek (Poland). Next were Knopfle (Germany, 5 points), Scarff (GB, 5), Dullemeier (Holland, 3), Koopman (Holland, 3), Zschintzsch (Germany, 1), Wimmer (Austria, 3).

19x19 Championship: The winner was Mark Boon with 8 points. Next Kraszek (7), Rehm (7), Reiss & Lang (6), Knopfle (6), Scarff (4), Koopmann (4), Dullemeier (2), Oele (1), Zschintzsch (0).

Allan Scarff tells us his program hit a bug, but he is working on it, and the fuseki, and will be taking Microgo2 to Taipei early in November. It is hoped that a new version will be available before too long in the UK market.



The German First Kyu's Nightmare

A first kyu would a sho-dan be
So to the congress off went he
Fiderallala, fiderallala, fiderallalalala.

This player never missed a chance
Fuseki knowledge to advance.

With Pros some teaching games he played
And progress in joseki made.

At tsume-go he wasn't bad
And fighting spirit he sure had.

The middle game stood out a mile
As where he played with first class style.

At endplay he was also good
And bravely played as shodans should.

At Liar Dice he played a lot
And drank some beers when he felt hot.

The beer next day its toll did take;
His play was only half awake.

A big moyo he thought was fun
But territory got he none.

A deep invasion he contrived
But not a single stone survived.

He looked and thought, "Oh lack-a-day!
My partner's played a nakade."

At last he missed damezumari,
Played himself into atari.

Now every day he rues his play;
The sho-dan dream has passed away.

A GAME FROM HAMBURG

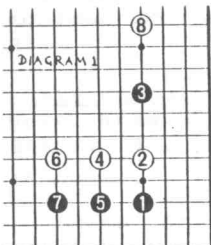
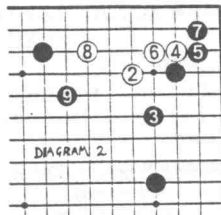
Black: S Draper (1 dan, UK)
 White: J Blom (1 dan, Holland)
 Commentary by Steve Draper

7: An attempt to make an extension with good shape relative to 1.

9-21: The sequence I expected when I played 9. Black is trying to build up a large area of influence around the top right hand corner.

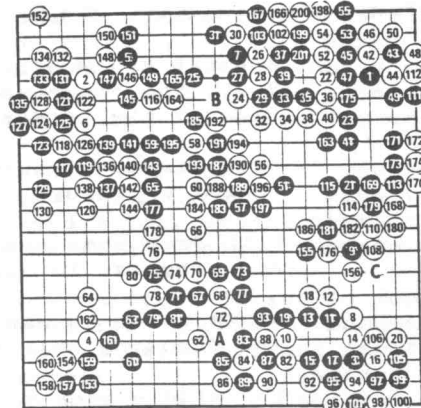
21: Locally Black would prefer to make an extension at the bottom around A. White could avoid the game result by playing as in diagram 1 or similar, although this is not necessarily better than the game, rather a matter of taste.

22: A Black play here would give him an ideal formation. Black, however, does not mind



o p q r s t

Diagrams 1 & 2



(1-201)

91 at 84. Ko: 104 at 94,
 107 at 101, 109 fills at 94.

this move; rather he welcomes it as an object of attack.

24: White is attempting to reduce the Black area without creating a heavy group. The normal sequence in dia 2 would leave an annoyingly weak group.

25: Other possibilities are 29, 39 or B.

27: Bad style; Black ends up short of liberties as a result. Playing at 30 would probably be better.

32: I had expected 102, to settle the White group, and was caught completely unawares by this move.

42: Greedy! White should jump in the centre around 51.

44: Should be 45.

46: Giving atari below 1 is possible but doesn't seem terribly effective. (Black connects, followed by 49 if White also connects.)

51: The white group is now very heavy.

62: White pincers to prevent Black turning the bottom side into a large territory, but in so doing creates another weak group, allowing Black to set up a splitting attack.

71: Follows the proverb 'extend when crosscut'. (Giving atari only forces white to make a much needed move.)

80: The centre group escapes, but the lower group is beyond help.

83: The longest move of the game!

93: Here, rather than one point to the left, so that the ensuing sequence doesn't work for White!

98: This ko is unreasonable.

103: Black would probably do better to fill the ko and answer White's connection at 109 with a play at C.

108: Not really a ko threat, but White is too weak to seriously fight the ko.

109: The game is now effectively over.

116: White cannot hope to kill the two black stones, but he must try!

127: Designed to prevent a White kikashi one point lower, but somewhat dangerous. (White might answer with atari below 123, followed by extending.)

130: Dubious.

151: Playing one point above 134 instead seems to kill the White group (at least in ko).

163: Eliminates some of the bad aji associated with the cut below 1.

175: Seems to be practically equivalent to passing.

186: Loses another group. White resigns after 201.

A GOOD START

This game is from the European Championship, 1st round. The commentary is by Mrs Tanaka, Mrs Yoshida, Matthew Macfadyen and Tonny Claassen. White resigns after move 153. Matthew did not go on to do very well in the Championship, but this must have felt like a promising start.

Black: Matthew Macfadyen, 6 dan
White: Tonny Claassen, 4 dan
(Netherlands).

18: Better exchange 29. A, first. Then White 24, Black 38 and White 78 follow.

25: Better at 36. After the black move in the game White 78, Black B, White C, Black D are consequent.

26: This move is not the best one. The reason is Black E, white 87, Black 80, White 39, Black A. Better at 28.

36: Honte, but another possibility is 47. 52 looks interesting, but the result after Black 50, White 79, Black 37, White 81, Black E is too good for Black.

42: Better at 57 or A.

45: May be better at A.

46: Better at White 58, Black 61, White 46.

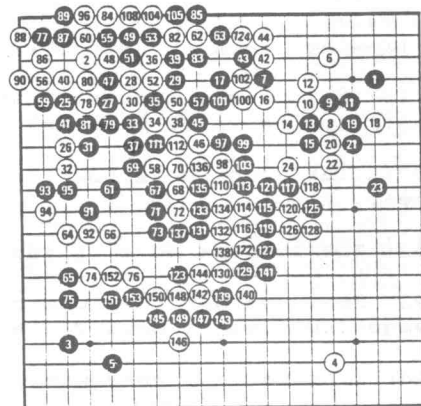
50: Big mistake: White should connect. The game is lost after this move.

72: Bad. A better idea would be to take care of the left edge.

77: Prepares a very difficult ko, the main theme of this game.

102: A very brave but futile attempt to change the outcome.

103: After this move White has no chance to win the game.



(1-153)

54 at 35; 106 at 82; 107 at 62; 109 at 82

EGF : AGM by Tony Atkins

This year's Annual General Meeting of the European Go Federation was found to be highly amusing for those who were spectating. Perhaps the EGF officers did not agree, but more of this later.

The meeting was held on the first Sunday of the Congress, and was attended by delegates from all the countries, except a couple of Scandinavians who hadn't paid their memberships. The Russians were voted in as members of the EGF, and it is rumoured that they are planning to hold the 1993 Congress.

The first amusement came when the secretary, Anton Steininger, admitted that last year's minutes were inaccurate because he lost his glasses during the meeting. The president, Jan van Frankenhuisen, reported on the previous year's events, including the new Fujitsu World Tournament and the IBM Tournament. He reported on the World Amateur Tournament and the meeting of the International Go Federation. Next year these will be in Nagoya, and then Hiroshima or Rotterdam.

The treasurer, Gunter Klemm, explained the accounts and then the secretary handed them out. The accounts were accepted, then the Auditor reported on them. The secretary's report had already been circulated, so all that was left to do was to exonerate and re-elect the committee.

Item 8 was enjoyable to both delegates and spectators as the Yugoslavs from Nis advertised next year's congress by handing out bottles of Yugoslav grape brandy and wine. If you are after a fortnight in the sun, the congress looks like being well organised and well worth attending. Each delegate went away with a plaque and some beer mats as longer lasting souvenirs.

The European Go Congress is to be in Vienna in 1990, and Namur (Belgium) in 1991; both countries spoke. Then it was our turn to put in our bid for Canterbury 1992, which went down well, (but not as well as the brandy).

The next Fujitsu qualifying tournament will be held in Amsterdam in December, but after that the place will go on a points system based on the European Grand Prix. A list of the Grand Prix dates was drawn up.

The World Youth Tournament will be in Paris next. The Swiss were upset about a clash between their tournament at La Chaux-de-Fonds and the team championship, but were consoled by getting next year's team captain role for the World Amateur. The European ranking idea was scrapped.

Towards the end of the meeting the Yugoslavs sprung the news that they wanted a top group in the European Championship, and some rowdy arguments broke out. This rowdiness was undoubtedly caused by the Yugo brandy, and the Finn's bottle of vodka, which he nobly shared with the neighbouring British representative. Our stout-hearted Brit raised his voice and banged the table a bit, but the Finn had to lean out of the window for a while and then fell asleep. This subject was left to another meeting.

Finally. Any Other Business raised concern about the East Germans, but the Finn missed this, being under the table.

A few days later, Otake Sensei called a meeting with the EGF delegates to say the time limits were too long for Western players. He also slipped in the fact that he did not like the top European players not playing the party of top Japanese amateurs who were participating this year. Because of the top group system, these were left to play three-dans and each other, and were not too happy. The point must have hit its target, as the Yugoslavs climbed down at the follow-up meeting, so that Nis (and hopefully the European Go Congress for always) will be a straight McMahon. The top player (European or not) will be Open Champion, and there will also be a European Champion.

The final news of the European committee came after I left (at the end of the first week). Anton Steininger resigned as secretary after a clash of personalities with the president.

JUST FOR THE RECORD

The following is information sent in by Tony Atkins, and intended for an earlier journal. Quite apart from not wanting to waste his efforts, it seemed right that these reports, though slightly shortened, should go on record.

Oxford Tournament

Piers Shepperson won, second was Alex Rix. Other prize winners included D Harper, S Barthropp, S Brown, P Margetts, A Jones, S Rudd, A Witheridge, J Beaton, and P Stanton.

The tournament was well attended, and organisation was carried out by Eddie Shaw and others from Oxford University Go Club.

Trigantius Tournament

Cambridge 1988 will be remembered by many as the place where they learned of Terry Stacey's accident. The start of the tournament was preceded by a minute's silence, and many present would have Terry in their thoughts throughout the day.

Nevertheless it was a successful event, attended by 72 players. Between games it was possible to enjoy the spring sunshine, the bar and an excellent Churchill College lunch.

Prize-winners were M Macfadyen, O Schmidt, K Pulverer, J Mould, R Inglis, D Pike, E Ashfield, M Errington.

Thanks go to the organisers, A Jones, N Main and R Cannings.

CANDIDATES' TOURNAMENT

Qualifiers for the Challengers' League: M Macfadyen (6 wins), F Roads (5), A Rix (5), J Rickard (4), S Draper (4).

POCSAI v SCHLEMPER: It is hoped in the next issue to give the final game from the European Championship, Pocsai (Hungary) versus Schlemper (Holland), with a detailed commentary.

Photographs in this issue were mostly provided by Tony Atkins.

Cover design by Helen Timmins.

The views expressed in this journal are not necessarily those of the BGA or of the Editor.

Contributions should not at present be sent in on disk. Typescript welcome. Handwritten submissions are acceptable if perfectly legible. Please enclose SAE if copy is to be returned. Sending material in well before the deadline (14th November) will be appreciated.

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