

# British Go Journal

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Cover: Vienna - outdoor game (Photo, B. Timmins).

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## Coming Events

**Shrewsbury:** Sunday 7th October.  
Contact: Brian Timmins (see p.2)

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

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

**London Open Go Congress:** 29th Dec. to 1st Jan. First day: 4 round tournament (low kyu players encouraged). Three days 7 round tournament. Contact: Harold Lee, 081-346-3303.

**Isle of Man:** Because of Eurogo in Namur the dates are now Sunday 18th August to Saturday 24th August 1991.  
Contact: D. Phillips, 0624-20386.

This issue is to go out some days after the normal mid-month date, in order to allow inclusion of material from the European Go Congress. In future this revised deadline for contributions will apply to all Summer issues, which will appear towards the end of September.

Material for the next issue: **5th November**, but earlier receipt would be appreciated, and is more likely to guarantee inclusion. Commentaries should refer to letters or e.g. 'left of 48,' not K10 etc. notation.

5.25 inch floppy disks welcome, IBM-compatible ascii files, accompanied by printout in case of difficulties.

**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

Much has been said elsewhere about Vienna, but perhaps one aspect of the Congress is worth further comment, constructively, with a view to future events. The basic cause of the problem was the choice of a venue far too modest for a two-week congress attracting over two hundred go enthusiasts.

Most kyu players (plus speedmerchants such as T. Mark Hall) finish their games by the end of the morning, however much time they are allowed on the clock. Therefore, except for those who go off sight-seeing, the general area where one can smoke, drink, discuss games, and play cards, liar dice or go throughout the afternoon and late into the evening is of key importance.

The foyer of a secondary school, crammed with lockers, left space for only about a dozen go sets. This may account for the poor response to the continuous handicap game event, and certainly reduced the possibility of playing friendly games in a relaxed atmosphere. The only outside area was a small concreted forecourt, which was mostly exposed to the full glare of the sun.

On the contrary, the hotel, very comfortable considering the price, had a spacious common-room and pleasant well-shaded gardens. Despite the efforts of Harold Lee and others, however, only two go sets were made available!

Such were not the conditions at Grenoble, Hamburg or Niš, and it is to be hoped that future organisers will give weight to this social consideration. After all, for quite a few players a fortnight abroad is their main annual holiday.

## Go Schools

by Matthew Macfadyen

Would you like to learn more about the game? If there is sufficient support for the idea we will run a series of one day go schools in Leamington Spa over the next few months.

The aim will be to study particular techniques, especially in the middle game and yose, by trying them out on players around your own strength and then discussing the results afterwards.

Provisional dates (all Saturdays) are:-

6th October	3 dan and upwards
20th October	1 kyu - 2 dan
3rd November	6 kyu - 1 kyu

There is room for about ten players at each event. Costs will be £5 to cover cold lunch, photocopying etc. If you are interested, please contact me as soon as possible at 29, Milverton Crescent, Leamington Spa CV32 5NJ. Tel: 0926-337919.

LATE NEWS: Harold Lee has phoned in to say that on Sunday 19th August the British Women's Go Tournament was held, producing the following results:-

First, Allison Cross (London), who wins a place in the Women's International Go Tournament; second, Allison Jones (London); third, Kirsty Healey (Coventry); fourth, Anna Tripp (Birmingham).

## European Championship

● By courtesy of the European Go Federation Newsletter. (This arrived four days after the end of the Vienna Congress; congratulations to Dutch efficiency!)

The 34th European Championship Tournament in Vienna was won by Dutchman Rob van Zeijst. He dropped only one game against Jürgen Mattern and finished with a 9-1 score. Second and third places were taken by Shutai Zhang and Hans Pietsch respectively. Both scored one point less than van Zeijst. Zhang added twenty points to his total in the Grand Prix Rankings, thus gaining a convincing first place in the final rankings. No one managed to take over Viktor Bogdanov's lead in the Fujitsu Cup ratings, though Pietsch came very close. So Bogdanov won the European qualifications for next year's Fujitsu Open World Championship in Japan.

Below is van Zeijst's game in round ten (the last round).

Black: Rob van Zeijst, 6 dan (NL)  
White: Viktor Bogdanov, 6 dan (SU)  
Komi: 5.5 points  
Commentary by Rob van Zeijst

2: Apparently White wants to upset Black's pace. It usually induces a fighting game.

7: This move is more difficult to counter-pincer. Black didn't want to play the more usual pincer at A.

9: An unusual move. Black expected White to play at 12 after which he intended to play at 16.

14: Should be at B, after which 25 would be the vital point in the corner, so White would get better aji in the corner.

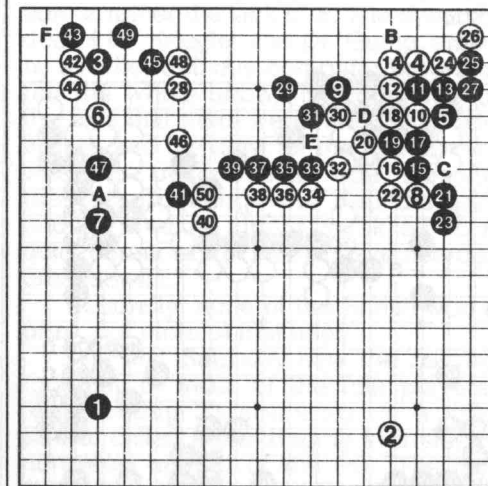


Figure 1 (1-50)

15: Immediately at 17 is probably better. Black could push once more at 19 and cut.

23: Lukewarm. A move at C would be better, threatening to cut at D.

24: Very big. It's the vital point for both groups.

29: A move at 31 would be better; White would have to play at 30 and Black could launch a severe attack with E. 29 makes Black's group heavy, which causes his attack to backfire.

33: No choice.

35: Black can't afford to play the ko, which would arise after Black 36. The black group is heavy and Black is under psychological pressure.

46: Very good. Black didn't expect this move, although it is a vital point.

47: Black also takes a vital point.

48: A bad move, because it induces good shape for Black with 49. Attacking in the corner at F or making shape at G would be more appropriate.

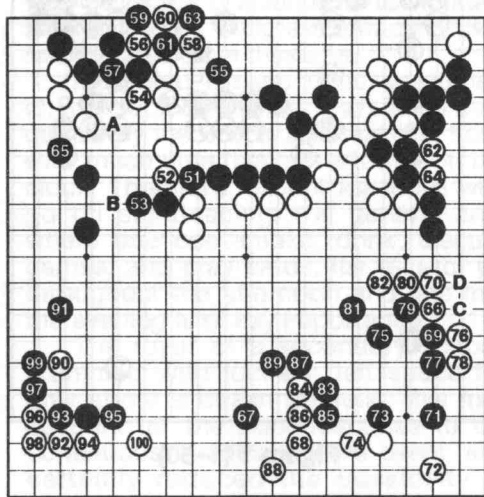


Figure 2 (51-100)

54: White was afraid of the Black cut at A. However this cut would be dangerous for Black as well.

58: It seems unavoidable to fight a ko.

62: Too small: the nose tesuji at B would be better. It would create more ko threats for White. The exchange of groups which follows is bad for White. Black only needs stamina to win, because his position is favourable.

75: Black has to exchange C for D. This would give him more possibilities to create a living shape. If Black could get an easy life on the right side he

would have no problems in winning this game.

79 & 81: These exchanges are bad for Black. His group is heavy and White threatens to capture Black 21 and 23 on a large scale. Playing immediately at 83 is probably better.

88: Too passive: it should be at 89 and White gets the fight he has been looking for.

89: When I played this move I was sure of winning the game. Keeping up the pressure is sufficient for Black.

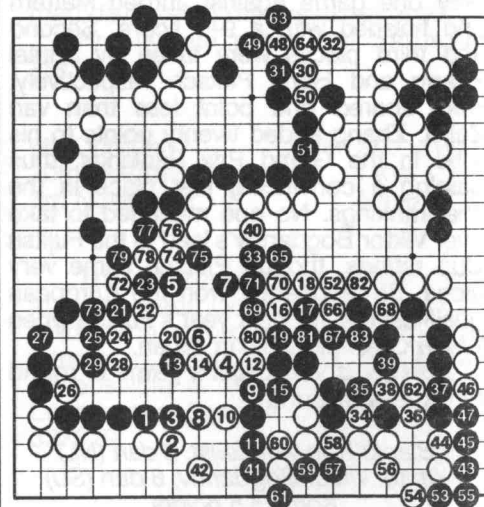


Figure 3 (101-183)

White resigns after 183.

- Subscriptions for next GP season (90/91) can be obtained by transferring 25 guilders to:  
Postbank account 1911459  
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Amsterdam  
The Netherlands.

## A Room With a View

by Tony Atkins

The reward for ni-dans not doing very well in the European Congress was a seat in a room with a view. Vine-covered hillsides, verdant pastures and limewashed church towers were enough to soothe shattered nerves and to while away a quiet minute or two as the next move is contemplated. However, for those energetic enough (or able to catch the bus) the climb up to the limewashed churchtower at Kahlenberg was well worth it. Sipping cold beer on the terrace, you had the whole panorama of the majestic city of Vienna spread before you.



View from the room (Photo: T.A.)

Elegant spires, tree-lined boulevards, grandiose palaces and pleasant gardens were all there to attract the visitor. Culture-vultures were well catered for with more museums than there were days to visit them. Science, transport, art, music and history were all available. Schönbrunn Palace, summer home of

the Habsburgs, was the highlight for most. Its extensive gardens, beautiful interior and even the zoo were enough to leave the visitor with a sense of awe.

Compared with all this the go playing was a bit of a disappointment. Firstly there was the Austrian organisation or rather the lack of it. The dynamic duo of Dr. Kriegler and Dr. Gump, aided by a rather dubious computer program, ran the whole show. The outcome of this was that there were hardly any side events, and the draw for the tournament was best described as odd. Despite their shortcomings the duo did well enough and no doubt slunk off to a quiet corner at the end to have nervous breakdowns.

Secondly, none of the British won a prize, but more of that later.

The first Saturday saw the coming together of most of the 250 players, representing 23 countries, in a little school called Maria Regina in a sleepy northwest suburb of the city. The fact that it was little meant that there was nowhere really suitable for discussing games, playing cards or just relaxing after the game. The latter could be done in the nearby park and the former in a crowded foyer, whereas the nighttime cardplaying mostly took place at the student hotel where most were staying. However, the weather was always sunny and the park pleasant, Vienna was always there to tempt you away from a discussion, and the hotel was frequented by Americans, one of whom used to play go in high school.

After the opening ceremony it was off to one of the local restaurants to taste the local fare, Chinese, Greek, Austrian or Italian to suit the palate. Now the Italian place goes down in go legend as the most generous. After the malnourished player had paid the bill he

was chased down the road by the waitress who stuffed 100 schillings in his hand and rushed back into the restaurant. Even more, its pizzas were larger than the plate and cheap at the price too.

The tournament followed the usual format of one game a day except for Wednesdays and over the middle weekend. The time limits were three hours which was too long for most. With a break for lunch a game could last until gone 7pm and some of the top games did. Stamina was all-important with rooms hot and stuffy, and players like the smoking Yugoslav who only spent 30 minutes of his 3 hours actually at the board.

There was the usual smattering of professionals in attendance. From China there were Wu (7 dan) and Chen (6 dan), whilst from Japan came three ladies: Honda Sachiki and her sister Kusunoki Tenuko, and Kobayashi Chizu who was treated to a special song party. Also Yamashiro Hiroshi (9 dan) dropped in, as did a further young Japanese lady, Mito Yukari (1 dan) who is living in Germany. The professional hour was daily from 4pm to 6pm and was not well attended as often people had left for sightseeing by then. America's Bruce Wilcox appeared and lectured on Instant Go and promoted his latest invention, a handheld go computer.

The EGF meeting lasted for a marathon four hours. Retiring president, Jan van Frankenhuysen, kicked the meeting off and continued until the newly elected president, Alan Held, could take over. In the cabinet shuffle that followed, Niek van Diepen became the new Secretary, and Sergio Parimbelli the Treasurer. It was nice to welcome Roumania as new members and to con-

firm the Czechs and Soviets as official members. However no one was sure what to do with the East Germans.

Among the items discussed were the Ing Cup, the Fujitsu Grand Prix, smoking, and women's tournaments. It was decided that the constitution should be revised, there should be a European rating system, and an annual go calendar published with frequent newsletters in between.

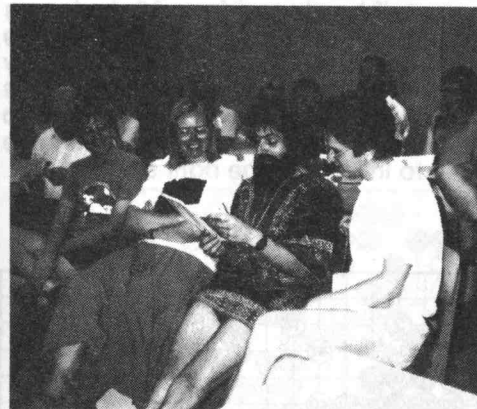
We gave a small presentation on progress towards Canterbury 1992, and the Belgians produced entry forms for Namur 1991. Bids were then made as follows: Prague 1993, Netherlands 1994, Poland 1995, and Italy 1996.

In the Weekend Tournament most played, but others went off in search of art or rare warblers. Alex Rix scored 3/3 and then was dragged away by a woman, which meant Harold Lee was the highest ranked Brit in 10th place. Big money prizes were given to the first five places and the Kazan player, Russian Saifullin, scooped the top amount for 5/5. None of the Brits did really well, with some of the kyu players failing to win any, as the heat started to take its toll.

The hot sun continued in the second week, keeping pace with the heat-wave back in Britain. The hottest day was 35°C with 70% humidity and no breeze. Still more British games were lost, and one can only blame it on the weather and probably not inflation of grades though this is obviously a factor too. Rob van Zeijst was clearly used to the hot sun from his being in Japan, and won the championship.

He also won the first Ing Cup, beating Ronald Schlemper into 2nd place by a half point win. An invited eight players stood on their heads to play by the strange Ing rules and earn lots of

money in the process. As expected this devalued the weekend tournament, if not the championship. Some players only played in the Ing Cup, and nobly some elected to watch rare warblers to avoid taking part in the devaluation process.



Matthew Macfadyen reads the Tobin Go Story at the Song Evening (photo: B.T.)

In one of the few side events, *Star of Poland* won Kraszek 200 dollars in the computer go. Britain's chances frazzled as Microgo played illegal moves as the heat got to it too. Robert Rehm won the continuous lightning tournament, with H. Kroll picking up the other prize. The continuous handicap was not played enough, so no prize was awarded. The Europe-Asia match was a draw, and the team event did not happen.

Bogdanov failed to do well enough, allowing Zhang to win the Fujitsu Grand Prix by 9 points and nearly 50 points clear of the third place. Bogdanov still kept the best three results of a European to win the place in the Fujitsu Cup. Van Zeijst gets the trip to Korea for their new tournament in November,

and Pietsch gets a trip to the IBM Fast Play for his championship third place.

Friday night saw the now traditional English Song Party. Some seventy-five fun-lovers of many nationalities packed into a playing room to listen to three and a half hours of comic songs and poems. Neil Symes (newly self-promoted in error to four dan) produced some new numbers (one in French) and some limericks. The Germans sang and the Dutch recited. The Italians said "Next year." The Finns increased their repertoire (some in English), the most popular being the Beep Beep song ("The Ing Timer Blues"). Many of the English classics were sung and the climax was the 1988 Go Congress song with some new verses for the Americans, Roumanians and South African. The date has been booked for Namur next year, so be there or be square. However, be careful how much you drink else you may fall in a ditch like a certain British 2 dan did.

Finally Saturday ended with the closing ceremony, a last trip to the Greek restaurant, a last game of pits, a chat to the Russian minder, and even charades with some Americans at the hotel until four in the morning. For whatever reason, all who went will remember Vienna 1990 with fond memories.

Overheard at the Song Evening after the reading of Norman Tobin's Story, in which he dies with senile heroism:  
Italian: "I understand your sick humour, and I could see that Mr. Timmins did not mind, but how did Mr. Tobin feel about it?"  
Brit: "Norman Tobin? Oh! He wrote it."

## Conflicting Influences

by T. Mark Hall

This game is from round 9 of the Main Tournament in the European Go Congress. There are two conflicting influences working at a go congress: as the time goes on the play should get better but this depends on the late nights and alcohol. I had played Mr. Bergmann during the weekend and lost (my excuse was a bad cold) but the draw at Vienna was rather curious: out of 15 games in the main tournament and the weekend I played ten 3 dans (won 7, lost 3), one 4 dan (1:0), three 5 dans (0:3) and one 6 dan (0:1). As we were playing in round 9, we both had a reasonable score for 3 dans (4 wins out of 8). However, I found the game rather easier than I had expected.

Black: T. Mark Hall (3 dan)  
White: M. Bergmann (3 dan)

1-5: In the whole tournament, I only played one game where I didn't play on the hoshi points, and that was worse than this game.

7: Normally I would play a low close pincer on White 6 to try to push him into the corner and take a wall that would work with 1 and 5. However, you have to take into account the position of 4, and there isn't much for Black to do on the lower edge with this stone there.

11: I was trying to settle the position even without much territory so that White could not make a large scale moyo or much of an attack.

16: A mistake, and 18 is worse. It would be better for 16 if White made an extension between 10 and 12. If Black plays at 16, White can defend his gap between 14 and 8 and he would have good chances of territory along the lower and left sides.

19: Now White's weakness is apparent; if he pincers from 12, he leaves the corner vulnerable and a Black jump out from 21 would leave Black with few problems. White having prompted 17 is in trouble. If he cannot find a way to settle things in this area, he won't have time to invade on the right side.

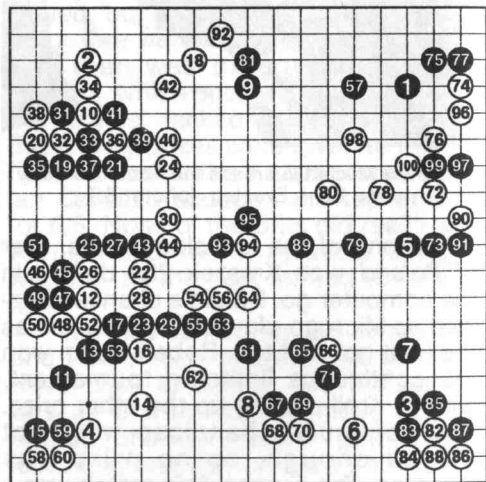


Figure 1 (1-100)

22: Too loose. White should play nozoki to force me to connect at 37. Follow the advice in the books about attacking - make your opponent's group heavy then attack it.

24: What this was meant for I don't know. Since it is evident by what fol-

lows that I can live easily, blocking my access to the centre does little for an attack.

27: Although this peeps at a bamboo joint, it gives me good shape for life, and White prompts Black to play at 29. There was a comment made when I was rewriting this game that White had already lost at this point, but I kept telling myself that the game still had to be won.

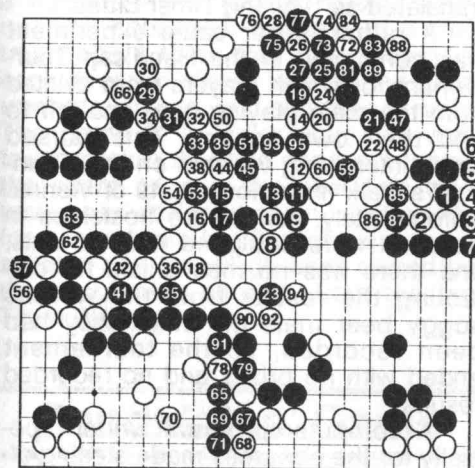


Figure 2 (101-195)

Ko (131/134): 137, 140, 143, 146, 149, 152, 155, 158, 161, 164. 180 ko (177); 182 at 177

Black makes about 10 points here and White's only hope appears to be in attacking the stones poking out into the centre, but when he plays at 66 even this evaporates. I asked him after the game what he had hoped for from this move and he didn't know himself. If you look at the position as if Black 67 and

69 were on the board, there is no way that you would play at 66 and get a response at 71. He did comment that 54 was too loose and should have been one point above, but this would have just made it easier for me to jump out.

72: Upon this invasion, I believed that all I had to do was secure reasonable positions on the right and upper sides and I would have no trouble. When he allowed me to play 77, 79 and 81 I was sure of the win, because he could not make anything in the centre from his influence.

99: This move, however, is greedy. It gives him the chance for a reserve eye for his group on the edge after 106. My moves in the centre (93 on) were only to convince him that I was trying a splitting attack on the right side group, which he believed. Again, he could not come up with what he was trying to achieve with his moves 124, 126 and 128. After 123 it is almost impossible for White to win. I had had my eye on the ko at 129 and 131 through most of the game, and this proves to be a "flower-viewing" ko for me.

Very little else of the game requires comment, except to say that usually I end up playing that way in my end of congress games; perhaps Mr. Bergmann was drinking more than me and staying up later! He blundered when I played at 193, because he was still thinking he had the reserve eye on the right edge, but 185 and 187 had taken this away.

World Amateur (Hiroshima): Britain's representative, Edmund Shaw, 21st on 4/8. Winner: Chang Hao (China). Korea 2nd, Japan 3rd. Highest placed Westerner was Laurent Heiser (Luxembourg) who was 4th.

## Random Go

by Matthew Macfadyen

● *Mr. Ing is a Taiwanese businessman with his own theories as to the rules of go, and with enough money to be able to promote them widely. A new tournament was held during the European Go Congress in Vienna in order to enable Europeans to see the rules in action. Eight players were invited to take part and the top prize of \$4000 sufficed to persuade two of them not to bother with the Main Tournament. The result was a clear win for Rob van Zeijst with 7/7. The rules did not meet with universal approval, though a seminar explaining them left at least a few people with a better idea of the difference between "disturbing" and "contesting" kos, which is the crucial difficult point. Much less successful was the Ing timer, an electronic chess clock which does byo yomi, but has an alarming capacity to cause players to lose on time.*

*It is planned to hold further tournaments for this purpose, but they will not coincide with the existing European tournaments and will probably be open to a larger number of participants.*

There has been much discussion in the scientific press recently of so-called stochastic processes - ones governed by random variables - and experimental work in this area has been pursued with particular enthusiasm in Vienna. Those of us who visited the European Go Congress were privileged to witness some of the more ambitious projects at first hand.

The Ing timer is a device imported from the far east which bears a superficial resemblance to a chess clock, but its main function is that after the game is finished a subtle random element can be introduced to the results: each player has to press a button on the timer, and if it responds by going "beep" more than seventy-three times then that player has lost, regardless of the position on the board. Ronald Schlemper has special expertise in this process, but it is perhaps better described by the Finnish go song loosely translated as "The Ing Timer Blues."

A rather larger scale experiment was conducted in the Handicap Tournament for which players were evicted from the main playing area and left to find their own venues. This caused some interesting variants on the "Drunkard's walk" in various parts of Vienna. Unfortunately, few of the hostellers in question were equipped with go sets, and there was no mechanism for collecting the results from the various soggy beer mats on which they had been recorded, so the tournament ended with no prizes and no recorded results.

A computer program written specially for the congress made sterling efforts at randomising results, Sums of Opponents' Scores, players' index numbers and of course the draw. But during the weekend the program inadvertently dumped itself to a random part of its disk and it had to be replaced for the second week by the old-fashioned monkey and typewriter technique.

Those of you who feel by now that random go is the thing for you can take advantage of the fruit of your roving reporter's refuelling stop on one of his random walks (this time in company

with some of the French contingent): take one go set, preferably with roughly equal numbers of stones. Add 40 white stones to Black's bowl, and 40 black stones to White's. A move consists of pointing at an intersection, then extracting a stone from your bowl without looking at it and placing it there (whatever its colour). The game may be improved by returning prisoners to one of the bowls as compensation for the disaster.

Another exciting new game discovered at the congress was played in a wayside inn somewhat outside Vienna. The equipment consists of a tree trunk about three feet (one metre) in each direction placed with its end grain upwards, an axe, and a supply of nails. The game is to drive your nail with fewer strokes than the opponent, using the sharp edge of the axe. This may have been designed as an initiation rite for lumberjacks but it might also be a suitable use for old go bans owned by those suffering severely from the Ing Timer Blues.

## Candidates' Game

by T. Mark Hall

Black: Desmond Cann (3 dan)

White: T. Mark Hall (3 dan)

Komi: 6

Candidates' Tournament Round 3

6th May 1990

The interesting thing about this game is how one player gets thrown off track early in the fuseki, which then immediately becomes middle game. Since both players subsequently qualified for the

Challengers' League, we will see if there is a different result then.

As White, I had read that Kato had been winning using san-ren sei with both black and white, so I tried it out in this game. After the joseki to 14 it should be noted that White can't make much on the lower side, since Black 13 undercuts it. 8 and 14 should therefore be used for the power in the centre.

16-21: A bit eccentric (although Francis Roads likes this kind of stuff as well!) but the general idea is that Black appears to be making fairly secure territory and White has to worry about a Black invasion between 2 and 6.

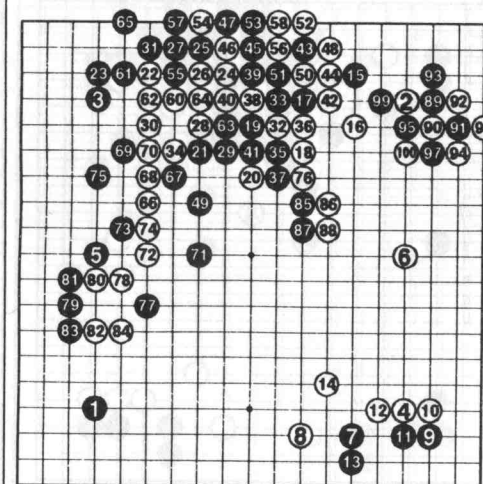


Figure 1 (1-100)

59 at 54, 98 at 91

22-24: Instead I went busting in. The general consensus is that Black should play as in diagram 1, creating another moyo and leaving White with a weak group and the possible invasion

on the right hand side. If White tries to capture the three stones 15, 17 and 19 it should be possible to either take the corner or to threaten the group on the upper side and prevent connection.

However, what we get is Black trying to obliterate White by taking away the eye space. Des particularly did not like 30, which threatened the stones at the top and a fairly easy escape in the centre and/or side. The probe (and that's all it was for) at 32 was to fix up the shape of White's stones a bit to make it difficult for Black to break through White's line but also to induce bad shape in Black.

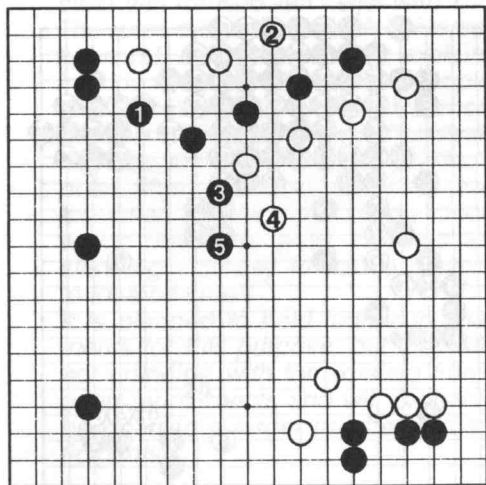


Diagram 1

35-37: Des decided to push through, but it must be said that he starts losing the game here. After White's cut at 38, all Black gained was a weak group in the centre, and with the push to the edge White has sealed

off the corner in sente, which is very useful when Black tried to live there. Black tries to conjure up an attack against the White group on the left side, but with one absolute eye and a reasonable escape route he is trying for too much.

85-87: Heavily criticised for helping White without doing much for Black's central group.

86-88: Almost completely seals off the side, and makes it very difficult to invade here. The suggestion was that Black should invade between 2 and 6, perhaps at 118, to try to bring more aji in the corner, right side and escape to the centre into play. The problem with that is that I would try to drive the group out into the centre and attack two groups at once.

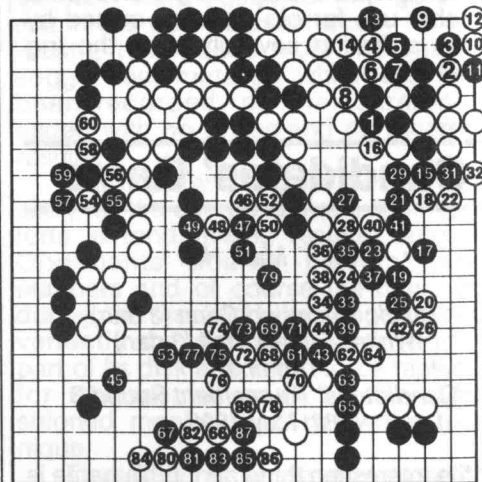


Figure 2 (101-188)

130 at 2

However, Black dives straight into the corner and dies. Maybe kyu players should set this up on a board and try to read it out. I didn't find it easy but it is always satisfying to get a move like 112 in to prevent a ko. It is also nice when your opponent starts thrashing around, but it is dangerous to relax thinking the game is won. Black goes back to the White central group but immediately lets me off the hook when he lets me play 158 and 160. With best play I can't get the extra eye here, but we thought I could probably destroy the territory in sente and simply kosumi into the centre. If Black tries to rescue his group in the centre, White should be able to live easily.

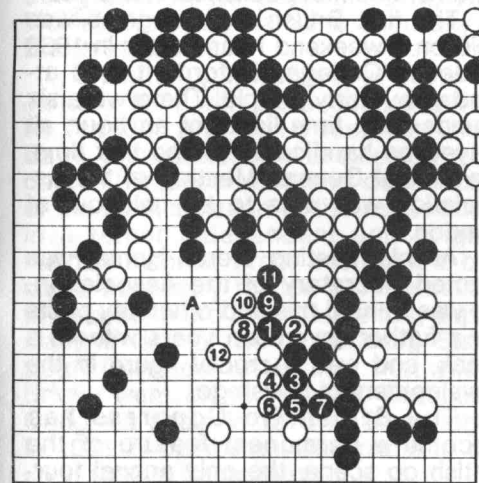


Diagram 2

Black's last desperate effort is to try to claim the whole of the lower side and here I made a tactical error. Rather than atari at 170 to make an easy life, I

should play as in diagram 2, which also probably lives. Instead of 12 I maybe would play at A, which would probably kill the Black group. However I made eyes, and Black tried to take them away, but Des admitted afterwards that he was just looking for a place to resign.

One lesson to learn is not to panic when your opponent enters a moyo early; there should then be an opportunity to create another moyo. The second lesson is that if you are going to invade, do it at a reasonably wide point to make use of as much aji in several directions.

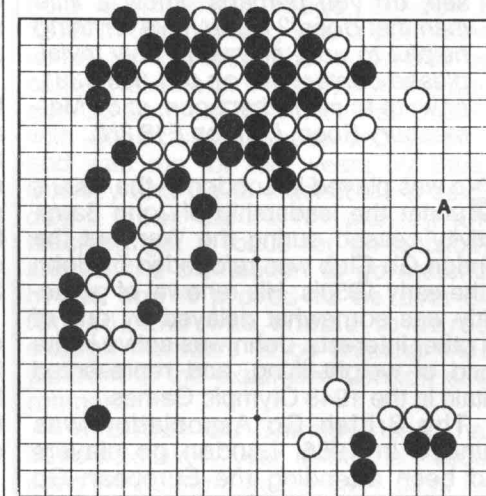


Diagram 3

A play at A in diagram 3 would have caused most trouble since it threatens the corner attachment, a slide down below the hoshi stone on the side and a jump out. It is difficult to suppress all the aji cleanly.



## History of the BGA

by Francis Roads

- *I have been asked to write a historical article about the BGA for a forthcoming Chinese encyclopaedia. This is by way of being a draft. I am aware myself of material that I have chosen to omit: nonetheless, I submit it to readers in the hope that I will receive suggestions for corrections or additions. I would be especially grateful for any information about go in the early days, before I started in 1965. Even if you don't know yourself, do you perhaps "know a little man that does"? If you have anything helpful to add, no matter how trivial, please contact me on 081 505 4381, or write to me rather soon, at 61 Malmesbury Road, London E18 2NL.*

Go was played in London in the 1930's under the leadership of John Barrs. Activity ceased during the War, but the London Go Club was refounded by John in the early 1950's. His renewal of go activity was somewhat delayed by one of his other interests. John was active in the world of weight-lifting, and represented Britain in the 1948 Olympic Games.

The British Go Association was founded in 1956. London go players had been attending the European Go Congress, which at that time was held in Germany every year. It became necessary to found the Association in order to give Britain a voice in the European Go Federation, even though at that time go activity was almost entirely confined to London.

Then as now it was difficult to gain national publicity for go, but a great fil-

lip was given to the British go scene in 1965 by the publication of an article in the magazine *New Scientist* by Dr. Good, a mathematics fellow of Trinity College, Oxford, and gave a reasonable exposition of the rules of the game.

At the time of this article there were about half a dozen go clubs in Britain, including those at Cambridge, Bristol and Edinburgh, which still flourish. Both individual and club affiliations to the BGA "took off" from this point in time. The following year the European Go Congress was held in Britain for the first time, at Avery Hill College in London. In 1967 the first British internal tournament took place at Oxford. It was an afternoon event lasting for two rounds only. The *British Go Journal*, a number of duplicated sheets without diagrams, was first published in this year.

The first British Go Congress was held on a weekend near Easter in 1968 at Jesus College, Oxford. It was attended by thirty people. There were six rounds, with time limits of an hour, all played on handicap. For the first time, the Annual General Meeting of the Association was able to be held out of London.

At this meeting, Derek Hunter was elected Secretary of the Association. He was to hold this and other key posts for a further seventeen years without a break, and was a crucial figure in the development of British go.

The British Go Congress has become a permanent feature of the British go scene, the only annual tournament to change its venue each year in order to give people from different parts of the country the chance to attend the AGM. The only significant changes in format from the 1968 prototype have been the addition of a lighting tournament and the change to

even games, run under the McMahon system.

The latter system was first tried out at the fourth British Congress, at Leeds in 1971. It was invented in order to enable most players to play even games, and to avoid having to divide players up into classes, so that all players from the strongest to beginners are effectively playing in the same tournament. The system has been refined, and has become standard in most British and many European tournaments. It was named "McMahon" after a system of that name used at the New York Go Club, but it later transpired that the American prototype had a different purpose, as more of a club grading scheme. Later, the system was re-imported into the US for their own annual congress. In its present form, the McMahon system remains essentially a British invention.

British go received a blow in January 1971 with the sudden death of its founder and first President John Barrs. Francis Roads was elected President in his place. John had done much of the administration of the Association in a rather independent and single-handed manner. From this point it became necessary for the administration to become more of a team effort, especially in view of the forthcoming European Congress in Bristol that year. Britain went on to host the European Congress again in 1976 in Cambridge, in 1983 in Edinburgh, and plans to do so in 1992 in Canterbury.

While the British Congress became a permanent fixture, other annual one day congresses sprang up. The first of these was the Wessex Tournament, run each October by the Bristol Go Club at Marlborough in Wiltshire. Most British tournaments follow the British Congress

pattern of three rounds per day, with one hour time limits. Wessex manages to cram in four rounds in a single day's play. It remains one of the best attended British tournaments.

At present there are around fifteen annual British tournaments. In contrast with the Continental pattern of mainly two-day weekend tournaments, most last a single day. Exceptions include the Northern Go Congress, held over a weekend in September in Manchester, and the London Open Congress, held over four days around the New Year. This latter has become a major international event, and part of the Fujitsu Grand Prix.

The first London Open Congress was held at Imperial College, London in 1973. In the following year a permanent venue for this and other go events became available in the shape of the London Go Centre. This centre was opened with generous Japanese sponsorship, and was run for four years by Stuart Dowsey and David Mitchell as a seven day a week centre for playing and teaching go, a focus for go publicity, and for the distribution of go material. In the end it proved to be over-extended, and was unable to attract enough members to be financial independent in the expensive London environment.

A British Go Championship has been held every year since the Association's inception. In the early days before the first British Congress it was decided by play at London. Neil Stein and John Barrs were early champions, but the early '60's saw the emergence of Jon Diamond, who rose to the rank of six dan, and dominated the Championship except for a single year's tenure by another six dan, Paul Prescott. Jon retired from championship play in

the mid '70's, and was immediately supplanted by the equally dominant figure of Matthew Macfadyen, the third of Britain's trio of six-dans. From 1984-7 he in turn was supplanted by Terry Stacey and then Piers Shepperson, but at the time of writing appears to have regained a fairly secure position as Champion. Terry Stacey, his closest rival, died in a tragic road accident in 1988.

The Championship is currently held as a five round match. The Challenger is chosen from a round robin tournament of eight players. Four of these qualify from another Swiss system tournament, and for that tournament players qualify either from the many regional tournaments or by attaining the grade of two dan. In 1989 one of the Championship matches, between Challenger Edmund Shaw and Champion Macfadyen, was held as part of the Meijin Sen event held in London under the generous sponsorship of the *Asahi Shimbun* newspaper of Japan.

British dan ratings are strictly controlled by a Committee of the Association. The aim is to keep them average by European standards; recent results by British players show that this objective is being fairly well reached. Japanese visitors sometimes comment that it is actually more difficult to be promoted in the amateur grades in Britain than in Japan.

There are currently about fifty go clubs in Britain. It is a constant challenge for the British Go Association to attract the necessary sponsorship and publicity that would enable the Association to expand still further. Perhaps the most promising sign for the future is the good attendance at the annual Youth Championship and Youth Team Championship.

## Dan List

*Consisting of current members of the BGA.*

### Six Dan

J. Diamond, M. Macfadyen.

### Five Dan

E. Shaw, P. Shepperson.

### Four Dan

J. Barty, H. Lee, F. May, J. Rickard, F. Roads.

### Three Dan

D. Cann, B. Chandler, J. Clare, A. Daly, R. Granville, T. M. Hall, M. Hollings, R. Hunter, D. Jones, S. Perlo-Freeman, A. Rix, O. Schmidt, J. Smith, N. Symes, N. Webber.

### Two Dan

J. Allen, A. Atkins, R. Bagot, T. Barker, W. Brakes, C. Clement, M. Cocke, W. Conolly, M. Cumper, J. Fairbairn, H. Fearnley, D. Hunter, T. Manning, J. McLeod, I. Meiklejohn, A. Moreno, T. Hazelden, A. Wall.

### One Dan

M. Amin, D. Artus, J. Bond, L. Bremner, M. Charles, P. Christie, J. Dawson, B. Ellis, D. Gilder, S. Goss, A. Grant, D. Harper, H. Harte, M. Harvey, C. Hendrie, R. Hitchens, J. Hobson, A. Jones, J. Lewis, G. Mills, L. Naef, K. Pulverer, A. Scarff, E. Smithers, R. Thompson, A. Thornton, D. Ward, S. Welch, C. Whitehouse.

## This Is Go The Natural Way!

### Part Six

*by Takemiya Masaki*

*Translated by Bob Terry. Original diagrams by Dave Dyer of Symbolics Corporation, USA.*

Now we will offer the reader a chance to match wits with the Honinbo directly. In the following problems, the reader is asked to find the best continuation. The first problem is the easiest, the second a little more difficult, and the third the hardest.

### Problem 1

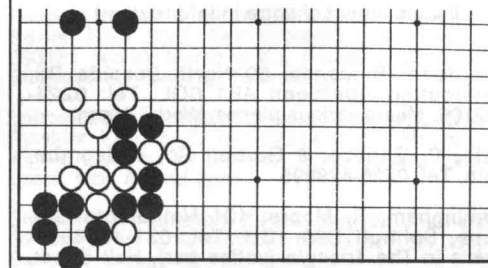
If all White wants to do is slink away with his seven stones on the left side, anyone can come up with a move. But what is the dazzling play that is the key to freeing White's position?

### Problem 2

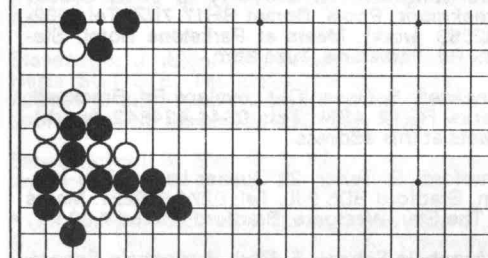
Here is a shape that frequently appears in games. Again there is a sparkling play that will enable White to break out of his confines.

### Problem 3

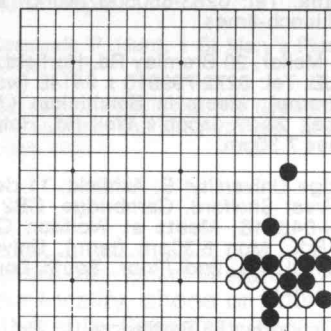
The question here is how White can manipulate the three black stones that split his position so that both sides will be saved.



Problem 1



Problem 2



Problem 3