BRITISH GO JOURNAL

MAGNETIC GO SET

Price: £5 (+£1 p&p)

Available from the BRITISH GO ASSOCIATION Book Distributor, The Cottage, Church Lane, Sproughton, Ipswich, Suffolk IP8 3BA.

The British Go Association

Printed by Hanway Print Centre Ltd. 01-226 6868
Contents

British Go Week 5
British Championship 8
Katowice tournament 13
Shape - new series 16
London Open 1981 17
News 19
Life in the slow lane 21
Revelations 22
Solutions to problems 23

Glossary of technical terms

AJI: Latent threats
ATARI: Immediate threat to capture
FUSEKI: The opening
GOTE: Opposite of sente
HANE: Bend round the opponent's stone
HOSHI: One of the handicap points
JOSEKI: An accepted standard sequence
KAKARI: Approach move to a corner stone
KIKASHI: Forcing play
MIAI: Two moves of equal value
SAN - SAN: The 3 - 3 point
SENTE: having, or retaining the initiative
SHIMARI: Corner enclosure of two stones
TESUJI: A tactically skillful play
YOSE: The endgame

The British Go Association

Membership Secretary: Derek Hunter, 60 Wantage Road, Reading. Tel: 0734 581001
Secretary: Matthew Macfadyen, 46 Stanhope Road, Reading. Tel: 0734 847684
President: Toby Manning, 110 Moselle Ave, London N22. Tel: 01-889 5247
Treasurer: Brian Philp, 130 Woodcombe Lodge Road, Selly Oak, Birmingham.
Tel: 021 472 1890
Book Distributor: Brian Bolton, The Cottage, Church Lane, Sproughton,
Ipswich, Suffolk IP8 3AA Tel: 0473 479999
Tournament Coordinator: David Goto, 11 Buxton Gardens, London W3 9LF
Tel: 01-992 2000
Publicity Officer: Stuart Dowsey, 6 Belsize Lane, London NW3 5AB. Tel: 01-794 9881

The British Go Journal is distributed free to members of the BGA or costs 50p retail within the UK. Opinions expressed are not necessarily those of the BGA.

This issue was produced by Jim Barty, Alison Cross and Matthew Macfadyen.
Copy date for the next issue (No. 52) is 21st. February for publication in March.
All contributions are welcome and should preferably be typed or written double spaced on one side of the paper only and sent to the British Go Journal,
c/o Alison Cross, 25 North Villas, Camden Square, London NW1 9BL.
Tel: 01-267 5771.

Advertising rates are £4.00 per page and pro rata. Technical and series discount details available on request.

Published by the British Go Association. © Copyright and translation rights reserved.

Editorial

With the New Year, no new era has dawned in British Go, but perceptible hiccups in its sluggish meanderings may be observed. We now have a second sixth Dan, the fifth in Europe, and with Andrew Grant and Bob Thompson clutching shodan diplomas there’s surely hope for the rest of us.

Meanwhile, Ronald Schlemper, one time wunderkind from Holland, struggles to hold his place among trainee pros half his age in Tokyo, and and Manfred Wimmer, Europe’s first full professional, continues to make headlines in Osaka.

Tournaments continue to proliferate; the Hammersmith club intend to have them monthly, the small board championship moves to Malvern, and we are promised an annual event in Edinburgh. Looking farther afield, Padébrady promises fair to be one of the most enjoyable, if one of the least sober events of the year.

British go congress

SATURDAY 11th and SUNDAY 12th APRIL

The British Go Congress will be held at York University this year, over the weekend of 11 - 12 April. The main tournament will be a six round McMahon.

The Annual General Meeting of the BGA will be held on the evening of Saturday 11th. The Agenda will be included in the next issue of the Journal.

Full details of accommodation, costs etc. are now available from:
M. Cockburn, Langwith College, University of York, Heslington, York
Presidential Letter

The membership figures for 1980 show a slight increase over 1979 - thus reversing the trend which has continued since the London Go centre closed in 1978. The turn round is not startling and a rise in all categories of Club Membership is balanced by a fall in unattached and overseas members. Most impressively, club junior membership has increased from 38 to 65, and this despite the new ruling by which school clubs need not register more than one member.

Hence things are looking up - particularly at the younger end of the scale. Building on this is not easy - but it is possible. From 1974 to 1975 both membership and the number of go clubs increased by 50%; the stimulus was believed to be the "Open door" programme on television.

Such opportunities come up rarely, and British Go week was an attempt to do something different which would have similar results. There is an article about the response elsewhere in this issue, but the general conclusion is that when individual clubs put on events and tried for publicity, they were more successful than they expected to be. The BGA were not idle on a National basis either; most notable was an article on the Children's page of the Daily Express, which has generated a flow of enquiries.

An area where national publicity was not forthcoming (and should have been) was Matthew Macfadyen winning the European Championship. In retrospect, perhaps, the BGA did not try as hard as it might have done, but the European Championship was held on a Yugoslavian Island somewhat off the beaten track; to inform the British Press that the crucial game was about to take place (or had just finished) was not a simple matter. A press release was circulated when the players arrived back in UK, but by then the news was stale.

However, it is important to capitalise on successes, not bemoan one's failures, and I hope that every club will be able to capitalise on British Go Week. A large expansion is possible; but it is no good just sitting back and waiting for it to happen. Good luck.

P. Toby Manning

Problem: Make Iwamoto resign

This problem comes from an old game between two rising stars. White (Iwamoto) was losing by a few points and had just played the marked stone to squeeze the most out of the position. Next move he resigned. Can you see where black (Go Seigen) played - both players were professional 5 dan at the time - . (solution inside back cover)

4

BRITISH GO WEEK

by Stuart Dowsey

Tense moments for Chairman Bruce Little and Dr. Brian Pamplin (1st. and 2nd. left) both from Bath while playing Alan Smith (standing) and Treasurer Paul Atwell (right) from Bristol at Brastil Go Club.

Area by Area

BRISTOL

Bristol Go Club runs the highly successful Wessex Go Tournament which was made the starting point of British Go Week. Recently the club acquired a highly gifted publicity officer Mike Riggsford who spared no effort in obtaining media coverage of the Wessex and other events, namely an Open Evening at the club and a demonstration at Clifton Down Shopping Centre. A Press Release was issued by Bristol Go Club giving details of the Wessex, the Open Evening, a short description of the game and a photograph of players in Bristol.

Radio Bristol reacted with three minutes including a ten minute interview with Andrew Cates, club secretary. Articles using the photograph and other coverage appeared in several newspapers: the Bath and West Evening Chronicle, Bristol Journal and Swindon Evening Advertiser.

Overall, British Go Week for Bristol was a success; the Wessex attracted 91 players, the Open Evening produced new players and the prospect of a revival of the Bath Club and the demonstration in the Shopping Centre was watched by some 300 to 400 passers by.

CHESTER

A year ago, Chester had one known go player and is now expanding into double figures. The Open Evening held at Ye Olde Custom House Inn to inaugurate the club's meeting place drew several newcomers and a uniformed policewoman. Club secretary Steve Heavens produced an attractive poster which was displayed in many local shops and he is currently seeking a meeting place suitable for children for the weekend sessions.
MALVERN AND WORCESTER

Richard Granville turned himself into a one-man whirlwind during Go Week. Firstly he placed an article in 'Computer Talk' and then got another article in the Worcester Evening News. All this before the Go Week had even started. His own busy week of course led off with the Wessex followed by a go demonstration at Worcester and a simultaneous display at Malvern. The press kept up their attention with a story in the Malvern Gazette and follow-up articles in both the Worcester Evening News and the Malvern Gazette.

COVENTRY

The main event in Coventry was an Open Evening which was announced widely with posters placed in libraries, Warwick University, other colleges, large firms, sports and game shops. Articles also appeared in the Coventry Evening Telegraph and the event was covered by the local radio station Merica Sound. This resulted in a modest attendance but significantly attracted two dan players from Warwick University who are now interested in reviving the University Go Club.

All over the country other events were held. Go clubs in Ipswich and Chelmsford arranged go displays in shop windows; Birmingham staged an outdoor exhibition; Woodford gave a taster session at Harlow Technical College. Liverpool Go Club held Open House in Birkenhead and the Harwell Go Club advertised their Open Evening widely in research establishments in their area. Mike Brandt and other members of the Nottingham University Go Society used British Go Week as an opportunity to set up a new go club in the city of Nottingham.

Most successful in terms of national coverage was an article introducing go to the readers of the children's page of the Daily Express on the same day as Hallowe'en. This was accompanied by a photo of the National Schools Championships and a deluge of letters and phone calls from mothers and young children on half-term.

SCOTLAND

Scotland turned out to be the brightest area for go development during British Go Week. Up in Aberdeen, Keith Still got on Grampian TV to publicise the free lessons in go being offered every evening of the Week by the Aberdeen Go Club. For the events in Edinburgh see the article below by Diarmid Gibson.

LONDON

Saturday afternoon on November 1st found a group of sturdy go players from the Central London Go Club braving the icy wind outside the IVC to give go demonstrations to all comers. Given the superb location, this idea has proved worthy of repetition but next time will be held during warmer months. Further demonstrations were staged at CGLC meetings during the week and at Just Games in Piccadilly and Harvey Nichols in Knightsbridge.

HARWELL

The Harwell club is one of the country's longest established, based on the various research establishments in the area. A specially arranged event at the Harwell Lab social club attracted an article in 'Atom News' (with photos) which is circulated to all of the nation's atomic power establishments.

GO WEEK IN EDINBURGH

by Diarmid Gibson

National Go Week did not pass unnoticed in Edinburgh. Steve Welch started the week by introducing the game to viewers of STV's early evening programme 'Scotland Today'. During the week several players contributed to demonstrations at the 'Games Gallery'.

The highlight of the week was a one day congress on the Saturday at the Edinburgh University Chaplaincy Centre. The competition was divided into two sections, one for beginners and one for established players. The event was organised at short notice by the Edinburgh Club but thanks to some enthusiastic publicity it managed to attract some visitors to the city. Despite limited resources and experience the tournament ran smoothly and the contestants appeared to thoroughly enjoy themselves. First candidate for surprise of the day was the catering; after a superb bowl of soup and accessories I felt able for any challenge in the afternoon session (unfortunately so did my opponent). Second contender and runaway winner was a very persnickety fire alarm (fortunately it had switched itself on without any help from fire); amazingly enough half the players were so unflustered as to go on and win their interrupted games.

Alan Sutherland won the beginners section with three straight wins; Nigel Kinnis came second; six players took part.

Gerhard Birk (2 kyu) was the only player to obtain three wins in the major contest; Jeong-Keun Lee (1 kyu) came second; twelve competed.

It is intended that this become the forerunner of an annual event in Edinburgh.

JOSEKI PROBLEM

This is a trick Joseki - Black has played the knights move to press white down, but he has only a two point extension in front of the enormous wall he seems to be building. White has fallen right into the trap, by playing the double move into the centre, expecting black to continue at the three-three point. Black, however, can do better than that. How?

Since this is such a hard problem, we have given a hint at the bottom of page 15.

The answer is inside the back cover.
British Championship

The final round of the British Championship is a five game match between last year’s winner and the winner of the ‘Challenger’s tournament’. Last year was Terry Stacey’s second attempt to take the title from Matthew Macfadyen, but he again managed only one win. The commentary below is by David Mitchell, who was unable to participate in the tournament, but might have done well if he had.

When Matthew played in the Go World Championship he created quite a stir with his ultra-modern fuseki, 10x10, 5x5 and so on. His strong was the impression that many reports assumed all British go players played that way. In this first game of the British Championship Matthew seems determined to destroy that image.

The cross-hoshi of 2 and 4 is an aggressive combination with which white prepares to start some complex fighting. The black response of 7 to the kakari of 6 is very solid, giving black a secure position from which to extend either into the centre or along the left side - or even to invade at 135.

The sequence from 9 to 30 is joseki, you will notice the strange looking move of 26 - should black capture the white stone with 28 white will play atari at 27 followed by 178, placing the black stones in a ladder. The only choice available to white after black 11 is whether to split black with a move at 13 or to build a wall as he chose to do with 12.

Matthew's aggressive nature did not stay hidden for long. The shoulder hit of 31 is too soon. White has got himself into a strategically bad position with just one territory, black should make that advantage pay, there is plenty to do elsewhere without risk.

(Disagree totally, and still feel that 31 was ideal and correctly timed - for further remarks on this subject see the 'Revelations' article on page 22 - RM.)

Attacks on either side of white 2 may be considered mini but black should play 'a', 'b', 58, white 'c', followed by 'd' or possibly 'e'. White's response of 32 allows black to push him around, had white played 37 he would have taken sente from black and started a running fight which could only do good to white's cause (excepting for blunders). As it stands, the response of white 32 will inevitably lead to black escaping relatively unscathed and white sitting there wondering what happened to his territory.

White 58 is undoubtedly large but black can take 59 and 61 which cannot be much smaller and white is still faced with the problem of doing something to rescue the game.

White's last chance (unless black helps him out) is a central area, but it must be quite substantial, at least 30 points. 74 did not help white in the centre at all, it would have been better at 77, or simply at 78 to see what develops.

The final nail in the coffin is the sequence from 79 to 93. Black secures his only weak group and destroys white's dreams of a central area in one blow.

White continues to 245 in the hope of a black blunder, but after several close shaves black manages to win.

Game 1, Fig. 2 (101 - 200)
34, 37, 40, 43, 46, 49, 52, 55 take ko 79 ko at 69

Game 1, Fig. 3 (201 - 245)
14 at 11 43 at 40
15 left of 4 44 at 20
23 ko at 7
White resigns after 245
Black 35 robs them of their base and the interaction of these two weak groups sets the theme for the whole game.

By 45 white has two options, to secure his own group leaving black to defend his, effectively ending hostilities, or to attack, hoping to defend any weaknesses en route. White chose to attack, but by 46 black has stabilized the position, albeit temporarily, and now is free to attack on the other side.

At first sight it seems that white can connect by playing 64 after black plays 61, but when black cuts at 66 white will be unable to catch the stones in a ladder because of the tesuji at 63. Such a sequence may not end the fight but it would destroy a large proportion of white’s area making it necessary for him to kill a black group – a near impossible demand at this stage of the game.

White 70 would normally be at 71, but black would then be forced closer to his weak group on the upper side without securing white’s weak group on the lower side.

White 72 at 73 looks a clever ‘shape’ response to the hane of 71, but black would play at 72 leaving white no good shape possibilities, so white connects at 72 allowing black the key point of 73.

White pushes his way to some degree of safety, by 90 and now has a chance to play the splitting attack on black’s two central positions. 92 starts the attack but there is not much hope of creating a decisive opportunity while the white group on the lower edge is ‘unsettled’.

94 lays on the pressure but black has some unfinished business on the lower side and changes the whole focus of the game away from his group and onto white’s.

If your opponent can do this there is little hope of killing him and only a faint glimmer that you can reap profit from his weakness.

White 138 seems to protect the stone at 116 should black attempt to cut with the sequence of 144 and 147 but this is quite simply an illusion, black can play at 144 if white omits 150.

The sequence from 145 to 151 chops off three white stones at the expense of 4 or 5 points on the right side. This was the crucial blunder and white never recovered from it.

Note the clever sequence in the upper right corner: by sacrificing with 185 black takes 1 point in sente instead of 2 in gote which costs nothing but gains a little by ensuring that white cannot spoil his shape by playing 219.

The final ko is not shown in full, but the result of the game was clear as soon as white played 272, a blunder which cost 2 points. Black eventually won the ko.

White divides the two black groups with 116 but again black forces him onto the defensive on the lower side with the sequence to 125 it is white and not black who must take care in the centre.

(* I was hallucinating that I could make an eye around white 10 - MRM.)

White starts the yose with 126 - the game is still in the balance. The endgame is very complex so I will indicate some of the important points.

134 is very large and may be 1 or 2 points bigger that 133, undoubtedly considered as minus by white. 135 is bigger than it looks as it gives black further profit in sente at 173 etc.

Black wins by 2½ points
David suggested that we only publish these two games, adding that the third and fourth "leave quite a lot to be desired and, in my humble grovelling opinion are nothing short of (expletive deleted). Terry seems to have gone all to pieces in both games".

We append the scores of those two games, partly for the historical record and partly to give the reader a chance to decide how Terry might have gone slightly less to pieces.

![Game 3 Fig 1 (1 - 100)](image1)

20 at 14  28 at 14  32 at 7
21 at 16  29 at 13  94 at 69

![Game 3 Fig. 2 (101 - 183)](image2)

White resigns at 183.

The tournament had a happy ending for Terry in one sense, however, since the ride to Japan to represent Britain in the Third World Amateur Championship, which was to have been part of the prize for the British Championship, goes to him in any case - Matthew is already going to Japan as European representative.

(Game 4 diagrams on next page.)

---

**KATOWICE**

REPORT BY JIM BARTY

Last September Chris Whitehouse and I travelled by train to Katowice in Poland. The Katowice Tournament is an eight round handicap and takes place on the very top floor of a large tower block in the middle of the industrial region of southern Poland. But don't let that put you off. The Poles are very friendly and every available moment was spent playing go. In the main tournament Chris won four games and I won all mine. The last four of these were two stone handicap games and I give the first of these below. My opponent, Istvan Rigo, is one of the strongest Hungarian go players.
White: Jim Barty, (3 dan)  
Black (two stones): Istvan Rigo (2 dan)

Fig. 1: (1 - 100)

B47: For some reason I thought this move did things so I quietly pushed through in the sequence to 52. But looking at the game afterwards I can't think of a good reason for not playing hane at 133, if then black 49 white connects solidly at 135.

B53, 55: Black is trying to settle his stones in sente, but the empty triangle is bad shape and rather heavy.

B57, 61: Istvan likes to play aggressive go.

W47: An overplay. If black was to hit white 70 on the nose where would my group go?

W74: For the moment, black can't cut off the connection because white has a fatal squeeze.

B77, W78: White is allowed to escape.

B79, W80: This is a poor exchange for black. It would be better to take gote by playing 90 first, if white san-san then black plays 79.

B81: Complete nonsense, now white has the initiative.

W85: This kills all the bad aji locally, now the game is looking good for white.

HINT FOR JOSEKI PROBLEM (on page 7)

The white stones in the corner suffer a two stone edge squeeze, now read on.
SHAPE

BY MATTHEW MACFADYEN

We begin here a new technical series in which some little known or popularly misunderstood shapes will be studied in detail.

This article concerns the two point diagonal jump, or hazama tobi, shown in Dia. 1. Many players never use this pattern, feeling that it has a glaring weakness at 'a', with which the stones can be separated.

Another possibility is shown in Dia. 4. Black 1 often becomes tesuji when white is rash enough to poke through the hazama tobi. In this variation white may well lose his whole group but the point I wish to emphasise is the fate of the marked white stone.

Black 5 in Dia. 3 is not the only possibility either, sometimes it is possible to enclose white completely by playing at 'a', then answering white 6 at 'b'.

With these variations up your sleeve white 2 begins to feel not like an obvious weakness so much as placing one's head in a lion's mouth. Only when you feel the ground resonating to the sound of your opponent's groups crashing about you, however, will you begin to appreciate that this is the most powerful attacking combination in the game.

- 16 -

LONDON OPEN 1981

Frank May (left) and Matthew Macfadyen at the end of the last round

At the beginning of January, 150 people collected at the Inter-Varsity Club in Covent Garden and played go together for four days; they also played other things, ate a lot, drank a lot and caroused generally and the following things happened:

- Matthew Macfadyen won everything
- None of the 1 kyu won a prize although their average performance was reasonable resulting in five promotions to shodan
- The shodans, who usually get slit up by ascending 1 kyu, acquitted themselves well and walked off with three of the prizes.
- The bar was set by 4 dan, thus causing the 3 dan to lose fewer of their first round games than if it had been set at 3 dan
- The little bird of 20 kyu who took 7 stones from a 12 kyu in round 1 and eventually played the same 12 kyu an even game in round 8 has been recaptured and caged at 12 kyu

Prizewinners were: M Macfadyen, 5 dan (GB); J Diamond, 4 dan (GB); E Novak, 4 dan (A); L Solleveld, 2 dan (N); H Fearley, 1 dan (GB); D Goto, 1 dan (GB); A Levine, 1 dan (D); E Puyt, 2 kyu (N); W Brekes, 4 kyu (GB); A Cates, 6 kyu (GB); J Ingleby, 6 kyu (GB); J MacAnally, 6 kyu (GB); A Helmer, 7 kyu (D); B von Gersdorff, 10 kyu (D); P Spllettstosser, 11 kyu (D); A Finch, 20 kyu (GB)
The Lightning Tournament was won by M Macfadyen, J Barty, 3 dan (GB) came second and Lutz Mattner, 4 dan (D) was third. Overleaf we give a game from the tournament.

- 17 -
White 8 is not joseki and not good. Black 13 was too generous, he can block white 12 and obtain magnificent influence whereas the result up to 19 is not much better than even.

White 34 was extremely ambitious. Black tried to treat this invasion with complete contempt by playing 35 but he might have done better to settle for mild derision by playing 38. It is very hard to see how white could live.

Up to 48 black succeeded in cutting white off, but also in forcing him to make two eyes, so white's impudent strategy had succeeded.

White continued to play as if the whole board was his by right, and indeed this seemed true as he captured the lower side at 80, lived on the left and survived in the upper right corner (a bit close that time, 99 is a smart tesuji which many shodans would miss).

By 130, black had lost virtually all his territory and the middle was simply not big enough to win even if he took it all. Harold was not content, however, to have his cake and eat it, he wanted to steal the other man's icing as well. This may seem a little greedy, but one cannot complain about a strategy which meets with such resounding success. Black resigned after 184.

In the localised fighting the players were quite closely matched. White's advantage lay in his colossal optimism. Harold believed in his groups, therefore they lived. There is much to be commended in this attitude, those who restrict themselves to attempting only those things which are possible often miss out on the exciting parts of life.

ANGLO - JAPANESE MATCH

Every so often, the London Japanese challenge the locals to a go match. This year, the 23rd November was such an occasion, and three rounds preceded an excellent meal at the Kiku restaurant in Mayfair. The match resulted in the narrowest of wins (32 games to 31) to the Japanese.

BORING WEEKENDS?

Sometimes - but not among your editors. Jim Barty and Matthew Macfadyen, perceiving this as a potential problem one weekend in November, drove to Berlin - only 20 hours each way - and picked up: some interesting multi-coloured East German visas; a puncture; a gear stick (this was meant to be attached to the gear box but it's all part of life's rich tapestry); another resounding win against J. Mattern, the one time European Champion; first prize in the Berlin Tournament; and an entertaining interview with the Dutch police. Go is a fun game.

LOST

Some years ago the BGA was given six collapsible demonstration boards. These have been passed from club to club and reappear from time to time, but the present whereabouts of only two of them is known to the BGA committee. Can anyone who has one of these please let the secretary know?

NEW BOOK

The Proceedings of the 11th Seminar on Scientific Go theory (1979) by K. Haine. A survey of state of the art Go theory, with contributions by Wilcox, Karmarczyk, Schlip, Calomber and many others. Now available from S. Dowsey, or direct from the Editor, K. Haine, Kleiststrasse 67, 294 Wilhelmshaven, West Germany.
TOURNAMENT CALENDAR
HAMMERSMITH 1 Feb. (3 rounds)
Contact: G. Kaniuk 35 Clonmore St. SW18
Tel: 01 874 7362

PRAGUE 12 - 15 Feb. (6 rounds)
D. Prokop, Lobova 8, 13000 Praha 3.
Czechoslovakia. Tel 2765465

LONDON 14 - 15 Feb (5 rounds)
A. Grant, 1 Kent St. Plaistow London E13
Tel: 01 472 6073

MALVERN 28 Feb 13 X 13, 7 rounds
(British small board Championship)
R. Granville 11 Mulberry drive, Fruitlands, Malvern Worcs.

BRITISH SCHOOLS' CHAMPIONSHIP
Birmingham, March 1
S. J. Dowsey, 6 Belsize lane, London NW3
Tel: 01 794 9881

CAMBRIDGE March 14 (3 rounds)
G. Stott, 22 York St. Cambridge CB1 2PY
YORK April 10 - 12 (6 rounds)
(British Go Congress)
M. Cockburn, Langwith Coll. University of York, Heslington, York

LUXEMBOURG (5 rounds - 1st prize
ticket to Japan) 1 - 3 May.
R. Stoffel, 11 rue de la Liberation,
Mamer Luxembourg.

BRACKNELL May 9 (3 rounds)
V. West 5 Buckingham Ct. Wilshire Rd,
Wokingham, Berks

PODEBRADY 23 - 25 May (6 rounds)
V. Nechaničky, Gottwaldova 1590 176
28802 Nymburk Czechoslovakia

AMSTERDAM 28 - 31 May
P. Zandveld (020 - 152941)

LINZ (Austria) July 25 - Aug. 9
(European Go Congress)
A. Steininger 4020 Linz, Weinerstrasse 69

Various view from the London Open -
clockwise round we have: Berthelet (I)
v. Roads; a general view of the middle
playing room; Barty (I) v. Mattner with
van Grieken doing byo - yomi.

Life in the slow lane

This game was given to us by
Richard Granville, 1 kyu, he is giving
five stones to R E Newton, 9 kyu.
Comments by Jim Barty
and Matthew Macfadyen

W22: This is the first mistake in the game,
it is unthinkable not to play 23.
B23: Correct, white is now sealed in to
his considerable detriment.
B25, 27. Big, but slow.
B41: Black really has to save the key
cutting stones 33 and 39, the stone 35
has done its work and is now
expendable.
W42, 44: This sequence is a resounding
success for black, catching the two
white cutting stones should be enough
to win the game.
W52: This move is small and inefficient
territorially and it allows black to seal
him in, white's group should leap into
the centre and join in the rest of the
game.
W54, 70: White embarks on creating
another group and living with it
locally, again he gets totally surrounded
and his group can't join in the rest of
the game, this is very inefficient use
of stones. The group, in fact, is only
alive in ko.
W74: A deep invasion but it has become
necessary for white to overplay.
B75: May be better at 77 to force white
towards black's wall.
B77: A better move than the push is the
knight's move, see the start of the new 'shape' series.

Fig. 1 (2 - 100)
99 connects at 94

B87, 89: This shows excellent thinking,
black is keeping white's groups
separated and has a fair thrash at
killing the one on the side before
turning to white's liabilities in the
centre.
B91: Not best, if at 94 it would probably
have killed the whole white group.
W96: Manchester, black should reply at
98 immediately.
B99: A wasted move, if white captures
two stones black can throw in a
stone and still take the eye away.

Continued overleaf
The simplest difficulty to understand is that, among mere humble amateurs who make mistakes, there is always a chance that your opponent will live inside. Having no territory elsewhere will be a major disaster. There are, however, subtler problems than this. With all your territory in the same place, your opponent's threats against it are likely to be bigger than any threats which you have, and this allows him greater flexibility in fighting.

Of course, if there is a ko he has bigger threats, but the problem goes beyond that. Accurate fighting relies on correctly timed forcing plays. Suppose you are involved in some fight which you are going to lose if it is played in a straightforward fashion, then you make forcing plays against some adjacent position so as to make the fight favourable to you should your opponent answer directly. Now suppose that you are using an extremely large forcing move for this purpose - it will then be possible to play out the original fight for a few extra moves committing your opponent to that particular variation, before making the forcing play. Conversely, if the forcing play is small you have to play it very early, before the fight reaches a crucial stage, and it will be easier for your opponent to choose some other variation.

It is this kind of extra flexibility which is the real price of ippo-ji against which the proverb warns us.

solutions to problems

MAKE IWAMOTO RESIGN - SOLUTION

Black 1 is a strange shape, but it is necessary and sufficient to kill the two white stones.

Solution to problem in the Barty - Rigo game:

Black should ignore the fight on the side, which he cannot win, and cut off the 12 White stones in the centre. These only have two liberties, white cannot escape, and his only honourable reply would be to resign.

Solution to Joseki Problem.

Black 15 and 17 are vital. "Two hane are worth a liberty" as the proverb says - after 19 black has four liberties, not three and can capture White thanks to his original two point extension.