

# BRITISH GO JOURNAL

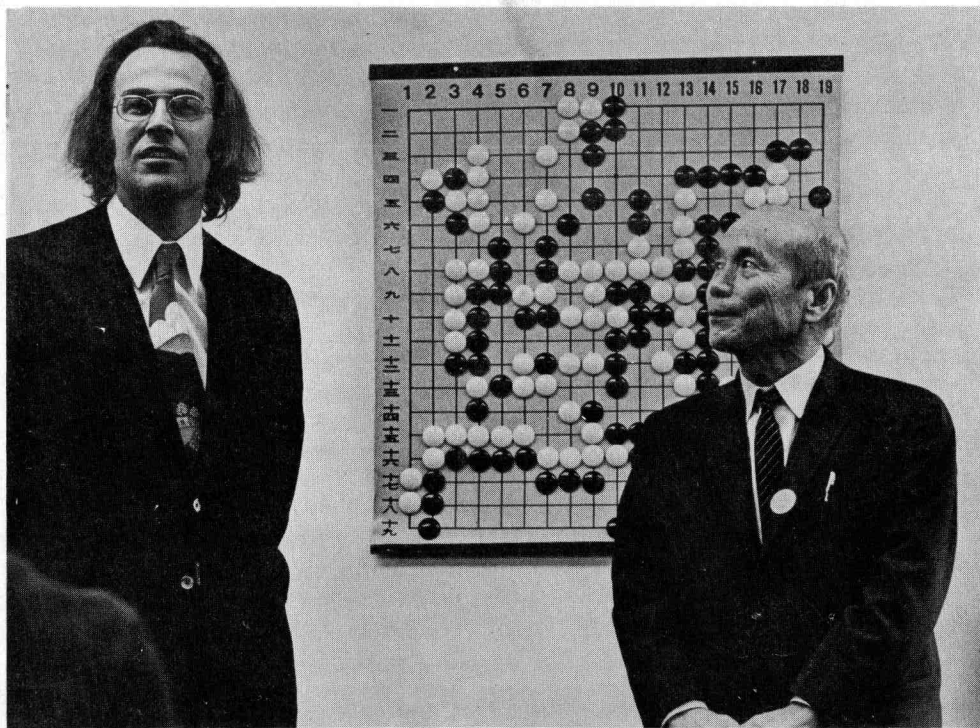
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Editor: R.D.HAYS, BRISTOL

NUMBER 29

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## OPENING OF THE LONDON GO CENTRE

Mr. S. Dowsey and Mr. Iwamoto

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## EDITORIAL

It may not have escaped your notice that this issue of the Journal is slightly thicker. No, we are not using thicker paper, we have in fact increased the number of pages from 16 to 20. For an experimental period we are hoping to increase both the number of pages and the frequency of issue, the latter from 4 to 5 per year.

With this in mind the usual plea for more Journal material becomes that more important, in fact it will probably be the deciding factor.

We have a number of regular contributors, to whom the editorial committee is indebted, but they comprise in the main B.G.A. committee members. With the Journal expanding, it's time contributions came from a wider cross section of the B.G.A.

If an article seems a little ambitious, how about sending in a game or two (we can furnish the comments) or maybe a Go anecdote, club news, cartoons, coming events, photo's, comments, or suggestions; let's hear from YOU please.

All correspondence for the Journal should be sent to Derek Hunter (address on front page).

## SECRETARY'S NOTES

Members are asked to renew their subscriptions early. Subscriptions for 1976 are due by 1st January 1976, but may be paid from 1st October 1975. It would greatly assist me if you did not all wait until the last moment. 1976 subscription rates are:

Overseas members	..	..	..	£2.00
Unattached members (U.K. and Ireland)	..	..	..	£1.20
Ordinary club members	..	..	..	60p
Club members undergoing full time education	..	..	..	35p

Club Secretaries and unattached members are reminded that the BGA Secretary maintains a list of members. If you wish to establish contact with members in your area, please write and ask for their addresses.

## COMING EVENTS

### LONDON OPEN GO CONGRESS 1ST - 4TH JANUARY 1976

Details from: Stuart Dowsey, London Go Centre, 18 Lambolle Place, London N.W.3.

### 6TH WESSEX GO TOURNAMENT

This tournament, organised by the Bristol Go Club, is to take place at Marlborough Town Hall on Sunday 19th October, 1975.

Entry forms and details of Tournament fees can be obtained from:

Toby Manning, 14 West Park, Clifton, Bristol BS8 2LT.

## COMMITTEE NOTES (July 1975)

The Committee elected by the last AGM has had very full agendas, and already four meetings have been held.

The sub-committees concerned with Grading, Regional Subsidies, Challenge League Management, and Southern League Management were re-established; in the case of the latter, Matthew Macfadyen replaces John Allen as chairman and Brian Castledine joins the sub-committee.

At the first meeting the rules for this year's British Championship match were reviewed and, as they had not previously been officially published, the new Committee, feeling that the existing rules were unsatisfactory, felt justified in altering them. The change led to difficulties in arranging the match, but hopefully these have now been overcome, and the match should take place in October and November.

Various proposed BGA initiatives under consideration include the organisation of beginners' meetings in provincial areas, and the institution of National Knock-out and Lightning Championships.

It is hoped to increase both the size and frequency of the British Go Journal. Costs, especially of postage, will be kept under review, but it is hoped to finance the expansion simply from increased membership.

Organisation of British Go Congresses and the British Go Championship are also under review. Revised rules will be made available to contestants in due course; present plans include an improved McMahon system for draws; the awarding of the JAL prize of a ticket to Japan (if available) on the results of the London Go Congress; and instituting a new Swiss system tournament to be held over Spring Bank Holiday, to which entry could be won at all recognised British Congresses (including Wessex and Cambridge), the winners of which would be eligible for places in the Challengers' League, which would then take place on two subsequent weekends.

The Committee has appointed Geoffrey Gray as the first Honorary Vice-President of the Association. He is also our nominee for the Presidency of the European Go Federation, and at this year's Delegates' Meeting the BGA representatives will be Alison Cross and Francis Roads.

Arrangements for our own European Congress are in hand; it is expected to be at St.Catherine's College, Cambridge, from August 6th - 20th, 1976, with Paul Page and Brian Castledine as organisers.

## DAN DIPLOMA COMPETITION

The BGA Committee has decided to award Dan Dipolmas again to those members qualifying. Accordingly, a competition is being organised for the design of a suitable Diploma.

All members are invited to submit entries for this competition, which will be judged by the BGA Committee, and a prize of a year's subscription to "Go Review" will be awarded to the winner.

The closing date for entries is January 2nd, 1976, and entries should be sent to the BGA Secretary bearing the BGA membership number, but no other identifying marks.

Entrants should produce a practical design in view of printing costs, for printing on A3 to A4 size.

A GAME FROM THE EUROPEAN CHAMPIONSHIP

Comments by: PAUL PRESCOTT

Played in the second round at Zagreb on the 17th July, 1974.

Black: Paul Prescott 3 dan

White: Henk de Vries 4 dan (Holland)

Time: 3 hours per player, 1 minute byo-yomi

Komi: 5 points

Fig.1 (1-100)

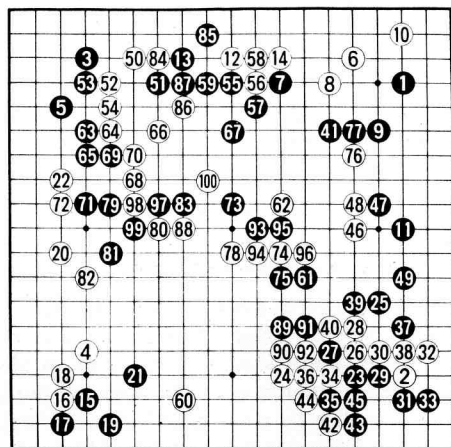


Fig.1 (1-100)

W12 Precisely this position on the upper side occurs in "In The Beginning", p.38. The comment is that White's invasion should be at 13 or 87; the sequence played in the game is good for Black as his profit is greater than White's. To attempt to rescue 7 immediately would be a mistake.

W22 Prevents Black at 72 which would be a small double wing formation and also threatens an invasion, but shimari in the lower right is also very big.

W24-36 This joseki is a bad choice for White, as the wall he gets is nullified by 11. Better to play simply at 45, or even 37.

B33 Mistake: should follow joseki as in Diagram 1.

Dia.1: This is excellent for Black, as he now threatens A to put the White group to flight. W must play again.

B39 Heavy

W40 Probably ni-dan bane at 132 and 61 is better.

B41 Now very big.

W42 Tesuji.

B47 Passive, but B was worried that his lower group of 4 stones might become weak. Maybe counter-boshi is better.

W48 Heavy. W46 has become kikashi, so this is bad. Kikashi stones should be treated lightly.

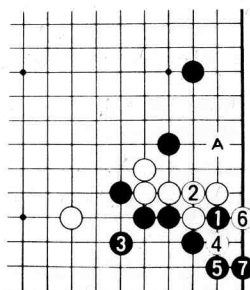


Diagram 1

- B49 Apparently solid, but leaves bad aji which becomes apparent later.
- W50 Overplay; he gets two weak groups to handle. It would have been better if 48 had not been played.
- B55 Builds thickness for attacking.
- W60 Pushing his luck. Black now attacks in earnest.
- B67 Defends his weaknesses, but perhaps a little slow.
- B69 Aji keshi. Should just come out and separate.
- B73 Focal point. White is in trouble.
- W82 Necessary to guard his side, but ----
- B93, 95 Black was worried that if he cut with 97, 99, White would play 100 and then 104 or 107 and emerge safely; these strengthen Black first.
- B113 Captures in sente. B is now well ahead, but soon becomes overconfident and errs.
- B117 Probably better at 211.
- W126 Aims to use the aji on the right. The threats are (i) to cut at 132, (ii) to push at 178 and cut on the second line.
- B127 No use at all, but how about at 130? This is complex, but Black seems to capture most of the White stones (the central ones) for the loss of a few on the lower right.
- W132 The game is now quite close, but Black has sente.
- B133 Perhaps 148 or thereabouts is bigger.
- W140 Worried Black, but it doesn't seem to come to anything.
- W148 Big.
- B148 Also quite large, as it leaves large sente yose.
- W152 157 is bigger.
- B187, 189 Aims to use the aji of the dead stones by filling the outer dame.
- W198 Connection at 201 seems better.
- W201 Must be at 201.
- B205 Although the Black stones are captured, White's territory is 3-4 points smaller.

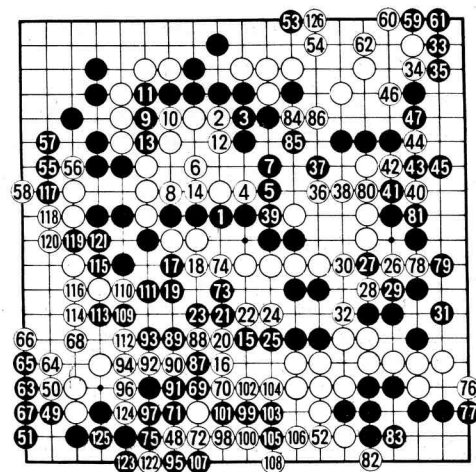


Fig.2 (100-226)

Black eventually won by 21 on the board, i.e. 16 with komi.

Both players used all their time allowance for this game.

It may be of interest to those Go players with blind friends or relatives that the pegboard system may be used to construct a set which the blind could use. The stones would need a convex and concave head to distinguish between black and white stones by sense of touch and would, of course, also be coloured black and white so that the blind could play with the sighted. The stones would be designed to fit into recesses on the board (which itself should be about half size). A groove round the head would enable players to grasp the stones more easily.

There would, of course, be no technical difficulties in producing plastic stones of this design commercially, much less the boards. The stones would naturally cost more than conventional ones. The task of making a set at home would undoubtedly be extremely arduous for anyone without specialist lathe equipment, but not, I am convinced, impossible. The task would be halved by starting with a 13line board - or why not an 11 or 9 line board?

There can be no doubt that blind people could play Go, given the tools to do so. Their mental toughness and willingness to compete with the sighted would overcome the considerable disadvantage they already have.

READING GO CLUB

The Reading Go Club newsletter continues to be published under the editorship of David Sutton. Recent news includes an up-to-date report on the Reading Open Championship with Matthew Macfadyen in a fairly unstoppable position with only one game left to play.

BGA GRADING LIST - End July 1975

- 5th Dan J.P.Diamond
- 4th Dan P.G.Prescott, A.M.Goddard
- 3rd Dan J.L.F. Bates, S.J.Dowsey
- 2nd Dan A.J.Daly, J.T.Fairbairn, T.M.Hall, F.May, R.Moss, A.P.Stout, D.J.Sutton, J.S.Tilley, D.Wells, T.Yoshii, M.Macfadyen, B.J.Castledine\*
- 1st Dan L.Block, C.F.Clement, J.C.Cock, A.G.P.Cooper, R.J.G.Hitchens, D.G.Hunter, C.D.Irving, D.R.Mitchell, T.A.Parker\*, F.M.Roads, M.C.Roberts, A.A.C.Scarff, A.Hall
- 1st Kyu J.E.Allen, S.L.Bailey, P.Fage, G.G.Gray, H.Harte, J.Hawdon, M.Hollings, R.B.Huyshe, P.T.Manning, J.McLeod, J.H.Metcalf, T.Oxenham, J.Payne, R.J.Smith, B.Simmons, M.Yagin, I.Young
- 2nd Kyu M.Amin, J.A.Clare, C.Leedham-Green, R.Lewis, S.Lloyd, J.S.Robinson, N.Symes, A.Thornton, M.Wells, A.Williamson
- 3rd Kyu A.K.Allwright, P.Bloomberg, B.Chandler, H.Fearnley, T.Goodey, L.J.Hamilton, A.Henrici, D.J.Mascord, T.McDonald, M.J.Olley, M.West, R.Thompson

\* = Awaiting ratification by BGA Committee

Problem-Go für Fortgeschrittene - Maeda (Translated and published by Karl Lehwald) 163 pages

This is a German translation of volume 3 (dan level problems) of Maeda's Tsume-Go series. To some of us, German is as much a mystery as Japanese, but it is surprising how easily a technical book like this can be understood; at least we know how to pronounce it!

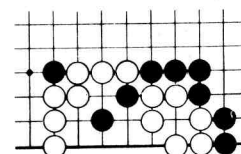
The book contains 150 problems arranged in approximate order of difficulty: 100 for 1-3 kyu, and 50 for dan players. These gradings are, however, a little misleading for, as the introduction points out, if you can do the kyu level problems in 2-3 minutes, you are definitely a dan player; and although I agree with this for the first 20-30 problems, I think it's rather optimistic for the rest!

The layout is two problems per page with a few words of introduction, and then answers overleaf to avoid cheating. One interesting feature that I fully approve of is that one is not always told whether the best line is ko, seki, or whatever; it's unrealistic enough to be told there's a good sequence to begin with, let alone given further hints.

The author claims that through study of these problems the average player can raise his strength by one, two, or even more kyu grades - quite likely I should have thought.

The book appears in a flexi cover version of the Ishi press format, and costs £3.00 from the London Go Centre (members' price).

Here are two of the more elegant problems (although by no means the most difficult):

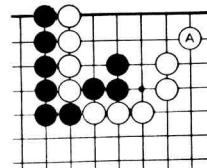


Problem 72

Problem 72:

Black to play (1-3 Kyu).

Although this is a me ari me nashi situation, see if you can make something from the two enclosed black stones.



Problem 109

Problem 109:

White to play (dan level)

There is no reason to suppose that the four white stones are completely captured yet. An original sequence of moves is available, in which A plays its part.

(Solution page 13)



1975 CHALLENGERS LEAGUE by Paul Prescott

	D	G	D	M	H	S	M	I	Tot.	Pos.
Jon Diamond	X	1	1	1	1	1	1	1	7	1
Tony Goddard	0	X	1	1	0	1	1	1	5	2=
Stuart Dowsey	0	0	X	1	1	1	1	1	5	2=
Matthew Macfadyen	0	0	0	X	1	1	1	1	4	4
Mark Hall	0	1	0	0	X	1	1	0	3	5
Alan Scarff	0	0	0	0	0	X	1	1	2	6
Ron Moss	0	0	0	0	0	0	X	1	1	7=
Colin Irving	0	0	0	0	1	0	0	X	1	7=

ROUND 1

Moss clearly took Diamond very seriously as he spent 30 minutes to Jon's 3 in the opening. Ron got a large moyo, and a fight developed when he tried to trap a few stones on the edge of it. Ron got two weak groups and a rather difficult looking position, but saved one neatly with a very favourable ko and in saving the second even succeeded in killing one of Jon's. Unfortunately he was now in byo-yomi, and Jon played steadily to catch up and win in yose. Scarff-Goddard saw numerous weak groups in action, but on balance Alan's were more numerous and weaker. When the dust cleared, more of Tony's stones seemed to be alive, and he won comfortably. Dowsey played very quickly against Macfadyen, and accidently it seemed let him get a moyo. He played a few stones inside it, and Matthew mistakenly thought he could destroy them. He consequently lost some stones himself, but still had compensation and built another moyo opposite. Unfortunately, he hadn't allowed for the famous Dowsey rip-off in byo-yomi, and so Stuart avoided an upset. Irving-Hall was uneventful, although the result a bit of an upset.

ROUND 2

Goddard played parallel san-san against Irving, an opening he was to adopt throughout most of the tournament. (This has been experimented with by professional players of late, particularly Cho Chi Kun.) The game developed in typical Tony style with lots of fighting and weak groups, and this he turned into a predictable victory. Dowsey-Moss was a very instructive game of large moyos in which Ron rather outplayed Stuart to take a clear lead of 8-10 pts. in yose. Unfortunately, he then made a grotesque blunder which seemed to demoralize him for the rest of the tournament; Stuart threatened to cut off a group and Ron ignored it: at least Stuart was embarrassed. Hall-Scarff was an essentially short game as Alan lost a large group early on from which he never really recovered, although Mark gave him more chances than he should have had. This too was a parallel san-san game. The game of the round was undoubtedly Diamond-Macfadyen; Jon played his usual steady fuseki and seemed to be crushing Matthew. However, he relaxed too early, and Matthew pulled off a succession of neat moves to take a slight lead coming to the yose. Then, however, Jon steadied himself, and caught up a point at a time to win by only two points.

ROUND 3

Diamond continued his rather patchy form by completely misplaying a joseki against Hall, giving away almost 20 points. However, he pulled back gradually by taking advantage of a large weak group of Mark's and finally won by quite a large margin. Goddard again played parallel san-san against Dowsey, and won, rather unusually for this fuseki, with a large central moyo. Macfadyen won an early corner semeai against Irving, and although Colin got some central influence as compensation, his resulting moyo was too loose; Matthew lived in it and won. Moss-Scarff gave an uneventful victory to Alan.

ROUND 4

Hall-Dowsey had an amusing lightning mane-Go fuseki with both playing parallel san-san, and eventually Stuart (Black) taking tengen. This seemed better for Stuart, and he duly won. Macfadyen-Scarff was a local battle, and they honoured it by playing the Reading weak group strategy of making as many weak groups as possible. Alan's were the weaker and he lost. Moss beat Irving in what was to turn out to be the wooden spoon match, whilst Diamond beat Goddard in what everyone expected to be the match to decide the challenger. This was a fairly typical Jon-Tony game, with the usual collection of weak groups and running fights, although Jon eventually won by a surprisingly large margin.

ROUND 5

A round of quick games. Diamond crushed Scarff by taking advantage of his weak groups. Irving misread a crucial position against Dowsey, failed to capture some key stones, and lost. Goddard yet again played parallel san-san, and beat Moss by killing a corner. Macfadyen had the most spectacular victory of the round by killing a thirty stone group of Mark Hall's, and thus began to look the favourite for the vital fourth place to get into next year's league.

ROUND 6

Goddard-Macfadyen fitted the styles of both players by involving large scale running fights, and both players eventually developed enormous corners; Tony's were larger and so he won. This was another game in which he played parallel san-san. Dowsey-Scarff was also true to style being a very hack-hack game. Diamond didn't have very much trouble with Irving, although Colin did worry him early on with his pet joseki, a variation of the low pincer against the high attack to komoku. Moss-Hall was a game of running fights and large scale furikawari; it had an amusing finish when Mark went out for a breath of fresh air (not surprised with that pipe of his) and returned to find Ron clearing away the stones in what Mark had thought was a tricky position.

ROUND 7

Ron Moss was clearly demoralised for he resigned after only 62 moves against Matthew Macfadyen in a position with everything to play for. Irving weathered Scarff's attacks for most of the game, but slipped near the end and lost after some poor yose by both by only four points. Alan Scarff was the most surprised person of all when he discovered who had won. Dowsey-Diamond was the last chance for an upset and a possible three-way tie for the challengership, but both played very quickly and the game was over in under an hour. Hall-Goddard involved a trappy variation of the bloodthirsty sword joseki with which both seemed familiar; although Mark got a large weak group, Tony uncharacteristically failed to take advantage of it and fell behind. Mark held his lead throughout the tight yose to win narrowly.

A GAME FROM THE LONDON OPEN CONGRESS 1975

Black: T.M.Hall (2 dan) Bristol  
 White: R.Rehm (4 dan) Holland

Time: 1½ hours per player, 30 seconds byo-yomi

Komi: 5 points

Comments by T.M.Hall with editorial notes (E) by Toby Manning

Fig.1 (1-100)

White sets out in his fuseki to dominate the centre and he plays ni-ren-sei, carefully making sure that he gets a parallel fuseki by placing his first move in the opposite corner to Black.

Black's reasoning for playing a two point shimari was to create counter influence. White's immediate invasion of the corner at 6 is possibly a mistake, leaving Black to dictate the joseki and gain outside influence. Not a good time to complete the san-ren-sei fuseki.

Black 27 (E) If Black plays the more usual line of dia.1, White 24 becomes a weak stone in Black's sphere of influence. In the actual sequence played, White gains a strong position which he could have used to reduce Black's upper left-hand corner.

Black 39 (E) This move seems to neither threaten the upper side or solidify Black's upper right corner; there is still a weak point at 'a'.

With the moves up to 42, White is now committed to a centre game having allowed Black to secure the upper left corner and a strong position on the right. With the weak point at 'a', Black should have played at some time on the right as move 78.

However, the game developed into a complicated fight in the lower left corner with moves 49 to 66. Both players made mistakes here, and White took half an hour before playing move 60.

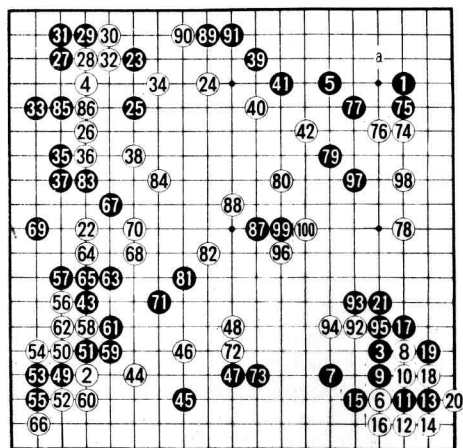


Fig.1 (1-100)

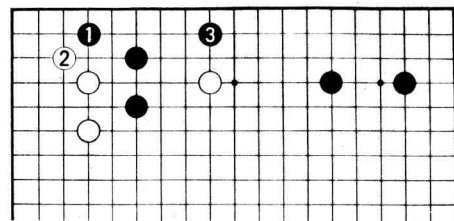


Diagram 1

(E) A possible reason for White's deliberation over move 60 could be the consideration of the sequence shown in Diagram 2. White gains a large corner and Black the outside influence with sente to defend one of the two cutting points.

The reader may like to examine other possible sequences in this interesting corner position.

Black 67 (E) A useful move aimed at reducing White's influence on the centre and attacking W22 and 64. Note after playing 67 as a kikashi, Black connects the weak lower group with 69, following the proverb "kikashi before life".

White 72 (E) White does not mind strengthening Black on the fourth line because of the opening at W16. If there was a black stone there, then W72 would not be so good.

The game shifts with W74 to the side that Black had neglected for too long. To secure both the corner and make some small invasion of the centre, Black is forced to allow White to establish a reasonably secure territory on that side. However, after Black's push into the centre, he is able to use threats against the side to prepare connections and attacks (Move 97 and 117).

White 74-78 (E) White manages to secure a base on the side but at the cost of allowing Black a large corner. White has central strength, therefore an alternative would be to invade at 'a'-either to reduce the corner and run out into the centre, or look for life in the corner.

Fig.2 (100-185)

With the invasion of 106 and 108, White reduces Black's territory to nothing and threatens the group.

(E) Note the clever counterattack of Black's moves 117-123. White's tesuji of 118 is insufficient to save all his stones.

B135 (E) The reader may like to examine the sequence shown in dia.3 and reflect on whether or not it is sente. If it is, it should be played now.

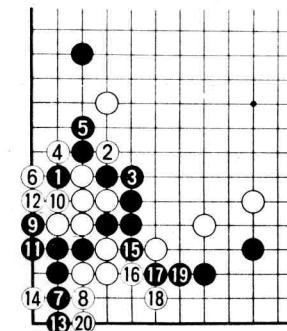


Diagram 2

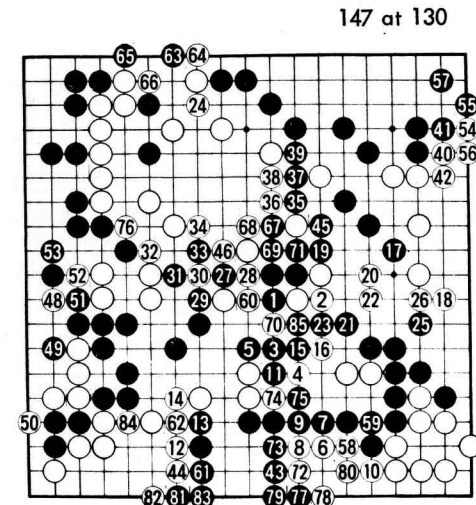


Fig.2 (100-185)

White 148 is a disastrous mistake, not seeing the consequence of Black's answer, and this gives 8-10 points to Black.

Recording stopped at move 185 as both players were running out of time. White was about 3 points behind on the board but would have won on komi by 2 points.

4. Tenuki

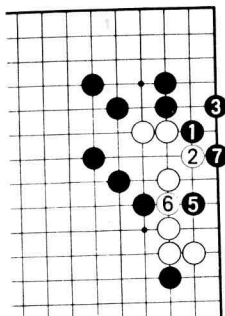


Diagram 3

## READING

The Second Annual Reading Open Championship is poised one game from completion. This is an all play all even game competition. Scores so far are Matthew Macfadyen (2 Dan) 4 and 1 to play, Ron Moss (2 Dan) 4, Andrew Daly (2 Dan) 3, David Sutton (2 Dan) 3, Tom Parker (1 Dan) 3, Allan Scarff (1 Dan) 2, Derek Hunter (1 Dan) 1 and 1 to play.

The result therefore hangs on the remaining game, postponed until Matthew's return from the European Congress. If he loses to Derek, there will be a play-off between Matthew and Ron; Matthew's only loss so far was to Ron.

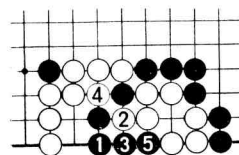
The first Reading Open was won by a 1 Dan (Brian Castledine, now of Cambridge). The second will be won by a 2 Dan. Will it need a 3 Dan to win the third?

Reading are congratulating themselves that of the four most recent promotions to Sho Dan, three have been from Reading (Derek Hunter, Matthew Macfadyen, Allan Scarff) and the fourth from Bracknell, which we still look on as an offshoot of Reading (Tom Parker). Alas, no credible candidates are in sight to make it five in a row.



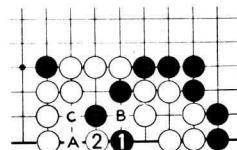
"HENRY! I SOMETIMES THINK THAT YOU DONT LOVE ME ANY MORE"

## ANSWERS TO BOOK REVIEW PROBLEMS (Page 7)



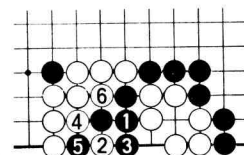
Answer 72a Correct

Black 1 sagari is correct, and the three White stones are lost. To play White 2 at 3 is questionable, as Black plays 2, White 4, Black 5 and this is a yose ko for White for all 6 stones.



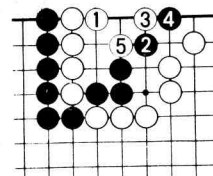
Answer 72b Incorrect

Against the kosumi of Black 1 White has the horikomi of 2, and Black is finished. If Black A, White B and if Black B, White C. If White plays 2 at B, this is a mistake for Black takes the vital point at 2.



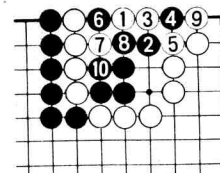
Answer 72c Incorrect

Black 1 here is also a mistake as White 2 takes the vital point.



Answer 109a Correct - ko

The unusual move White 1 is best. True, Black can play 2, but if White fights on he gets a ko with 3 and 5.



Answer 109b Incorrect

If White plays nobi at 1, then Black gets an ori-otoshi through use of his sacrifice stones 4 and 6. White 1 at 8 is also a failure, as Black plays 7.

## BRITISH NATIONAL CHAMPIONSHIP 1976

The system of qualifying tournaments for the British Championship will be augmented from next year by the introduction of a new "Candidates' Tournament". This is to be an eight round Swiss tournament taking place over the weekend of the Spring Bank Holiday (conditions as for the Challengers' League), with the best placed four from this going on to the League in June. The championship match itself will be in September.

The following people qualify for the Candidates' Tournament:

- (i) The four players eliminated from the 1975 Challengers' League
- (ii) All players recognized by the BGA as 2 Dan or above on a date one month before the 1976 British Go Congress
- (iii) Certain qualifiers from the national tournaments, provisionally
  - The 1976 British Go Congress (2 - 3 places)
  - The 1976 London New Year Tournament (3 places)
  - The 1975 Wessex Tournament (1 place)

It is hoped that in future years the Cambridge and Manchester tournaments may be included on a similar basis to the Wessex. It is also intended that in all qualifying tournaments the grades of 1 Dan and 1 Kyu will be treated absolutely equally, and thus the players concerned will have equal chances of qualifying. Members are reminded that the BGA does not control grades below 1 Dan, and thus anyone is entitled to call himself 1 Kyu.

Further details are available on request from the secretary.

## JAPAN AIRLINES PRIZE

The committee has decided that as from 1976 and subject to the approval of Japan Airlines, the prize of a trip to Japan shall go to the current British National Champion, or should he be ineligible, then to the highest placed person in the Challengers' League who is eligible.

## FUTURE CHAMPION by J.A. Moore, Cleveland Go Club

Some time ago a lady at Redcar, seeing one of the Dragon Posters I had put up in the library spoke to me. She had a son of above average intelligence (IQ 150) who was not being extended at school and wondered if Go would be an absorbing game for him. The outcome was that Manus Henry received an Ariel Go Set and the 2 vols of Nihon Kiin on Go as a Christmas present. Four days later he came to my house for a "lesson", but as he had read the 2 vols we went straight into a game on the full board. I soon found he knew what the game was about, and with the normal 9 stone start for such a beginner he beat me by about 20 points. He came back the following week and I allowed him 8 stones handicap and he hammered me to the incredible total of 140 points! It was an amazing experience to see an 11 year old who had only learned of the game's existence a fortnight earlier playing with such skill, and what was even more striking was the speed with which he could choose a move. As an illustration of one aspect of his game: at the end I had succeeded in capturing only two of his stones but he had a fistful of mine. He has returned to the Sacred Heart Boarding School at Droitwich where he hopes to start a club with the help of the mathematics master.

## IWAMOTO vs ROADS (simultaneously with nine others)

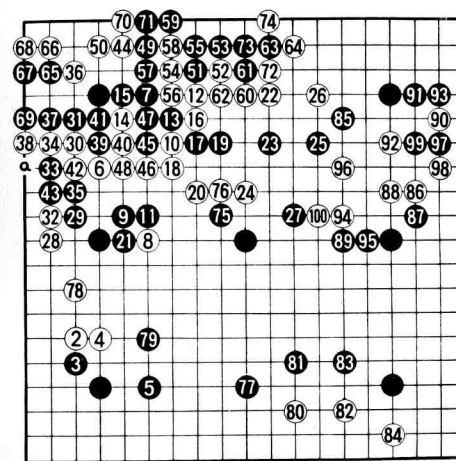


Fig.1 (1-100)

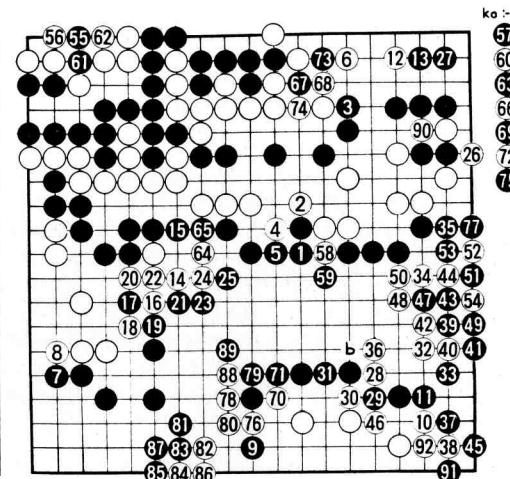


Fig.2 (100-192)

This game was one of the ten played by Mr. Iwamoto at the London Go Centre on 28th March. (He won seven.) As the game lasted 2½ hours, and it is in the nature of simultaneous displays that most of this time is available for Black to think in, perhaps you think a sho-dan ought to have put up a better performance than this. The trouble is of course that the time was chopped up into approximately equal periods of about 1 minute 20 seconds, as it is impolite not to have one's move ready each time the master player arrives. I am sure that I could have avoided some of my blunders if I had had more time to consider certain key moves. 'Excuses, excuses!' I hear you all cry, especially when you see the score. Well, be that as it may, I am just pointing out that the odds are not entirely loaded against the 9-dan ex-Honinbo.

I feel unqualified to offer more than the briefest comments.

- Black 39 I think I started to go seriously wrong here. I expected the sequence to 43, but I didn't realise how hard 44 would be to deal with. There was no need to try to kill the white group; 39 at 69, allowing White's connection at (a) if he wants it still leaves me with a massive advantage.
- Black 77 I had given up the large group but not the game. Presumably the move is better at 78.
- Black 111 I am still about 15 points ahead.
- Black 131 (b) must be better. White's yose play here is the sort of thing I never think of.
- Black 177 Almost equivalent to resigning, but I could see no hope of winning the Ko more profitably than this.
- White 192 Now Mr. Iwamoto is about 15 points ahead, and this seems a good point to stop the record, although in fact I struggled on to move 230.

(continued on page 16)



## CAMBRIDGE GO CONGRESS

The 2nd Cambridge Go Congress took place in St. Johns College on Sunday, June 8th. 73 players from clubs as far away as Southampton and Cleveland took part in a three-round MacMahon tournament. No prizes were awarded, but the following people won all their games:

P.Prescott	(Imperial College)	4 Dan
C.Matthews	(Cambridge)	5 Kyu
P.Smith	(Cambridge)	5 Kyu
C.Galleynore	(Cambridge)	8 Kyu
R.Hunter	(Oxford)	10 Kyu
D.Phillips	(Oxford)	10 Kyu
R.Brewis	(Keele)	11 Kyu
C.Yeo	(Croydon)	13 Kyu
J.Crow	(Swale)	14 Kyu
V.West	(Bracknell)	23 Kyu

Paul Prescott was the overall tournament winner.

## WOODFORD AFTERNOON TOURNAMENT FOR LESS ADVANCED PLAYERS

Woodford Go Club invited players of 10-kyu and under to participate in an informal afternoon tournament on 22nd March. Invitations were sent to all clubs in the Home Counties, and 25 players of the specified strength range turned up, plus John Pusey and Geoffrey Gray, who kindly attended to help give instruction. There were no prizes, no time limits, and almost no rules - players played whom they could, as and when they could, but were discouraged from playing the same player twice, or players from their own club.

It was not the intention to select winners - in any case the number of games played by entrants varied from two to eight, but a number of clubs may wish to regrade their members!

Of the nine clubs that took part it was especially pleasing to meet a strong contingent from Queen Elizabeth's School Go Club, who made interesting opponents for the younger players from Woodford. We shall certainly hold another event like this, as the people who came seemed to find the experience worthwhile. Next time we hope to attract a larger entry.

## IWAMOTO vs ROADS continued

Last time I received a handicap as large as this was when Mr.Iwamoto gave me nine stones in 1972. I think I managed to use the handicap stones in the correct aggressive manner, but my tactical skill was just insufficient.

I wonder when I shall next receive seven stones!

## STICK TO YOUR PRINCIPLES by Andrew Daly

One of the best known principles of Go is that of consistency. It is even said that if you discover half way through that your plan doesn't work, you should nevertheless go ahead with it rather than trying to change horses. This principle is particularly important in selecting joseki to go with the fuseki that you play.

A good example of a joseki that fits well with the spirit of a fuseki is the two-skip high pincer discussed with the san-ren-sei fuseki in Sakata's second volume 'Modern Joseki and Fuseki'. This joseki is shown in diagram 1. It gives a massive thickness that works very well with the other two hoshi stones.

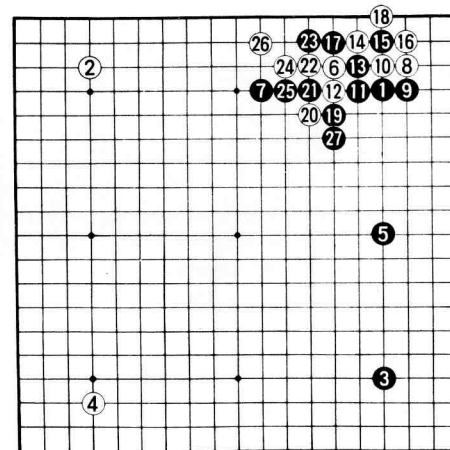


Diagram 1

Another example of joseki and fuseki fitting well together is shown in diagram 2, which several of my recent games have followed. Black 7 initiates several tricky lines, and the development up to 10 is quite common. Black 11, however, is a comparatively recent joseki.

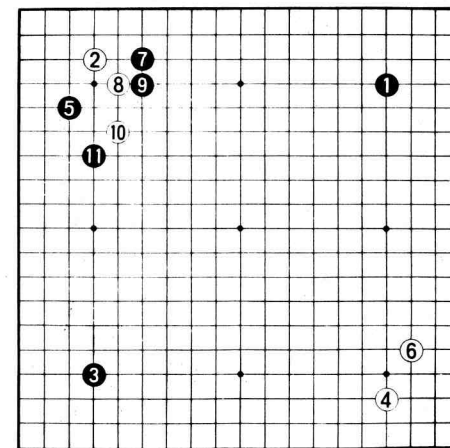


Diagram 2

(continued on page 18)

The joseki development is shown in diagram 3, which is in fact my game with Colin Irving (White) at Alsager. Colin's moves 18 and 20 make matters worse, but already at 17 you can see the way in which the conjunction of Black's influence with the hoshi stones more than compensates for White's gain in the corner.

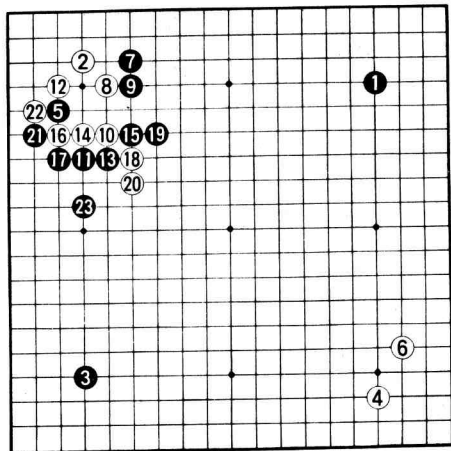


Diagram 3

Of course, matters are still worse for White if he doesn't know the joseki. Diagram 4 is another of my Alsager games, in which White's excellent record was put in jeopardy by his selection of 12, which leaves him without territory, influence, or eyes.

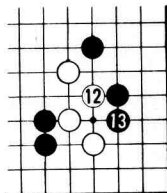


Diagram 4

The correct way for White, which Paul Prescott played against me at Alsager, is tenuki from the corner, playing White 12 on the side hoshi as shown in diagram 5. This put me in unknown territory, and eventually I selected 13. Apparently this situation came up in a professional game recently, and Black played 'a', which works better than my move, because I shortly afterwards had to bolster at 'b'. But even my move left the situation balanced, and quite promising for Black, since the White groups in this area are thoroughly unstable.

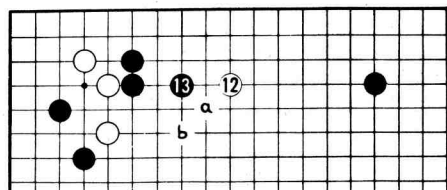


Diagram 5

(continued on page 19)

## JAPANESE VISITS

The Go Centre was host to twenty visiting Japanese amateurs and four professionals, Yasunori Kano, 9-dan, Shoji Sakakibara, 9-dan, Tomoko Ogawa, 3-dan, and Chizu Kobatashi, 3-dan, on Sunday July 20th. In the afternoon, the amateurs played a friendly 19-a-side match with the London players which they won 12 to 7. We'll do better next year. That evening, after the amateurs returned to their hotel, the professionals rolled up their sleeves and took on 6 opponents each. Most fell victim to their strength but Kano sensei conceded victory to Ron Learoyd, 4-kyu, as time ran out.

There will be another visit by professionals later in the year which we are all looking forward to.

## SUMMER HANDICAP TOURNAMENT

The first of what promises to be a regular quarterly event was held at the Go Centre on the weekend of Saturday July 12th and Sunday July 13th. 38 players of all strengths took part in a four round handicap tournament organised on the Swiss system with random draw and the spread of opponents kept to within 9 stones either way. Winners had to play winners and this produced two clear victors with 4 wins each, Y.Ohtsuka, 2-dan, and Sean Godfrey, 12-kyu. The runners up were T.Oxenham, 1-kyu and J.Kalmus, 14-kyu. E.Dirksen, 20-kyu also obtained three straight wins with his first round a bye. Winners were given Go books. Next time it will be in October when we expect more contenders still.

## STOP PRESS

Kido Yearbook '75 and Jim Davies' "Tesuji" are in stock. Membership topped 200 in the first week of July!!!

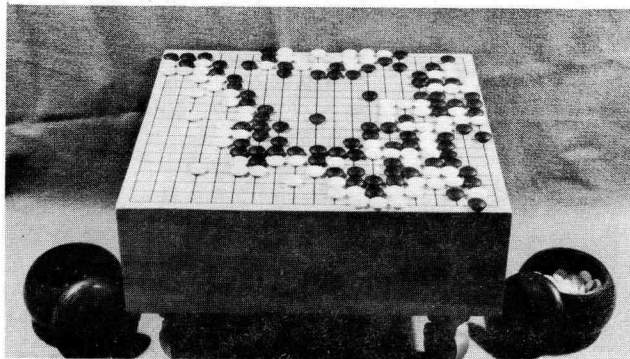
## STICK TO YOUR PRINCIPLES continued

Of course, diagram 5 leads quickly to complicated fighting, but then this is the aim of cross hoshi opening. Playing this fuseki, we can get down to the serious fighting after a dozen moves. The joseki started by Black 7 to 11 is thoroughly in keeping with the fundamental aim of the fuseki.

Just a brief word of warning before you all rush off and start playing this brilliant fuseki in all your games: I lost all of the games shown as examples. I did, however, gain a deeper understanding of the interaction of strategy and tactics - to me the greatest attraction of Go.

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