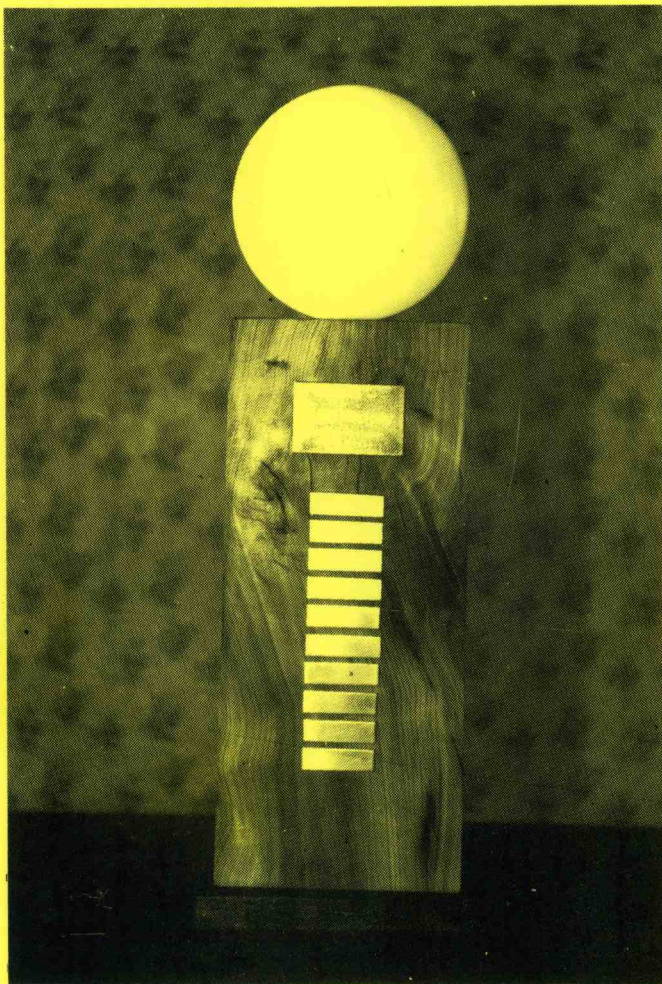

British Go Journal

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Cover: The Terry Stacey Memorial Trophy, created by Alex Eve from yew and marble. Photo supplied by Graham Telfer.

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Coming Events

British Youth Championship: Sunday 1st July at Stowe School, Bucks. School-age players only. A new category for under-twelves. Contact Alex Eve (see page 2).

European Go Congress: 22nd July - 4th August, Vienna. Details from Tony Atkins (see page 2).

Volga Go-Boat Trip: July 3-10, and **Summer Go Camp:** Hungary, August 4-12. Contact: Tony Atkins.

Northern Go Congress: Manchester, September 1st-2nd (provisional). Contact John Smith, 061-445-5012.

Milton Keynes: Saturday 15th September. Contact: Andrew Grant, 34 Martindale Place, Downs Barn, Milton Keynes MK15 9JX.

Shrewsbury: Sunday 7th October. Contact: Brian Timmins.

Marlborough: Sunday 28th October. Contact: Paul Attwell, 0272-611920.

Bournemouth: Saturday 10th November. Contact: Marcus Bennett, 0202-512655.

Material for the next issue: 4th August, but earlier receipt would be appreciated, and is more likely to guarantee inclusion in the forthcoming Journal. Commentaries should refer to letters or e.g. 'left of 48,' not K10 etc. notation.
Advertising rates: £50 per page and pro rata. If containing graphics, material should be camera-ready.

Glossary

Aji: a source of annoyance.
Aji-keshi: removing aji.
Atari: threat to capture.
Byo yomi: shortage of time.
Dame: no-man's land.
Damezumari: shortage of liberties.
Dango: a solid mass of stones.
Furikawari: trade of territory/groups.
Fuseki: opening play on whole board.
Gote: not keeping the initiative.
Hane: a diagonal play in contact with enemy stones.
Hasami: pincer attack.
Hoshi: star-point (where handicap stone may be placed).
Ikken-tobi: a one-point jump.
Jigo: a draw.
Joseki: a formalised series of moves, usually in a corner.
Kakari: a play which threatens to attack a single corner stone.
Kikashi: a forcing move.
Komi: points given to compensate for Black having first move.
Kosumi: a diagonal move.
Miai: points of exchange, "tit for tat."
Moyo: potential territory.
Ogeima: a large knight's shape.
Ponnuki: empty diamond shape of one colour (4 stones).
Sabaki: a sequence which produces a light shape.
Sanren-sei: plays on three hoshi points along one side.
Seki: a local stalemate.
Sente: keeping the initiative.
Shimari: corner enclosure of 2 stones.
Shodan: one dan level.
Tenuki: to play elsewhere.
Tesuji: a skilful move in a local situation.
Yose: the end-game.

Editorial

The standard size of the Journal for years has been 32 pages, with occasional larger issues. Recently the BGA Council has agreed that the Editor can vary this at his discretion.

Two factors will affect the size of the Journal. The first is the number of contributions, and we are in the happy position of receiving these in plenty. The second is economic: the more subscriptions, the more pages. When did you last bring a new member into the Association?

Summer Congress

by David Phillips, Leo Austin, and John Atherton

(Provisional Organising Committee)

The Isle of Man Go Club has for some time toyed with the idea of organising a go tournament, but nothing has happened as the feeling is that because of the dictates of geography a weekend or day event would not attract sufficient numbers. The only viable option appears to be to take advantage of our location in a seaside resort by having a full week Summer Go Congress. The idea is that players will have the opportunity to bring along their families who will be able to enjoy the Island's varied facilities whilst go playing is in progress.

You will appreciate that this is very much a leap in the dark. Whilst reaction to the suggestion at informal discussions in Salford was very favourable, it

would be rather rash to proceed without some certain indication as to the levels of support. Accordingly we should be obliged if you would assist, if interested, by completing and returning the questionnaire enclosed with this Journal. *We cannot overemphasise that if there are insufficient returns the Congress will not take place.*

The Isle of Man is 30 miles long by 12 miles wide, hilly, sparsely populated and largely unspoilt, with remarkable coastal and moorland scenery together with many interesting reminders of its Viking and smuggler past. The generally relaxed atmosphere is something of an acquired taste, especially for town dwellers. Douglas is a medium sized traditional British seaside resort with three cinemas, two theatres, the Summerland leisure complex and two miles of promenade and beach.

We envisage that the Congress will consist of a Saturday evening lightning tournament, then three days of tournament go, followed by a rest day, then a further three days of tournament go. The tournament go will be split into two or three tournaments and there will, of course, be no obligation to enter every tournament. It is hoped that talks will be arranged for the evenings both on go and on aspects of the Isle of Man. If the Congress is a success, it is envisaged that it will be repeated in 1993 and subsequent years, but not 1992.

The approximate cost of travel for 1990 is in the questionnaire. In addition, please note that weekly car parking charges are approximately as follows: Liverpool Airport £13; Blackpool Airport £5; Manchester Airport £20; Birmingham Airport £19; Heysham £5. There is no car park at the Port of Liverpool and parking nearby is expensive, e.g. £35 a week. Rail and Sea tic-

Handicap System

by Mike Lynn

Here is a handicap system used very successfully at the Coventry Tournament (and since). It is designed for a 13x13 tournament, and was proposed by Matthew Macfadyen and Francis Roads.

Black, the weaker player, places his handicap stones anywhere he chooses for his first move.

Difference Black stones White komi
in grades

Nil	0	9
1	0	6
2	0	3
3	0	0
4	2	6
5	2	3
6	2	0
7	3	6
8	3	3
9	3	0
10	4	6
11	4	3
12	4	0

and so on...

You will see that a difference of 3 grades equals 1 stone and that White "claws back" 3 komi for every grade needed to make the difference a multiple of three. Thus, when a 3 kyu plays a 25 kyu the difference in grades is 22. Making this up to a difference of 24, Black takes 8 stones but White takes back $2 \times 3 = 6$ komi.

My own experience is that the system is very worthwhile and produces close, exciting games between players of vastly different strengths.

kets are bookable through British Rail. Crossings take about 4 hours and the boats are rather smaller than those used on the Channel. Vehicles in excess of 5.5 metres pay an additional £20 return per half metre. As free season tickets are available to parties of over 9 it will be advisable to book these through the organising committee.



After dropping in with I.O.M. leaflets, David Phillips prepares to give Brian Timmins a game.

Estimates of accommodation costs in 1991 are noted in the questionnaire. A 5 Key Hotel is approximately equivalent to a 3 Star Hotel or good UK seaside private hotel without a star rating. A 0-2 Key Hotel is approximately equivalent to a UK seaside boarding house. Dormobiles are allowed, but trailer caravans are illegal on the Island.

We apologise for overwhelming you with information but it is probably better to provide too much rather than too little. If the Congress goes ahead and becomes an annual event then this will represent a not insignificant advance for British go. Accordingly we should be obliged if Club Secretaries would do what they can to assist, by, if possible, collecting and returning the forms. Finally we should like to thank you in advance for your kind cooperation.

The Fujitsu Cup

by Matthew Macfadyen

The Fujitsu Cup is a knockout tournament for top players, except that there are token foreigners from Europe and South America to make up numbers. I was privileged to represent Europe in this year's event, though the prospects of getting far against that class of opposition were not wonderful.

The tournament is seeded so that the top eight players join in the second round. Nevertheless the sixteen "weakies" contesting the first round included Kobayashi Koichi, Cho, Otake, Ishida and Sakata as well as a couple of Chinese ex-world amateur champions.

I was delighted to find myself matched against Otake. He has been much the most generous of the top pros at giving his time and energy to world amateur championships, helping players with their games as well as with their chopstick technique. He seemed to regard it as a great joke to have to play an amateur on evens, which was something of a relief as some of the pros would think it a bit of an insult.

The game started badly for me when I lost the nigiri and had to take white. Fairly soon I made a couple of slow moves and Otake calmly took control of the game. It may seem that he was being a bit gentle with all my weak groups, but this is professionalism; a win is a win and a 99% chance of a hundred point win is not as good as certainty of a ten point win. Anyway I resigned soon into the afternoon session and had time to watch the end of the other games.

It was a good round for the Japanese. Kobayashi Koichi got the other easy game, against the South American (Sao Paulo Korean) amateur, and Cho, Yamashiro, Ohira and Sakata won their games, though Ishida lost. Sakata turned seventy in February but is still in fine form. He scored 5-2 in the recently completed Honinbo League.

Black: Otake Hideo (9 dan pro.)
White: M. Macfadyen (6 dan amateur)
Third Fujitsu Cup, Round 1, 7th April 1990

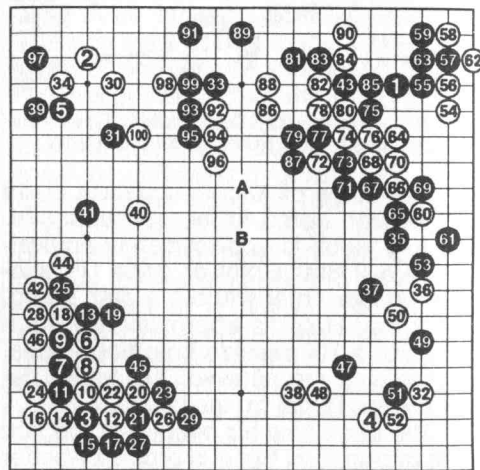


Figure 1 (1-100)

Up to 32 there were no important mistakes, though Otake felt that it would be slightly better to omit the atari at 26.

34: A bit slow. Black has no really good attack in the corner, so White should extend to 35.

38: Slightly odd shape, as 47-53 demonstrates, so an invasion around 43 would be better. 42 was White's first bad mistake. Takemiya advocated playing A. Then if Black 43, White B and White is in reasonable shape to fight anywhere. Otake said the game is virtually over when Black plays 47.

54: Necessary, though 55 might be a better invasion - White has no time to rescue the two stones on the side.

68: Is awkward, but no better move was suggested.

72: Good; Black can cut but his side gets pressed down.

90: Creates some aji but not enough. When Otake played 91 I expected to die somewhere.

131: Makes sure the ko doesn't get too big. Fortunately I had a local ko threat at 134.

After 140 I expected to die on the left, but Otake did not need to kill the group, and after 156 he went off to start the yose with the very big moves at 157 and 159.

160: A desperate attempt to reduce Black's centre so as to make the game countable. Again I was expecting to be killed, but actually it seems quite hard for Black to find a good reply. It was suggested later that if I had omitted 170 and gone back to make two eyes with 174 instead then the yose might still be difficult for Black.

Up to 190 I succeeded in taking as much territory as Black did in the centre, but he had taken the big points, at 189 and 191.

194: Doesn't work. Otake thought that he would have won by about ten points if I had played correct yose instead. White resigns at 203.

• • • • •

The second round brought in the big guns. Takemiya, twice winner of this tournament, was matched against Lee, the fourteen year old prodigy from Korea. Jimmy Cha representing North America had a chance to improve on his two wins against 9 dans last year with a match against Cho Chikun. Otake met the top Korean, Cho Hun Hyun... the list of top names continued. I watched the games downstairs on TV monitors with the other spectators.

During the afternoon, Kato Masao (who had been eliminated before the tournament proper got under way) gave brief commentaries on the games, assisted by some vigorous heckling from Go Seigen, who sat in the front row and seemed in fine form, though his declin-

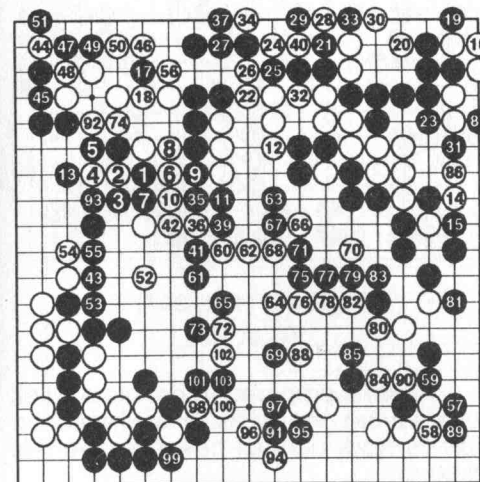


Figure 2 (101-203)
138 at 128

122: Must be at 124 first. Otake let me off the hook with 125 which could simply be at 135.

ing health has prevented tournament play for the last twenty five years or so.

Readers may be amused to see what happens when Otake gets to meet someone his own size. The following brief comments are based on Kato's discussion at the time.

Black: Cho Hun Hyun (Korea, 9 dan)
White: Otake Hideo (Japan, 9 dan)

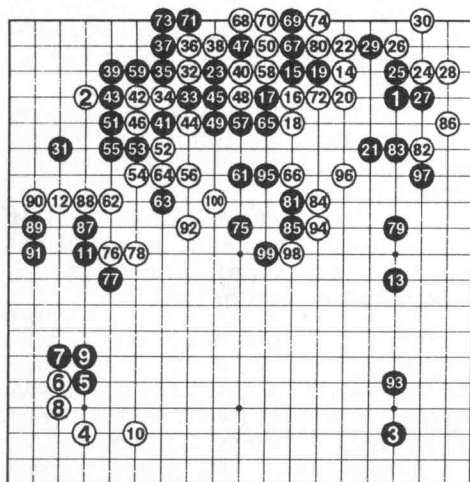


Figure 1 (1-100)
60 at 41

21: A new move. White's continuation to 30 takes the corner, but White has no easy continuation after 31.

32-75: A failure for White. Black's corner is too big, given the option to connect by capturing three white stones on the edge.

White keeps trying to attack the centre black group, but Black keeps on ignoring him. Cho is very precise about how many eyes a group has.

The sequence from 148 provoked much discussion. Go Seigen claimed that: a) Black 149 should be at 159 which lives unconditionally (please convince yourself that Black would still win the yose); b) 154 is a mistake; 155 also leads to ko, but much better than 154 because c) 157 should be at A (!). This brilliant move had been completely overlooked by both players and Kato.

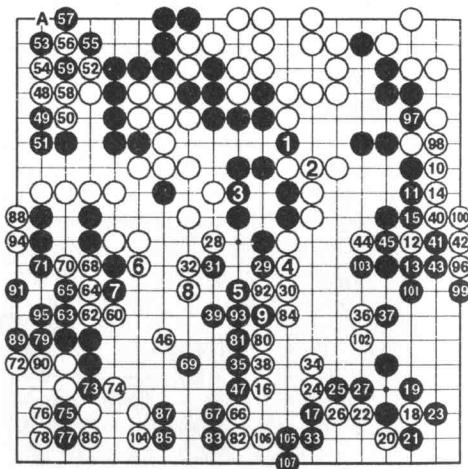


Figure 2 (101-207)
161 at 156

Anyone prepared to devote a week to studying the variations should be able to work out just how effective this move is.

Otake's ko threat at 160 enabled him to reduce Black's left side to two points, expand his centre and continue the attack, but it was not enough. He resigned at 207.

Meanwhile, a couple of staggering upsets had occurred. Takemiya, master

of the central moyo, was strategically outplayed in a central moyo game by fourteen year old Lee, and Cho Chikun, master of precision fighting, missed a vital forcing move and lost a big group to Jimmy Cha who beat him by 4.5 points. Sakata fell to O Rissei's new joseki and Rin, Yamashiro, Nie Weiping and Kobayashi complete the line-up for the third round (Cha plays Nie).

More on Starting Colours

by Alex Rix

Having read the article *Starting Colours*, I thought about the position in diagram 1.

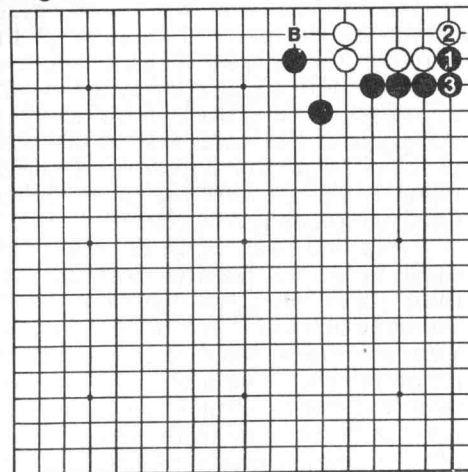


Diagram 1

I do not think the moves 1 to 3 are sente against the corner group. The moves A and B are left as miai for White

to live. Although the Black hane and connection are obviously very large, I do not recall seeing this happening in professional games early in the fuseki, probably because the moves are not sente and there are bigger moves on the board.

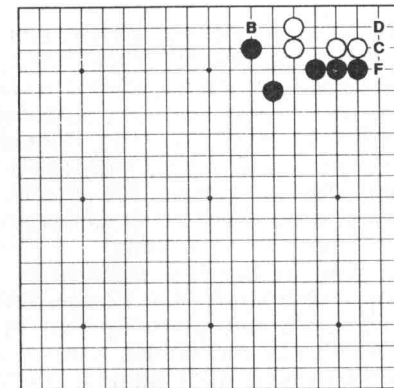


Diagram 2

It is also interesting to note in diagram 2 that, assuming that the hane and connection are not played, Black B is sente for a ko against the corner with Black C, White D, Black E, White F, Black G.

On May 12th France Ellul is relinquishing the chance of attending the Bracknell Tournament in order to go to Swindon. There he plans to teach go to two groups of juniors (as if he wasn't doing enough already!) under the auspices of the National Association for Gifted Children. This seems a first-rate way of spreading the game. Anyone interested in contacting their local N.A.G.C. group should phone 01-499-1188 or write to the N.A.G.C., 1 South Audley Street, London W1Y 5DQ.

The Masters of Go

(Looking back to the year 2025)

by Norman Tobin

This is the story of a clash between two outstanding figures in the history of go, the account of a title match full of incident and drama, with the outcome in the balance until the very end. But before the story unfolds, we must devote a few paragraphs to setting the scene, to showing what was the background to such a match in those times.

It was in the first decade of the twenty first century that double ended tournaments began to appear in all serious sports and games that set one individual competitor against another. The principle was that while the strongest contenders were working their way through one round after another, by defeating ever stronger opposition, the weakest players would be losing in one round after another against ever weaker players. Eventually, in complete symmetry, the top two players would enter the final to see who was the strongest of all, while the bottom two players would enter another final to see who was the weakest of all. The two concluding matches were known respectively as the upper and lower finals.

This came about through the burgeoning influence of a certain neo-Oriental philosophy that accorded equal honour to the triumphantly successful and the valiantly unsuccessful. Unfortunately this was seized upon by many small sports clubs who saw the opportunity to award honourable retirement from the club to their weakest

player, but in the main the spirit of the symmetry was maintained.

It was of course necessary to ensure that the losers were not buying their honour cheaply by losing on purpose, but this was made easy by the new techniques of the fashionable psycho-sensory engineering school. It was also necessary to exclude beginners, that is to say anyone unable to demonstrate that he had made a serious and sustained attempt to understand what he was supposed to be trying to do and how he might hope to accomplish it. Moreover, a competitor could not be allowed simply to lose by resignation and pass on to the next round. Accordingly, the rules of these "lower half" tournaments stated clearly that voluntary resignation (or disqualification) would entail elimination from the tournament.

In the British go world these double ended tournaments were well established by the second decade of the century. The contest at each end was followed with equal enthusiasm by the cognoscenti and there were as great struggles at the lower end of the competition as at the higher. The climax came in the Lower Final of the British Go Championships of 2025.

This final was between Brian Timmins, in his first national final and Norman Tobin, who had held the title of Worst British Go Player for the last five years. There was much support amongst the spectators for Timmins, who had lost to some impressively bad players on his way to the final, but the smart money was all on Tobin, who had lost all his matches this year with a panache and subtlety that could only come from a deep and long-held misunderstanding of the game. Moreover, at ninety eight years he had an age ad-

vantage over his younger opponent, although some supporters who had known him from long ago claimed that his moves were even more astonishingly inappropriate in his early sixties. The only certainty was that with two such contestants the match would be truly memorable.

The day of the final arrived and there was thunderous applause as the two players were brought to the table by their managers, in their wheel chairs. So loud, in fact, that both players woke up and Tobin was heard to say, in a remarkably firm voice:

"Where the devil am I?"

There had been the usual hard negotiation on the time limits prior to the match, between the managers of the two finalists. The initial submission by the Tobin camp of 57 hours plus one hour byo yomi was widely accepted as a bluff, as was the Timmins camp's offer of 12 minutes plus 90 minutes byo yomi. These preliminary negotiations were by now traditional and were followed as knowledgeably by the public as the match itself. This year the managers had eventually settled for 5 hours each, with one minute byo yomi and a sealed move each hour on the hour, before a scheduled nap of 15 minutes. Komi was the customary 11 points, a figure that had been reached on a steady drift starting with 5 in the 1960's and 70's and 6 in the 80's and 90's.

Tobin was to play black and his old eyes steadied as he focussed on the empty board. The time keeper started his clock. Several minutes passed.

"Are you going to move?" asked Timmins.

"Shut up! I'm counting," replied Tobin cantankerously. Emotions traditionally ran high in the Lower Final. Then, after a pause and another quick

scan across the board, "I make it equal so far."

Timmins stirred his komi noisily with his bony middle finger.

"I'm eleven ahead."

Tobin slowly raised his eyes to glare at his adversary, his head still bent over the board.

"I have sente," he said. A gnarled hand meandered slowly out over the board. It slid back, leaving a stone on the 8-7 point.

Timmins eyed this carefully through his reading glass, then slowly surveyed the rest of the board, to make sure there were no more stones in residence. Then he leaned back and went very quiet.

After five minutes his manager woke him and pointed at the board. With an initial start of surprise, he clutched a white stone from his bowl and placed it accurately on the 1-1 point, then, with an expression of deep cunning, slid it slowly across the board on to the 9-8 point, beside the opening black stone. The audience settled down for a long struggle.

Black's second move was the sealed move at the end of the first hour. On the resumption it proved to be on the 1-1 point from which Timmins's first stone had migrated. This was a heavy blow. All of Timmins's stones had migrated from the point for the last seven years and there was some doubt that he could get them on to the board anywhere else. He eyed the offending stone with dismay for some minutes. At last he straightened up and the years seemed to fall away from him. He reached firmly into his bowl, grasped a stone in the approved fashion between two fingers and thumped it down on the 3-4 point with the confident air of a newly promoted sho dan (though of

course he did not fall into this category).

For the next twelve moves, to the despair of his supporters, he placed his stones consistently in sound positions, rapidly establishing a territorial advantage as well as dominating influence, while Tobin's black stones were subtly placed where they had little likelihood of affecting the outcome. It began to look as if Tobin's hold on the title was assured for yet another year.

The end of the second hour arrived and it was Timmins's turn to seal a move. On the resumption, when the envelope was opened the card was seen to carry the legend:

"Must get one dozen eggs before I go home."

Tobin's manager was in like a flash.

"My man takes the title. This is not a move and Timmins is disqualified. According to the established rules for the Lower Final he is debarred and Tobin is the title holder."

There were loud cheers from Tobin's supporters, but Timmins's manager was equal to the occasion.

"Nonsense!" he cried. "The sealed move is on the 1-12 point. It clearly states 'one dozen' on the card."

Tobin's manager growled angrily.

"What's all this about 'going home' then?" he demanded.

"That's all quite irrelevant," came the reply. "Let's get on with the game."

Tobin's manager glared, but he had clearly been out-manoeuvred and there was some appreciative applause from the Timmins supporters. The Tournament Referee had watched impassively through this dispute. He would only intervene if the managers failed to resolve their difference.

The crisis had confused Timmins and his next twelve stones were all

played in a tight dango in the middle of his territory. His supporters were becoming more hopeful.

Another dispute arose at move 63, when Tobin placed a stone on the space between the first line and the edge of the board and settled back in his chair.

"Illegal move!" cried Timmins's manager. "He's disqualified."

"Nonsense!" called Tobin's manager. This was the conventional start when replying to any contention regarding the rules. With the pregnant pause to follow, it gave the responder several seconds to frame a counter-argument. "He's thinking," he added hopefully.

"He's let go of his stone."

"That's because he can't think and hold his stone at the same time."

Timmins's manager had to concede that this was entirely possible. After some minutes Tobin caught sight of the stone and with a muttered "ere we go!" pushed it on to the first line.

The game continued, the audience marvelling all the while at the inspired irrationality of the interplay. There were fast passages of play and slow. One sealed move followed another. During the fifteen-minute nap periods, unknown to the players, there was loud discussion of the current position and prospects.

As the endgame approached, everyone (apart from the two contestants) was counting and recounting. Tobin had eleven dead groups and Timmins only seven, but there was no difference in the actual count and each had over an hour left on his clock. Either of these two outstanding finalists could lose the game from this position with a single inspired error. The title was still in the balance.

Timmins had just played another of his groups into atari and there was much whispering as the audience debated in hushed excitement whether there was any way that Tobin could fail to kill it. There was a pause.

The pause lengthened. Several minutes passed and Tobin's manager walked around the table to check that his man's eyes were still open. Twenty minutes passed and Timmins's manager took the opportunity to feed him intravenously. It had been a long match.

After forty minutes Timmins's manager spoke. "He hasn't moved at all, let alone on the board."

"Is that a complaint under the rules?" growled Tobin's manager.

"No, no," came the mild response. "I was just making an observation."

Nevertheless Tobin's manager went close to his man and stared hard, particularly into his eyes, which were wide open and apparently still intent on the board. After some twenty seconds he motioned to the tournament doctor, who hurried to his side. There followed a tense minute while the doctor examined the stationary contestant. Then at last he turned to the anxious man by his side, with a look of sympathy.

"I am sorry to say that your man is dead," he told him sadly, "notwithstanding his two eyes."

Tobin's manager turned to his opposite number. "I'm afraid our side has passed," he said, slowly and with dignity. "Your man has the title."

The response came with equal solemnity and none of the normal animosity of the contest: "Nonsense, my good fellow. This was not a voluntary pass."

There followed a long discussion of the minutiae of the rules, during which the temporarily forgotten Timmins and Tobin still sat facing one another, re-

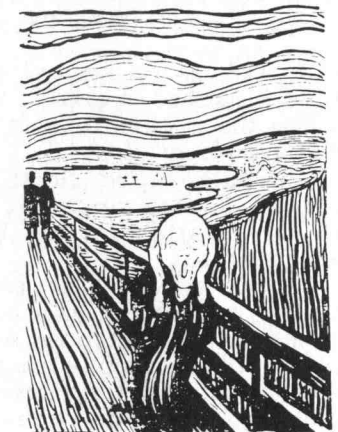
spectively comatose and defunct. The rules committee was hastily convened by the Referee in an adjoining room. At last they returned and the Referee faced the audience.

"It has been ruled," he said, "that passing away does not constitute passing and does not therefore incur disqualification. On the other hand, it is clearly not possible to continue the match, now that one player inadvertently has the advantage of terminal incapacity. The title is therefore being awarded equally to both finalists."

Thus it was that, in one and the same year, Brian Timmins gained his first title as Worst British Go Player, while Norman Tobin posthumously stretched his record title run to six years.

Past Masters – 3

submitted by Jo Hampton



Edvard Munch : "The Snapback."

A Club Game

by Fred Holroyd

(with modifications by Andrew Grant)

As a change from serious high-level tournament play, here is a game played at West Surrey Go Club that may be of help to up-and-coming kyu players.

Black: Paul Hazelden (14 kyu; 2 stone handicap)

White: Steve Bailey (11 kyu)

3: Unusual, but playable. (A play at A would be more usual in this area.)

5: I suspect that the conventional attack at 8 would be better.

9: Lets Black get away with too much. The solid connection at 11 is defensively better; but why not get in the atari at B first?

10: Excellent.

12: Doesn't do much; the weakness between 8 and 10 is still there. White can't reasonably cut immediately, but a play at (say) C would reveal the weakness.

15-17: This is an endgame sequence, as it finishes in gote. If White doesn't like the position after 14, he shouldn't have played at 13.

18: Falls between two stools. If at 21, it attacks 1 more effectively; if at (say) 46 it's an extension that White can't easily invade.

19: An odd move. White should make up his mind what he's doing. Okay, genuinely multi-purpose moves are excellent, but doing one thing well is better than a messy compromise. The best way to defend the corner is at 95 or one point above. On the other hand, White can get thickness by

playing at 35, or pincer Black at 44 or 45.

25: Rather loose, particularly as Black can threaten the corner at 81.

26: Excellent - a combined pincer and extension. Black's stones at 22 and 24 are quite strong owing to the looseness of White's corner.

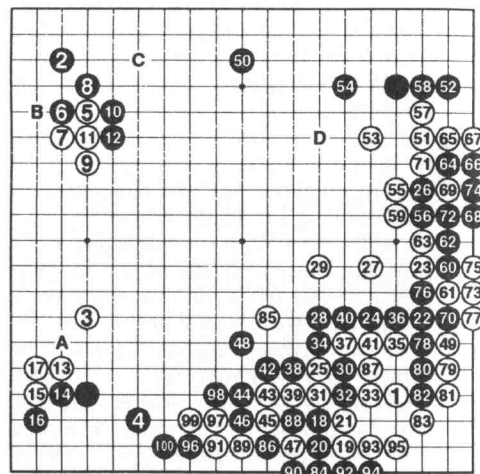


Figure 1 (1-100)

30: Right idea, but might be better at 32, following the proverb "hane at the head of two stones". Then if White plays 31, Black can play at 87. (Another alternative is to play 30 at 81.)

42: Potentially lets White have the entire side. Black should atari at 43; then if White captures at 87, Black can connect at 42 or one above.

45: Because 30 and 32 are in atari, this can be at 46.

49: Small, as White's group is now safe.

50: Excellent.

55: The best form of attack is almost never a contact play using a single stone like this. (Except where it takes away an eye, of course.) The go books tell you this, but don't tell you the reason, which is that your opponent now has three choices of plays that reduce your stone to two liberties keeping his to three. The principle remains the same even if the opponent doesn't actually do this immediately.

56: Not the best way of trying to live. As it happens, Black did produce a sequence that would have lived but for later mistakes (see below); but it's better (and usually easier!) to live in a way that doesn't get one shut in. A quick and easy way is to play at 65. If White tries to stop Black connecting by playing at 64, the sequence Black 71, White 57, Black to the left of 57 works; White can cut above 55 and create complications, but Black should come out OK in the end. An alternative to playing at 65 would be to hane at 59. Again, things get complicated, and the original stone at 26 might get captured; but Black should still do well out of aiming at White's weak points.

Actually, playing at D instead makes a big moyo and still leaves as threats the sequences suggested above, thus giving profit with no risk whatever.

57: This is OK provided Black plays as expected! But...

58: I think Black should now play at 59, making escape easy, and accepting that a White push at 58 will involve some loss in the corner. (But I don't suppose everyone would agree with me.)

64: Could be at 70. Then if White connects at 76, Black can link at 73. The throw-in doesn't quite work: if White 72, Black 68, White 75, Black 69,

and now if White captures the single stone, Black can link by playing at 66. (Not 65!) On the other hand, if White's first move in this sequence is at 73 or 77, Black takes 76; White takes the other of 73 and 77; Black 75; White below 77; Black 68; and White cannot prevent Black forming two eyes. Complicated, but it gets there in the end.

66: Should be at 68. If White 71, then Black 69 and lives; if White 75, then Black 66 and Black can make two eyes or link up. (I'm not saying I'd have spotted all this in an actual game, but it shows the kind of shapes to look for.)

70: Should be at 71. If White takes the second eye away at 75, Black can play to the left of 71 and has a good chance of escaping.

74: Should be at 76, making 75 and 77 miai and again saving the group!

86-94: This approach by Black is guaranteed to fail, as it forces White to form two eyes while Black gets only one. Black should be looking for knavish tricks like the throw-in below 77 and the cuts either side of 83. The situation is actually very complicated; I think the answer is that correct play by White can repulse any such attack; but if Black plays 86 to the left of 83, White just might make the mistake of giving atari at 95. Then Black can give atari to the right of 83; White must save 83 to be sure of two eyes; Black right of 81; and now any response by White lets Black save his stones 26 etc., unless White spots the play connecting below 77...

100: Playing at 101 would limit White more effectively.

103: Good use of a sacrifice stone. Better still, however, just to play 105, leaving 103 as a threat.

110: Pushing through at 127 would make more sense. White must play 128, then Black can cut at 126.

113: Rather tame. Playing at 114 would require a careful response from Black. Below 114 seems best, then White can connect in sente. Okay, this ends up only three points different from the actual position provided Black responds correctly, but it sets traps for Black (and anyway, three points is three points).

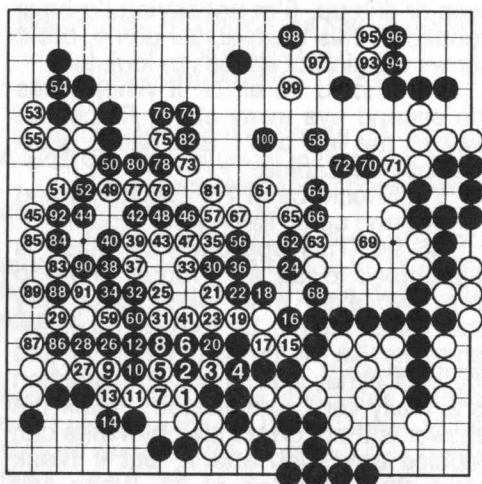


Figure 2 (101-200)

115: Well timed.
 126: Doesn't really help Black's running group, and forces White to play a move that weakens Black's corner. This move should be at 132; that would turn the tables and put White on the run for a change.
 128: Should still be at 132. Black is just forcing White to strengthen his hold on the left side. However, Black is lucky...
 129: If this is at 134, then Black cannot escape capture. Even if Black

runs to the left, White will have enough liberties to play the approach move below 89 and capture the dead Black group.

133: Shows good reading on White's part. It's very tempting to cut at 160, but this would be disastrous for White. (Can you see why?)

135: Good - now White has two weak black groups to chase.

141,143: I can hear the sigh of relief as White makes two eyes, but this is much too defensive. White's group is splitting two weak black ones, and is in no danger. He must keep up the pressure. In any case, 143 at 148 would make two eyes and keep up the pressure more effectively.

147: Too defensive again. Keep up the pressure by cutting at 148!

151: Connecting at 152 is better. (It's the weakness here that finally lets Black live at 192.) If White 152 and Black 151, White can cut at 192.

152: Excellent.

156: This group needs attention, but as with the sequence 56-74, the thing to do is to seek out White's weaknesses. This move pushes against a completely live white group. Playing at 163 is much better; for a start, White just might not notice that, with this move on the board, the cut to the left of 63 is now a devastating threat.

158: Wrongly timed. Black has two large and vulnerable groups, and because the white stones on the right are strong, this move achieves nothing.

159: Completely pointless; all it does is to use up a potential ko threat. It does absolutely nothing positive.

161: But this is an excellent move. Black's best resistance is at 163, but if White pushes up to the right of 163, this protects against the cut left of 63. Black can only get a false eye at 168, and if

he tries to escape by playing at 166, a White play below 158 seals him in. Black can in fact live, if he starts at 234, and the reader is invited to work this one out.

181: Why not one point to the left?

187: Should be one point higher. Then if Black plays 188 as in the game, White can play at 190 to forestall the second eye.

188-192: An excellent sequence for Black to find.

193: Over-ambitious.

left of 193. Even if White then cuts by playing below 193, Black wedges between this and 53, and White ataris the wedding stone, Black should have no trouble killing the invading group.

196: The big mistake was at 194, and now Black is going to have problems, but now 196 should connect below 193; this means that Black will not have a corner group crawling to live, and White will have to battle for his two eyes.

197: Now White should cut below 193, because in this position, if Black should wedge between this and 53, White can atari to the left and then catch stone 54.

198: The correct move, as White's stones are far weaker than Black's corner at this stage.

207: Connecting at 202 is safer. Black then cannot cut off any stones, while as played, he could possibly win the ko and trap the five stones.

236: Black still has only one real eye.

242: Still more false eyes!

245: White's group containing 241 actually has four liberties at the moment, so this is not necessary yet.

247: Again, not necessary yet.

255,257: An overplay; White has no realistic hope of life here. In this position the most efficient play is for 255 to be the monkey-jump one above 269.

The result of this game was not given, but I make White's victory about 90 points.

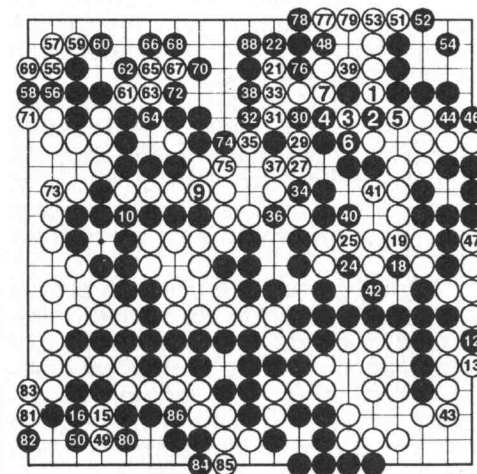


Figure 3 (201-288)

Ko at 202/203: 208, 211, 214, 217, 220, 223, 226; 228 fills. 245 at 212, 287 at 200.

194: Dreadful. This cringes in the corner in response to an invasion that isn't on. This should be played to the

David Phillips plans to go by car to the European Go Congress in Vienna, and can take three passengers. If you are interested, ring 0624-20386 or write to him at 1 Bemahague Ave, Onchan, Isle of Man.

The Origins Of Go

by Shri Ch'ananda

Go is traditionally recognised as a Chinese invention, dating back to a period beginning in 2350 B.C. with the Emperor Yao, and ending with his successor, the Emperor Shun, in 2250 B.C.

The generally accepted theory is that originally go was connected with the art of divination and then gradually turned into a game. In ancient times it was known as *Ch'i* (*Ki* in Japanese) and is mentioned in several books of classical Chinese literature, including several works of Confucius (the Analects) and of Mencius, the former dating back to the 4th-5th century B.C.

According to historical data, in the Han period (206 B.C.-220 A.D.), the game table consisted of 17 by 17 intersecting lines. By the T'ang dynasty (618-917 A.D.) these had become 19 by 19.

Go arrived in Japan from China via Korea in 747 A.D. The table and stones are still today kept in the Nara Museum. The game started to spread rapidly during the Tokugawa period in the 17th and 18th centuries and has gained enormous popularity in modern times.

Both the Chinese and Japanese agree, however, that it is impossible to give concrete evidence as to the date and precise place of its invention, and state that "the origins of go are veiled in obscurity."

Recent research on the part of Chinese scholars and archaeologists, based on fragments and other items found in Tibet, has led to the new discovery of where go originated.

I would remind the reader that many wise and learned men travelled through Tibet, the natural crossing point between India and China, taking with them religion, science and art.

I believe that go is correlative with the practice of Meditation, that it is linked to Indian mythology and developed mostly in the Himalayas. These lands, considered sacred, became the refuge of both Indian and Tibetan Buddhism and tantric Yoga.

The Chinese ideograms meaning shell and stone together formed the name go. These two symbols have been worshipped in India since ancient times for their significance in the act of creation. The sacred shell radiating glory symbolises life, rebirth, the womb, in correlation with the female genital organs (Yoni), with water, with the Moon and the colour white.

The sacred stone or Cosmic Egg correlates to the male genital organs (Lingam), to the seed, to the Sun. As opposite as the two distinct forces of Yin and Yang, these symbols represent the transcendent poles of cosmic union.

Hence, go took form first on canvas and subsequently on tables that represented *Mandala* (Meditative Tantra Yoga diagrams, in the form of geometrical drawings, to help, through visualisation, in entering upon a relationship with the divine, culminating in union with the Cosmos).

The cosmic diagram is supported by the nine stars of our solar system. Of these, the central star, Tengen, represents the Primordial Sound, *Bija Mantra*.

The central star of the diagram was strewn with pieces of shell from the Sacred River Ganges (female) and with fragments of black or brown stone from

the symbolic lingam (Male) to create ever-changing patterns; opposite energies criss-crossing, able to stimulate meditation, made up of two antagonists (the dualities, good and evil, black and white, defence and attack), aiming to achieve fusion, in harmony with form, of the two opposite forces, transcendently, and laying a sublime bridge between the Micro- and Macrocosm.

This fascinating cosmic table was passed on by the learned men who live in the Himalayas to the Buddhist monks, and thence to philosophers, thinkers and artists.

For sure go has changed over the ages from an essential motive in meditative practice into a game, and has undergone many transformations in the process.

In the light of what I have illustrated above, and with no false modesty on my part, I can say that I have discovered the true origins of go, in the most natural and also most irreproachable way - that of Knowledge.

The aim of research is always to get to the source, because there lies Truth. Let us therefore render to Caesar the things that are Caesar's. Indian wisdom has been an endless source of illuminating Knowledge for all, but especially for the neighbouring Eastern countries.

I am happy to have worked with scholars and go enthusiasts and to have unveiled the mystery of its origins. I do not, however, wish to undermine the worth of the Chinese.

On the contrary, I wish to stress their merit in transforming the rules of the game, in maintaining a correct interpretation for so long throughout the centuries, and in giving the game, via the Arts, its ineffaceable fascination.

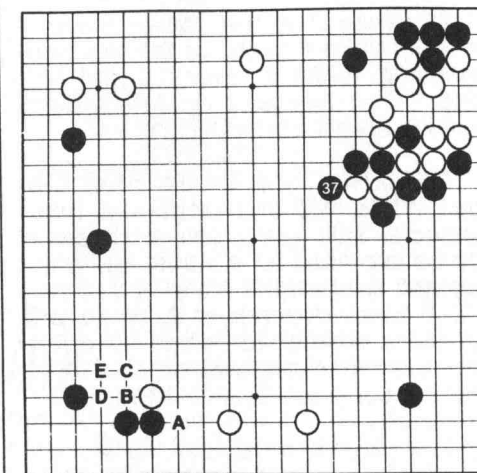
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Solutions

Don't Play Go

by Francis Roads

Unfortunately my ladder breaker didn't work. Black can capture with 37. When the ladder reaches Black A, White can extend his now enormous group at B. But after Black C, White D, and Black E the ladder carries on merrily into the corner. White 28 was questionable, 34 inferior, and 36 a downright blunder.



I shall continue to enter tournaments, despite the go proverb that says, "If you don't understand ladders, don't play go".