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# British Go Journal

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## GLOSSARY OF JAPANESE TERMS

AJI: Latent potential or threats left behind in a position.  
 ATARI: Threat of immediate capture.  
 GOTE: Not having, or surrendering the initiative (see SENTE).  
 HANE: A contact play, 'bending round' an opponent's stone.  
 HASAMI: A pincer play  
 HOSHI: The star points  
 JOSEKI: Fixed local sequence, usually at the start of the game and in a corner.  
 KAKARI: An approach move to an opponent's corner stone.  
 KIKASHI: A forcing move.  
 MIAI: Two points which are equivalent - if you take one your opponent takes the other.  
 MOYO: A Large territorial framework.  
 SEKI: Stalemate between two adjacent eyeless groups.  
 SENTE: Having or retaining the initiative.  
 SHIMARI: A corner enclosure.  
 TENUKI: To play away from a local fight.  
 TSUME-GO: Life and death fights.  
 YOSE: The endgame

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# The Marathon Man

Terry Stacey has firmly established himself as Britain's top player by retaining his British Championship with a 3-1 win over Matthew Macfadyen. After languishing in Mathew's shadow for many years, Terry now seems to have overcome what had at one time appeared to be a chronic inferiority complex in respect of Matthew. Certainly his characteristic tenacity was in plentiful evidence in this year's match.

The games themselves were not classics, but bore Terry's typical hallmark - the ability to whittle away a seemingly impregnable lead. In Terry's own words: "In all four games Matthew took an early lead and was generally winning by 5 or so points by move 100. In the three games that I won, however, this situation was reversed by move 150. The most interesting feature of the series was probably the fight starting with White 122 in game two, and culminating in the odd tesuji of Black 189."

All four games are given. Terry's comments are marked (TS). The remaining remarks are by the editor.

### Game 1

**Black:** Terry Stacey  
**White:** Matthew Macfadyen

- White 12: This move initiates a sequence, the result of which is that White gives up the corner in exchange for creating two groups on the side, and giving Black a weakish group.
- Black 45: Should first play atari at 100, then take sente (TS).
- Black 51: Since White is already very strong to the left, Black does not mind reinforcing White's stone (50) in exchange for blocking the corner.
- Black 55: Aji keshi, since Black loses the chance of peeping at 'A'; but it protects against White pulling out his stone at 42

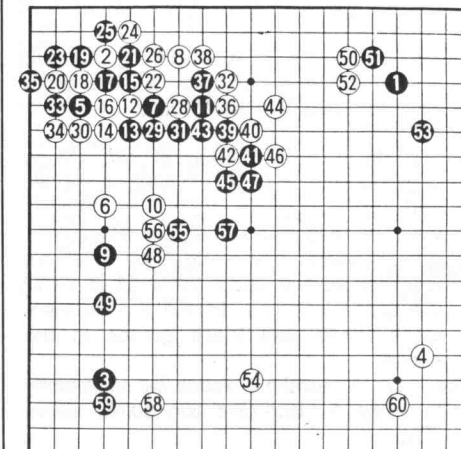


Fig. 1 1-60.  
 Black 27 at 2

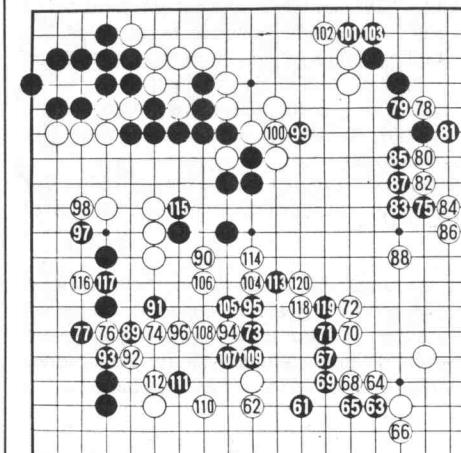


Fig. 2. 61 - 121

