

BRITISH GO JOURNAL

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SIXTH BRITISH GO CONGRESS

Readers are reminded that the next Congress will be held at Edinburgh over the weekend April 6th-9th. This edition may have appeared after the closing date for entries, but all enquiries should be sent to John Allen, Secretary of Edinburgh Go Club, of 40 Bryce Crescent, Currie, Midl., Edinburgh, EH14 5LL, Tel. 031 449 2800. The closing date for entries is February 28th, but late enquiries may well be worth making, as no doubt every effort will be made to accommodate all interested parties, and to make the Congress a memorable one.



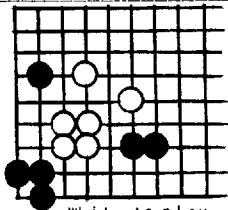
The Congress this year is receiving sponsorship from the magazine, "Games and Puzzles". This magazine appears monthly and is on sale at good newsagents and bookshops, or through subscription. It contains many interesting and entertaining articles about most games of interest including Scrabble, Diplomacy, Chess, and many others, but most important about Go. It contains also many problems and competitions, conundrums and a letter page. It encourages the invention of new games, and constructive thought and ingenuity in the play and adaptation or variation of existing games.

A mention should also be given to Philmar Limited who have donated some Ariel sets, which they manufacture, to be used as prizes, for which the B.G.A. is most grateful.

Editor

SUBSCRIPTIONS

Members are reminded that their B.G.A. subscriptions are due. See within for details.



White to play.
With what result?

PERSONAL

John Pusey, 6-kyu, would be glad to hear from any players in Kent east of the Medway or interested in playing in the Westminster area at lunchtimes. Contact him at 7 Stonebridge Way, Faversham, Kent. Tel. Faversham 3490.

Sheffield University Go Club are interested in playing matches with other clubs. Anyone interested should contact P.R.Newman, of Sorby Hall, Endcliffe Vale Road, Sheffield, S10 3ES.

ALL CORRESPONDENCE TO:- DEREK HUNTER, Secretary, British Go Association,
60 WANTAGE ROAD, READING, BERKS. RG3 2SF.
Telephone:- 0734 581001.

Club members should communicate through their club secretary.
Cheques should be payable to "The British Go Association".
Payment may be made to National Giro account 27 961 4004.

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PERSONAL (continued)

London Go Club now have new premises. They have moved to The Ship, Finsbury Pavement, just north of Moorgate Tube Station. Meetings are on Mon. and Fri. 6-11 p.m.

SOUTHERN LEAGUE

League table as at 5th January, 1973:-

	Pld	W	Pts
Bristol	3	3	3
Reading	3	2	2
London	2	1	1
Bracknell	2	0	0
Woodford	2	0	0

Matches remaining to be played are London v Bristol, London v Woodford, Reading v Bracknell and Bracknell v Woodford. All results so far have been by 3 games to 2.

News and Results

Recently Wycliffe lost to Cheltenham by 5 games to 14, and Leeds lost to Sheffield 0-8, but it seems that the Sheffield ratings should have been revised.

November 29th 1972. Sheffield University beat Leeds University 6 - 1.

December 12th 1972. Sheffield University beat Leicester 6 - 1.

Both matches were played at Sheffield and it is hoped to play return matches in 1973.

The B.G.A. congratulates M. Roberts of Bristol on being promoted to sho-dan.

Readers should note that Edinburgh Go Club are selling "Go for Beginners" at 90 pence each - 15 pence below the usual price. Only a limited number are available and they may be sold to non-B.G.A. members, so hurry to take advantage of this special offer.

EDITORIAL

This, the 19th edition of the Journal, carries three small innovations - the insignia and the problem on the front page, and a "personal column", for want of a better description, also in this edition on the front page. Members are encouraged to send any items of interest or any notes of their requirements, whether it be for books out of publication, books to borrow or exchange, opponents to play against, or whatever. We will assist in any way possible. As regards the front page, we may introduce some diagrammatic emblem to represent the season of publication rather than give a month; there will be a small problem each month but, unless specifically requested to, we shall not publish the answer, since readers should be able to work it out. The one published this month should be solved by anyone from at least 15 kyu. Any comments? Incidentally, if you want to see your name in print, why not submit a small problem for publication?

It has been pointed out to me that we have not introduced ourselves, the Editorial Committee, as yet. We are Mike Cumpstey, Roger Hays and Chris Barton. Please write to any of us personally at Bristol if you have any comments or criticism on the Journal. We are always pleased to hear from our readers.

The A.G.M. of the B.G.A. will be held during the Congress at Edinburgh. It was hoped to print the B.G.A. Accounts in this edition of the Journal, but press date was early January, and the Accounts cannot be audited until February. It may be possible to distribute copies of the Accounts with the Journal, but they will in any event be presented to Members at the earliest opportunity.

We have been asked to bring two other points to the attention of Members of the B.G.A. Andrew Daly has mentioned that he is prepared to comment on games submitted to him. He can deal with one or two a week. Readers are encouraged to record their games and submit them for comment to him - what better way to learn from one's mistakes than to have them pointed out and better alternative moves suggested? Games should be sent to either Derek Hunter, in the manner shown on the front page, or to Bristol Go Club, for presentation to Andrew Daly. Secondly, David Ball of the Wycliffe Club at Stroud has suggested that a schoolboy's championship be held. He leads a Club at Wycliffe school, members of which Club have achieved ratings of 10-kyu or so. Younger members please write, since, without some indication of the numbers that would be interested in such a competition, it is impossible to estimate whether it would be adequately supported in order to make it economically possible or attractive to competitors.

We have, we believe, achieved in this edition and in addition 18 an acceptable standard of production. This standard can only be maintained if we receive from readers contributions of material for publication. Supplies of material are short, and readers are asked to spend perhaps half an hour of their valuable leisure time obtaining material for submission to the Journal, or in producing ideas for articles, or comments. As Members of the B.G.A. you are all in effect part of the writing staff of the Journal. It would be good to see more people make an effort on behalf of themselves and their fellow members.

This is a long screed, probably the longest editorial so far published in the Journal. We apologise, but are sure that you will agree that the items mentioned are all of at least some importance. Now, on with the show.

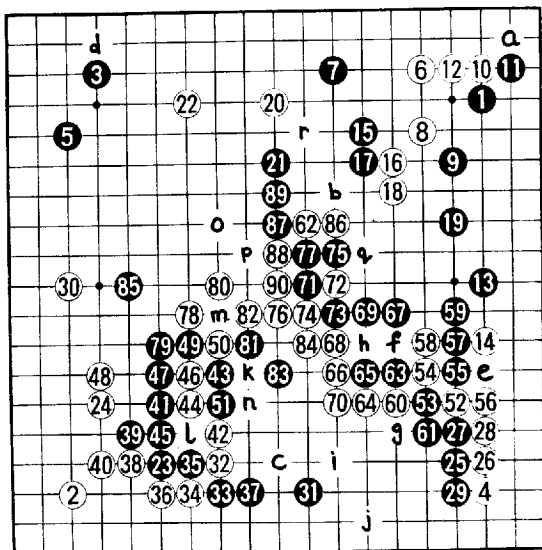
C.B.

Too Many Weak Groups

Black: Dr. G. Gray 5-kyu
 White: C. Edwards 6-kyu

Comments by J. Diamond, 4-dan
 and J. Tilley, 1-dan

This is a game from the 1971 Leeds Congress. The comments are designed for beginners and low kyu players.



1-7. A good start, no mistakes at all. Black plays 5 in the left corner, so that, when White plays 6, Black 7 is an ideal extension cum squeeze attack. This occurs frequently and should be learnt.

10. White correctly decides to live in the corner.

12. Very bad. White has no base if Black plays 'a' and this group will be left floating and subjected to a fierce attack. White must play sagari (one point left of 'a').

13. 'a' is better to undermine White's position.

14. 'a' is essential. For the rest of this game 'a' is a key point for both.

17. A little heavy. An attack with keima at 'b' maps out more territory and keeps up a more aggressive attack, but 'a' is still more important!

20. Very bad. This move is too close to Black's strength. White need not worry about Black making too much territory on the upper side as Black needs three more moves at least. White should play 30 or 'c'. Later 'd' is a useful point on the upper side.

21. Good. A move around 22 would gain territory but would weaken Black's three stones.

28. In this case essential. Black 28 would be too big.

29. Not so good. There is no need to play on the third line as Black shouldn't expect to make territory there - it was White's position after all! 52 is the vital point for both - "the head of three stones" - White 'e' would be the best answer and then Black 'c' is big, threatening 29.

30. Black 29 left a very wide gap between Black's positions on the lower side, and White should play 'c'. There are more important things than territory now.

31. 52, White 'e' and Black 'c' better.

32. O.K. The gap between 23 and 31 was too wide.

33. Horrible. Don't attach to weak stones. A simple one point jump to 41 is best.

34. Better to play 37. White wants to develop to the left of 33, so he should play to the right first.

39. This move fills in liberties and doesn't help Black's shape.
41. Bad. Must play 42 to capture.
42. Correct. Black is in trouble here.
43. Too loose. 46 would be better.
- 44 & 46. Good.
48. A game-losing move. Must play 49. Moves like 48 are sometimes good, but here it goes against the rhythm of play.
51. White has lost everything he had here.
- 52 & 54. Good. 52 is a vital point.
57. Rather reckless. A better sequence would be B63, W58, B'f', W57, B'g'.
62. No. He must strengthen his very weak group 60 etc. If he plays 'g' then all will be well.
63. Better to play 'h' - attack at a distance.
65. 'f' is correct.
70. A little too solid in this position. White must try to make eye shape and protect the cut at the same time. W'i', B'j', W7l is recommended.
71. Good. White has too many weak groups to have much hope now.
75. 90 correct. Don't play atari unless necessary. "Extend one stone in a cross-cut".
77. 90 correct.
79. Should capture as now White 'k' is no longer sente.
80. 'k' first then B'l', W'm'. Later White 'n' is good.
83. Good.
84. Must play atari one line to the left.
86. Meaningless. Must play 'o'.
87. He should jump out to 'p'.
89. 'q' correct.
90. White must play 'q', Black takes, White 90. This squeeze is a 'must'.
White now has three weak groups and no real hope. He could play 'a', 'o', or 'r' next, but one group must die.
White lost this game because he failed to strengthen his weak groups. The attack and defence of weak groups comes before everything else in Go. It was a pity White played 48; if he hadn't, he could have made Black suffer for his weak moves on the lower side. Black handled the lower side badly. He made too many overplays. He was too greedy in trying to make territory.

J.D. & J.T.

WOOD YOU BELIEVE IT?

The B.G.A. were interested in a letter which was received by Derek Hunter recently from Robert H. Rushmer of Massachusetts, U.S.A. It seems that Mr. Rushmer has met with difficulties in obtaining the sort of equipment he requires at reasonable expense, and has been considering ways of making equipment, particularly a board, and of materials which could be used. He recalled a kind of wood called kwila which he saw at Hollandia, or what was formerly Dutch New Guinea, and is so enthusiastic that I cannot do better than to quote from his letter:

"It is the colour of dark caramel. ... This wood has a deep-reflective radiance about it. It will never shrink, warp, crack, check, or shake. I made a small frame for a picture with it and all that was ever done to it was to rub it with another piece of kwila for the final finish. You would swear that it had been sized and waxed to look at it. The reason I think of it in terms of a go-ban is that this piece rings like a xylophone when tapped. ... This would be a break with tradition, but a board made of that wood, and inscribed with the 19 lines in bright yellow, would certainly be a marvel! And it would last for three lifetimes. The piece I have is crowding 30 years old, and, except for the fading of the (natural) yellow deposit, it has not lost one bit of the original natural lustre in that time. Its only care is to rub off the dust now and again. It has never had one milligram of artificial finish - wax, laquer, varnish or whatever. When the sun hits it, it is ablaze with the deep, radiant, reflective richness."

Certainly an unorthodox material, but to play on such a board would probably be quite an experience.

Editor.

DUCKS AND DRAKES

Mr. Rushmer also mentioned that, on a visit to a meeting of the Massachusetts Go Association, his first chance of seeing experienced players in action, he watched a Japanese player who was playing two simultaneous boards constantly between 7.30 p.m. and 12.00 midnight. His estimated time of thought was an average of 7 seconds - in other words, he played approximately 2,500 stones in the session. I have often heard British players say that, to learn, one should play as many games as possible and play quickly, but how many could achieve this feat?

C.B.

ON THE JAPANESE STYLE OF GO

J.T. Fairbairn, 2-dan

Having written recently on swindles I offer my views on the Japanese attitude towards the matter, which will partly explain the Japanese style of Go. The following 3 points are important:

- (1) The Japanese are bound by rituals and conventions all designed to preserve social harmony. Recent Westernisation is not really changing this at the root level, but only on the surface. Life is governed, like games, by clearly defined rules. When a game is played, therefore, it must be played with the same restraint as called for in social situations. This means also that victory must be won by skill to be respected, because only by such a victory can the winner show that the loser was wrong rather than simply weak, or unfortunate, or cheated. In such games, the loser need not suffer shame, and social harmony is therefore preserved.
- (2) Under acknowledged conditions of relaxation (games, alcohol, etc.), the normal deference patterns need not be observed, so a young Go player has no qualms about beating an older one.
- (3) Formal games enable the Japanese to hold contests without provoking conflict, and are thus one of the few outlets for the frustration caused by the (to us) repressive social conventions. Violent play can therefore be expected, not only from young 'hot-headed' players, but also from the older ones.

Of the points mentioned, (1) will normally override (2) and (3). With the emphasis on skill, swindles are not actively sought. Obviously, an inferior player does not always have the technique to carry out his plans and he might blunder into what turns out to be a swindle. However, in professional games this is unlikely, and in these games it is possible to detect a 'purity' of play at the best, and at the worst a striving for this purity. This should be looked for in playing over professional games.

Points (2) and (3) also explain some commonly recurring features of professional games. Still others can be explained, perhaps, in terms of a national style and I would be interested to receive comments on this question, and, of course, on the views given above.

J.F.

STARTING A GO CLUB

by Francis Roads

This article is aimed mainly at our many unattached members. It is based partly on my own experience in starting Woodford Go Club and partly on communal B.G.A. experience.

The most promising areas for Go clubs seem to be anywhere where computers are programmed, science and maths departments of universities, and other research establishments. As an Arts graduate myself, I hope it will never be assumed that a mathematical mind is required of any potential Go player. However, founding a Go club without such a focus as the ones I have mentioned is a much harder and longer job.

I am convinced that the best way to make permanent converts to the game is by personal contact. If you can arrange things so that the potential convert asks YOU for information about the game, so much the better. Arrange to be seen playing Go, or reading "Go Review" if you haven't an opponent yet, in a common room or similarly

public place. You will soon learn to distinguish the merely polite from the genuinely interested enquiry.

In view of the difficulties in obtaining equipment, it is as well to emphasise from the start to your recruits the ease with which equipment can be made, using buttons, graph paper, etc. If making your own equipment for use by beginners, make only quarter-boards to start with, as most beginners learn more quickly if progress to the full board is delayed as long as possible.

Anyone who wants to start a Go club must be prepared to spend a long time teaching beginners, many of whom will drop out, and playing boring games against very weak opponents. As soon as possible get a regular meeting place, even if it is just someone's front room. One wants to make Go playing a habit, and to have a time and place where people know they can 'drop in' without warning. At one time in its history Woodford Go Club was down to three members who played regularly. However, we kept up our weekly meetings, and even arranged some matches. Now we are flourishing rather more.

As soon as you can persuade five people to pay 20p, affiliate your club to the B.G.A., and start a programme of activities. Members tend to take more interest in a club that they feel is 'doing something', so start by asking your nearest club for a match. Don't hesitate to ask because the club may be a very large or strong one - they will probably be only too pleased to help a new club. Matches are usually arranged on handicap and, if your players are very weak, the club may send an "A" team of players of similar strength.

Another date in your calendar could be to invite a strong player to your club for a lecture or simultaneous display. The BGA Secretary can arrange this if necessary.

Never hesitate to take part in BGA Tournaments, however weak your players. If you wish to run a tournament yourself, on however small a scale, you don't need to be a big, long-established club; all you need is one or two people, with the necessary time and enthusiasm.

As soon as you have something worth reporting you will, of course, contact your local newspapers and radio station. Once they have understood what you are talking about and finished making the usual puns on the word "Go", I have found local (as opposed to national) news media very co-operative, and prepared to publish almost anything they are sent. Local papers like photographs, especially if they show children or an attractive female playing Go.

Public libraries often keep registers of local organisations and diaries of events, and usually you have only to ask to get the Go club listed. It usually pays to be on the optimistic side when describing your membership and the regularity of your activities. Many libraries stock books on Go, usually those by Lasker and Smith. However, show a little enthusiasm, and they may be persuaded to buy some or all of the Nihon Ki-in and Ishi Press books on Go. The sight of all these stacked together on the shelf will give the casual borrower the correct impression of the importance of Go. If you can afford to present a book to the Library, they will usually let you inscribe it with the name and address of your club.

Libraries and other places (e.g. toy-shops selling Go-sets) will often display a poster about Go - suitable ones are available from the BGA. Make sure the Secretary's 'phone number is on it in large figures.

Some local organisations, e.g. Women's Institutes, Young Conservatives, etc., find it difficult to find enough speakers to address their meetings. Here is a good

opening for the Go-propagandist, armed if possible with some sort of demonstration board. Naturally, one will vary one's approach according to the audience. For example, at the W.I. one would be discussing mainly the social and traditional aspects of Go, always bearing in mind that one's real target was the husbands and children.

However, never expect too much immediate result from publicity ventures. While you may get a good response from publicity where there is a concentration of likely recruits, e.g. at a University Freshman's Fair, general coverage in local papers etc. rarely brings in more than a few casual enquiries, and few if any become regular members. Such efforts are far from wasted, however. There are enormous barriers of apathy and ignorance to be overcome in creating a Go-conscious public in a particular area, and it should be looked on as a gradual process over a period of years. Your own efforts to gain publicity may well bear fruit years later, perhaps after you have left the district!

People often tell me that they would take more interest in Go if only there were a club or some players in a particular area. There is nothing the BGA committee can do to create Go players - we can only help and encourage individuals who take the initiative in starting a club and keeping it going.

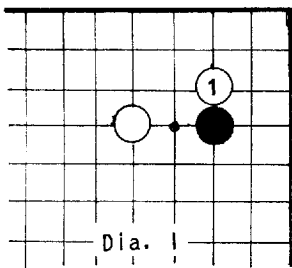
F.R.

BASIC MISTAKES ... Part I

by Sakakibara, 8-dan

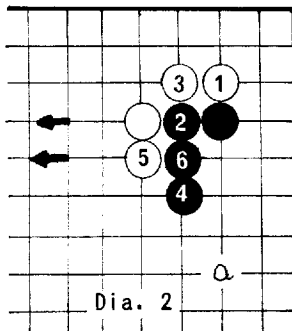
This series is aimed at players of 10-kyu to 5-kyu strength. It consists of examples and hints which cover many fundamental situations.

1. "DON'T PLAY TSUKI-ATARI TOWARDS THE CENTRE"

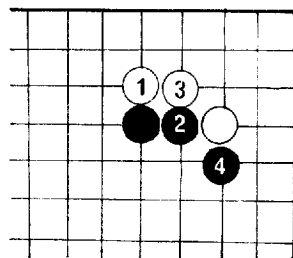


The meaning of this proverb will become apparent later. Diagram 1 shows a basic corner position. White has just played 1. How do you play now?

Black 2 in Diagram 2 is a perfect example of a horribly bad move, which is often played by beginners. It is a tsuki-atari (it bangs into White's position). You should notice that White 1 and 3 and the stone already there form the hane at the head of two stones in a row - c.f. "Go Proverbs" by Segoe.



Let us consider the position after Black 6. White has at least 10 points of territory and considerable influence along the side. Black has played the same number of stones and has only six points of territory and no influence. Furthermore a White approach to 'a' would put Black's position under attack. Black's troubles stem from 2, a very bad move.

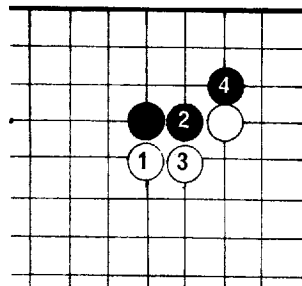


Dia. 3

In Diagram 3 Black plays 2, a tsuki-atari towards the edge and the sequence up to 4 is the start of the nadare joseki, as you probably know.

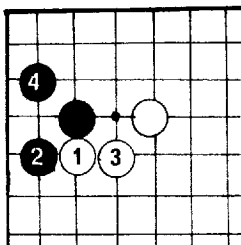
In Diagram 4, when White attacks to the outside, Black's tsuki-atari 2 is the correct way to play.

In conclusion we see the tsuki-atari of Diagrams 3 and 4 are the correct way to play. The direction of both these moves is towards the edge. In Diagram 2 the tsuki-atari is in the opposite direction, towards the centre, and is a poor move - Black's resultant position is inefficient.



Dia. 4

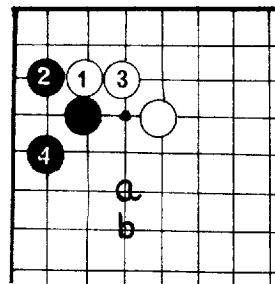
2. "THE DIRECTION OF THE KAKE-TSUGI" - EXAMPLES.



Dia. 5
side. In Diagram 6,

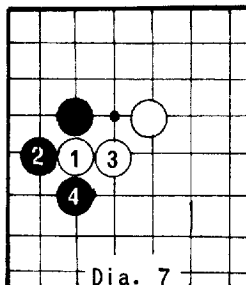
The kake-tsugi is a diagonal connection, e.g. Black 2 and 4 of Diagram 5. In Diagram 5 Black 4 is an example of bad play. White has played an outer attach 1 and a drawback 3 (tsuke-hiki). Black 4, a kake-tsugi, is played into the corner, but is in the wrong direction.

Compare this with Diagram 6. White 1 is an inner attach and finally Black plays 4, a kake-tsugi, towards the edge. Black is promised possibilities of growth, by playing at 'a' or 'b' - his direction for further play is along the side. In Diagram 5, Black has little potential - he is bottled up in the corner.



Dia. 6

In fact, Black should have played as in Diagram 7. White will cut, either on the inside or the outside, but this is quite alright for Black.



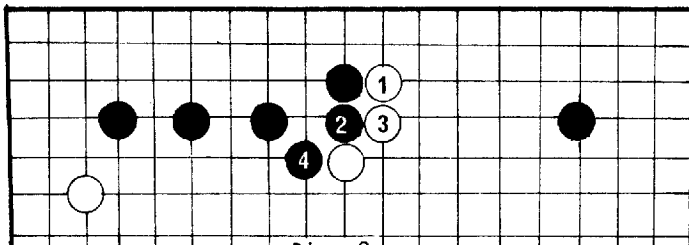
Dia. 7

3. AN EXAMPLE FROM HANDICAP GO.

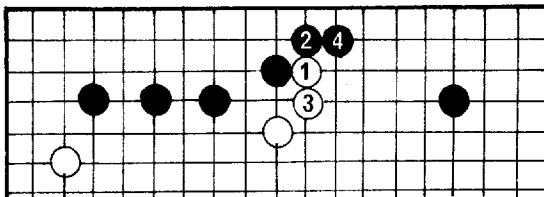
This example will help you to grasp the new material which we have just studied.

Diagram 8 shows a common position in handicap Go.

White plays the attachment 1 and Black 2 is a tsuke-atari towards the centre (a bad move). Black hasn't secured all his territory on the left side, and has managed to strengthen White. There is of course no need to play the tsuke-atari. Black 1 in Diagram 9 is good and Black 3 is much better than the result of Diagram 8.



Dia. 8



Dia. 9

J.T.

COUNTING FOR BEGINNERS

J.T. Fairbairn, 2-dan

There are various methods of counting, each with varying degrees of accuracy and ease of execution. I propose to give below one of the simplest methods. I have found, in teaching many players various ways of counting, that this one is their favourite, being ridiculously easy to operate, requiring only simple addition and subtraction and two numbers to be remembered at any one time.

All you do is count the territories for each player which are unequivocally his. This means you must get rid of all arrogance, wishful thinking or the like. "Unequivocally his" refers to territory surrounded by a wall which cannot be breached (unless of course one player can have 2 successive moves). As for the 'fiddly bits' round the edges, usually left for yose (end-game), work out the furthest possible encroachment into the territory in ordinary move-for-move play, assuming that the player defending the territory has gote. Then count only the points in that territory which will not have been encroached upon. Remember to do this even though one of you is likely to get the extra points anyway. Dead stones still on the board count 2, captured stones off the board, including komi, count 1.

This counting starts as soon as the first territory is formed and as each new territory is counted the point total is added to the previous cumulative total. (It is understood, of course, that you will keep your score and your opponent's score separate!) When it comes to playing out the 'fiddly bits', if, say, you get 2 points more than you had expected by counting as above, simply add 2 points to your total. If you get less points than you expected, for instance because of over-sights, ko, or 'swaps', subtract that number of points from your total.

The difference between the two players' totals represents the number of points one is ahead, and armed with this knowledge you can make very important decisions. For instance, if you are 30 points ahead near the end of the game and your opponent plays inside one of your territories, don't worry unduly about killing him if there's a risk that you might lose all your territory - let him take 20 points and live. You should still be about 10 points ahead. (Don't forget in this connection that if your opponent gets independent life inside your territory you must take 20 off your total but add 2 points, or whatever it is, to your opponent's total for his new territory). In brief, when ahead, play safe. When behind, try a swindle!

Now, while this method is simple to operate, you may say it is not accurate. Superficially this is true, since of course such factors as sente, gote, ko, potential, etc. are not taken into account. However, the value of each of these factors normally decreases as the game progresses, so that by the end of the game the method will be almost completely accurate. In addition, perhaps because these variables balance out between the 2 players in more or less the same proportion as territory, in practice the method proves to be highly accurate when applied both to beginners' games and to professional games.

The biggest flaw lies in the fact that it does not permit comparison of the values of different plays. However, this can be learned as a separate skill and can be integrated with the method later when the player is ready to learn more complex methods of counting.

J.F.

SECRETARY'S NOTES

by Derek Hunter

- 1) If you receive this issue of the BGJ and you have not renewed your subscription, this is your last warning. Subscriptions were due on the 1st January at:
 - 20p club members
 - 30p unattached members
 - 50p overseas members.
- 2) Please note that prices will be reconsidered for material supplied by the BGA after the end of the Government Prices' Freeze. Members should ascertain the correct price from the Secretary before ordering any material.
- 3) The Annual General Meeting of the BGA will be held on the Sunday evening of 8th April, during the 6th British Go Congress, at Bryson House, Drummond Place, Edinburgh.
The agenda will be as follows:
 - a) Election of Tellers.
 - b) Reading of the minutes of the previous AGM.
 - c) Discussion of matters arising from the minutes.
 - d) Receipt of and consideration of written Officers' reports.
 - e) Election of Officers.
 - f) Election of ordinary Committee members.
 - g) Consideration of and voting on the following proposal received from the Committee of the BGA:
"That the subscription rates for 1974 and onwards should be 30p, 50p, 80p for club, unattached and overseas members respectively."
 - h) Any Other Business.

D.H.

BOOK REVIEW

by J. Tilley

Strategic Concepts of Go, by Nagahara, 4-dan. Ishi Press, Feb. 1972, 140pp. \$6.00.

This unique book provides an excellent introduction to the strategic framework of Go. Taking eight separate concepts, Nagahara shows how they are inter-related and how they dictate the flow of play. He introduces the concepts in Part I (58pp.) and expands them with frequent examples. Part II (77pp.) consists of 72 problems covering each concept, providing a grand opportunity to see how well Part I was understood. The answers, covering each variation, are grouped together at the end. It is, however, surprising to see the Ishi Press making a blunder in a ladder - answer 30d p102!

This book opens the beginner's mind to the fact that Go doesn't consist of hand to hand fights and stronger players will find great areas for improvement in their own game.

Highly recommended to all serious Go players, especially those above 7 kyu.

Championship Go, Vol. 1. Honinbo Sen 1971, by Iwamoto, 9-dan.

Ishi Press, June 1972, 206 pp. \$7.00.

At long last a collection of superbly annotated games in English and what a book! Many Go players have complained about the lack of such a book, but 'Honinbo Sen 1971' has made the wait worthwhile. In 1971 22-year-old Ishida won six straight games to enter the Honinbo League - the Challenger's Deciding Tournament. He won

this 6-1 and then defeated Rin, 9-dan, 4-2 in the Honinbo Title Match. The last fourteen of these games are in this book, and the clear explanations, aimed at amateur players, are excellent. As the Editor says, "...we have given much space to what are to professional players ordinary matters of reading, technique and yose." It is not the lucid explanations which strike one at first, but the superb style of English, for which we have to thank Jim Davies, 4-dan, a newcomer to the Ishi Press books.

The book captures the tensions and frustrations of the games and has many memorable quotes.

- "Ishida came to it (the 5th game) sporting a modest growth of beard"
- "He (Rin) had not been beaten by his hirsute opponent. He had not been outfought or overpowered. He had been led into a self-deception, and he felt terrible."

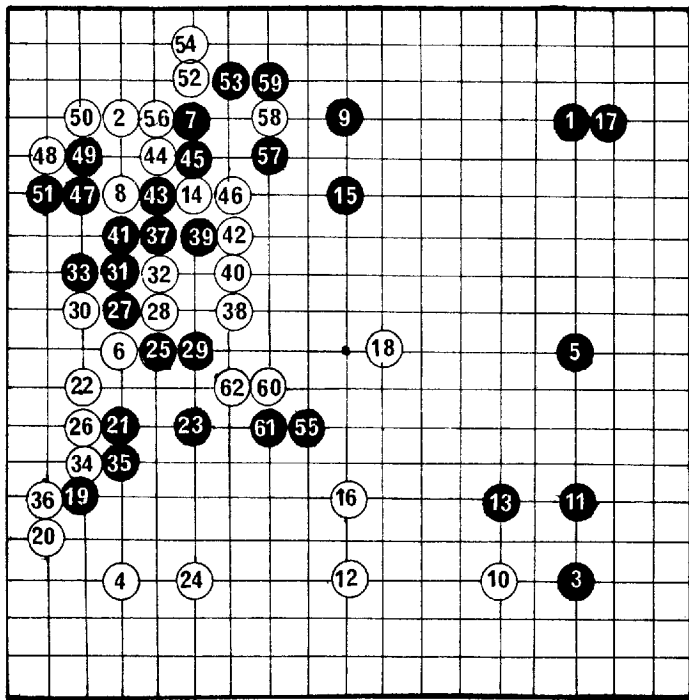
This is undoubtedly the best Go book ever in English and maybe even in Japanese. Every Go player should have one.

J.T.

TEAM GO

Black: Kitani Dojo,
 Captain Kitani, 9-dan
 White: Nihon-Kiin,
 Captain Go Sei-gen, 9-dan

Team Go is played by two teams, each player usually making one move in turn. In this game there were seven players in each team, and they were not allowed to discuss the game. This type of team Go is called "Ren Go". To speed the game up each player in this particular game played five moves before a team-mate took over.



White 18. This fuseki was played by Kitani and Go Sei-gen. Black could have played 17 at the central star point. After White 18, Black invades White's moyo. Usually White would let Black get a small live position and White would get outer influence, which would enable him to reduce Black's moyo.

White 20. A very severe move, taking away Black's base. This move is not joseki, but is reasonable as this is an even game.

White 22. White 20 and 22 are both interesting moves. The left side of the board looks like a large handicap game. When Black attacks White's position, White

makes the most aggressive move he can - if he played 20 at 24 for instance Black would find it easy to live and the game would be over. Moves such as 20 and 22 are not recommended for use in a 9-stone game - they are too aggressive and lead to an early fight.

Black 25. "If you plan to live inside enemy territory, play directly against his stones" - Go proverb.

Black 37. Black seems lost with two weak groups, but...

Black 53. Black lives and he even manages to get sente to play 55!

White 62. It all depends on whether Black can get his group (61,55 etc.) out to safety or not. If he can, then White's group 38,40,42 becomes very weak indeed.

After 241 moves the game resulted in an honourable draw.

The first 62 moves only are shown to illustrate moves 20 and 22. Also Black's moves 25 onwards are an interesting example of how to live inside enemy territory. J.T.

A HANDICAP GAME

Comments by John Diamond, 4-dan

This is a 9 stone handicap game played by Geoffrey Gray, from London, who is 5-kyu, and Nagahara Yoshiaka, 3-dan professional, in Tokyo during September 1970. Those comments by Geoffrey Gray, who discussed the game after it was played with Nagahara, are preceded by 'G:':

White	Black
R14	O16
F3	D6
N4	Q6
K7	

A slightly unusual move. It is played to intimidate Black into thinking that his handicap stone at K4 has become isolated and therefore needs to make two eyes. The usual attack is at K6.

G5

G: This is questionable; Nagahara says it is bad but Basic Techniques of Go says it is good!

In any event it isn't so bad as it has the correct idea of separating White's stones into small weak groups whilst solidifying Black's.

D3

Played to stabilise White's stone at F3 and make trouble for Black in the corner.

C3

Correct.

C2

B2

Also correct. White is threatening to play at C4, but Black must not be afraid of this as he has the counter-cut at D2.

C4	B3
F5	F6

Bad, as it leaves Black full of weaknesses at cutting points and lets White play at D5 to force Black into bad shape. It would have been better at E4, G4 or G6.

D5	E4
E5	E3

Black can't play at F4 because White captures 3 stones with G4.

E2	D2
F4	D3
E8	

See how White has sacrificed D3 and C2 to gain good shape for his stones and play at E6 to point at all Black's weaknesses G6, F7, C5 and C6,

G6

G: Better at M5, this move only makes Black's stones into one big, heavy, and thereby attackable group.

E8	G8
----	----

Again it would have been better to have played at M5 separating White's stones at K7 and N4.

G: Having played at G6 to protect these stones I have to continue with my plan.

G9 J8
Nice light play, attacking K7 and threatening to play at F9.
G: Analysis of moves G8 and J8 shows that G8 is wasted.

F8 H8
G: Bad. This move is very heavy; it should be replaced by J7.
J7 also protects G8 from capture.

F17 D14
M16 G16
Quite a good move, attacking White very vigorously. However, P14, N15 or L15 are also very strong attacks in reply directly to M16.

D17 C17
C18 B18
C16 B17
F16 E16

This should have been calmly played at D15.
G: I played this so that I could play at E17 or F15 next.

After D15 a play at E17 would be very small and a play at G15 can be answered with L15.

F15 E17

Better to play at E14 and protect the left hand side.

M18

Isolating K16 from the right corner and starting to form a base for M18.

K18
M14 K14
D14 R15

Should have been at R16 to aim at playing P14 or Q14 to capture R14.

Q14 Q18

Should be at P15 as the move played still leaves the corner open because of White's stone at M18.

G: Nagahara as White usually leaves possibilities open for Black, e.g. N15 at the moment, and usually waits for Black to force him to cover up these threats!

R17 Q17

A weak answer as it allows a White play at S15.
G: I was worried about my group in case White could live in the corner should I stop his connection.

S15 S16

Played to get a live group in the corner although it allows White to get a settled group on the outside.

R16 S17

Black must of course give up his stone now at R15.

Q15 R18
K12

White does not save his two stones, which is only worth one point since if Black captures White can retake immediately, but instead proceeds to attack Black by separating the stones on the upper side from the central stone.

L13

L11 M12

This sequence is not too bad for Black.
N17

A curious move for a professional - he seems to be worried about some disconnection possibilities, but it is still tricky for Black.

L17

An odd move. He cannot cut at N14 because after O17, P17 White can connect by M15, N14, N13.

O17 P17
N18 P19
O15

Prevents Black playing at N15.

Q12

Attacks White's group; however, it seems to be able to get two eyes quite easily because White can play N15.

O12 M11
L10 O11

G: I was worried about connecting my weak groups.

This is in fact not necessary, for he can counter-attack by playing at F13, separating White's groups instead.

K8

G: From here on H10 is a good move and Nagahara only stops me playing there when he is forced to by me!

H12

Very curious.

G: It does not do anything.

H14 J13

G: Stopping connection, but H10 still very good.

J15

Making space for himself on the upper side.

K15

F12 D12

G: Bad, purely territorial.

H10 should be played; tactical and therefore urgent moves have priority over big territorial ones.

G: If H10 and White J11 then what?

G10 resists the cuts with strength. Also J10 is quite good. If H11, K11, H12, L12, G11 leaves Black with a cut at L9 for safety.

E14 E13

G: Idiiotic. I cannot follow up at E15 after the next move at D15. A better move would have been D15.

D15 C15
E15 B16
F13 F10
G10 F9
G11

G: After this H10 is no good any longer! The Black group on the lower side is now in jeopardy.

J11
 J9 K9
 L9 H9
 H10 J10
 Black has now saved his one central stone in gote and should have counter-attacked using K4 to strengthen his group and weaken White's stone at N4.

J12 H13
 H11
 Black's lower group is now finally cut off from the upper one and must find its own life.

J14
 A ghastly mistake - it should have been at J6. White can cut Black's upper group in half by K13, J14, L14 but Black can gain an easy life by playing at G14.

K11 J9
 No! Black must give up these four stones which will connect all White's central stones into a live group and play J6. After this Black has no alternatives to losing eight stones, thereby connecting the lower left group to White's triumphant central one and thus leaving White with no problem at all.

G7 H7
 H6 F7
 J7 G7
 H5 G4
 H4 G3
 G2 H3
 J3 H2
 J2 G1
 F2 J4
 E7

Black resigns. J.D.

I think that this is quite interesting in that it shows how fear of a professional can drive an amateur into a defensive shell leading to weak moves and bad mistakes. It does have a good example of joseki top right and a couple of good examples of when not to save stones which are threatened and one or two other small items. It is also interesting from the fact that it is a Briton playing against a Japanese professional.

Editor.

THIRD WESSEX TOURNAMENT 1972

Seventy people played in this tournament at Marlborough, organised by Bristol Go Club. The attendance for the first and second tournaments was 27 and 53 respectively. It seems safe to say that everyone enjoyed the occasion, and it goes without saying that Bristol enjoyed organising the event.

John Diamond (British National Champion) 4-dan of London Go Club won the Wessex (Robnor) Trophy by a tie-breaker with Y. Muroya, 4-dan Tokyo/London. Both had three wins, but John had played Muroya in the first round and had won. A Go stool went with the Wessex Trophy as a permanent prize. Jim Bates, 1-dan, London, was responsible for John's only defeat.

Mike Roberts, 1-kyu, Bristol, (now 1-dan) won the Second Division for the second year running, winning all his games. Other Division winners were:

Division 3.	B. Castledine	6-kyu	Cambridge
4.	L. Ward	8-kyu	Harwell
5.	P. Manning	10-kyu	Cambridge
6.	R. Huyshe	12-kyu	Unattached
7.	P. Jacobs	17-kyu	Bracknell
8.	P. Letts	19-kyu	Bracknell

all with four wins each.

Thanks are due to the Mayor of Marlborough for presenting the prizes.

P.L.