

MAGNETIC GO SET

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The British Go Association

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No. 52 March 1981



KISEI TITLE ~ SHUKO
MAKES IT FIVE IN A ROW

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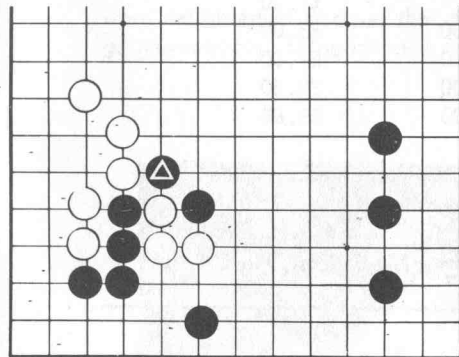
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EDITORIAL

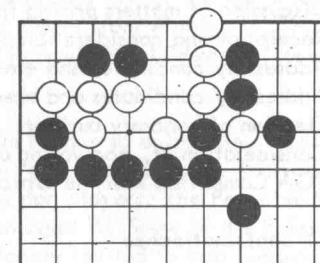
This is your journal. Hundreds of go players read every issue and consistently give only the minutest dribbles of feedback. So what goes in is what we think should go in. But, repeat first sentence. Seems to us that you should have some say, but teasing 'some say' out of you is really rather difficult. This is our latest try: glance over your back issues and compile a list (write it down!) of the best ten articles you've ever seen in the BGJ (and the worst ten if you feel so moved). Tack a general comment on the end (but only if you can think of one) and then before you can stop yourself stuff it in an envelope, address envelope to BGJ, 25 North Villas, Camden Square, London NW1 9BL add stamp and post. I know it's hard but you're a go player and should manage it.

PROBLEMS

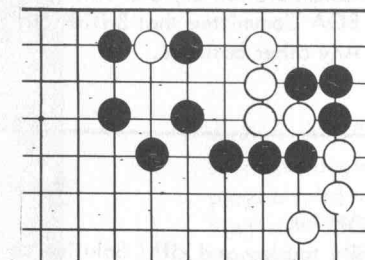
(Solutions inside back cover)



White to play - anyone can spot the double atari, but what white needs is to capture the (marked) cutting stone.



Black to play - white's group can be killed unconditionally. See "Shapes" for hints, see "Massacre, classical style" for where it came from.



Black to play and kill white's corner group - be sure that you have considered all white's possible replies.

BRITISH GO CONGRESS

SATURDAY 11th and SUNDAY 12th APRIL

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

The Annual General Meeting of the British Go Association will be held on the evening of Saturday 11th. The Agenda for the meeting is given below.

Full details of accomodation, costs etc. are available from M. White, British Go Congress 1981, 21 Westmoor Lane, Heslington, York, YO1 5ER

AGENDA FOR THE AGM

1. Election of tellers.
2. Reading of minutes of previous AGM.
3. Discussion of matters arising from the minutes.
4. Receipt of and consideration of officers' written reports.
5. Address by candidates and election of officers.
6. Address by candidates and election of ordinary Committee members.
7. Election of honorary auditor.
8. Consideration of, and voting upon, the proposal received from the BGA Committee that the subscription rates for 1982 be:

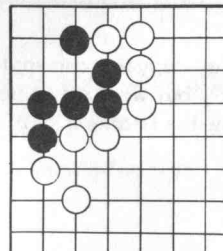
		(1981 rate)
Student unattached	-	£1.20
Unattached	£3.00	£3.00
Overseas	£4.00	£4.00
Club student (in full time education)	£1.00	£0.80
Club member (full rate)	£2.00	£1.80

9. Consideration of, and voting upon, the proposal received from the BGA Committee that British Go Week be repeated at an early date.
10. Any other business.

Matthew Macfadyen, Hon. Sec.

PROBLEM

White to play and kill (Solution on page 9)



PRAGUE

REPORT BY MATTHEW MACFADYEN



A general view of the first round, all the players on the near table are East German 3 and 4 dans.

The Prague Tournament is played with handicaps but for the last three years this has not prevented the highest graded player from winning it. This year, however, a six way tie for first place resulted in a win for J Ra'kosník, one of the local shodans.

Apart from the usual excesses which make Prague so enjoyable, there was time to discuss the state of go in other parts of Eastern Europe. Tournaments are springing up all over the place, as are new dan players. The Poles have their first fifth dan and East Berlin has a shodan aged 10. Some of the Poles were delighted to discover that they were no longer invited to East German go tournaments, being citizens of a non-socialist country.



J. Ra'kosník, the tournament winner, plays a solid move against A. Gändör, Hungarian 2 dan.

Back at the tournament, this year's British contingent was of just two players. John McLeod's 2 dan grade stood up well - he was involved in the tie for first place and was the only person to beat the eventual winner. I had a bit of trouble with the four and five stone games - it's hard work being 6 dan - but unfortunately did not record them. The game below is from the first round. I had white, my opponent is the Polish 5 dan.

White: Matthew Macfadyen, 6 dan
Black: Janusz Kraszek, 5 dan

White 8 is a favourite of mine. Black 13 is a bit of an overplay, leaving him with weak groups on both sides, but that is not disastrous with 1 and 5 to back him up. The recommended line for black is to play 13 at 14, then take the corner with 16 and extend to 28 separating white's groups.

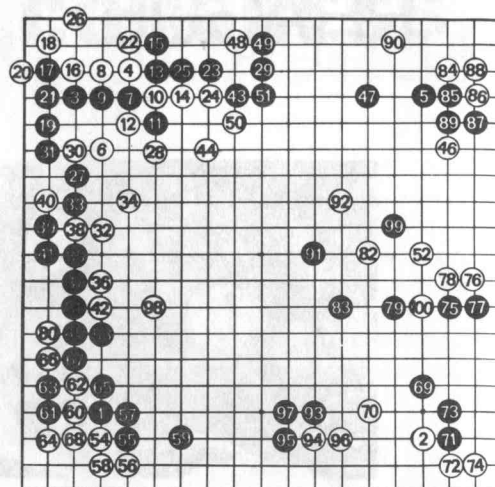
Black 45 is slack and should be 69. White is extremely strong in the centre. I decided to use the thickness indirectly by taking all the corners, relying on my wall to nullify black's potential in the centre.

White 106 was an overplay - it is much better to shut black's group in, making him live in gote, since the capture of two stones on the edge is small and does not even secure two eyes. Black becomes very strong in the centre with 107 and 109.

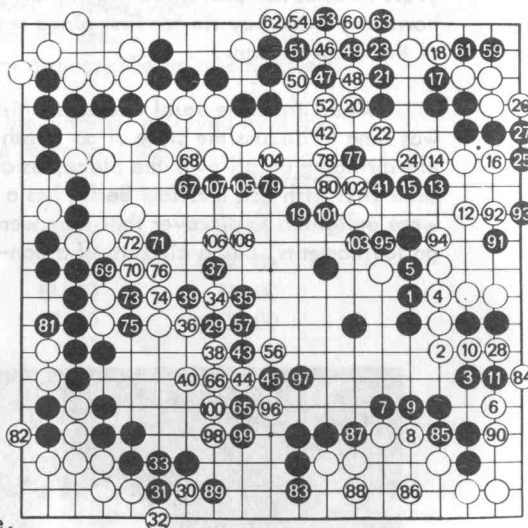
A large scale exchange occurs on the upper side, but the result is about equal. At this stage the game is quite close.

179 threatens to save his group on the top side, but this is bad as 180 is a sufficient answer.

White 208 works - these stones cannot be cut off. Eventually white won by 12 points.



1-100



101-208

155 takes ko at 147
158 " "
164 connects



V. Nechanický, Czech shodan, plays W. Malinowski, Polish shodan, in the foreground. Behind them G. Möhring, East German shodan plays J. Lubos, another Polish shodan.

St. Valentine's Day Massacre

Report by Raymond Chandler

It was Sunday afternoon, February the 15th, the weather held fine. Sean Godfrey, professional 4 kyu and local hood, mooched aimlessly through Chinatown. The streets buzzed gently in the aftermath of the celebrations that had welcomed the year of the cock.

Sean was grateful for any distraction that took his thoughts from the scene back at the Piazza. Gang rivalry always brooded just under the surface, he knew, but the events of the previous day, not to mention that morning, had shocked him into making a quick exit, and now he watched every doorway.

The West-Side hit men had met killers from the main London gangs and 'representatives' from further afield in scenes of carnage and recrimination. The three decimated their opponents (including Mo Amin and his boys who rushed down from Manchester hoping for a clean sweep) then discussed the future amongst themselves. Terry "The Bike" Stacey and Gary "Solo" Roberts discovered mutual connections back in Sicily and declared a new brotherhood, relegating Jim "Bonebreaker" Bates to protection. Who is safe now?

It was clear that no one would survive to give a true account of events. All Sean could hope for was a body count that didn't pinpoint his own absence, he had to lie low for a while

(The official figures can now be given as relatives and friends have been notified, of those who attended Gary Roberts, 2 dan, and Terry Stacey, 4 dan, tied on SOS for first place and Jim Bates, 4 dan, came third with 4/5. The only other survivors were D. Brown, 4 kyu, 4/5; R. Scantlebury, 15 kyu, 3½/5; G. Bondar, 16 kyu, 3½/5.)

This is a game from the final round of the massacre. Black is J. Ingleby, 2 kyu, white is F. Rowley, 3 kyu. The commentary is by Jim Barty.

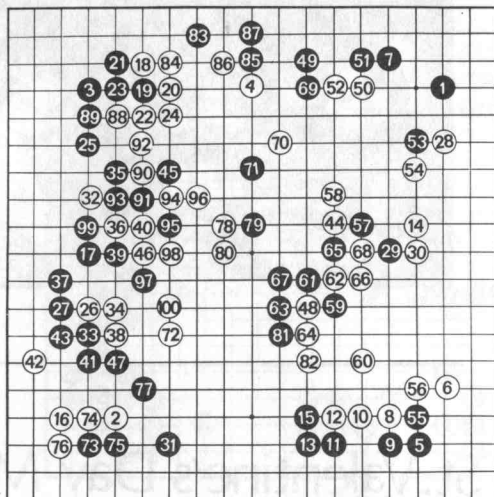


Fig. 1 (1-100)

W4: The corner is normally thought to be bigger than the side.

W12-W14: It is bad style for white to play the 12, 13 exchange and immediately extend out to 14. Either white should carry on pushing along the top of 13 at least twice more to get a really imposing wall or he should extend immediately after 10.

The reason is that black 13 covers more of black's weaknesses than white 12 does of white's - white still has to go back and patch up at 60 in the game.

W28: It is a good idea of white's to insist on taking sente from the left side in order to grab this point. But personally I would have played once more on the left, the hane at 43, I don't doubt that black would answer at 37 and any subsequent cut at 33 would not be so severe as 33 is in the game.

B29: Erasing moves that force the opponent to make fourth line territory are no good at all. The knight's move at 68 and the contact play at 30 would both be better.

W32: The invasion is entirely pointless when black can still play 33.

W34: It is better to play no move at all than this move, it encourages black to strengthen himself and in exchange white gets two useless stones in the centre. If black answers, as he should, white will lose the option of cross cutting at 43.

B35: This is too small, white should answer at 37.

W52: This move is only sensible if it is kikashi and forces an answer but white has no good follow-up, if he pushes and cuts he cannot cut off 49, so 52 would be better spent elsewhere. The urgent problem at this moment is who is going to get first move in the fight on the left hand side of the board.

B55: Black is aiming at 60.

B57-67: These moves only make sense if black intends to use his thickness in a severe attack on white's weak stones in the left centre.

B69 & 71: These moves are completely off the point and when 72 hits the board white suddenly has very good prospects in this game.

B77: Black correctly extends from the weak group towards the strong stones.

W80: Black 81 when it comes will give black considerable territorial prospects on the bottom of the board so white should not answer 79 directly but rather try and make eyes lower down the board.

W88 et seq: The attack is a complete disaster for white. To justify letting black cut off 32 white must actually capture all the black stones in the centre but there seems little prospect of this after black has played 81.

W100: This is no time to connect up odd stones to nothing in particular.

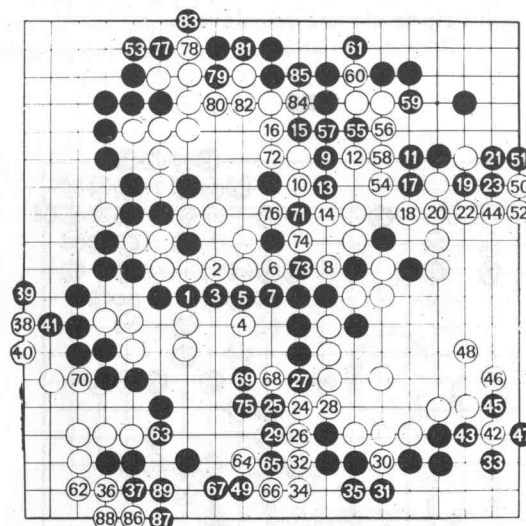


Fig. 2 (101-189)

B101-108: After this a cursory count makes black some 20 points up.

B109: So black should not piddle about in this area of the board but quietly consolidate his own territory by playing 127.

W118, B119: White has been conned here, white protects about half a dozen points and loses about 20.

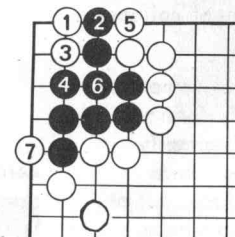
As the yose proceeds, black's grip on the game tightens yet further.

W174, B175: Black decided in advance of this ko that he was probably going to lose it, but you should always take a ko once anyway because that forces your opponent to use up at least one of his ko threats. Black plays 175 to take away most of his opponent's ko threats, but there aren't any other major kos to fight so black has just lost himself a point. It is only worthwhile taking away your opponent's ko threats in advance of a ko fight, once you've started fighting the ko it's too late.

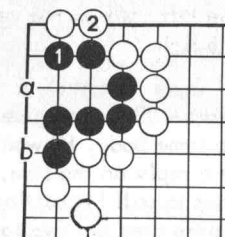
The game was counted up, but we omit the final moves. Black is almost 50 points ahead after 189.

SOLUTION to problem on page 4

Dia 1 shows the correct answer. If black plays 1 in Dia. 2, then a and b are miai and black is still dead.



Dia. 1



Dia. 2

Massacre, classical style

by MATTHEW MACFADYEN

Go is, in the last analysis, a fight - and fights are good spectator sport in proportion to the amount of blood spilled. In a typical professional game of go about ten or fifteen stones are killed. Occasionally, for a treat, we see a display of savagery leaving over 50 stones in the lids. During the 1975 Honinbo final (Sakata vs. Ishida) there were two games exceeding 60 stones, though only one of them was counted up.

I know of no recent professional game in which the magic figure of 100 was exceeded, but a richer harvest comes from the early part of the last century. Honinbo Jowa was a close contemporary of Beethoven, Inoue Genan Inseki was slightly younger and took black in most of their 69 official games.

The game below is one of them. I do not pretend to understand everything that is going on but I hope that the comments will help to elevate your level of confusion a little.

The first crisis comes after White 30. Jowa's weak group is cut in two, but he lives in the corner, and Genan allows the other half to escape in exchange for securing a connection along the edge.

Just as things seem to be quietening down, however, Genan cuts at 59, giving both sides weak groups. If this play is to succeed, black has not just to escape - the real issues are whether he can break up white's side and whether he can attack the white cutting stones effectively.

Jowa prepares his counterattack from a distance with 64 - 70, and Genan returns to patch up his group with 71. The subsequent exchange on the lower side leaves white very strong on the left, but on the verge of collapse on the right.

Genan's attack gathers momentum steadily - 83 and 87 give his centre group some body, 89 would normally force a reply on the side, but Jowa decides to pull his cutting stones out at 90 before they get swallowed whole.

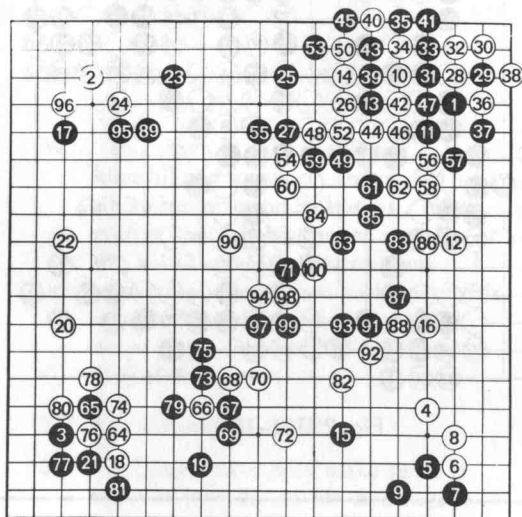


Fig. 1 (1-100)

51 at 40

Black 97 - 101 strengthen his centre group in preparation for an assault on the side, and with the brilliant sequence to 121 Genan breaks

through. Note that white 116 cannot be at 121 because black would reply at 'a' threatening double atari, and kill 16 stones. Note also that 136 is forced by 135 - otherwise black can wedge at 152 and cut white's group in half, winning the capturing race in the corner.

The fight on the side becomes an enormous ko, but when white answers 157 at 158, cutting off black's centre stones, it becomes imperative for black to win the ko, so he finishes it off with 161.

By the end of this figure, Genan's attack, which started with 83, has borne fruit in spectacular fashion, but all his three groups on the lower side are unstable.

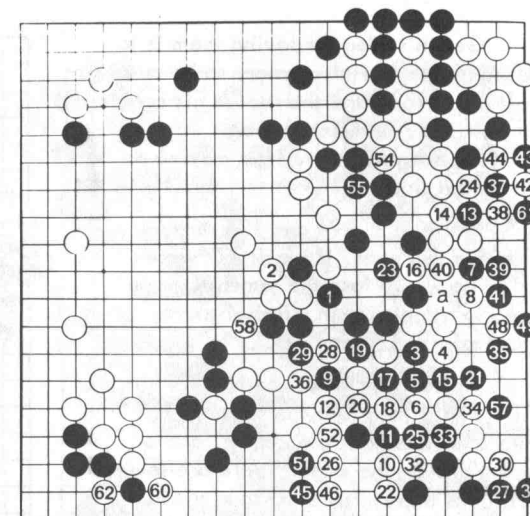


Fig. 2 (101-162)

147 at 137
150 at 144
153 at 137

156 at 144
159 at 137

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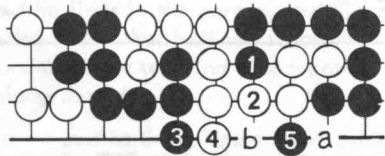
Dowsey Games

6 Belsize Lane, London NW3 5AB
Telephone: 01-794 9881

Genan's idea for saving them is to counterattack white's corner, so he cuts it off with 167, and then saves his corner stones with 171 - much the best way to live as it prevents white from making an eye on the side.

White 172, 174 and 176 remove all of black's eyes. If black 177 were at 182 he would lose the semeai by one play, so he sets off in quest of extra liberties with 177 and 179.

White 182 cannot be at 183, since white would then lose the semeai, 182 gains one liberty in the centre, and a second one on the edge. There are several variations there, but black can avoid kos with the sequence in Dia. 1. If white had no eye in the centre, black could leave 'b' until last, but with the eye he needs an extra play at 'a'.



Dia. 1

So, Genan had to head for the centre and find another liberty.

I do not understand black 189, since it seems to me that he could play the sequence in Dia. 1, and end up capturing the ko below 169 putting all the white pieces in atari - and there cannot be a ko threat big enough for white. Maybe Genan misread something in the sequence from 197 to 231, and was trying for a few extra points on the side.

In any case, 192 - 196 gain two extra liberties, and the crisis creeps onward round the board.

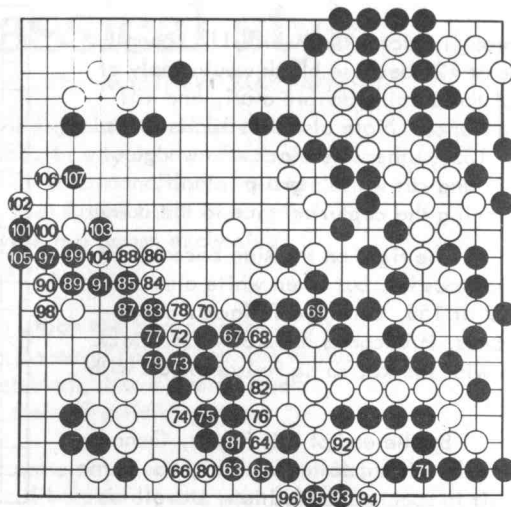


Fig. 3 (163-207)

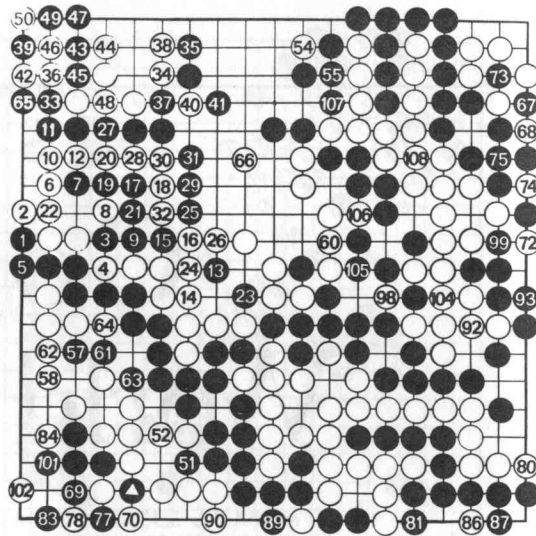


Fig. 4 (201-308)

253 at 239	276 below 273	295 at 277
256 at 250	279 ko at 273	296 at ●
259 at 239	282 "	297 ko
271 at 267	285 "	300 "
	288 "	303 "
	291 "	
	294 "	

The sequence to 232 is extremely tricky, but Jowa survives and completes about 100 points of territory (the bottom left corner can still live in ko).

A puzzle arises at 239. Had this stone been at 243, the white group would appear to be unconditionally dead (?), among other possibilities the position can reduce to the problem on page 3 of this journal. But players of this calibre are not supposed to make mistakes in tsume go, and surely Jowa would not be playing out a position he knew to be dead with two big kos still to fight. One possibility is that Genan overlooked white's brilliant play at 240, without which the white group would indeed die.

As it is, black 247 cannot be at 248, because white 247 would then force black to save two stones, and white could connect along the edge, using the damezumari caused by 240. Both players are short of threats in the ensuing ko. Black 251 is OK, it threatens about 130 points, but 257 is most unfortunate - white can reply at 258 and now black's corner group is unconditionally dead (exercise for the reader).

White 266 shows great confidence, challenging black to start yet another ko, but white finds an enormous number of threats on the right side.

Eventually black runs out of threats, and has to go back and play inside his territory to prevent the whole side from becoming seki.

White 348 may seem odd, since it is only worth one point in gote, while 350 and 353 are both worth one point in reverse sente, which is bigger, but white actually loses no points by doing this -

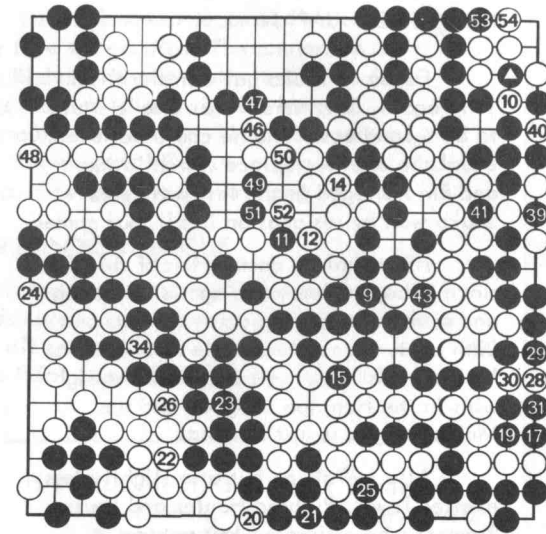


Fig. 5 (309-354)

313 ko at ▲	335 ko at ▲
316 "	336 at 330
318 captures 315	337 at 328
327 ko at ▲	338 ko at ●
332 "	342 above 315
333 at 315	344 connects above 340
	345 connects 341

he just gives black the opportunity to capture the one point ko in the centre after 354. Black has fewer ko threats, so he passes. This may seem sad, since another seven stones would have been captured if he had played out the ko - maybe Genan had counted up and decided that 150 stones was enough for one game. Jowa wins by 11 points.

NEWS FROM JAPAN

Fujisawa Shuko has won the Kisei Title again. This time it was Otake's turn to be second best, and he could not even equal the one win apiece which Ishida and Rin managed in the last two years - Shuko won by resignation in all four games.

His complete domination of this title since it began five years ago is becoming one of the outstanding achievements of 20th century go. Meanwhile Cho Chikun Meijin has started well with three straight wins in the Honinbo League, and the Meijin league is just starting.

Also in Tokyo, but at a slightly less exalted level, Richard Hunter and Louise Bremner who emigrated last autumn, report a marked discrepancy in grades around the shodan level and are both able to play at least a stone above their British grades. The system of promotion may have something to do with it - the Nihon Kiin run tournaments with around 1,000 entrants, commercially sponsored in addition to a large entry fee - four games are played in a day and winners of three or four gain the right to pay for a dan diploma - all highly effective as a fund raising exercise no doubt.

BRITISH CHAMPIONSHIP

It was decided at a recent committee meeting that qualifying places for shodans and 1 kyus in the British Championship Challenger's Tournament should be allocated such that: each club may organise one tournament per year with qualification places provided that it is a one day, three round, McMahon Tournament, or bigger, is widely advertised, and is open to all BGA members.

Prospective tournament organisers should consult the BGA Tournament co-ordinator when applying for such places.

NEWS

MALVERN 13 X 13 28th. February.

Richard Granville 1 kyu is the new British Small Board Champion. He won the first division of this 8 round handicap tournament with 7 wins. Second was Richard Smith, 2 dan of Cheltenham with 6 wins.

The second division produced a tie between M Brandt, 11 kyu of Nottingham and N. Troughton 12 kyu of Oxford. They both won 6 games.

The third division was won by Blyth Pigott 22 kyu, with six wins. There were 24 participants.

WANTED

A good home is offered to any vagrant copies of "Go Proverbs Illustrated" - contact Nick Webber at 1, Hazon Way, Epsom, Surrey.

NOTTINGHAM CITY GO CLUB

Dear Sir,

In the last British Go Journal you mentioned that members of the Nottingham University Go Club had set up a new go club in the city of Nottingham. Please may I give your readers some more details? It meets on Mondays, 6.30 to 9.00pm, at the Nottingham Community Arts and Crafts Centre, Gregory Boulevard, Hyson Green, and membership is free. It is a very small, friendly, relaxed club and anyone is welcome to come along.

Yours etc. Peter Neumann (7 kyu)

HAMMERSMITH

The first of the Hammersmith monthly tournaments was won by Terry Stacey, 4th. dan, he won all three of his games, as did the following players all of whom won prizes:

J. Ingleby 3 kyu (Hammersmith)

J. Pye 6 kyu (Unattached)

M. Harvey 7 kyu (Nottingham)

B. Trace 9 kyu (Hammersmith)

The event is sponsored by Petcomm Services Ltd.

TOURNAMENT CALENDAR

HAMMERSMITH. 5th. April (3 rounds)
G. Kaniuk, 35 Clonmore St. SW18
Tel. 01 874 7362

YORK. April 10-12 (6 rounds)
British Go Congress
M White, British Go Congress 1981,
21 Westmoor Lane, Heslington,
York, YO1 5ER

PARIS. April 18-20 (6 rounds)
FFG, BP95, 75262 Paris Cedex 06
France

PLZEN. April 17-20 (6 rounds swiss system
in divisions)
A Kocek, Plaché 5, 301 26, Plzen
Czechoslovakia.

COPENHAGEN. April 17-20 (7 rounds)
Jens Juul, Nørre Voldgade 54,
2. fl. 1358 K - Copenhagen,
Denmark.

LUXEMBOURG. May 1- 3,
(held at MAMER, 5 rounds, 1 kyu
and above, 7 rounds everyone else)
Fuseki Go Club du Luxembourg,
Secretary general, 17 route de
Mersch, Kopstal, Luxembourg.
(1st. prize- ticket to Japan)

BUDAPEST. May 1-3 (6 rounds handicap)
I Rigó, Budapest II, Páfrány u. 3/B
H-1026 Hungary

BRITISH SCHOOLS CHAMPIONSHIP

Leeds Grammar successfully defended their title with 4 wins. The runners up were Richard Huyshe College with 3 wins, Kings Norton School with 3 wins and Monmouth with 3 wins. 11 schools entered, good fun was had by all. - a whole new sub-culture seems to be springing up.

NEW LONDON LEAGUE

A new league has started for clubs in the London area. Teams are for upwards of 4 players with all games played on handicap. More info., Ian Meiklejohn on 688 7788 x 86.

HAMMERSMITH. 3rd. May (3 rounds)
G. Kaniuk, 35 Clonmore St. SW18
Tel 01 874 7362

BRACKNELL. May 9 (3 rounds)
G. Bondar, ICL, Lovelace Rd.
Bracknell, Berks

BRITISH CHAMPIONSHIP - CHALLENGER'S
TOURNAMENT. May 22-25
(by invitation only) A Grant,
1 Kent Street, Plaistow, London E13

PODĚBRADY. May 23-25 (6 rounds)
V Nechanický, Gottwaldova 1590176
28802 Nymburk, Czechoslovakia

AMSTERDAM. May 28-31 (6 rounds)
P Zandveld (020-152941)

NANTES. June 6-8
A Heaulmé, La Malpoutière Getigne,
F44190 Clisson (40-36 15 21)

KIEL. June 20-21
Jan Rütten Budde, Muhliusstr. 83,
D-2300 Kiel

WARSAW. June 26-28
K Moszczyński ul. Brun a 22m. 130,
02- 594 Warszawa Poland.

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

The virtues of vigour

Brian Philp (now 1 dan) sent us this game, he writes "I thought it might be fun to play through an old game of my own and criticise it in the light of present experience. The game is now more than six years old and is a four stone handicap game against a shodan. I was about six kyu then and now I blush at some of the mistakes". The commentary below is by Jim Bartly.

B19: Because 12 is so far away, 19 should block at 25. If white pushes and cuts then black can descend to 131 which gives him miai of cutting between 14 and 16 or capturing white's cutting stone. There are tricky variations here but to play anything else is to allow yourself to be pushed around.

B21: Black plays this to try and make white overconcentrated.

B25: Black seizes the corner and now the four white stones 18, 14, 16, 24 are very vulnerable to a pincer attack.

W26: Prepares to invade the corner and marginally preempts the significance of black's setting 13 in motion.

B27: Black should play the diagonal move rather than the knight's move. With the knight's move white can aim at attaching under 13.

B29: Awful. After 30 white can connect up along the bottom.

B31: These stones are meaningless when white can still connect up underneath them.

B33: 99 is the place to attack, white's stones in the region of 33 are light and much harder to attack profitably.

W34: Dodging like this is bad style, white must block 33. If black then cuts the fight will be on even terms because the cutting stone itself is a weak group. If black forges through after 34 in the game then black has no weak groups and white has two.

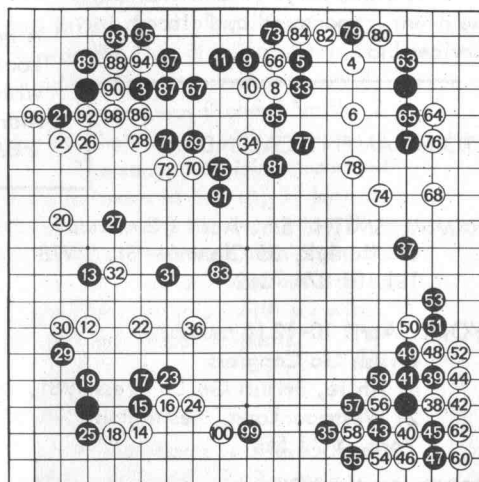


Fig. 1 (1-100) 61 at 43

B35: Nobody can afford to play go as casually as this. Black should attack severely at 99.

W36: White has his eye on embarrassing black's liabilities 13, 27 and 31.

B39-62: Black's play is magnificently uncompromising.

W64: White can do little here while he still has weak stones at 4 and 6.

B67: Drivelling. Black should attack 4 and 6 vigorously and not give white a chance to set 64 in motion.

B69: Not as important as 77.

B73: If black is going to jump out there is no need to connect underneath first.

B79, 81: It is more important to connect up the black corner stones rather than capture the white central stones. 79 is the right place to start, the sequence continues after 80 with a black poke between 4 and 6.

B85: This move is very strange, why not connect 73 and prevent white from having the option of capturing 73?

B89: Black should block at 90, white will play the 3-3 point and then black can play 89 without having taken any greater loss than if white had played the 3-3 point in the first place. White will die if he continues at 89 himself.

B93: This effectively connects black up.

W98: Connecting the three stones is not as big as sente.

W108: Better is 109, when black plays 109 he has prospects of a central territory.

W112: White is getting worried and plays the wrong move, if he doesn't believe 32 secures the connection he shouldn't have played it, but having played it there is no time to patch twice. 112 should be 113.

W114: A black hane at 118 would now kill the group.

B115: This is sente, white should connect.

W120: White should not trouble to save his cutting stones. It would be better to play 171. Black should cut off 120 by playing 122.

B125: This move not only captures a white stone but also threatens to wedge at 128 which would cut white.

W132: This threatens to cut at 133.

B141: Black would do even better by connecting at 142.

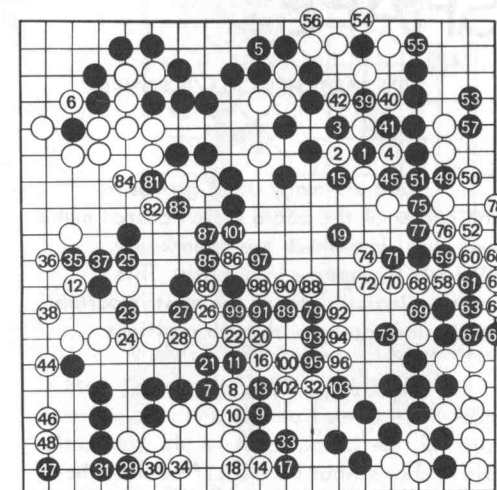


Fig. 2 (101-203) 143 takes ko at 101

W148: This is where black should have played - now the corner is dead and black needs to kill at least one of the white groups in the top right.

B149: But this only helps white to live.

B157, W158: Both these moves should be 159 to give the best chance of killing or the best shape for living.

W152-178: White cheekily lives with both his groups.

W162: White cannot pull 158 out at 168 because of B170, W169, B173.

B179: This is the price but white can afford to pay it as he is well ahead.

W188: Had white stopped to count he would have found that he could afford just to capture at 198. The sequence to 203 loses white his lead.

203 moves recorded.

Brian has forgotten the result of the game, he thinks it might have been jigo which is plausible.

SHAPE

BY MATTHEW MACFADYEN

There are many small groups in the corner of the board which cannot make two eyes, but which are remarkably difficult to capture in a hurry. This article discusses one of the most important tesujis for coping with such positions.

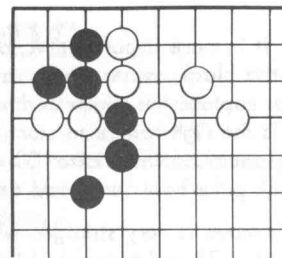
Dia.1 shows the basic shape. Both sides have three liberties and it is white's turn, but he cannot capture black directly. Dia.2 shows what happens if he tries that - white 3 cannot be at 4 because black would then make two eyes by playing 5, but after black connects at 10 white has no continuation.

Dia.3 shows the tesuji - this play spoils black's eye shape, and although it does not directly fill one of black's liberties or add one to white, it does both of these things indirectly - either black plays 'a', which does not gain a liberty thanks to white 1, and loses his eye shape - or black plays some other point allowing white 'a' which gains a liberty in the corner.

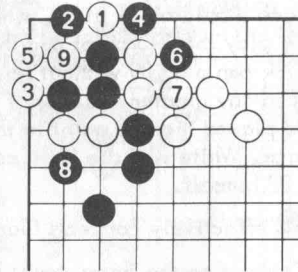
This basic shape occurs quite frequently. In Dia.4, for example, white's group in the corner is the notoriously dead 'L group', but black has to kill it before his group on the upper side dies.

Dia.5 shows the worst variation. White wins the fight by two liberties. Black 3 at 'a' would result in a ko (exercise for the reader) but neither result is good enough.

The correct play is shown in Dia.6. If white plays 2 then black 3 and now it is white who is two liberties behind - he doesn't even have a ko threat.

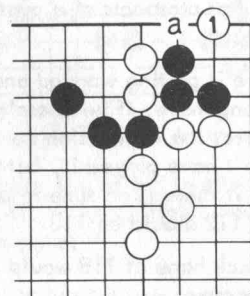


Dia.1

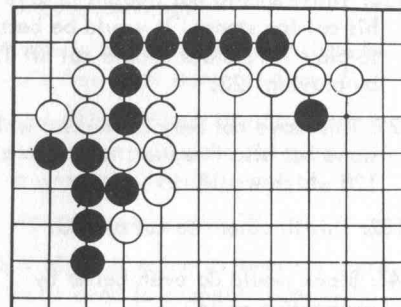


Dia.2

Black 10 connects at 1



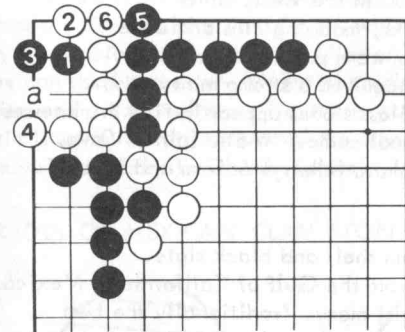
Dia.3



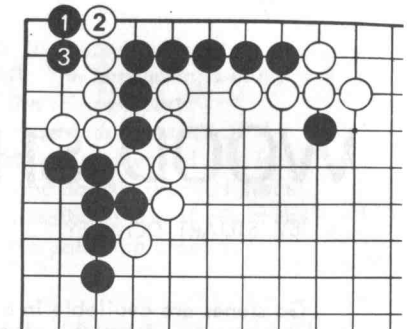
Dia.4

White can get a more promising result with 1 in Dia.7, but black plays a similar tesuji with 2 and wins the fight again.

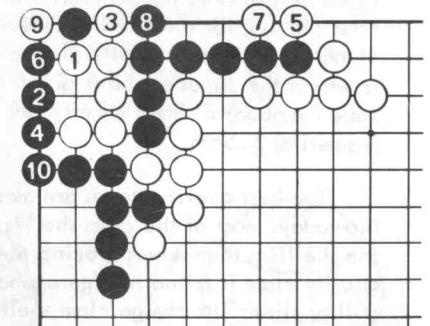
There are many other common examples in which this kind of eye spoiling/liberty gaining tesuji is effective. Some of them are given as problems elsewhere in this issue.



Dia.5



Dia.6



Dia.7

HOW TO GET TO THE TOP

The following cutting from Leonard Barden's chess column in the Guardian was sent to us by David Wells. It refers to the remarkable progress of Shaun Taulbut, the 1978 European junior chess champion, but its application is much wider:

"His run of success is another example of the proven and useful 'cluster technique' of improving your game via spells of concentrated tournament play. You aim at averaging 70-120 serious games a year (the minimum level recommended by experienced GMs like Geller and Korchnoi) and step up the pace, looking for stronger opposition whenever results suggest a possible breakthrough to a higher level of skill and performance. But if you start to tire, blunder or drop points to weak opponents then reduce the playing programme, weed out style errors or weaknesses in your opening repertory and recharge your batteries with new ideas from master praxis.

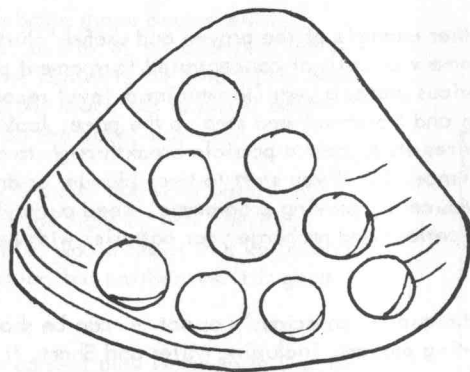
Application of cluster technique - consciously or not - can be shown in the careers of several of our leading players, including Miles and Short. It is based on a well established learning theory pattern where difficult techniques are assimilated by quantum jumps of comprehension rather than at an even pace. We have applied it for some years now in the England junior squad and results speak for themselves."

WOOD, SHELL AND STONE

BY STUART DOWSEY

Go stones are available in a wide variety of materials: clam shell, slate, glass, plastic, pottery and even bamboo. In the West, other substitutes include tiddley-winks, button blanks, mapping pins and once in the Bristol area peppermints. Half the latter were painted black and after playing for a while the players' fingers acquired a strong minty odour. Standard stones are usually plastic or glass. Glass stones appear in five thicknesses to which the Japanese have given the traditional names - Matsu (pine) 10mm, Take (bamboo) 8.5mm, Ume (pine) 7.5mm, Sakura (cherry) 6.5mm and Tsubaki (camellia) 5.5mm.

The best quality stones are made from clam shell and black slate. Nowadays most of the clam shell is obtained from the Gulf of California in Mexico, the shellfish themselves gracing the local tourist menu. Traditionally the best quality clam is found in Oguragahama, Hyuga, in Miyazaki prefecture and this still applies. The Hyuga clam shells are found on the seabed. A special sand-pump boat vacuum cleans to a depth of seven metres with a huge flexible pipe rather like an elephant's trunk, which brings up sand and stones as well as shells. The two types of clam shell resemble each other quite closely but the Mexican shell is larger and yields more stones. However, the Hyuga clam has less pronounced growth lines and is considered to be several grades better in appearance. This, together with their scarcity means that Hyuga shell stones are anything from four to ten times more expensive than their Mexican counterparts.

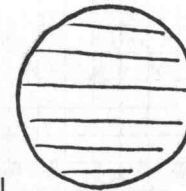


MEXICAN CLAM
(THE HOLES
ARE THE SIZE
OF GO STONES)

To obtain the stones, the clam shell is held firmly in a wooden chuck. Small discs are cut out one-by-one with a vertical drill. The best grain is found on the outer edge of the shell though this is normally the thinnest part. The flat sharp-edged discs are next rough-polished by machines to round off the edges. Finally they are given a finishing polish by hand. The smoothed disc is inserted into the end of a wooden stick and rubbed up and down a grooved piece of stone with a liquid abrasive. This polish is slightly alkaline and will affect the shell itself so the stones are washed clean throughout the polishing process. It takes 88 strokes to polish by hand.

The two types of shell stones are also graded slightly differently. Hyuga shell stones are divided into Yuki (snow) which are pure white, Tsuki (moon) with a touch of yellow colouration and Hana (flower) in which the yellow colour is unmistakable. Mexican shell stones are graded according to their grain or growth lines as their whiteness is more uniform. The three grades are Yuki with straight regularly spaced grain lines across the surface of the stone, Tsuki with curved or irregular lines and Jitsuyo (Utilitarian) with curved grain, no grain in parts or translucent shell.

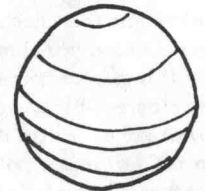
GRADES OF MEXICAN CLAM STONES



YUKI



TSUKI



JITSUYO

Black go stones are mined in a slate quarry in Wakayama prefecture near Osaka. The slate is known as Nachiguro and is synonymous with high quality products. Its other uses are inkstones and doorsteps. The slate is easier to obtain and can be cut to any required thickness. The polishing is done entirely by machine followed by washing in huge rotating wooden casks. Finally the stones are coated with a film of light machine oil to bring out the lustre of the slate. Before use surface oil must be removed.

Stones are made up into sets according to their thickness. The numbering of the sets corresponds to the average thickness as follows: No.30 is 8.0mm thick, No.31: 8.4mm, No.32: 8.8mm, No.33: 9.2mm and so on. Originally the number related to its Japanese measurement but this has been changed. For example, No.32 was 3 fun 2 ri in traditional Japanese measurement but this has since been reduced by 2 ri so now No.32 is 3 fun or 8.8mm thick. To accommodate the optical effects of black and white the diameter of the white stones is set at 2.12cms and the black at 2.18cms.

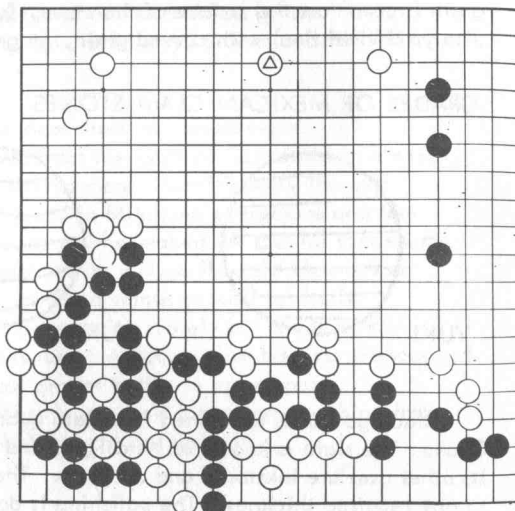
Prices reflect the skill, care, selection and availability of the stones. Middle of the range, No.32 Mexican Yuki cost just under £100, No.32 Tsuki cost about £75 and No.32 Jitsuyo £45. Top of the class are No.42 Mexican Yuki (11.9mm thick) at about £3,000 and No.38 Hyuga Yuki (10.7mm thick) are £8,000. Start saving up now.

REVELATIONS

BY JIM BARTY

I had this revelation at about the end of 1977. I was 2 kyu at the time and this revelation was partly responsible for my rapid progress to shodan. The revelation was seemingly a little thing but it reorientated my approach to the game. What occurred to me was the significance of counting. Of course everyone knows that you can count a game of go to see if you're winning or losing. But why count in the middle? You're going to find out the score at the end anyway so surely you only need to count to see if you should resign if you happen to be feeling gentlemanly? Not so. There is a lot of point in counting during the middle game, particularly before you embark on any major developments.

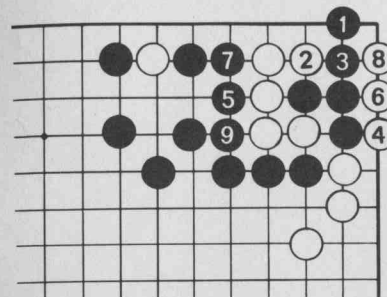
The diagram shows a position from one of my games in the St Valentine's Day tournament. I was black, all the white stones on the lower edge are dead and in compensation white has some rather less than convincing thickness and a strong position on the left. But if one counts the position becomes a lot clearer. Black has 70 points on the lower edge. White has 40 definite points on the left and a potential area of about another 40 points in front of and above his shimari. The black position on the right hand side might end up as no territory at all but white is unlikely actually to kill it. From this it follows that the simple and direct way of terminating the game is to erase the territory in front of the white shimari. You may say that this is all pretty obvious without counting but because I counted I knew that my 'impression' of the overall situation was right. A contact play or shoulder hit on the left of the triangled stone is ideal. I was able to win without giving my opponent any chance at all.



The point of counting then is to discover what it is necessary to do to win. It may be necessary to invade, it may not. One of the rarely written proverbs of go is that it is necessary to raise the stakes in order to match the odds. If you are losing then your chances of winning are not good. It has become necessary to start taking risks. You must stop, count and think in that order. If there's nothing you can read out that works then try something you can't read out. You have to try a manoeuvre which if it works will at least not give you a lost game. The moment at which it becomes apparent that there are no such manoeuvres is the time to start a new game.

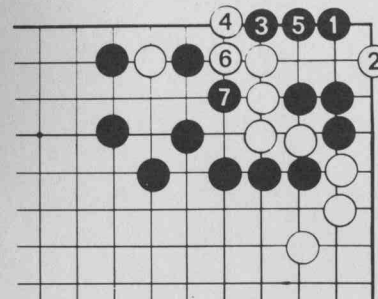
solutions to problems

(from page 3)



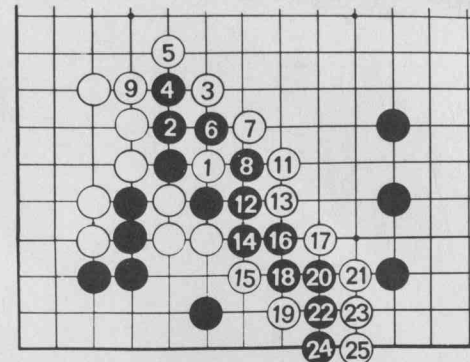
Dia. 1

Black 1 in Dia.1 is the vital point. White can try the obtuse variation up to 9, which leaves him unable to play on either side, or the tricky line in Dia.2, but that doesn't work either as long as black spots 3.

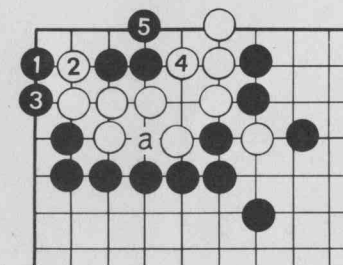


Dia. 2

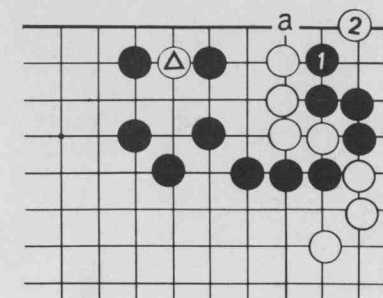
Black 1 in Dia.3 doesn't work because of white's tesuji at 2. Black would be able to play at 'a' next, but white's marked stone prevents that from working.



White 1 becomes a sacrifice stone, which helps to reduce black's liberties and set up the ladder to 25.



Black 1 is the weak point in white's shape. If white 2 is at 3, black will play 2 and win the capturing race, but in the diagram he is no better off, after 5 white 'a' is necessary to make a second eye, but that leaves his group in pre-atari.



Dia. 3