

Club List

(* Indicates recent change in information)

Aberdeen: R. Jones, 69 North Deeside Rd, Peterculter, Aberdeen AB1 0QL. Tel: 0224-732106.

Bath: P. Christie, 8 Gordon Rd, Widcombe, Bath. Tel: 0225-428995.

Birmingham: R. Moore, 101 Nethercote Gardens, Solihull B90 1BH. Tel: 021-4305938. Meets in The Triangle (coffee bar), Holt Street, Gosta Green, Wed 7.15pm.

* Bolton: S. Gratton, 525 Tottington Rd, Bury BL8 1UB. Tel: 061-761-3465. Meets Mon 7.30pm.

Bournemouth: N. Cleverly, 6 Swift Close, Creekmoor, Poole, Dorset BH17 7UZ. Tel: 0202-782553 (work). Meets at Parkstone Hotel, Station Rd, Parkstone, Tues 8pm.

* Bracknell: S. Goss, ICL, King's House, Reading, Berks RG1 3PX. Meets at ICL, Lovelace Road, Bracknell.

Bradford: G. Telfer, 29 Quaker Lane, Little Horton, Bradford BD5 9JL. Tel: 0274-573221. Meets at The Star, Westgate, Bradford 1, Wed 7.30pm.

Brakenhale School: F. Ellul, Brakenhale School, Rectory Lane, Bracknell, Berks RG12 4BA.

Bretby: M. Willett, British Coal, Technical Services & Research Executive, Ashby Rd, Burton-on-Trent, DE15 0QD. Tel: 0283-550500 (work). Meets Mon to Fri lunch-times.

* Bristol: S. Flucker, 14 Hawthorn Way, Stoke Gifford BS12 6UP. Tel: 0272-693917. Meets in Seishinkan (Japan Arts Centre), 23-27 Jacob's Well Rd, Hotwells, Bristol, Tues 7.30pm.

Cambridge University & City: E. Ashfield, 11 de Freville Ct, Great Shelford, Cambridge, CB2 5LH. Tel: 0223-845316. Meets at Wolfson Court, Clarkson Rd, Mon 8.30pm (term), University Centre, Mill Lane, 2nd Floor, South Lounge, Tues 8pm (vac).

Central London: S. Barthropp, 1, The Crescent, Weybridge, Surrey KT13 8EL. Tel: 0932-844572. Meets at IVC, 1-4 The Piazza, Covent Garden, Fri 6.30pm, Sat 3pm-7pm.

Cheltenham: D. Killen, 33 Broad Oak Way, Up Hatherley, Cheltenham, Gloucestershire. Tel: 0242-576524 (home). Meets various places, Thurs 7.30pm.

Chester: D. Kelly, Mount View, Knowle Lane, Buckley, Clwyd. Tel: 0244-544770. Meets at Olde Custom House, Watergate St, Chester, Wed 8pm.

* Coventry: M. Lynn, Hillcroft, Barston Lane, Barston, Solihull. Tel: 06755-2753. Meets in University of Warwick, Thurs.

Culcheth High School: R. Bagot (see p.2)

Dundee: R. Philp, 26 Seafield Rd, Dundee DD1 4NS. Tel: 0382-23839.

Edinburgh: J. Cook, 27 Marchburn Drive, Penicuik, Midlothian. Tel: 0968-73148. Meets at Postgrad Students' Union, 22 Buccleugh Place, Edinburgh, Wed 6.30pm.

Furze Platt School: S. Beaton, 36 Oaken Grove, Maidenhead, Berks. Tel: 0628-32295.

* Glasgow: J. O'Donnell, Computing Science Department, Glasgow University, Glasgow G12 8QQ.

Harwell: C. Clement, 15 Witan Way, Wantage, Oxon OX12 9EU. Tel: 0235-772262 (home), 0235-433917 (work). Meets at AERE Social Club, Tues noon till 2pm.

Hemel Hempstead: A. Thornton, 21 Garland Close, Hemel Hempstead, Herts HP2 5HU. Tel: 0442-61945. Meets Tues 8.30pm.

Hereford School: C. Spencer, 2 Crossways, How Caple, Hereford HR1 4TE.

High Wycombe: F. Ellul, The Gables, High Street, Downley, High Wycombe, Bucks. HP13 5XJ. Tel: 0494-449081.

HP (Bristol): A. Seaborne, 11 Kimberley Cres, Bristol BS16 5AF. Tel: 0272-568758. Meets Wed.

Huddersfield: D. Giles, 83 Ashdene Drive, Crofton, Wakefield, Yorkshire WF4 1HF. Meets at the Huddersfield Sports Centre, on Tuesdays, 7pm.

Ipswich: V. Baldwin, 52 Heathfield, Martlesham Heath, Ipswich, Suffolk IP5 7UB. Tel: 0473-623974. Meets at 1 Church Lane, Sproughton, Thurs 7.30pm.

Isle of Man: D. Phillips, 1 Bemahague Ave, Onchan, Isle of Man. Tel: 0624-620386. Meets at Falcon Cliff Hotel, Queen's Promenade, Douglas, Mon 8pm.

Leicester: E. Smithers (see p.2). Meets at Sixty-Six Club, Albion House, South Albion St, Leicester, Tues 7.30pm.

Maidenhead: I. Attwell, Norhurst, Westmorland Rd, Maidenhead, Berks. Tel: 0628-76792. Meets various places, Fri 8pm.

Malvern: E. Blockley, 8 Dudley Close, Worcester Tel: 0905-428850. Meets at Carpenter's Arms, Lower Howsell Rd, Malvern Link, Mon 7pm.

Manchester: T. Barker, 7 Brocklehurst Ave, Bury, Lancs. BL9 9AQ. Tel: 061-705-2040 (home). Meets at The Brewer's Arms, Great Ducie St, near Victoria Station, Thurs 7.30pm.

Mellor: A. Rix, 11 Brent Way, Finchley, London N3 1AJ. Tel: 081-346-3303. Meets some Sundays. Non-smokers only. Please phone first.

Moreton Say School: Mrs. K. Timmins (as for B. Timmins, see p.2).

Newcastle: J. Hall, 10 Avondale Court, Rectory Rd, Gosforth, Newcastle NE3 1XQ. Tel: 091-285-6786. Meets various places, Wed.

North London: W. Streeten, 10 Parliament Hill, London NW3 2SY. Tel: 071-435-7636. Meets Mon 7.30pm. No smoking.

North West London: K. Rapley, Lisheen, Wynnswick Rd, Seer Green, Bucks. Tel: 0494-675066 (home), 081-562-6614 (work). Meets at Greenford Community Centre, Oldfield Lane (south of A40), Greenford, Thurs 7pm.

Norwich: A. Boddy, 2 Lime Tree Rd, Norwich NR2 2NF. Tel: 0603-58611 or 0603-505029. Meets Wed 7.30pm.

Nottingham: A. Dilks, 31 Forsythia House, King's Mill Hospital, Sutton in Ashfield, Notts. Tel: 0623-22076.

Open University: F. Holroyd, 10 Stacey Ave, Wolverton, Milton Keynes. Tel: 0908-315342. Meets in Common Room, Thurs 7.30pm.

Oxford City: N. Wedd, 4 Bartlemas Rd, Oxford OX4 1XX. Tel: 0865-247403. Meets Mon 8pm.

Oxford University: H. Huggett, Merton College. Meets in St. Edmund's Hall, Wed 7.30pm, and King's Arms, Sun 8pm (in term time).

Preston: Colin Adams. Tel: 0772-204388. Meets frequently.

Ravenscroft School (Bath): H. Alexander, Flat 2, Bathford Manor, Manor Drive, Bathford, Avon.

Reading: J. Clare, 32-28 Granville Rd, Reading, Berks. RG3 3QE. Tel: 0734-507319 (home), 693131 (work). Meets at ICL (Reading) Club, 53 Blagrave St, Reading, Tues 6.30pm.

Saltcoats: D. Tomelty, 43 Barrie Tce, Ardrossan, Ayrshire KA22 8AZ. Tel: 0294-601816. Meets at Argyle Community Centre, Campbell Ave, Saltcoats, Mon & Wed 7pm.

Sheffield: J. Hampton, 7 Farenden Rd, Sheffield S9 3EP. Tel: 0742-437365. Meets at The Jolly Buffer, Ecclesall Rd, Tues 8.30pm.

* Shrewsbury: B. Timmins (see p.2). Meets Thurs 7pm.

South Cotswold: M. Lock, 37 High Street, Wickwar GL12 8NP. Tel: 0454-294461. Meets at Buthay Inn, Wickwar, Mon 7.30pm.

Stevenage: J. Allen, 5 Greenways, Stevenage, Herts SG1 3TE. Tel: 0438-729100 (home), -726161 x 8203 (work). Meets at Marquis of Lorne, High St, Stevenage Old Town, Wed 7pm.

Stowe School: A. Eve, 17 St Peter's Rd, Brackley, Northants. NN13 5DB. Tel: 0280-704561.

* Swindon: P. Barnard, 169 Cricklade Rd, Swindon SN2 1AE. Tel: 0793-530377 (not weekends). Meets at Prince of Wales, Coped Hall Roundabout, Wootton Bassett, Tues 7.30pm.

University of Warwick: G. Zheng, Go Society, Students' Union, Warwick University, Coventry CV4.

Wanstead & East London: Alison Jones, 11 Briarview Ct, Handsworth Ave, Highams Park, London E4 9PQ. Tel: 081-527-9846. Meets at Wanstead House, 21 The Green, Wanstead E11, Thurs 7.15pm.

West Cornwall: P. Hunt, 1 St Mary's Place, Penzance TR18 4EE.

West Surrey: C. Williams, 70 Greenhill Way, Farnham, Surrey. Tel: 0252-727306. Meets various places, Mon.

This space was spare! Why not fill it by starting a go club?

Jubango

Part Two

by Terry Barker

Game two

Black: Tamura, White: Ishii

All but the last game of this match were played in 1895. The jubango has fallen out of favour with the almost universal use of komi, since taking Black gives a starting advantage. For example, move 8 seems unnatural these days, but it is a typical move for White in a no-komi game. Making a shimari (at 10) is considered too slow.

9: If at 10, White is happy to extend along the right side (to 57 or 48) to nullify the power of the black shimari. As in the first game, we find Black building thickness early.

25: Building thickness in this corner, too.

33: This is overdoing things a bit, though. Some modern players (e.g. Takemiya) might like to play such a move, but pressing to the left of 34 is simpler.

34: Important. White can head into the centre or put pressure on 9 and 11.

36: This attachment used to be very common.

39: The usual move is at 40 (to defend the corner) or at 48/49 (to counter-attack). However, because the corner is open from the top anyway, it is not worth Black's while to take time to try and secure it, so he follows his original plan and builds thickness.

48: The atari at 52 is more urgent.

53: Not at 54, because the centre is still more important.

62: An important move (see later!).

65: Aiming at the weak points in White's corner.

66: An overplay. White is weak locally, while Black is fairly strong, so the last thing White wants is another group in the area. The one space jump to 119 is safer.

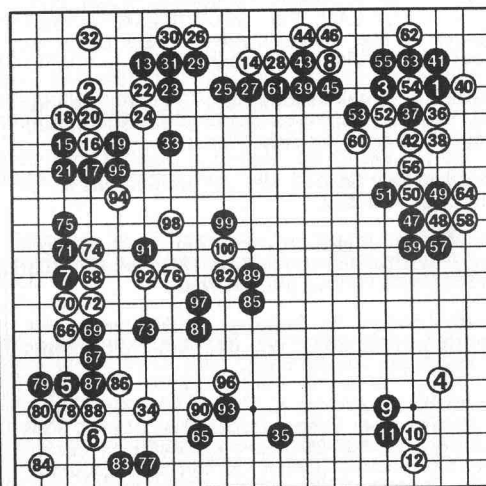


Figure 1 (1-100)

67: A simple but effective reply. As long as White is not allowed to connect his groups, Black must gain a reasonable result. White will not have enough time to set about making territory, nor will he have time to stop Black making some.

77: Black takes territory while White scurries about for eyes.

81: Black misses a trick. Better is Black 92, White 91, Black 103, leaving White with a silly shape.

85: Black misses another trick. Playing at 88 forces White to lose a stone (34).

89: Poor. Playing at 108 keeps things simple. As the game continues, White is able to keep on threatening to cut Black off in the centre, and so Black cannot attack as strongly as he would like.

99: Misses the point. If at 100, White would be hard pressed to live.

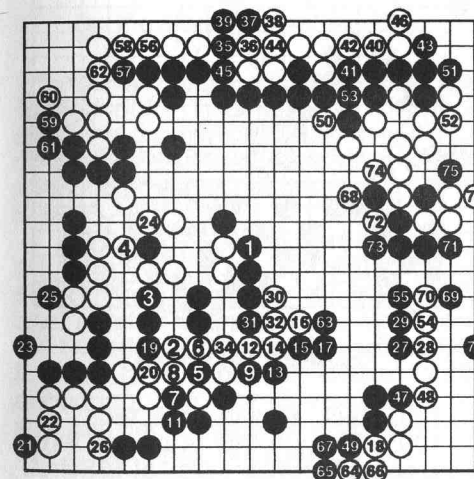


Figure 2 (101-177)

110 at 90, 133 at 105

101: Despite the succession of poor moves, Black is still ahead.

135: Because of the possibility of living independently at the top. Hence the peep at 62.

149: Big.

156: The first losing move. Playing one above 169 is bigger.

163: Another poor move. Playing at 169 is bigger.

168: The final losing move. One above 169 is still bigger.

169: At last. This wins the game for Black.

Moves after 177 are omitted. Black wins by 2 points, making the score 2 games to Tamura.

Game three

Black: Tamura, White: Ishii

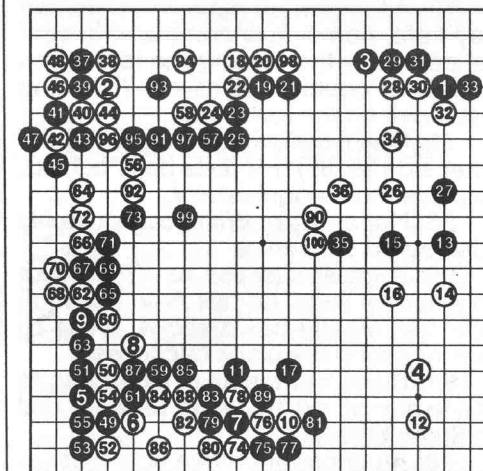


Figure 1 (1-100)

16: Playing at 17 – in front of the shimari – is more important.

19: Interesting, to say the least. Once again Black is building up thickness, but this time it backfires. Perhaps the approach move at 43 would be simpler.

26: White is able to reduce the black moyo very easily because of the large shimari.

28: A standard reducing sequence.

40: It might make more sense to hane at the other end (i.e. at 247) but the centre is more important.

49: This is where Black begins to go off the rails. Pushing at 96 or jumping to 56 would be far better. The problem with the game sequence is it ends in gote, thus White gets to play at 56.

57: Big.

59: The vital point in this shape. White side-steps the attack and takes compensation on the side.

66: A move frequently seen in positions like this.

73: An important move. If White can play here, he will take command in central power by threatening the four black stones. Of course, this allows White the first move on the lower side.

75: Black really has to block on the other side (at 80). He feels he is behind, so plays more aggressively.

85: Not at 87, or White can poke his nose out to the centre.

90: A great success for White. Not only has he lived, he has lived in sente. Now this steady move allows White to start negating the black thickness.

91: Black has the aji of extending to 247 to aim at. White has to be wary and so Black breaks in.

98: An important move now that the White group on the upper side is disconnected from the corner.

99: Black goes back to rebuilding his moyo.

100: Another solid move which goes a long way to negate Black's attempts. Because of his moyo, Black must not run into the centre and so has to scramble for a connection to the corner.

106: A big move destroying Black's dreams of a large territory. In fact it is not the best move; White could have gone as far as 112 and had an easy win.

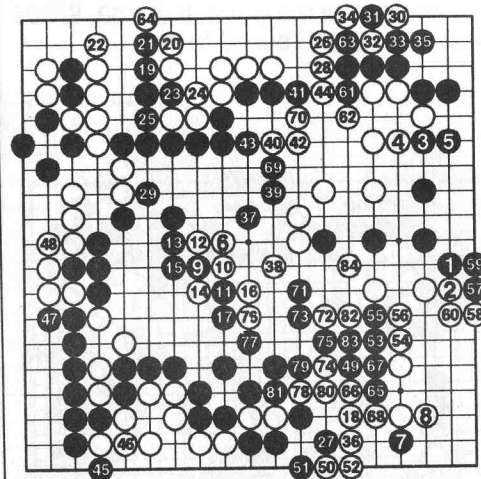


Figure 2 (101-184)

108: Slack. Should be at 168.

109: Although this is clearly large, Black should probably play at 168 first.

118: Once more White has kept sente and so gets to play this large point.

121: Another gote sequence which finally loses the game. Blocking at 200 is more important.

126: Big, not just in itself but with the option of the monkey-jump (130) as a follow-up.

148: White always has to make sure the four black stones cannot spring back to life. Notice that Black 198 would threaten to cut, so Black always

has an eye here. 148 keeps things simpler for White.

166: Notice how White keeps Black from making any territory around here.

With 185 a lengthy ko began, continuing up to move 254, but White was in complete control, and won 2 points, so the score was 2-1 to Tamura.

New Clubs

by the Membership Secretary

Recently a new club was formed at Swindon. The secretary found a couple of players who were the survivors of a group that had once risen to nine members, but was not even known to the BGA.

It is good to think there are people out there playing go, and that the Association by no means represents the total number of enthusiasts. However, if the Swindon group had joined the BGA it might have expanded instead of disappearing. The new club secretary has already had details of enquiries from that locality sent on to him.

So if you are an unattached member who has gathered a group of players, why not get them to join the BGA? There is no formality involved in registering a club. All I need is a club name, and a contact name and address, and of course, subscriptions! If venue or times of meeting are not yet settled, they can be omitted from the club information sheet.

Free posters are available for putting up in libraries and so on, and you will be put in touch with anyone who enquires about go clubs in your locality.

Go Cards

by Tony Atkins

Now available from the BGA book distributor for £2 plus 30 pence postage are two sets of postcards. Produced by the Ishi Press, each set has eight different cards taken from 19th century Japanese Ukiyoe woodblock prints. Subscribers to *Go World* will have seen some of the pictures before, but most are new. The colourful scenes depict soldiers, courtesans, actors, puppeteers, wise old men and so on, but all feature a go ban somewhere in the picture. They are worth getting to keep, so buy two of each set so you won't mind sending one to your friends!

BGA Competition

Entries to Tony Atkins (see page 2) by 20th July for an appropriate prize. Simply state the middle (or first) name of the officers and job holders of the BGA shown as initials in the following list:

President	Norman R. Tobin
Treasurer	T. Mark Hall
Secretary	Anthony J. Atkins
Auditor	P. Toby Manning
Book Distributor	Robert V. Bagot
Membership & Journal	Brian C. Timmins
Tournaments	Clive R. Wright
Newsletter	Edward J. Smithers
Council Members	Alex S. Rix, Alex G. Eve, Alison M. Jones, Andrew C. Jones
Analysis	Simon T. Goss
Grading	James A. Clare
President CLGC	David M. Ward

Of Life, Death And Limbo

or

A Game With A Face-Reddening Move

by Fred Holroyd (3 kyu) and Andrew Grant (2 dan). (Fred's comments are in ordinary type, Andrew's in italics.)

Black: Roger Carter (8 kyu)
White: Fred Holroyd (3 kyu)

My advisers tell me I have been submitting too many games in which I come out on top. Here's a hum-dinger of a counterexample, in which I make a move which would shame a beginner. It's a five-stone game, which contains a lot of excitement about the status of groups.

10: *The joseki is to play this at 13, to connect the stones 4 and 8 lightly. However, if White had played 9 at 15, then Black 10 would be correct (since it would then be sente, threatening 68). White would have to defend at 9, allowing Black to make shape with 17.*

16: Looks rather close to Black's wall. Probably better one to the left, or at 32, or one point closer to 11 and 13, to attack them more severely. *But all these moves are overconcentrated, and would look rather silly if White jumped in to A. I would prefer to play 22.*

17-21: *A heavy way of playing, which just helps Black build up strength on the right. White should either jump out lightly or abandon these stones for now.*

21: 42 is a better point.

23: *Unreasonable. Black's wall is too strong and White's centre group too weak to allow this invasion.*

24: Better to strengthen 2 by descending to 25, or playing towards the centre between 2 and 31. *Or playing hane at 26 or 27. Against a contact play such as 23, these four moves are the only ones to consider. I would play 27, since this keeps White separated and prevents him cutting off the Black wall.*

27-31: *White makes another weak group in the centre. A simpler alternative is 27 at C, threatening to play at B. If Black then plays B, White D, Black 30, White E, Black F leaves Black even more overconcentrated than before.*

32: Over-defensive (unusual for Roger, whose besetting sin is aggression!). This should be at 33, which would force White to abandon 25 and 29, at least for the time being.

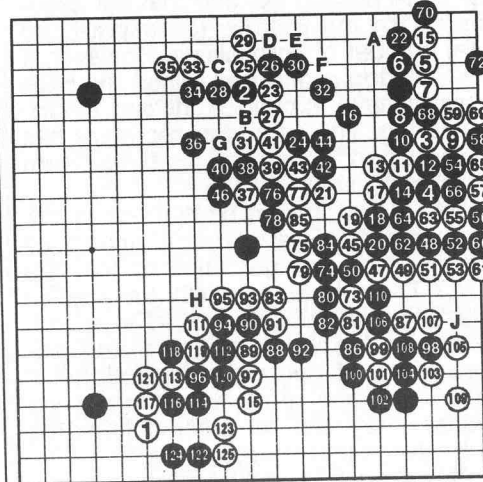


Figure 1 (1-125)
67 at 65, 71 at 58

38: This just helps White to make better shape. It would make more sense to attack on a large scale, with a move like 147.

39: *White makes his weak group bigger without strengthening it much. White should play the other atari at 40 and then connect at G, weakening Black's four stones to the left.*

46: Defending at 47 is more urgent.

50: Risky!

59: 68 is correct. Then if Black plays at 69 or one above, White captures at 60. *I can't see anything wrong with 59, after which Black has no way to live. Playing 68 looks quite risky to me; White could end up losing the corner.*

61: If White pushes in at 62, then Black can sacrifice two stones and live by playing at 65. However, since he can live with this move anyway, White should just have taken the profit. But then it would have been a much less interesting game. *This life and death problem is quite hard, and Fred can't be blamed for getting it wrong, but actually 61 should be at 65, which kills Black's whole group.*

62: As noted, playing at 65 gives unconditional life.

69: Should be one point higher; this would have prevented Black's next two moves from working.

71: Well, this is the face-reddening move! No further comment necessary.

72: Excellent! We both assumed that White's corner was now dead, though (as will be shown later) I could still have contrived a seki. *Oh no you couldn't!*

76: *This would be better at 79 to shut White in.*

96: I think extending at 111 would have been more severe. So do I, but a hane at H would be even more severe; *White's centre is then in grave danger.*

98-110: *Playing, or preventing, Black H is far more urgent than this sequence.*

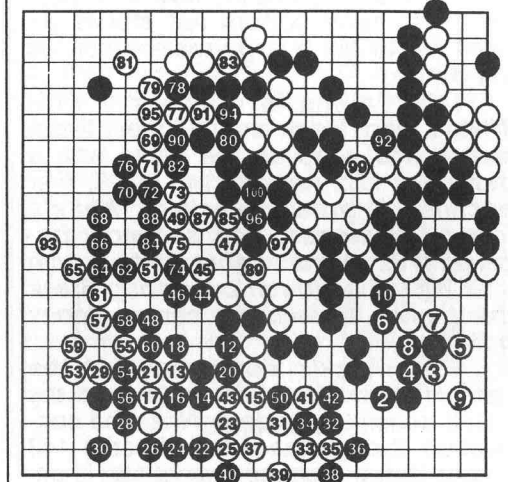


Figure 2 (126-199)

101: *Should have been at 104. Both moves strengthen Black. J is probably the best White can do here.*

107: Better at 108.

110: Small, as it isn't sente.

122: Good. *I don't think so. I don't see how Black can live here.*

123: Should be at 124, I think. 123 is OK.

125: *If this is at 126, Black cannot escape.*

129, 130: These should both be at 131. 131 looks rather cramped; if Black answered at 133, White could have trouble making eyes. 132 or 134 look more likely options.

134: *If Black plays 134 at 137, I think White dies.*

138-143: *White 137 assures the White group of two eyes, consequently all these moves are either small yose, or in the case of White 143, dame.*

144: Excellent! White is paying for his slack reading, and is really in trouble. His only chance now is to sacrifice as many bottom left stones as need be, to get a large-scale attack on the centre.

148: Falling in obediently with White's plan. Black should ignore these stones and wrap up the game with a move like 172. *Actually 148 is OK, first because it greatly weakens White's lower left stones, and secondly because it threatens to shut White in with 149. White has to run out, giving Black the chance to lead his centre stones out as well.*

150: Black's worst move of the game (but nothing like as bad as my 71). It doesn't even deny White the connection, though (as noted already) 143 means that the connection at 150 is unnecessary anyway.

151: Possibly I should have attacked Black's centre more directly, but I wasn't happy about my own group...

152: And Roger clearly wasn't yet aware that his centre was in danger. But I felt that I couldn't let him have such a large corner unchallenged, so I delayed the assault on the centre.

154: *Too small. If Black wishes to attack these stones, he should go after the whole lot with something like 159.*

160: A bad move. Even neglecting the danger to the centre, there must be moves worth more than 8.5 points in gote at this stage in the game.

162: That's more like it! This separates my two weak groups. *The group on the left is anything but weak!*

167: The side group would have to wait. Now for the big centre push.

171: A move of instinct rather than reading. A play at 170 would have made my group strong, but I felt that with the stone at 169 isolated, Black could probably have escaped as well.

176: Should be at 178. White would have to hane at 179, leaving plenty of cutting points. This mistake gave White the chance to muster his forces.

180: Losing more tempo in the vain attempt to form an eye.

Many of the next twenty moves or so are wasted.

183: Taking no chances! But I was still behind, and in fact this move was unnecessary; Black cannot kill the White side group. In any case, Black still has some worrying internal moves left, and if I wanted to plug gaps, I should have played 185 (or to the right of 173).

184: If the group can be saved, this isn't the way. Playing at 189 is more hopeful, though I believe White wins the semeai.

185: Unnecessary. It's a tricky situation, but actually White can tenuki here... I think! *I agree, but it's hard to argue with a move like 185 which puts the issue beyond doubt.*

193: *White can, and should, slide to 202.*

204: Excellent. *White should have played here as soon as Black played 202.*

210: Over-aggressive.

213: Yet another over-defensive move on White's part.

226: Unreasonable.

246: Roger had a hallucination about a possible White rip-off here.

253: Enlightenment dawned... *Really? If Black cuts at 255 now, it's all over.*

259: ... And receded again! I should either have captured the two stones

straight away, or thrown in at 55 or 63. Any of these moves would have swung the liberty count enough to give me a seki. *Sorry, this was another face-red-dening move! The position after 258 is seki; White 259 commits suicide! However, Black should have played 254 at 255; failing that, 256 at 257 would prevent White getting a seki.*

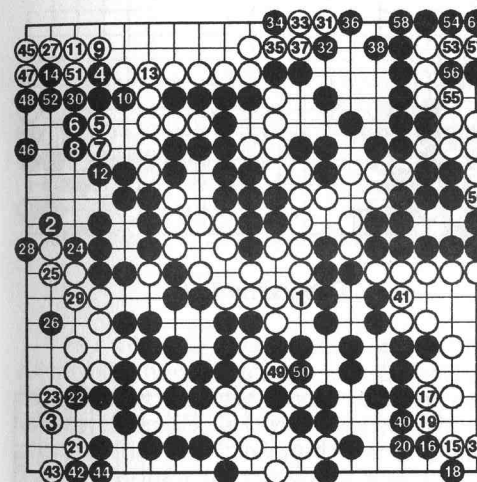


Figure 3 (201-260)

Black eventually won by 4 points.

A European Go Archive Library has now been established. Anyone willing to supply materials, for example journals preceding issue number 58, should contact:
Theo van Ees, Kijfgracht 23, 2312 RX Leiden, The Netherlands.

Solutions

New Joseki

by Bob Terry

First Black cuts at 3 in diagram 3, and then the deadly hane of 5 destroys White. If White now plays at A, Black B is the quietus.

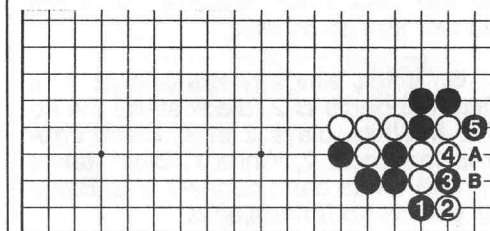


Diagram 3

If White captures the marked black stone with 1 in diagram 4, Black ataris at 2 and now when White connects, Black 4 captures the corner: White cannot make two eyes there.

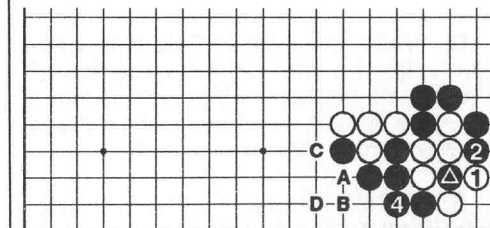


Diagram 4

Of course, White can capture one of Black's stones with A, Black B, and White C, but when Black plays D White's stones in the centre are still heavy and subject to attack.

Ko Situations

by T. Mark Hall

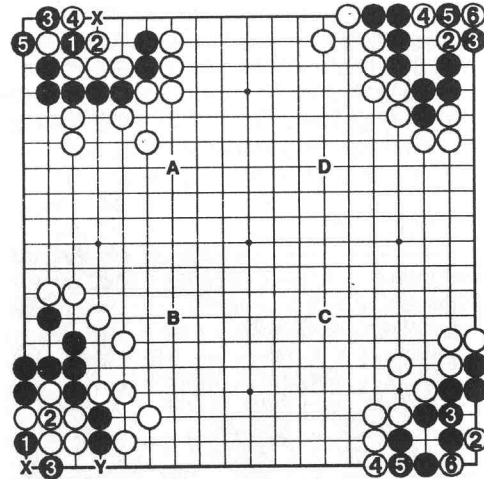
A. Black cuts at 1 and White is forced to play at 2. Black then plays what might be a surprising move of 3, White captures with 4 and Black gets in an atari with 5. This makes a ko where Black can get eyes in the corner. If White answers 3 at 5, Black plays at X and still gets a ko, and may save the odd two stones as well.

B. Black slings a stone in at 1; if White connects at 2, Black starts the ko at 3. If White plays 2 at X, Black captures the ko at 2, White Y, Black takes at 1 and White can't connect at 3. Black has got his ko for two eyes.

C. White plays 2, which threatens to capture three stones. When Black connects (he has no choice), White plays at 4, threatening an atari at 5. Black plays there himself and 6 starts the ko. If White played at 4 first, Black would reply at 2 and connect after White's atari at 5.

D. White plays at 2. This also happens to be the vital point for the line of three black stones to the left. Black's best reply is at 3, and when White plays at 4 Black must start the ko at 5.

E. White 2 threatens to start a ko at 3, so Black connects there to prevent it. Note that now neither White nor Black can play between 2 and 3; this area is temporarily a seki. White throws in at 4 and starts a ko with 6. If he wins the ko by capturing at 4, White has captured all the black stones in the corner and lived there himself.



Diagrams A-D

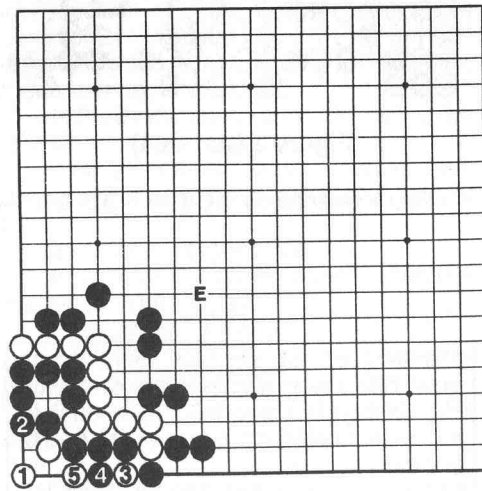


Diagram E

Yose

by Francis Roads

Diagram 3 shows what actually happened, after which White plays elsewhere. I was White, and both I and my 3-dan opponent made mistakes. Unfortunately I blundered last, and by enough to lose the game. Can you spot both the mistakes, before reading on?

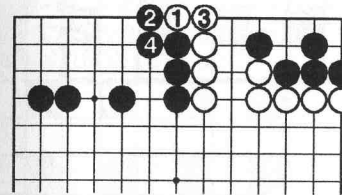


Diagram 3

My mistake was to play elsewhere. All right, I haven't shown you the whole board, but at this stage of the yose White is unlikely not to benefit from starting the ko in diagram 4 at once. Twenty points are at stake and it is a hanami ko, i.e. one where White stands to lose almost nothing if he loses.

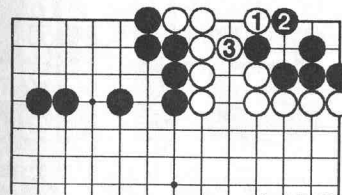


Diagram 4

There is an alternative ko available if White replaces his 3 in diagram 3 with

1 in diagram 5 (B in diagram 2 on page 24 of the last issue). This move actually threatens to kill the corner, so Black will play 2 to live with four (yes, four, work it out) points of territory. White 3 starts another ko. If he wins this by capturing at A he threatens to wipe out Black's side territory with B, but this is still less valuable than the ko in diagram 4. Still, well done if you spotted this one.

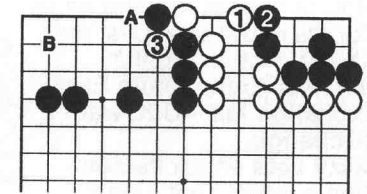


Diagram 5

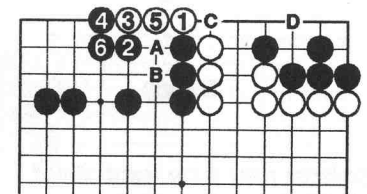


Diagram 6

Diagram 6 shows how Black can avoid these troublous kos by giving up side territory. Later White can exchange A for B in sente, because his connection at C still calls for a Black move at D. If Black gets to this area first his best move is the sagari at 1, followed by White C, Black D. So if both players play correctly as in diagram 6, this yose is worth 7 points in sente to White, provided that the ko threat situation relating to diagram 4 is not so extraordinary that it is better for him to fight a 20 point ko! I lost this game by 4 points.

Crossword 10

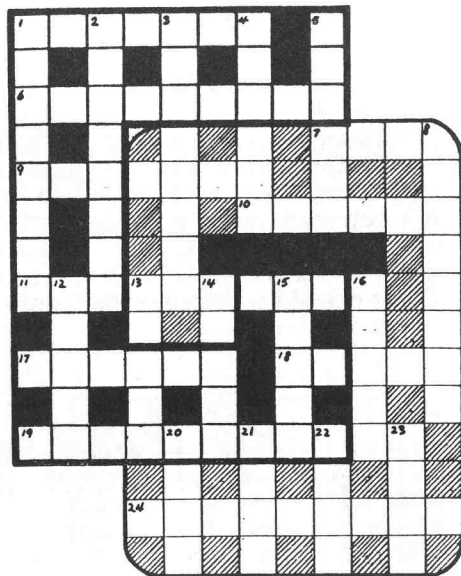
by Derek Williams

Across

1. Closed Celt had amendment
6. Sign of heat in running anger.
7. Copies in the cheapest way.
9. Harold! I object to fish.
10. Old river to the South East.
11. Exchange fair – U.K. war I exchange.
17. Away bets an excitement!
18. Single lady? That's odd!
19. Might a male twit try to be a dreamer?
24. Otherwise he might use male dress.

Down

1. Sinister part-time footballer?
2. Exciting writing!
3. One down going into reverse?
4. Mathematical extremes.
5. Oriental train goes around keep.
8. Most severe at the back.
12. Shades of Burma!
13. Still found in the finer things of life.
14. Sounds like a change of religion.
15. Threat to change tiara.
16. One takes 500 to 1 to back the fool.
20. Eastern heat needed by Western land.
21. I aim to be made to exchange.
22. Slope off to race round the Italian.
23. Raised so, with the old around – that's the end!



Solution to Crossword 9

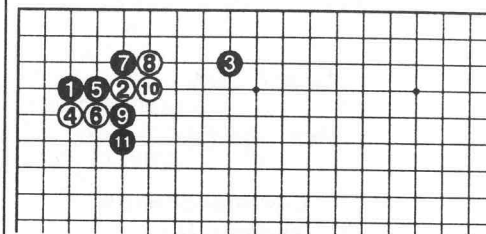


New Joseki, Old Shape

by Richard Hunter

One side effect of studying lots of tsume-go problems is that the shapes start to look familiar. They jump off the page shouting "Hey! Remember me?" (Strangely enough, this seldom happens in actual games.)

Bob Terry's new joseki in the last issue instantly reminded me of an essentially similar position.



Crude and vulgar sequence

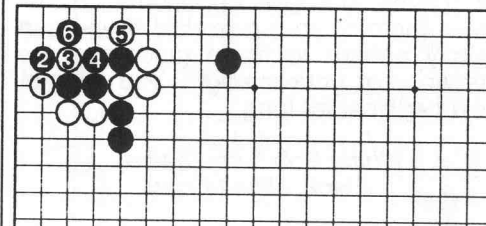
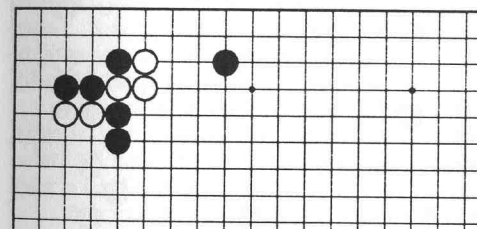


Diagram 1



White to play

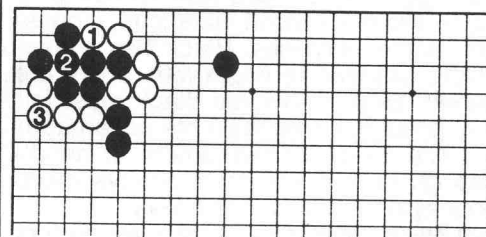


Diagram 2

I was impressed by it at the time, especially since it was the first problem in the book; a promising start, I thought. For avid collectors of Japanese go books, it's in the first book of the series of Igo Club Specials.

The problem is rated two stars (6 kyu to 2 kyu). The position is even simpler than Bob's and, although the sequence is not given, it's not too hard to imagine some rather crude and vulgar moves following an unorthodox pincer on a high approach.

Be sure to punish this sort of rubbish.

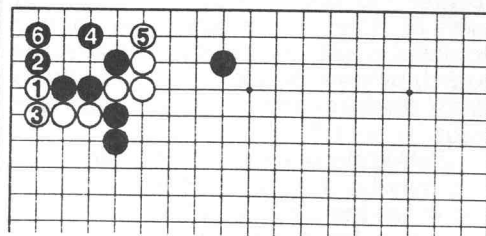


Diagram 3

Beginner's Corner

by Bob Terry

Part Two (a)

The Ten Commandments Of Handicap Go

These are ironclad rules for playing against stronger opponents. Transgress them at your own risk! If you can calmly adhere to these guidelines, no matter what your strength, you will not be a beginner for long.

White: Bob Terry (5 dan)
Black: Mike (4 kyu)

Black starts this game with an 8 stone handicap, which is a huge advantage. I'm not sure how to assign a point value to those handicap stones, but at the very least Black has a hundred point lead to begin with. There are certain basic principles Black must follow, though, to maintain the advantage.

The First Commandment of handicap go is that you must always make your opponent's stones heavy.

Black 2 and 4 in figure 1 are perfect examples of this rule. With 2, Black threatens to hane at 3, which would create a powerful position ensuring profit in the corner and even better potential profit on the right side of the board, where Black has a handicap stone ideally situated on the middle star point.

So White is forced to extend to 3. This may be described as the "lesser of two evils" but that is all that this move has going for it. White's two stones, 1 and 3, are heavy, as heavy as dragging

around a club foot. This will always be a matter of concern for White, from now until the end of the game. These heavy stones will continue to be heavy, there's no avoiding it. All that one can do is to try to exact retribution when the opponent makes an attack in earnest.

The Second Commandment is that you must always keep the opponent's stones separated.

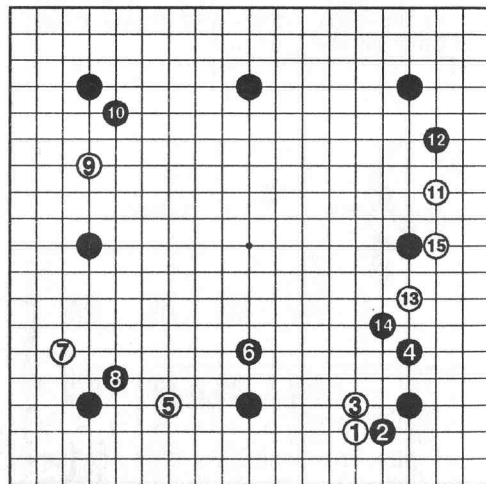


Figure 1 (1-15)

I attacked Black's other corner with 5, leaving my heavy two stones on the right to their fate. I wanted to see how Black would respond to the new challenge. Once again Black answered with a textbook perfect response at 6. This one point jump denies an easy connection among White's forces and ensures that White has a hard row to hoe to achieve a playable game.

Black's one point jump to 6, while excellently played, left White free to initiate a double attack against the corner with 7.

At this point I was hoping that Black would try to engage me in a jousting match in the corner where my superior training and reading skills would quickly tell to my advantage. Alas! It was not to be! Black 8 again conforms to the Second Commandment by separating White's forces.

Please keep this move in mind whenever you play go. I am surprised that more players do not spring this on me. It is an excellent move: it develops the potential of Black's star point stone while stabilising Black's game throughout the board. Since it has so many good points going for it on its own, the fact that in this case it also manages to separate White's forces should be the icing on the cake.

I tried a different tack against the upper left corner, but Black answered with 10, which is rather unorthodox but not a bad move.

When I played White 11, an off-beat move, I was still trying to gauge Black's response. Now, Black made his first error. The best answer is Black 1 in diagram 1. This puts pressure on White's invading stone and creates a strong possibility for Black to make substantial territory on the right side or, perhaps, in the lower right corner. Since White 11 is so far away from the upper right corner, there is little chance that an additional move by White there will affect Black's game adversely. For instance, if White plays at 2, Black answers at 3, putting pressure on White's invading stone. White is practically forced to jump out to 4, and Black can then jump to 5. This puts pressure on White by isolating White's two stones here from White 2,

while at the same time developing Black's upper right corner.

But Black 12 is not really a bad move; Black 14 is. When I played at 13 I was planning to connect underneath at 15. This is such an elementary tactic that I'm surprised that I get away with it so often.

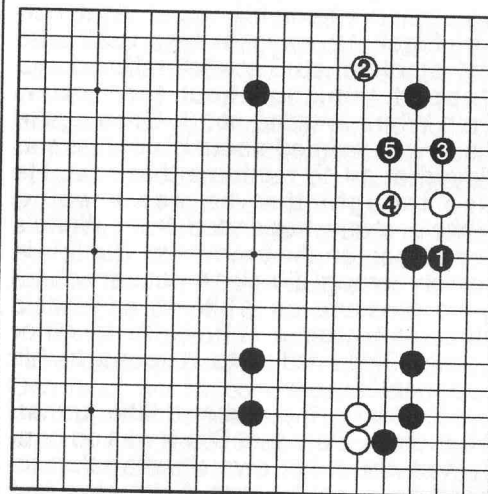


Diagram 1

Of course, Black 14 violates the Second Commandment by allowing White to link forces at 15. Look at how simple it would have been for Black to play 14 at 15 himself. This would have separated White's two stones, making them convenient targets for attack. As it was, connecting underneath with White 15 not only stabilises White's group, it also makes a fair amount of territory, at least 20 points.

Black 14 also violates the Third Commandment: one must always respond to the opponent's move.

This is such an elementary concept that it's almost laughable to actually state it in writing, but it is one that is constantly violated by beginners. The reason is simple: the beginner does not realise the significance of the stronger player's move and just guesses about where to play his own move. The psychology in this situation is something like the following. When White invaded Black's right side with 11, Black was concerned about his upper right corner. Black 12 more or less dealt with that problem, so Black felt relieved and stopped thinking about the matter. Then White invaded at 13. Once again, Black was worried about his corner and played at 14 to reinforce that area. He also thought that he was keeping White's stone separated from White's two stones on the lower side. But this is entirely wrong! Black 14 puts absolutely no pressure on White 13 or White's other two stones (1 and 3). In other words, Black failed to respond to his opponent's move.

Exploring the matter a little further, it becomes clear that Black was so concerned about his own situation that he failed to consider that White also had objectives in this game. White's first concern is to create stable positions, that is, to make solid living groups of stones that will furnish a base for further forays against the opponent's territory. Next White wants to neutralise Black's handicap stones. And finally, White intends to make some territory of his own.

Can you see how White 11, 13 and 15 fulfil all three items on this agenda admirably, and with a notable economy of effort? On the other hand, Black 14 is a pointless move, a wasted move. If we assign a value of 10 points for a well played move (and if Black had played

14 at 15 it would have been worth more than 10 points), by allowing White to connect underneath at 15 Black has lost the 10 point value of his own move and conceded at least 20 points to White as well. So Black has essentially made a move and lost 30 points. I don't care how far Black is ahead in the beginning of the game; if he loses that kind of ground every time he makes a move, he will never be able to win.

I suppose that a corollary to the Third Commandment might be: don't make pointless moves.

Black 16 is a completely pointless move. It does not attack White and it does not stabilise Black's position. It does not make territory on the upper side because it is too high, being on the fifth line. Deduct another 10 points from Black's score.

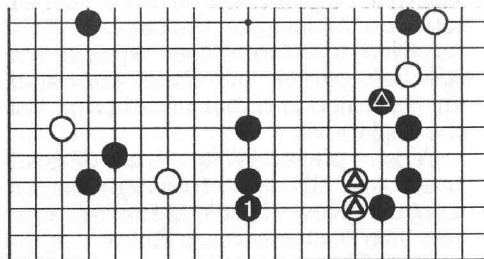


Diagram 2

Where should Black play instead? How about 1 in diagram 2? Presumably when Black played the marked stone in this diagram, he intended to attack White's two marked stones on the lower side. Black 1 not only accomplishes this but applies additional pressure to White's other isolated stone on the left part of the lower side. Again a move like Black 1 here is worth more than 10 points.

White 17 exposes the pointlessness of Black's move at 16. Just when Black has staked a claim on the upper side, White blithely invades there. Then White jumps into the centre with 19 and 21. Making the solid base on the right side has enabled White to invade here.

When Black played 22, I turned to 23 to see how Black would respond. Perhaps I could sucker him into ignoring the possibility of connecting underneath as I had on the right side...

It worked! Black 24 is another bad move; take another 10 points off his score. By now every beginner reading this article should know what a good move White 25 is, and that Black cannot avoid incurring damage here.

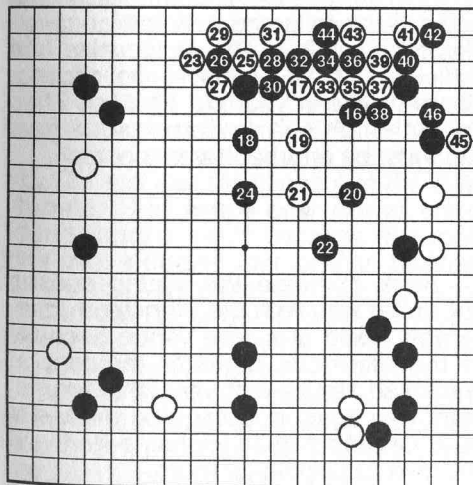


Figure 2 (16-46)

Black 26 is a terrible move. As a matter of fact, it is in the category of a losing move. After playing here, Black should have no chance to win, no mat-

ter what happens. (A sharp-tongued critic might point out that the First Commandment should state: Never play losing moves!)

When White ataris at 27, Black plays an atari of his own at 28, forcing White to capture at 29. This capture of one stone is called a ponnuki. Never, never give your opponent a ponnuki! As the Japanese go proverb states: "A ponnuki is worth 30 points".

I felt that the game was over at this point. The reader may wonder how this could be, considering that less than 30 moves have been played. But think: Black has already lost 50 points due to slack play. Now he thoughtlessly gives up another 30 points. Can he hope to recover from such losses?

White 33 to 37 are forcing moves. But Black 38 is another blunder. Of course, Black must preserve his corner territory by playing at 39.

Black made this error because he violated the Fourth Commandment: One must not respond automatically to the opponent's moves. This is the flip side to the Third Commandment. One must respond to the opponent's moves, but not blindly, playing by rote. This allows your opponent to take control of the rhythm of the game and dictate the flow of play.

I broke through on the upper side with 39 and then created some weaknesses in Black's position with 41 and 43. Finally I played another forcing move at 45. All of these moves are designed to maintain an initiative, induce concessions and help give one an edge against an opponent.

In the concluding part of this article, we will look at the rest of the Commandments, and the results of transgressing them, right through to resignation.

Clubs & Tournaments

by Tony Atkins

Firstly an update on the London Open. Whether the draw between Detkov and Lazarev was prearranged or not, the European Go Federation rules committee decided that a penalty should be applied to the players on two counts. Failing on request to record the game after forty moves, and failure to supply a written statement of the komi before the game started were enough to cause the game to be nullified. Thus the winner was Michael Katscher and the Soviet players dropped to 5th and 6th, with the Grand Prix points being awarded accordingly.

Two hundred players, including the odd Briton, attended the Prague tournament this year. Ronald Schlemper won his first Grand Prix tournament of the season as last year's winner Frank Janssen and the strong Orientals were not present. France's Frédéric Donzet was second and Laurent Heiser was third.

Guo Juan, the Chinese wife of Rob Koopman, started a string of Chinese titles by taking Copenhagen. Zhang Shutai failed to beat her in their first game since 1973, and he beat Lutz Franke of Germany who came third. The Nordic champion was Ulf Olsson for his twelfth position. Eighty players attended.

Only fifty-one players attended Vienna. Perhaps this was because entry forms were only received the day before the tournament. Shen Gruang-ji of China won at his first Grand Prix event.

The Russian United Team members Detkov and Lazarev finished next.

Guo Juan won the Ing Tournament in Amsterdam. Our own Matthew Macfadyen showed westerners can cope with Mr. Ing's unusual rules and the infamous Ing Timers by coming second, earning another trip to the East no doubt.

Another Chinese victory was that at Paris by Zhang Shutai. Home countryman Jean François Séailles was second ahead of Janssen. Fifteen year old Miya Kawa Wataru of Japan looks like someone to watch as he was placed fourth. Park won the lightning. Three players from Britain partook of the delights of Easter in Paris and all played to grade.

Guo Juan completed the Chinese string of victories with an unbeaten win at the German grand prix in Hannover. Vladimir Danek of Czechoslovakia had sufficient S.O.S. points to be second, ahead of fifteen year old Chinese Zhao Pei. Although only in Europe for a year she must be another name to watch.

• • • • •

Back at home the spring season got under way with the Wanstead Tournament. Held at a new venue because of the infamous banister incident at Wanstead House last year, this tournament was again popular, and the Methodist Church hall at Highams Park will improve its popularity more.

The tournament does seem incident-prone, however. A table accommodating two games being played by four shodans collapsed, and so did morale as the two matches were near an end. Consequently they were declared void.

Those with four wins were E. Shaw, G. Bailey and B. Beaton. The best with three wins were P. Margetts, B. Pell, G. Mills, S. Brooks, D. Byrne, D. Somatt and E. Ashfield. The Guildford Four won the team tournament, and R. Daniel and J. Beaton won in the 13x13 event. Qualifiers were M. Charles and C. Wright.

Due to a clash of dates, the Cambridge Tournament happened before the Oxford this year. Cambridge also had to make a change of venue and moved out of the university south of the city. Again J. Beaton picked up a prize for the 13x13, as did D. Lakeman of Brakenhale. J. Hawdon and W. Connolley were awarded consolation eggs. D. Cann won the tournament. A. Grant did not get the chance to play D. Cann, and also won three games, as did G. Clewlow, A. Hornbuckle and A. Warburton who were all qualifiers. Also with three were P. Edwards, F. Ellul, P. Peers, M. Ellis, C. Maye, and D. Cox. Brakenhale won the team prize with 75%.

Oxford moved colleges too. University College was the venue and the New Rooms (they were new once) were found along a windy passage that took one past a domed memorial to Shelley. Sixty-two players packed into the room to find that E. Shaw, 5 dan of Oxford, was in fact the strongest. Other strong players were K. Pulverer, C. Wright, C. Leedham-Green (a qualifier), E. Ashfield, K. Campbell, J. Pewsey, G. Bailey and S. Brooks. As usual J. Beaton won the 13x13 tournament.

Coventry was won as expected by local player M. Macfadyen. Being local enabled him to find the venue as a double booking meant a last minute move from the usual venue to the library block. Out of the 66 players the prizewinners were M. Charles, A. Thorn-

ton, S. Beaton, S. Scarff, D. Mitchell and C. Sprott. The team competition was won by Coventry A Team. In the 13x13, prizes were awarded to H. Robinson, J. Laws and J. Beaton. An interesting new venture was a kiddies' tournament in which about eight under elevens played for chocolate prizes. The main rule different from the adult event was that bad behaviour meant no chocolate.

• • • • •

The 24th British Go Congress was run by the 1992 Organising Committee as a dry run for next year's European Go Congress. All went very well and the venue looks eminently suitable to house the European. Numbers were down this year, perhaps because of the distance or perhaps because of the recession. Anyway, over seventy go players turned up and enjoyed the play and the social aspects of the weekend.



Niek van Diepen faces T. Mark Hall

The first event after Friday dinner was the lightning tournament, fifty players in fast and furious twelve minute games. Perhaps it was the lure of the

bar back at the college that made people play quickly as few games were lost on time. After four rounds Mark Hall, Chris Dawson and Tony Atkins were unbeaten. Chris unfortunately dropped his fifth game and so the other two were left to play a final later in the weekend. There was still time to pop back to the bar for a chat or another game before heading off for bed. Accommodation was in the Darwin College Houses and was very pleasant as the houses were only opened last year. The only complaint was that the door locks were difficult to master, and the rooms had no towel rail.

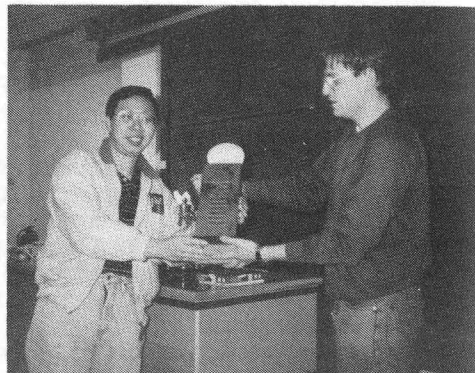
Play resumed at ten on the Saturday with the main tournament. It took place in the two year old Grimond lecture building. To increase space available for 1992 the Drama Barn adjacent will also be used. These are both just three minutes' walk from Darwin College as the campus is fairly compact, though it retains plenty of green spaces. In addition the campus boasts a fine view over the ancient city, though its hilltop position means it is a long walk to town.

Stuart Dowsey turned up selling computer software, and the BGA shop was open, so there was plenty to amuse the wealthy player between rounds. In the evening, after dinner, there was the BGA's annual general meeting, and then, of course, back to the bar for some more go or some singing of favourite go songs with Francis on the accordion.

Sunday morning started with the lightning final in which Mark Hall successfully prevented another name from being on the trophy. Then came the final three rounds of the tournament, which saw your organiser having to

play a 25 kyu and an 18 kyu in order to even the numbers.

Having persuaded the porter that going home at six did not mean he had to lock up then, the tournament ended on time with the prize giving ending at 6.30.



Harold Lee receives the Terry Stacey Memorial Trophy

Matthew Macfadyen proved unbeatable and scooped the Minds In Conflict trophy, a figurine of two go players, and a rare yellow Canterbury 1992 tee shirt. Others with five wins were H. Lee, J. Chai, and M. Munro. The best four-wins were adjudged to be W. Brakes, R. Bagot, P. Yim, D. Cock, C. Dawson and J. Keller. A special overseas prize for the best (and only) overseas player went to Niek van Diepen. G. Mills of Brakenhale won the special youth prize.

H. Lee took his second prize by collecting the Nippon Club cup for Mellior team's 59%. Thirdly he collected the trophy for the Terry Stacey memorial Grand Prix for winning the most games above the McMahan bar in the previous year's British tournaments.

Price List

Description	*Level	Code	By hand	By post
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Life And Death	12-1	G13	5.50	6.30
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Glass stones (7.0 mm thick) Korean		SG70	14.00	17.20
Glass stones (7.5 mm) Japanese		SG75	15.50	18.70
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Magnetic go set		MS2000	11.00	12.50
Club Set (plastic stones, bowls, mat)		CS	6.00	8.00
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Only BGA members may purchase items on this list. Cheques should be made payable to 'British Go Association.' Postage outside UK: add 20% to postage above. Send to R. Bagot, 54 Massey Brook Lane, Lymm, Cheshire WA13 0PH. (Tel: 092-575-3303)

* Level: D = dan level. Figures denote kyu level. (Ratings rise from 30 kyu to 1, then go to 1 dan.)