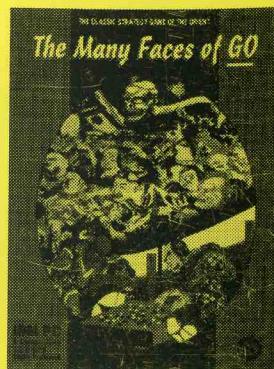


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British Go Journal

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Number 83

Summer 1991

Price £1.50



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Material for the next Journal by **24th August**, please. Issue 84 will appear a fortnight later than usual, to allow coverage of events in Namur and the Isle of Man. Advertising rates: £50 per page and pro rata. If containing graphics, material should be camera-ready. Small ads. welcome.

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Front cover: Oguri Hangan preparing to mount a go board with a horse as a test of skill. From a postcard, by kind permission of Ishi Press (see back cover and "Go Cards," Journal page 27).

The views expressed in this Journal are not necessarily those of the BGA or of the Editor.

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Calendar

This is a list of all UK tournaments to give new members an idea of what is available. Later events may be provisional. See Newsletter for foreign tournaments.

Leicester: 15th June. E. Smithers (see page 2).

British Youth Championship: 23rd June. A. Eve (see page 2).

Isle of Man: 18th-24th August. D. Phillips, 0624-620386.

Northern Go Congress: Manchester, 31st August-1st September. J. Smith, 061-445-5012.

Milton Keynes: 21st September. A. Grant, 0908-669883.

Shrewsbury: 6th October. B. Timmins (see page 2).

Wessex: Marlborough, 27th October. P. Atwell, 0272-611920.

Bournemouth: 9th November. M. Bennett, 0202-512655.

Birmingham: 24th November. R. Moore, 021-4305938.

West Surrey: 7th-8th December. C. Williams, 0252-727306.

London Open: Grand Prix d'Europe. 28th-31st December. H. Lee, 081-346-3303.

Wanstead: 1st February. Alison Jones, 081-527-9846.

Oxford: February. H. Huggett, 0865-243563

Trigantius: Cambridge, March. E. Ashfield, 0223-845316 (home), 0223-402364 (work).

Coventry: March. M. Lynn, 0675-52753.

British Go Congress: Nottingham, April.

Candidates': May. By invitation only. A. Rix (see page 2).

Bracknell: May. R. Lyon, 0344-85675.

Challenger's: May. By invitation only. A. Rix (see page 2).

Glossary

Aji: a source of annoyance.

Aji-keshi: removing aji.

Atari: threat to capture.

Byo yomi: shortage of time.

Dame: no-man's land.

Damezumari: shortage of liberties.

Furikawari: trade of territory/groups.

Fuseki: opening play on whole board.

Gote: not keeping the initiative.

Hane: a diagonal play in contact with enemy stones.

Hasami: pincer attack.

Hoshi: star-point (where handicap stone may be placed).

Ikken-tobi: a one-point jump.

Jigo: a draw.

Joseki: a formalised series of moves, usually in a corner.

Jubango: ten-game match.

Kakari: a play which threatens to attack a single corner stone.

Keima: two stones whose relative position is like the knight's move in chess.

Kikashi: a forcing move.

Komi: points given to compensate for Black having first move.

Kosumi: a diagonal move.

Miai: points of exchange, "tit for tat."

Moyo: potential territory.

Ponnuki: empty diamond shape of one colour (4 stones).

Sagari: descent towards edge of board
Sanren-sei: plays on three hoshi points along one side.

Seki: a local stalemate.

Semeai: race to capture.

Sente: keeping the initiative.

Shimari: corner enclosure of 2 stones.

Shodan: one dan level.

Tenuki: to play elsewhere.

Tesuji: a skilful move in a local situation.

Yose: the end-game.

Grand Prix Ranking

supplied by Harold Lee

Below are the first thirty places taken in the London Open Go Tournament at the New Year. The order has been adjusted in line with the EGF ruling (see under *Clubs & Tournaments*).

1.	M. Katscher	5d	D
2.	S. Zhang	6d	CH
3.	L. Helser	5d	L
4.	F. Janssen	5d	NL
5.	I. Detkov	6d	SU
6.	A. Lazarev	6d	SU
7.	W. K. Park	5d	F
8.	M. Macfadyen	6d	GB
9.	P. Colmez	5d	F
10.	Y. Yasaki	6d	GB
11.	C. Gerlach	4d	D
12.	C. Wohlfarth	4d	D
13.	M. Schuster	5d	D
14.	D. Zeng	6d	CH
15.	A. Khmyrov	5d	SU
16.	R. Saifullin	5d	SU
17.	V. Bogdanov	6d	SU
18.	P. Shepperson	5d	GB
19.	M. Müller	5d	A
20.	R. Spiegl	5d	A
21.	A. Gomenuk	4d	SU
22.	V. Danek	5d	CS
23.	M. Bergmann	3d	D
24.	S. Mezhov	5d	SU
25.	T. M. Hall	3d	GB
26.	Y. Gourmond	2d	F
27.	H. Lee	4d	GB
28.	J. Barty	4d	GB
29.	V. Soloviov	6d	SU
30.	C. Muller	5d	NL

AGM

by Tony Atkins

President Norman Tobin reported on the year just gone. Membership was up 4% and top professionals' visit was spoilt somewhat by the acrimony at the London Open. Nevertheless there was more to look forward to such as another professional visit in the autumn, and next year's European. A deposit of £15,000 is needed from members for the European to be paid this summer.

Secretary Tony Atkins reported he gets all the nasty actions at meetings. The membership report was circulated. Treasurer Mark Hall reported that the BGA was well fleshed out. Auditor Toby Manning agreed that cash transactions had all been recorded correctly; the only problems were in the recording of assets and depreciation. The accounts were accepted.

All the officers and council members, Andrew and Alison Jones, Alex Eve, and Alex Rix, were re-elected without opposition; a vacancy for Council remains.

The constitution was amended to formalise the role of the BGA auditor, which was previously omitted. The motion to allow the Council to accept multiple year subscriptions at a rate to be determined was also passed.

Other business discussed was the supply of Japanese TV programmes on video, the new Ishi Press London branch, and further details of the arrangements for the 1992 European Go Congress.

Finally Norman Tobin explained how he managed a jigo in a 7.5 komi game. He said it was a close game, and he sweated half a stone.

Man Nyun Peh Meets Super-Ko

by James Davies

I enjoyed Andy Finch's article on the *man nyun peh* that starts in diagram 1. This is not what is usually called a 10,000-year ko. I don't think it has a name; it looks like the result of a cross between a triple ko and an eternal life (*choseri*).

Anyway, the way to resolve it is with the super-ko rule (no global repetition), and this turns out to be fairly easy. Black's optimum move is an immediate ko threat. Let's assume for argument that he has nothing better than 3 in diagram 2. At the end of diagram 2 Black's assets are an outer wall and one massive ko threat at A on the left edge (useful if the same joseki is played in another corner).

Black 3 in diagram 3 is clever, but under the super-ko rule it's a mistake. Black can't capture White 4 and 6 because that would repeat the position after Black 1 in diagram 1. Diagram 4 leaves Black with the same outer wall, but nothing on the left edge.

When the super-ko rule is invoked, there's generally no need to cycle up to the point of full-board repetition. Optimum play is often disappointingly simple. Like diagram 2.

● James Davies is the author of "Life and Death" and "Tesuji", and co-author of "38 Basic Joseki" and "The Endgame" (all published by Ishi Press; see back cover).

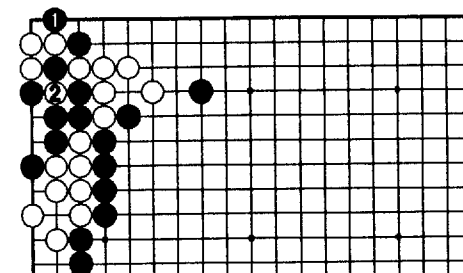


Diagram 1

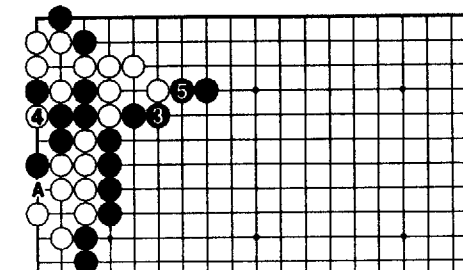


Diagram 2

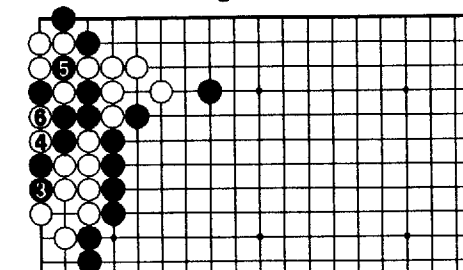


Diagram 3

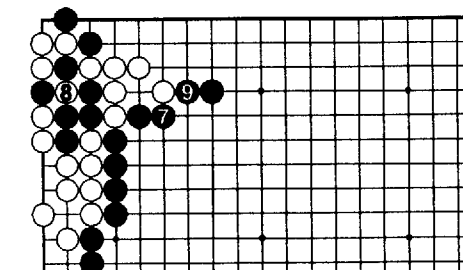


Diagram 4

This Is Go The Natural Way!

Part Nine

by Takemiya Masaki

Translated by Bob Terry. Original diagrams by Dave Dyer of Symbolics Corporation, USA.

Diagram 1 shows the opening of a game I played against Honda Kunihi-sa, 9 dan, of the Kansai Kiin, in the current Meijin League. I am playing White.

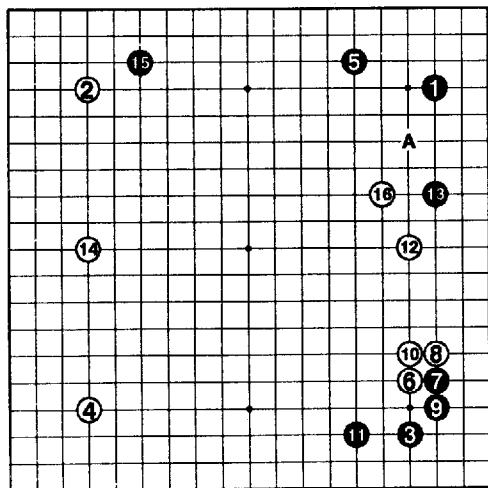


Diagram 1

This game starts with Black playing at the 3-4 points in both corners on the right side, while White counters by occupying the star points with 2 and 4.

However, I want to take the reasoning behind the flow of moves from White 12 to 16 as my theme.

The first question concerns White 12. This move invites Black to play the ideal checking extension of 13 and so many may consider it to be unnatural. Indeed, considering only the relationships on the right side, that is certainly correct. But by inviting Black to take such an obviously excellent point, White aims at hurrying to take the third star point on the left (san rensei) with 14. The reason is that in this position I decided that the importance of the left side outweighed that of the right.

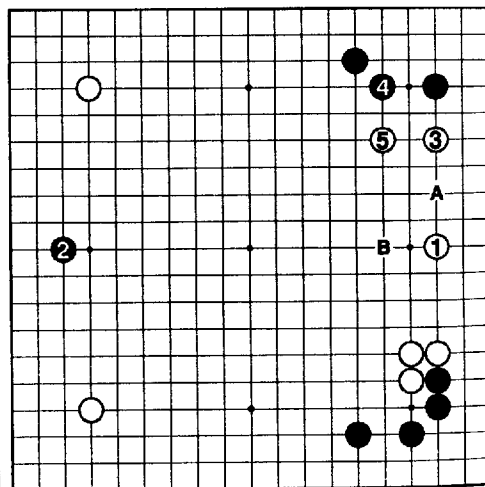


Diagram 2

Usually one considers the low extension of White 1 in diagram 2 instead of 12 in the previous diagram. However, after this, the checking extension of Black A is not such a threatening move, and so slipping into the left side

with Black 2 is the biggest move. Continuing, White might develop with 3 and 5 since Black has been tardy about playing here, but these moves leave a lot to be desired. White's territorial framework on the right side is vulnerable to being erased by an ideal capping play with Black B.

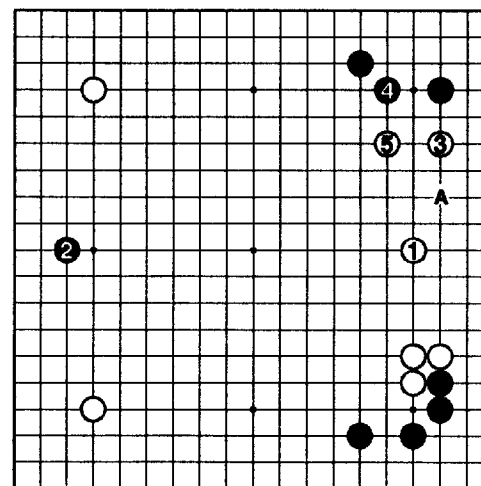


Diagram 3

It is quite a different matter when White plays the high extension of 1 in diagram 3. If, instead of playing at A, Black slips into the left side with 2, the checking extension of White 3 is perfect. When Black plays 4, expanding with 5 gives White a healthy and solid territorial framework on the right side. There is a vast difference when positioning a stone one line higher or lower.

Next the capping play of White 16 is related strategically to the high extension of 12 in diagram 1. If Black responds by playing at A in that diagram,

White has made a valuable forcing move and the three star-point stones on the left side come alive.

Of course it would not be wrong to answer the attack of Black 1 in diagram 4 with White 2. In this case, after Black 3 and 5, White is able to turn to play the move at 6. However, the problem here is that the territorial potential of the three left-side star points is limited. Expanding first with 6, without settling the shape in the upper left, and then waiting to see how my opponent plays, conforms to my own go style.

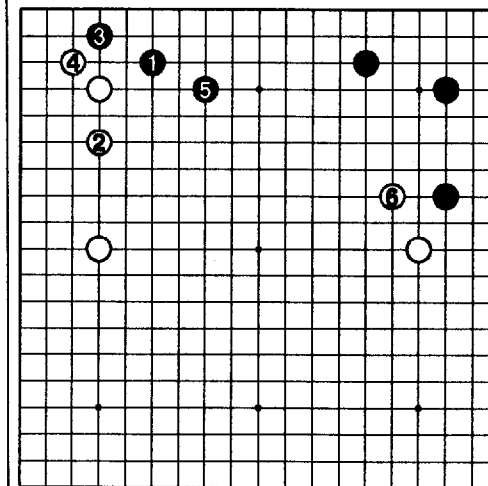


Diagram 4

The game continued as in diagram 5. Since White has ignored the attack in the upper left to play elsewhere it is quite natural for Black to enter the 3-3 point with 1. At this stage White also plays naturally with 2 through 14 to create a large territorial framework; this line of play is also designed to make the

most effective use of White's marked stone. After this, Black invaded at A and White attacked at B.

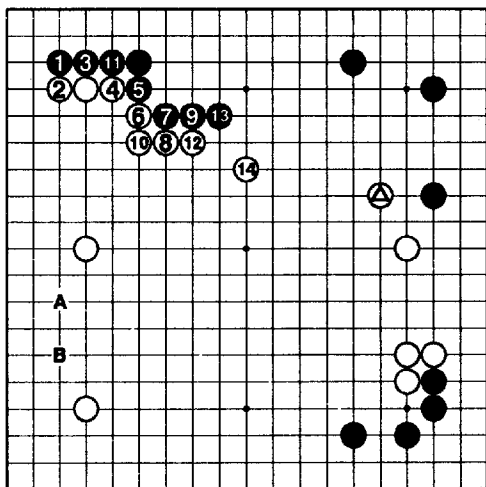


Diagram 5

In the fighting that followed, White made every effort to surround the centre and wound up with a narrow half point win.

- *Bob Terry translates from articles in Kido. The Kido Yearbook, though in Japanese, offers good value in terms of the quality and quantity of games to play through, and is available from the BGA bookseller.*

Corrections to Journal 82: Schools Go, penultimate paragraph, "19th November 1990" should have read "1989", and the photo caption page 29, "year not stated", can be changed to 1980.

Letters

James Davies writes:

Komi auction, used at the London Open, has also been tried in Japan, under a slightly different system. The following is from a go magazine published in Osaka.

"Former amateur Honinbo T gripped a handful of stones; the number was even. 'Odd,' guessed his opponent Y, giving T the right to set the komi. 'Four and a half,' said T. Perhaps he thought four and a half was enough and didn't want black. 'White,' said Y, and so T got black."

This resembles a well-known system for two children to divide a piece of cake: one cuts and the other chooses. The article considers the above system too complex for large tournaments (not true if the report of the London Open is accurate), and describes another system which is easier to implement. The komi is fixed at 6.5 points, but the person who wins the nigiri gets to choose either black or white.

Gunnar Salthe writes:

I am going to England on holiday from 29th June to 20th July, and will be staying at 9 Hill Cottage, Exmouth Place, Old Town, Hastings.

My rating is approximately eight kyu, and I should like to make contact with any go players in the south east of England.

My address is: Nabbetorpveien 31, N-1630 Gamle Fredrikstad, Norway. Please write!

A Night Out In Berlin

by Francis Roads

Over the Easter week Judith, my go widow, and myself had a week's holiday in East Berlin. Now usually when we go off on these holidays the domestic government democratically decides that it is not an opportunity for any individual member of the marriage to go off on his or her own and pursue any individual interests that he or she might have. However, on this occasion I was able to get government permission to visit one of the eight or so Berlin go clubs.

Eight, in a city with about half London's population? On that basis, shouldn't London have sixteen, instead of the five or so advertised in the BGJ? How come?

Leaving aside the inability of London go players south of the Thames to organise anything at all, there seem to be two main reasons. One is the division of Berlin, which caused two strong go communities to develop where we have one. It is surprising to what extent the wall still exists in the minds of many Berliners, even though physically not much of it was still standing.

But the other reason is that your typical Berlin chess or go club meets in a café or bar. Premises are thus much more easy for their players to find. We have a big public relations job in Britain in convincing our café and pub owners what a good idea it is to house a go club.

However, the go club I went to wasn't a typical one, and met in a sort of underground students' club in an anonymous looking building opposite the famous Pergamon Museum, which

is where the Germans keep all their archaeological loot. Considerable confidence and determination were needed to gain ingress to this cellar, but I suppose not a great deal more than you need to get into the IVC these days.

Eight players were present, including three that I had met at previous congresses. Opponents were found for me, beer was bought, and games of go were played, but at another table sat another eight or so individuals who were doing anything but play go. One was clutching a chess set in a threatening manner. It was still quite a surprise when one of the people from the other table started to play Beatles tunes very loudly on a piano. I thought that this was a bit of anti-British weak kneed dannery at the time, but apparently it is a normal part of Berlin go life.

So much for Berlin. On Easter Saturday we made a musical pilgrimage to Leipzig, mainly to visit the church where Bach worked for much of his life. This was the first time for years that the East Germans had been allowed to celebrate Easter as a public holiday, and in true East European style they entered into the spirit of the thing by closing the tourist information bureau. Standing rather disconsolately outside this bureau we were approached by a German. Did I speak English, he asked. This did not greatly surprise me; the East Germans are desperate to learn and practise English after years of being made to learn Russian. But the next question surprised me very considerably: "Do you play go?"

It turned out that we had met at the Prague tournament in 1989. I had forgotten him, but he had remembered me, perhaps because at that time I was playing well and had won a prize. He dropped his plans for the morning and

kindly showed us around the historic parts of the city. There was no question of playing go; it was just a very fortunate and happy example of the way that the international go network can function.

We enjoyed our trip to East Germany. The change, or "Die Wende" as they keep calling it, seems to have exchanged one set of problems for another, but on the whole they seem happy with it. It will be interesting to go back in a few years – perhaps when there is a tournament on!

Years Ago

by Tony Atkins

Thirty Years Ago

Mr. Karl Davis Robinson, who founded the American Go Association in 1934, died on March 22nd. He learned go in 1911 and was a contemporary of Emmanuel and Edward Lasker.

In the Honinbo Title Match nine times consecutive champion Takagawa was beaten 4 games to 1 by the challenger Sakata.

The Honda sisters and Miss Kitani returned from their American tour much impressed with the enthusiasm shown and the warmth of their welcome.

Twenty Years Ago

The fourth British Go Congress was held in Leeds at the university's Devonshire Hall. The tournament was the first single group McMahon tournament. John Diamond and Tony Goddard tied for the National and Open titles. Diamond won the playoff a week later.

At the AGM Francis Roads (2 kyu) was elected president, newly promoted shodan Bob Hitchens treasurer, and Derek Hunter secretary. Membership was 568 and everyone was looking forward to the European to be held in Bristol in August.

In matches Bristol beat Cheltenham and Reading beat Oxford. Mike Cumpstey won the Bristol Go Stone trophy. Myashita (9 dan) visited London with his strong amateur daughter.

Ten Years Ago

Terry Stacey won eight straight games in the unified Challenger's Tournament. He attended the world amateur, and was placed eighth. Shao of China won, and Ma of China was second, then still amateurs. Matthew Macfadyen was European captain and took part in a tour of Korea before returning home. Matthew cleaned up at the York British Go Congress, winning both the main tournament and the lightning, and later won at Bracknell.

Cho Chi Kun won the Honinbo 7-0 and was 1-0 up in the title match against Takemiya Masaki. Otake Hideo beat Hashimoto Shoji 3-0 in the Judan. Michael Redmond became the first Westerner to become shodan professional.

Edward Lasker, author of *Go And Gomoku*, died on 26th March in America at the age of ninety-five.

Would anyone attending a foreign tournament please make sure that results (including names and grades of opponents) of any UK players graded 1 kyu or stronger are notified to Jim Clare (see under Reading Club for address.)

Corners

by Terry Barker

Part One

The aim of this article is to deal with the difficulties faced by players around the 10 kyu mark when they have to take a handicap against a much stronger player.

One of the biggest problems facing Black in handicap games seems to be dealing with White invasions under the handicap stones in the corners. White always seems to be able to find enough room to form his eyes, doesn't he? Well, no, not quite! Usually Black is generous enough to allow White to make two eyes.

Most of these invasions end up similar to one of a handful of standard positions. When it comes to studying these positions, I am very lazy and I look for as many shortcuts as possible. As for these corners, I usually consider the position in relation to "borderline" cases. What do I mean by "borderline"? Just this: the corner will live or die depending on who has the next move. The theory is now quite simple. If the corner is weaker, it is dead, whereas if it is stronger, then it is alive.

I find that knowing that there actually is an answer makes finding the sequence of moves so much easier than when I have to work out the status in the first place.

Let's see what I mean by looking at figures 1 and 2. Both these corners will live or die depending on whose move it is, or depending on sente, as we say. But what does this actually mean? Well, if you are Black and it is your move, you can kill the White corner for a change.

I'll leave the actual moves for you to work out. Remember that "there is death in the hane." For further information, you can try the Ishi Press book *Life And Death*, where I am sure all these positions are covered in depth.

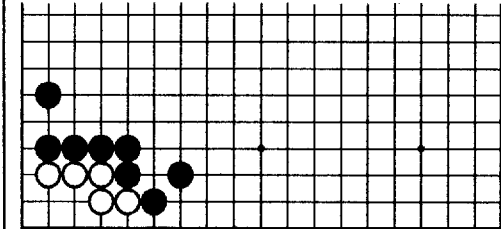


Figure 1

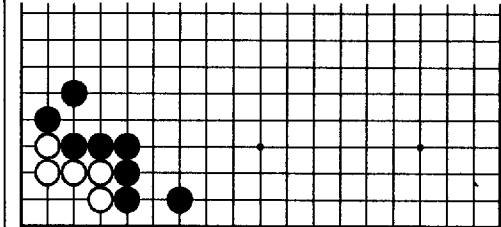


Figure 2

These two shapes may seem unrelated, but that is not so. Look at diagram 1.

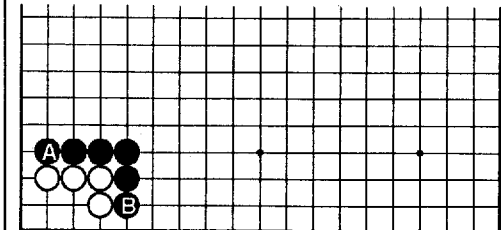


Diagram 1

They are both based on this shape, but figure 1 has an extra white stone at B and figure 2 one at A. The shape in diagram 1 is (or should be) a well-known dead one. Even with White to play, Black can reduce him to one large eye.

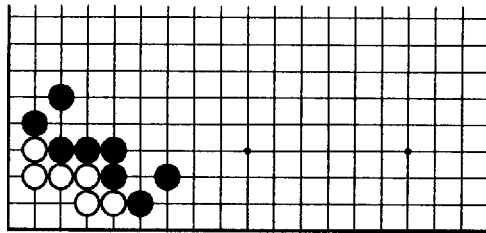


Diagram 2

This second diagram shows the situation when White has both the extra moves from diagram 1 on the board. This is a live group as it stands. Black cannot kill it. For example, see diagram 3.

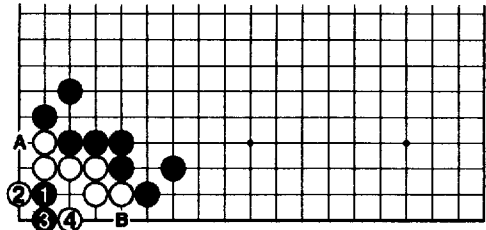


Diagram 3

One likely looking invasion point is Black 1. However, after White 2 and 4, the points A and B are miai for White's second eye.

To sum up so far, in figures 1 and 2, if it is Black to play he can reduce White to a dead shape, whereas with White to play he can strengthen the position sufficiently to live.

Let's consider another borderline case. The White shape in figure 3 is sometimes called a "J group". Notice the similarity to figure 1; the only difference is the hanging connection instead of a solid connection on the lower side.

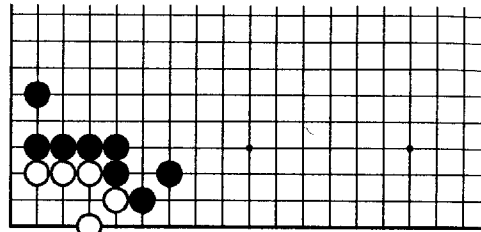


Figure 3

It looks a fairly healthy shape, but we know that Black can kill a borderline case. How?

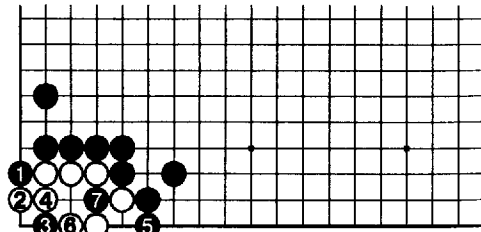


Diagram 4

First, Black follows the proverb "there is death in the hane". The 5-7 combination in diagram 4 is the clincher when White tries his best. Yes, this is a difficult combination to find, but now that you've seen it, perhaps you will remember it, especially now that you know that the group is killable.

It might be worth looking at another diagram related to figure 3.

Because White is stronger in diagram 5 than in the borderline figure 3, my theory would suggest that White is alive. This is indeed the case.

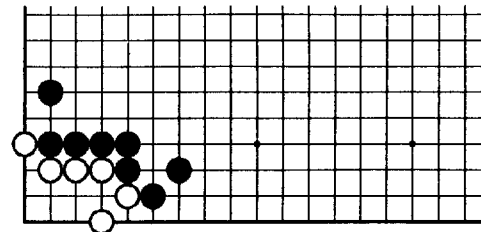


Diagram 5

Let me give you just one example of a Black attack, in diagram 6. If we try the same attack as in diagram 4 with Black 1, White has time to pull back with 2, and can answer 3 with 4. There is no way of Black getting in at the vital point of A.

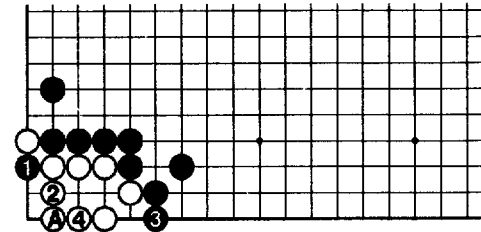


Diagram 6

As before, you will perhaps say that if you were White in diagram 6 you would never be able to find the correct response. I maintain that once you know the group should be alive, there are only a few moves to be considered to achieve life, and so half the battle is over.

Figure 4 can be classed as a borderline case, similar to figures 1 and 3. I

think it is fairly obvious how White can live if it is his move, so I will consider the situation when it is Black to move.

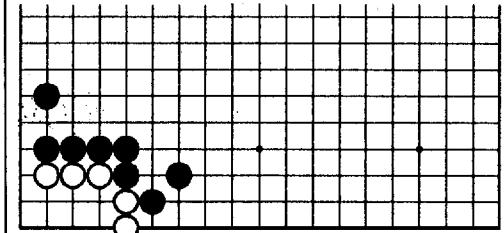


Figure 4

Because White has descended to the edge he has the maximum possible area to live in. As a result, the only way for Black to kill the group is with a ko. For an example, see diagram 7. Here another ko could be set up with Black 5, White 6, Black 1, White 2.

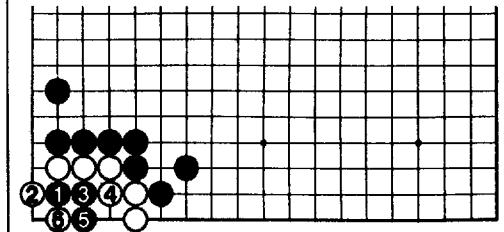


Diagram 7

Notice that the usually vital 1-2 point (i.e. at 6) does not work in this position. Diagram 8 shows how White can live.

After the supposedly vital 1-2 of Black 1, White can bottle him up and live fairly easily. For practice, check you understand how; for example, if Black next connects at 2, should White capture (when Black can again play at 2

and threaten to get his ko) or not? I leave that as an exercise for the reader.

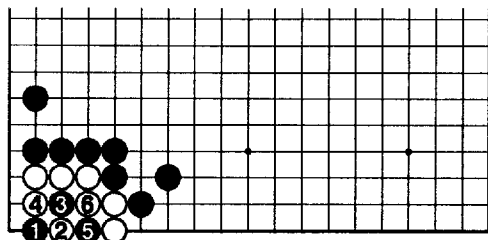


Diagram 8

The next borderline case is based on figure 2. As you can see, in figure 5 the difference is in the right side of the White group. Here, the group has a smaller area than in figure 2 in which to live, but in compensation has a more robust shape. I feel that it is easy for White to live if it is his move (playing at the 2-2 point for example) so, as before, I will consider what mischief Black can get up to.

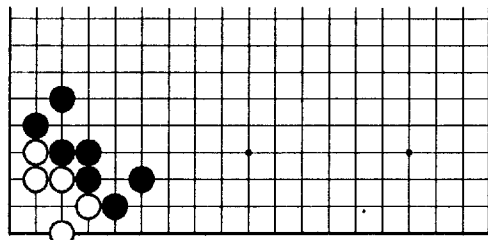


Figure 5

With diagram 9, you might be disappointed to discover that the best Black can manage is ko. Note: it does Black no good to strike at the 2-2 point himself; Black 2, White 1, Black 3, White A, and White is unconditionally alive.

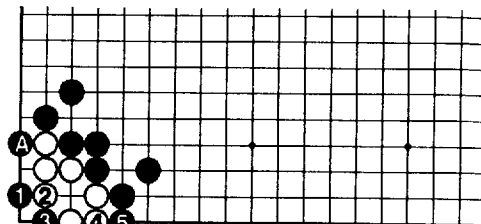


Diagram 9

The two kos in diagrams 7 and 9 are standard ones that ought to be learnt at some stage.

Incidentally, diagram 9 often appears because of bad play by White. The White group in diagram 10, i.e. before the A-B exchange, is much healthier.

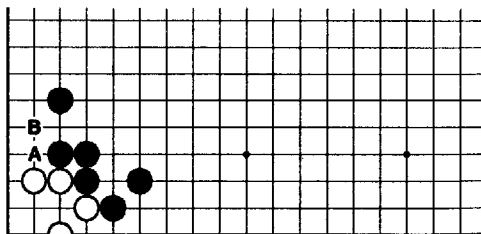


Diagram 10

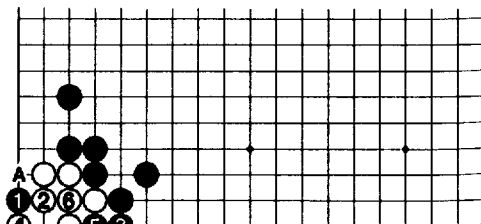


Diagram 11

Correspondence Go

by D. Jansen

If in diagram 10 Black tries the same attack as in diagram 9, White is able to easily rebuff him, as diagram 11 shows. If, after 6 Black captures in the corner, it is no longer a ko; White plays at A for unconditional life.

In the concluding part of this article I shall set a number of problems with the aim of showing that corners are not as complicated as you thought!

More On Overtime

by Tony Atkins

May I take this opportunity to clarify the resetting of clocks during the period of overtime. The Canadian system as played throughout North America sees the clock reset to five minutes when the supply of stones is exhausted. Any flags seen falling during overtime period mean an immediate loss.

The Milton Keynes system, allowing the playing of extra stones after the supply is exhausted, has the advantage of rewarding players who play fast in overtime, and can shorten the length of the game.

Neither system has the feature of adding the five minutes on to the remaining time as this cannot be done accurately. Which system is played at a tournament must be made clear by the organisers and be displayed as part of the tournament's rules. If this is not made clear then confusion can occur.

The BGA *Organiser's Handbook* (second edition) describes the Canadian system. This is not a recommendation, as it was written before the introduction of the new system at Milton Keynes!

Ever wanted to play correspondence Go? Well, here is your chance. You can enter the tournament upto 1st September 1991. You will be playing in full competition in a group of seven people - including yourself - of about your own strength, on a 13x13 board.

The games will take place simultaneously. English is the language in which you will be communicating with your opponent, who could be from anywhere in the world.

Also, in every group, a person is needed who will keep me informed about things like a player dropping out, and progress. He or she will also be solving any possible problems over which I can always be consulted. I will greatly appreciate it if you will volunteer for this task.

So when you enter there are three things you have to inform me about: your name and address, your playing strength, and whether you are willing to fulfil the task mentioned above.

The tournament fee is DM25 or US \$15, for which you will receive post-cards needed for informing your opponent about your move (it has room for comment).

There are two ways to pay your fee. You can either make a deposit on giro number 6011296 on account of D. Jansen, Middelburgstraat 28, 6415 BM Heerlen, The Netherlands, or you can send the money to the address above, but only in DM or US dollars!!

This is also the contact address.

• • • • •

Fuseki & Fighting

by T. Mark Hall

I am actually going through two games where one player fell behind in the fuseki or early middle game and had to go over to the attack. What I hope to show is how you can avoid going wrong and the best way to maximise an attack once you start. I fell apart myself in three games at Canterbury, in which I had won positions but did not maximise my attack. A game of go is often like a piece of music; no matter how many right notes you hit, the one wrong note ruins it!

Game One

Black: Dan Gilder (2 dan)
White: T. Mark Hall (3 dan)
Round 1. Komi: 6

The moves up to 12 don't require much comment, but the idea behind 12 is to prevent Black from making an easy extension further up the side. It also threatens to undermine 11.

15: Always the standard point to attack the ogeima shimari, but here I have my doubts. When White answers to defend the corner, I think that 15 is now in a heavy position. It would probably be better placed at 112, which would still have prompted a reply by White in the corner.

17: Probably too close to the corner; it should be one line further up, which would prevent White from making an extension from 14 towards the bottom left corner. If Black does seriously try to put pressure on this side, he wants to restrict the freedom of movement of any group I create. Black

17 secures the corner but not much more.

19: Was intended by Dan to defend his territory along the upper edge, but actually does very little. It would be far better to play this move at 21, threatening to take a large centre and side territory. If White moves into the corner, Black can then decide how to defend this area. The amount of space between 3, 13 and 15 means that further moves are needed to defend the territory, and 19 does not help much.

When White plays 20, he has taken the initiative. Since White's groups on the lower edge and in the top right corner are solid and strong, the fight from here will be fairly easy for him. However, if you look at Black's groups at this time, you can see that the same cannot be said for him. There are times when large, light frameworks succeed as moyos, but there is a proverb that if you have a weak group on the board, you can't turn your moyo into territory, and it would appear that Black has two weakish groups.

21, 23: Black first tries to settle his central group. After the game I described 23 as a "whimp." It tries to link Black's stones across the face of a strong position, but it does not really do anything. It would have been better just continuing the ikken tobis. 23 moves away from the focus of the fight, where Black needs a move to maintain the pressure on White, and gives White a free move.

24: White now puts pressure on the lower Black group. Note that at this stage there is no real chance of killing or capturing anything, but 24 takes territory along the edge and fixes up White's shape while attacking. While Black is purely defending his groups, he will find that he has problems secur-

ing territory elsewhere on the board or restricting White's territory.

31: Black does at least make some kind of attack, but he starts driving the White group against his own weak group on the right. Black 33 is also the right type of move to make to keep up the attack (I asked Dan if he was trying to get a patent on keimas, he played so many in this game), but Black 35 tries too hard besides being a bit thin. It should be played either at 38 or at 71, probably the former since this would keep some pressure on the white stones. Black should be using this pressure a) to try to secure his group coming out from the lower right, and b) to make some moves to seal off the upper side while the White group runs out into the centre. However, Black goes for broke and continues to drive White towards the upper side.

36: Dan commented that he did not notice that this still allows me to play at 38, so he continued to play his keima attacking moves. When I play 38, Black finds he is on the spot, as the weakness of his stones on the right cannot be covered if he continues to attack.

Black patches his weakness with 41 and tries to remove some aji by playing 43. He was concerned that once the White group was out at the top I could play against the lower group, but he should have played moves at the top first (e.g. 88) to patch that area, before returning to the bottom.

45: Wrong direction. If Black has a valid splitting attack going against the White groups this would be a good move, but Black should protect the upper side and his right side group, and I would still recommend a move at 88 for this.

46: Maintains the attack; again, it should be noted that the attack is not

intended to exterminate Black. If White drives into the upper side this would be enough, but the effect of Black's moves is to make his group more vulnerable. Black could probably link his group or create eye-shape on the right side but would lose most of his prospects on the upper side.

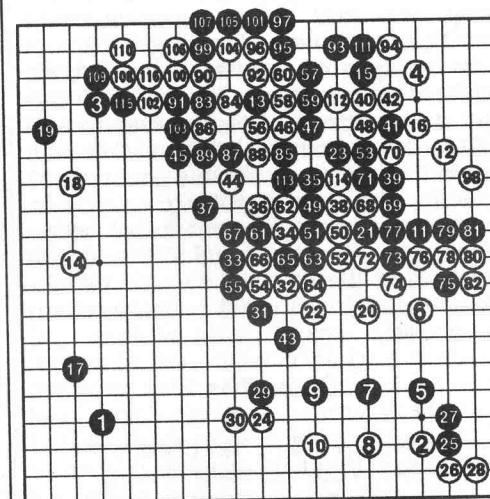


Figure 1 (1-116)

At this time I became too involved myself in keeping the Black group isolated and eyeless; when Black cut my groups apart with 61-65, I found that I had to take gote to live, which meant that Black now had a chance to attack the upper group. If Black had not connected at 77, but attacked at 78, he could easily live with the group. But this would give me sente to play on the upper side.

Black now has to attack this upper group, and 83 is probably the wrong way. A move at 95 first probably does three things:— a) it extends the liberties

of the Black group, b) it reduces the liberties of the White group and c) it threatens to make eye-shape along the upper edge. Black 83 gives me the chance to make shape with 84 and 86. By now, I felt that Dan was resigned to losing his group (he had already lost the game, if my group survived) and he was hoping that I would make some awful blunder, which was not at all unlikely. However I was super-cautious and Black resigned after White 116.

A couple of points to note: both players became too involved in the fight and committed themselves to killing the opponent; for White all that was needed was to live with his groups and he wins the game. Killing groups is emotionally satisfying but can lead to unnecessary problems. For Black, the direction of his plays during the middle game caused him more problems than he needed.

Game Two

*Black: T. Mark Hall (3 dan)
White: Toby Manning (2 dan)
Round 5. Komi: 6*

I have been trying out the Shusaku fuseki (1, 3, 5 in this game) recently, but most professionals say that the kosumi from 1 (at 20) is too slow in games with komi. That may be correct for professionals, but at the level I play, I'm not sure that it matters.

Fairly soon, it is obvious that I am creating solid groups with secure territory, while White is going to try to make a moyo on the upper side. I surprised myself by not doing anything about his moyo; if I hadn't been making enough in the lower left, I probably would have tried something but in the end I didn't need to.

24: I think that White should push once more with 24 at 25; letting Black get this point is a bit too big, although Black has to watch out for the aji.

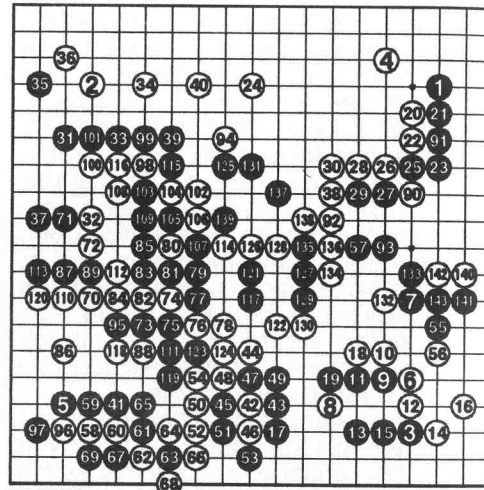


Figure 1 (1-143)

38: A difficult point. Normally, this would be considered to be sente, but when Black plays 39 and 41, it is obvious that Black is not too worried about the right (until later). I recommended that White play 38 at 39; if Black then plays at 38 White can happily play hane or even just extend. White is being helped to secure the territory if I play that way.

The players disagreed about the sequence from 42 to 54. Black is undoubtedly overconcentrated, but there is no aji in the position. The problem for White is that there is no easy way to settle his stones in this area.

Black secures some territory on the right, which also has the effect of re-

moving some of the aji from White 38 and securing Black's position.

White now jumps into the corner and Toby admitted that he had made a misreading here. However he makes one eye, but again I am happy to have a totally secure corner with a certain amount of influence along the side.

70: I consider this to be the "losing move". White should play the normal joseki sequence from 100 (see diagram 1) to settle these stones here. The shape is much better and lighter, and there is less possibility that Black can make a successful splitting attack between the groups.

71: Seriously undermines the White group here, and I was really happy to play 73.

the group on the left side out to the centre, which would allow me to push up towards White's upper side moyo. You may also like to look at the relative strengths of the groups at this point. White has strength along the upper side, a one-eyed group on the lower side (which should be able to connect or make another eye with little trouble) and three stones on the left with little prospect of security. Black has two rock-solid groups on the lower side and (after Black 71) a secure group on the left. Black can fight without fear; White has to save everything to win.

Black cuts some stones off up to 87, and when White plays 88 he has secured part of his groups, but he did not notice that 89 threatens to resuscitate the stones 73 and 75.

90: Should be at 91, since it leaves better aji for White. By connecting at 91, Black is able to play some good moves in the corner if he gets sente in the yose. White tries to expand his territory (worth about 50 points) at the top, but 95 then gives him problems. This saves the Black stones and again splits the White groups. Losing this area to Black gives him the advantage, so White has to play all out, but handicapped by the weakness of his groups.

Unfortunately for White, he never has a chance to connect above 112 (he could make one eye around there in gote) because the escape of the Black group to the centre threatens the one-eyed group below. By this point, Toby needed to kill the group to win, and I was confident enough of survival to play 125 and 131 which indirectly help the group in the centre. White resigned.

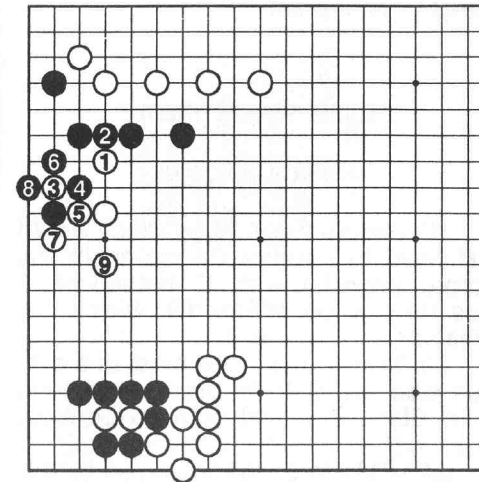


Diagram 1

To return to the comments made about the other game, I was not expecting to kill either group, but by keeping them separated I might be able to drive

Late news: At the Candidates' Tournament Edmund Shaw won 6/6 games.

Professional 9x9 Go

Part Two

by Richard Hunter

In the second article in this series, we look at the semi-finals of the tournament begun last time. The first named player takes black.

Game Five

Abe Yumiko v. Inoue Naomi

1: Tries something different for a change, but the central point seems to be the preferred choice.

7: Cutting at 29 is also interesting.

10: Alternatives include 13.

16: Very calm move.

24: Does not actually work, and exchanging 24 for 25 is a loss for White. Both players are misreading the position under severe time pressure.

27: Gives way and lets White off the hook. Answering the atari would actually work, but it's not easy to see. Instead of 27, Black captures, White 27, Black connects, White atari, Black connects, White descends at 30 and Black can play 34 instead of the more usual side at 31.

White wins.

Game Six

Shigeno Yuki v. Sakakibara Fumiko

12: Looks small, but the hane at 20 will be severe because of Black's bad shape with 11.

13: Bad move. Attaching at 17 is better.

18: Because of the 13-14 exchange 18 is now atari.

24: Attaching below 21 might threaten to live in Black's corner, but 24 is also big.

25: Should cut at 29 first to see which way White will answer.

29: Black must try something but now White knows which way to answer.

32: White has some bad aji, so some kind of move is necessary to patch up.

34: Notice how this takes an extra point. The usual connection at 38 would leave the hane and connection as a two-point move for either side, but Black would get it as there are no other moves left. This kind of endgame technique can make the difference between victory and defeat. However, Black wins by half a point.

Game Seven (final)

Inoue v. Shigeno

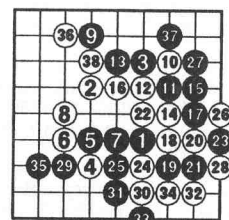
16: Should be at 20 as Black would still have to capture the stone in the corner, probably with 25 instead of 17 this time, then White 13, Black 19, White 21.

20: Tries to make the most of a difficult position. If White does not defend here, Black 32 would be a textbook tesuji.

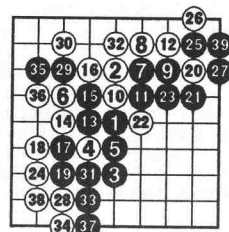
24: Standard shape move in this position. Played here to gain thinking time.

27: A stunning tesuji. White is in trouble.

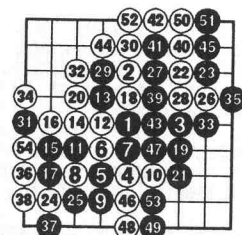
46, 48: White tries for complications but...



Game 5 (1-38)



Game 6 (1-39)



Game 7 (1-55)

55 at 8

49: ...standard tesuji for reducing liberties.

Black wins by 2.5 points. The conclusion was that White 16 was the game losing move.

Quiz: Which move did the professionals think hard about? Game 5: W? B? Game 6: B? Game 7: B?

Answers for all the games so far in this series (no question set on game 1) are at the end of this part.

Nearly all the games started with Black playing tengen (central point). Only one game featured a different first move and Black lost in that game. The professionals all agreed that the central point is the best first move. White's strategy is to live in two places which makes it difficult for Black to win by enough to give 5.5 points of komi. If White tries to divide the board in two, Black's first move will give him a sufficiently bigger half. The value of 5.5 points seems reasonable from the results; Black won 4 out of 7 games and one was a half point win.

The next article will present the 1991 9x9 tournament, which features a pair of best-of-three matches between two top amateurs and two rising young professionals.

Answers to quiz: Game 2: B23, W38; Game 3: B19; Game 4: B13; Game 5: W12, B13; Game 6: B31; Game 7: B31.

Kei Go, a teaching program for the complete beginner, is available as shareware from Tony Collman, 7 Rossiter Road, London SW12 9RY.

Please send a 5.25 inch MSDOS disk and postage stamps to receive an evaluation copy. Alternatively, you can send £2.50, in which case you will receive updates from time to time.