
British Go Journal

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THE BRITISH GO ASSOCIATION

PRESIDENT: Norman Tobin, 10 West Common Rd, Uxbridge, Middlesex. Tel:0895-30511
SECRETARY: Tony Atkins, 37 Courts Rd; Earley, Reading, Berks RG6 2DJ. Tel:0734-68143
TREASURER: T. Mark Hall, 21 Terrapin Road, Balham, London SW17 8QW. Tel:01-675-1363
MEMBERSHIP SECRETARY: Brian Timmins, The Hollies, Wollerton, Market Drayton, Shropshire TF9 3LY. Tel:0630-84292
BOOK DISTRIBUTOR: Bob Bagot, 54 Massey Brook Lane, Lymm, Cheshire WA13 0PH. Tel:092-575-3138
TOURNAMENT COORDINATOR: Alex Rix, 11 Brent Way, West Finchley, London N3 1AJ
BGJ EDITOR: Brian Timmins (details above)
SCHOOLS COORDINATOR: Alex Eve, 17 St Peters Rd, Brackley, Northants NN13 5DB. Tel:0280-704561
ANALYSIS SERVICE: Brian Chandler, 26A Thorley Park Road, Bishop's Stortford, Herts.
NEWSLETTER EDITOR: Steve Draper, 8A Beaconsfield Rd, Basingstoke, Hants. Tel: 0256-463775
ARCHIVIST: Keith Rapley, Wynnswick Rd, Seer Green, Bucks. HP9 2XW. Tel:0494-65066

EDITORIAL

My policies are twofold: to produce the Journal quarterly (nothing new!) and to build up a large team of helpers and contributors (less common, as previous journals seem at best to have been a three-person production).

As regards the first, the priority in editing this issue was to take it to the printers on 3rd October, leaving time for a Winter 1988 number (copy deadline 14th November). Consequently, material apparently sent in for a March deadline and not at present obtainable has had to be shelved for later issues. Furthermore, because of delayed delivery of computing equipment, this edition has had to be produced on a BBC Micro with View wordprocessor.

As regards the second policy, the aim is to enlist a large number of people for clearly defined roles, so that no one need fear being lumbered with an irksome and ever more onerous task. For example, could you contribute two games a year, with or without commentary?

In fact, the offers of help so far have been most encouraging, as witnessed by the length of the list given overleaf. My thanks to all contributors, present and prospective. I hope I have omitted nobody, and trust that, because of all the material sent in, what this issue lacks in sophisticated presentation will be compensated by the contents.

GLOSSARY OF TECHNICAL TERMS

aji	a source of annoyance
damezumari	shortage of liberties
fuseki	opening stages of the game
geta	a loose capture
gote	not keeping the initiative
honte	the correct move
joseki	conventional sequence, usually in a corner
kikashi	a forcing move which must be answered
miai	points of exchange, "tit for tat"
moyo	potential territory
nakade	a play inside an enemy group
san-ren-sei	three star points on one side of the board
seki	battle which can't be won by either side
sente	keeping the initiative
sho-dan	one dan
tenuki	to play elsewhere
tesuji	a skilful move in a local situation
tsume	to extend and block or prevent the opponent from extending
yose	endgame

