

CLUB NEWS

NEW CLUBS FORMED: Keele University, Stevenage and South Cheshire.

READING - FROM NEWS LETTER NO.7

While the tigers were doing battle in London, a slightly more modest gathering was held at the house of David Cornes. Five players took part in a four round tournament which David won after a tie with Damian McArdle, both having three wins.

PORT TALBOT

Meeting Place: Y.M.C.A., Talbot Road, Port Talbot: Wednesday evenings

Please ring John Deaton, Port Talbot 3161 Ext.665 beforehand because of "Members and Invited Guest Ruling".



London Go Centre

The Go Centre has found a home at 18 Lambolle Place, London NW3 and was opened to all in mid-March. The official opening was on Easter Saturday, March 29th, with guests coming from all over England and Europe. The guests of honour were Iwamoto Kaoru, 9 dan, Magari Reiki, 9 dan, and Iwamoto Sensei's daughter Yoko. After the Opening Ceremony, they visited Bristol to meet local players and do some sightseeing.

The premises for the Go Centre are located midway between Swiss Cottage Tube Station on the Bakerloo Line and Belsize Park Station on the Northern Line. The 2,000 square feet of space is divided into a large playing room (38 tables) with the reception desk and shop, a smaller teaching room (15 tables) and an office-cum-storeroom. The Centre will be open 7 days a week from mid-day to 11.00 p.m. Normal adult membership is £4.00 per year with reduced rates for students and school children. Admission is 20p per day for adult members, 35p per day for non-members. Members will also receive a discount of 20% on all purchases from the shop.

BRISTOL

Competition to start in April: R.A.F.A. Go Challenge Trophy. Sponsored by the R.A.F.A. Filton Branch. Present Holder: Roger Hays.

SOUTHERN GO LEAGUE

One first round game has not been played, and a draw is assumed. This will stand unless the teams can manage to arrange a late fixture. They are Bracknell A and Bristol.

As shown, the results are very level, almost all matches having been drawn. The only exceptions are Harwell (who managed to beat Hampstead in the first round), and Bracknell B (who scored over Woodford in the second).

Team	Bracknell A	Played	2	Won	0	Drawn	2	Lost	0	Points	2
Bracknell B		2		1		1		0		3	
Bristol		2		0		2		0		2	
British Airways		2		0		2		0		2	
Cambridge		2		0		2		0		2	
Hampstead		1		0		0		1		0	
Harwell		2		1		1		0		3	
London		1		0		1		0		1	
Reading		2		0		2		0		2	
Woodford		2		0		1		1		1	

BRITISH GO JOURNAL

基

Editor: J.M.Cumpstey, Bristol

NUMBER 27

SPRING

APRIL 1975

BRITISH CHAMPIONSHIP LEAGUE 1975

Eight players will compete in a seven round tournament at Whitsun to select the challenger to the British Champion, Paul Prescott. The loser of last year's title match, Jon Diamond, had an automatic place in the League and four places were filled at the London New Year Tournament. The remaining three places will be filled by the top three British players, not already qualified to participate at the Easter Congress. The qualifiers so far are:-

Jon Diamond	4 dan	Loser of 1974 match
Tony Goddard	4 dan	5 wins at London
Matthew Macfadyen	1 kyu	5 wins at London
T. Mark Hall	1 dan	4 wins at London
Stuart Dowsey	3 dan	4 wins at London

Jim Bates 2 dan, Francis Roads 1 dan, John Tilley 2 dan and David Mitchell 1 dan, all recorded 4 wins but lost on the tie-breaker (sum of opponents' scores). It should be pointed out that Matthew Macfadyen won 6 games, but on the MacMahon system started at -1, giving a score of 5 MacMahon wins (which sounds very oriental indeed!).

After his impressive 8-0 win at London, Jon Diamond is the firm favourite to win the League. It is expected to see him make a clean sweep 7-0 and to win the title match 2-0. Almost as impressive as Fischer! Still, there have been quite a few upsets so far, Paul's win last year and the unexpected entry of Mark Hall and Matthew Macfadyen into the League. Perhaps we are in for an unexpected result or two and after a couple of bad losses at the London tournament Paul Prescott will be out to prove himself.

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Black: R.J. Smith 1 kyu (Cheltenham)
 White: P.T. Manning 1 kyu (Bristol)

Toby Manning provided his own comments which I have used as a guide as to which points in the game require the most explanation.

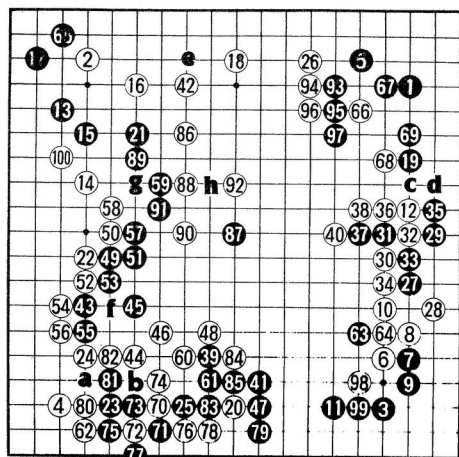


Fig. 1 (1 - 100)

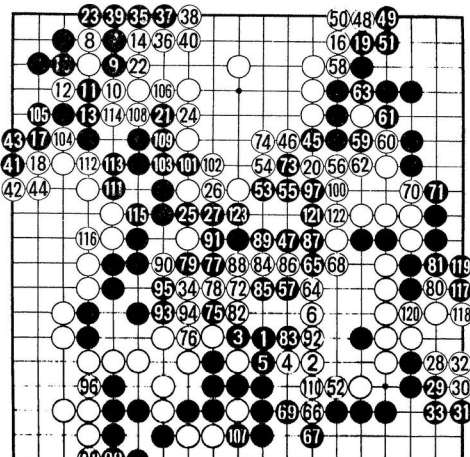


Fig. 2 (101 - 223)

The fuseki up to 19 is a common pattern, it was very popular in professional circles in 1970 and is very similar to the 1974 British Championship match (BGJ No. 25). It is interesting to note that both the players of this match and the Championship match were at Cambridge.

White 20 - Not a good move, Toby pointed out the weak point at 'a' but wasn't sure where to play. Black has a very strong lower right corner and 11 is a strong stone. White 20 is of course too close to strength. Toby's tentative suggestion of White 81 is best in this situation.

Black 21 - Not good. Black should play 55, White 'b' and Black 22 to attack White 14. This is a common sequence after san-san has been played.

White 26 - A difficult decision. It is difficult for Black to attack 20, as he needs several moves to capture it, so at first it seems that White need not run with this stone. However White has a nasty hole on the left side at 43. White could play 84, Black 44 and White 43. Black may now turn to the upper side, but White can be satisfied with a large left side. I will have to ask Iwamoto about this when he comes! (If after 43 Black 45 then White will be delighted with 26.)

Black 27 - This starts a classic middle game invasion. White 36 is not correct. White should play 'c', Black 'd' and White 37.

Black 39 - This was the game losing move, a terrible mistake. It is absolutely unthinkable that anyone could fail to play at 40. Black's two stones 31 and 37 are key cutting stones and under no circumstances can they be abandoned. I was also surprised to see no reference to this in Toby's commentary!

- White 40 - Correct, as Toby pointed out he can't run with 20 as Black 40 would leave White with 3 weak groups.
- White 42 - This prevents the Black invasion at 'e', but I feel 44 is larger, which prevents Black 43.
- Black 47 - The jump to 51 is a common move in this sort of position. It is quite difficult to capture 20 and the move played captures it on a small scale. As Toby said, there is still some aji left there. After playing 21 Black should have his eye on White 14 and 22.
- White 48 - Both players obviously know about aji, but they are both over concerned with the aji of 20, which was apparent from Toby's comments. White should have played at 51 the vital point.
- Black 49 - Don't play in contact with stones you want to attack, this move is poor. Again 51 is the vital point.
- Black 53 - This is wrong, he should play at 'f', both players felt the move played was right, but there is some interesting aji on the left side for Black if White tries to play 54 now after Black 'f'. Note that Black can't play 56 at once, but it may be possible later. The way Black chose in the game left nothing at all for later.
- Black 59 - The vital point is 'g'.
- White 62 - This is a large yose move.
- Black 65 - Another large yose move, what about the middle game?
- White 68 - Toby comments that Black has submissively held onto his corner, but with the strong White wall of 36 and 38 it is difficult to see how Black can resist.
- White 70 - 82 - As Toby puts it, not very successful. His comments about White 20 being a thorn in Black's flesh, forcing him to play 79 to restrict the aji of 20 are somewhat far off the mark. White blew it badly with this sequence. He would have done better to have played at 71. If Black tries to resist with 75, White can win with 70.
- Black 87 - He should jump into the centre at 'h'. At this stage a rough count is -

Black	upper right	- 21		White	top edge	- 15
	bottom	- 35			left side	- 30
	upper left	- 5			right side	- 5
		61			centre	- 10
					komi	- 5
						65
- White 92 - It is bigger to block at 93, though strange shape.
- White 100 - This is very big, the sagari to 108 is also large, probably larger.
- Black 1 - Black manages to get into the centre, but White 2, 4 and 6 are strange moves.
- Black 7 - This is enormous, White should have played 8 much earlier, to prevent this.
- White 16 - White seems to have been surprised by the loss of his two stones, which indicates how big Black 7 was, much bigger than 100

Continued page 5

Much has been written on the subject of the ko, but rather little on the closely related subject of ko threats; but after all to win a ko one needs ko threats.

One of the first things to ascertain on seeing the possibility of a ko, and before even precipitating it, is whether or not the ko is a genuine one, or what is termed in Japanese a "yose ko". See diagram 1 (Taken from "The Middle Game of Go" p.12, dia. 37).

If black fills a dame at 1, White takes at 2; now when black (after finding a ko threat) retakes the ko he needs to ignore one white ko threat and play at 'a' before this becomes a real ko. Such kos are not normally profitable, but black might start one towards the end of the game, for any black ko threat threatens to gain something, whereas white's threats must be sufficiently large to dissuade black from playing at 'a'. Alternatively, black may have very many more ko threats than white, in which case the yose ko again becomes possible.

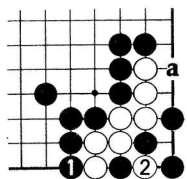


Diagram 1

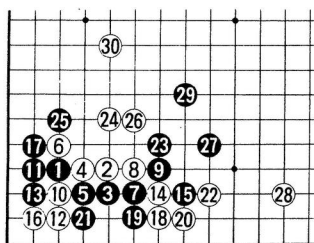


Diagram 2

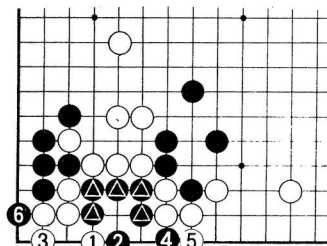


Diagram 3

Indeed it is even possible that a player will have a literally infinite number of ko threats; one example of this for Black is given in "Basic Techniques of Go" (Yose problem 8). Another for White occurs in the well known onadare joseki (Diagram 2).

After the moves of diagram 2, white is able to form a double ko as in diagram 3, and is thus able to win any ko on the board or else capture the black stones. However, white will not play this immediately as it is aji keshi; if it is not necessary he has better yose by starting at the point of 2.

More normally, however, one must determine whether one has sufficient ko threats to win the ko. Note however that the ko threats that are counted do not, as is commonly supposed, need to be as big as the ko itself; if for example you can start a ko that threatens to capture ten enemy stones (20 points) and have a few ko threats worth about 15 points, then you present your opponent with the choice of losing 20 or 15 points - obviously unpleasant for him. Note, however, that in starting this ko you lose the aji of the ko for good, and you lose sente for 15 points. Perhaps it would be better to leave this for later.

One sort of ko threat that one should not count is the double ko threat (diagram 4). Depending of course on the size of the ko, it is possible that the sequences white a, black b or black b, white a could both be sente and thus constitute valid ko threats for one side or the other. It is thus essential that the player who is not due to make the first ko threat in the ko should go round eliminating all such threats before the ko is started. Should it be your turn to make the first threat, and should your opponent have neglected this precaution, then it is equally

essential to play all of them before retaking the ko.

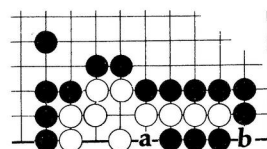


Diagram 4

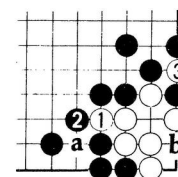


Diagram 5

The best kind of ko threats to have in any ko are the internal ones, i.e. ones that contain a threat making the ko temporarily irrelevant. (Diagram 5) White 1, threatening to capture three stones on the lower side with 'a' is a good internal ko threat. Black will probably answer at 2, whereupon white will retake the ko at 3. Black now also has an internal ko threat, a rather unusual one at b, unusual in that it doesn't in fact threaten anything at all! However, it prevents white from filling the ko until he has captured this stone, and so is a valid ko "threat".

Perhaps the most common mistakes made in the management of ko threats relate to what may be termed "ko threat tesuji"; diagram 5 again provides an example. After the moves of the earlier discussion, white still has two threats against the three stones on the lower side by starting at 'a', but if he plays atari on the 5-1 point, then he has only one. Further examples are given in diagrams 6a, 7a and 8a. The validity of these threats depends of course on the size of the ko being fought.

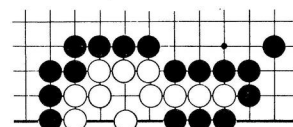


Diagram 6a
White to play (Two threats)

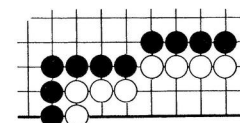


Diagram 7a
Black to play (Four threats)

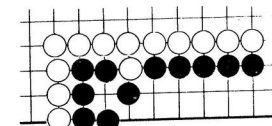


Diagram 8a
White to play
(Two threats)

The solutions are on the next page

Continued from page 3

Black 17 - It is bigger for Black to jump into White's territory than for White to jump into Black's upper right corner, so White answers at 18.

The yose carries on and after Black 147 White seems to be just ahead.

White 58 - Black played badly here, Black 59 gives up sente for three points, Black 57 at 58 is correct.

Black 69 - Far too small.

The game ended with Black 223. White won by 5 points.

This is quite a good game considering it was played at a tournament, where the time limits are short.

The solutions are given below:

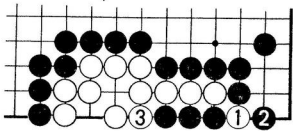


Diagram 6b

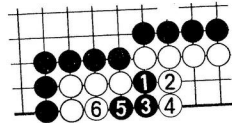


Diagram 7b 7 at 1

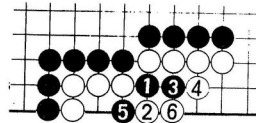


Diagram 7c 7 at 1

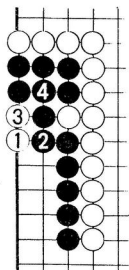


Diagram 8b

One must also be very wary in answering ko threats: should for example black play 4 in diagram 8b to capture two white stones, then white will have one more threat (at the point of 3). It is better to leave the stones on the board, for they constitute no risk for black in the position. Another example of this is given in diagram 9: white must play 2 to connect as shown, for if he captures, then black has another threat at the point of 2.

Further, one should beware of ko threats that actually lose something, be it points or extra ko threats for one's opponent. In diagram 10 black should refrain from making the exchange of 1 for 2 as a threat for he thereby gives white two more threats. And in diagram 11 if white plays a or b as a threat he loses a point, for otherwise black would have to play b when the dame are filled. However, if the ko is sufficiently urgent, white may be prepared to accept this loss.

Finally, bear constantly in mind the appropriate Go Proverb "Play ko threat where your opponent can make a mistake". It's always good for some time on the clock at least!

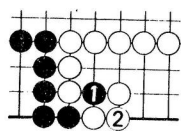


Diagram 9

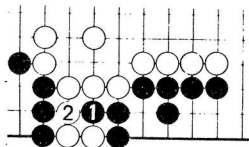


Diagram 10

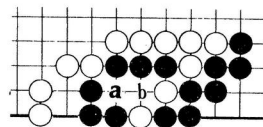


Diagram 11

NOTES FROM EDITOR

Copies of comments on the game published in Journal No.26 are still available upon request. Also available is a very amusing comments upon comments of the game. The script was written by a 9 kyu, which in parts treats the game with extreme interest and yet introduces an hilarious aspect, well worth reading by Dan and Kyu players alike.

Extracts B77 Black must have nerve of iron

B131 One can almost hear a certain gentleman saying "Push on, I'll find you another eye somewhere, don't worry".

Planned copy date of next issue - 4th May, 1975. Editor: Ron Stone.

Technical material is required for this and subsequent issues; stocks are now Nil. This is a serious plea - in fact an S.O.S.

LONDON OPEN GO CONGRESS 1975 by Paul Prescott

The strongest Go congress ever held in Britain and probably in Europe took place at Imperial College from January 2nd - 5th this year. The 97 entrants included 31 dan players, not to mention 14 first kyus! Thanks partly to a generous grant of £10 per head to foreign players made by the British Council and probably also to the fact that it was an eight round tournament, 34 contestants from Holland, France, W. Germany, Yugoslavia and even Sweden took part. The tournament was played on the MacMahon system, with all dan players starting level. Final placings were:

		Pts	SOS			Pts	SOS		
1. Diamond	4 dan	8	41	London	8. Goddard	4 dan	5	35	Sheffield*
2. Mattern	5 dan	7	41	Berlin	9. Jukić	1 dan	5	34	Ljubljana
3. Takahashi	4 dan	6	39	Paris	10. Šuč	1 dan	5	33	Ljubljana
4. Rehm	4 dan	6	35	Amsterdam	11. Zagorc	2 dan	5	32	Ljubljana
5. Kuo	4 dan	5	44	London	12. Feldmann	2 dan	5	29	Paris
6. Merrisert	3 dan	5	40	Paris	13. Prescott	3 dan	5	28	London
7. Urbainsky	1 dan	5	37	Frankfurt	(14. Macfadyen	1 kyu	5	27½	Reading)*

* Qualified for the Challengers League

S.Dowsey and T.M.Hall (both 4 pts.) also qualified for the league, beating J.Bates, F.Roads, J.Tilley and D.Mitchell on SOS. The sum of opponents' scores for Matthew Macfadyen are not strictly comparable with those of the other players as he started at first kyu and thus won 6 games. The rules stipulated a play-off should people from different starting grades be in contention for a prize or a place in the league, but this proved unnecessary.

Prizes were awarded as follows:-

Overall	Rank	Player	Location	Grade	Rank	Player	Location
	1.	Diamond		2-4 kyu	1.	Giraudon	Paris
	2.	Mattern			2.	Hawdon	Woodford
2 dan	1.	Zagorc		5-7 kyu	1.	Seaman	London
	2.	Feldmann			2.	Fage	Cambridge
1 dan	1.	Urbainsky		8-12 kyu	1.	Webber	-
	2.	Jukić			2.	Dean	Southampton
1 kyu	1.	Macfadyen		13-16 kyu	1.	Brady	-
	2.	Lemaire	Amsterdam		2.	Wallis	London

It is hoped that the tournament will become an annual event, although preferably next time with a non-playing organizer!

Meijin League Begins

The league to decide the challenger in next year's Meijin title match began on November 14, with Eio Sakata beating Shuko Fujisawa and Hosai Fujisawa beating Toshiro Yamabe in the first two games. This year, for the first time, the league games are limited to one day, each player having six hours of clock time.

The full starting line-up appears below. Sakata's and Takagawa's re-entry into the league means that all four former Meijins, those two plus Rin Kaiho and Shuko Fujisawa, are competing.

The starting line-up for the Honinbo League has also been decided, and play begins on December 4.

Meijin League

Honinbo League

(SEED)

1.	Rin Kaiho	9 dan	Masaki Takemiya	7 dan
2.	Hideo Otake	9 dan	Masao Kato	8 dan
3.	Toshiro Yamabe	9 dan	Eio Sakata	9 dan
4.	Hosai Fujisawa	9 dan	Rin Kaiho	9 dan
5.	Utaro Hashimoto	9 dan	Shoji Sakakibara	9 dan
6.	Shuko Fujisawa	9 dan	Kaku Takagawa	9 dan
7.	Eio Sakata	9 dan	Katsuji Kada	9 dan
7.	Kaku Takagawa	9 dan	Kunio Ishii	8 dan
7.	Katsuji Kada	9 dan		

Cho Challenges Sakata

Chikun Cho, 6 dan, emerged early this month as the challenger for the 22nd annual and last Nihon Kiin Championship. At the age of 18½ he is the youngest player ever to get into a major title match, but perhaps that was only to be expected since at the age of 11 he was the youngest ever to become a professional shodan. No one can say he has not won the right to challenge, for he had to beat Ishida, Otake, and Rin in the final three games of the challenger-deciding rounds.

Cho is Korean, so when he became challenger the Korean press converged on him for an interview. In such situations an Oriental is always modest. 'You had better say that my becoming challenger was just a fluke' said Cho. 'I couldn't really believe until the game was over that I had actually beaten Rin. Please don't expect too much from the title match - I'm not in Sakata's class.'

But in the first game of the title match on December 25, Cho, with black, forced Sakata to resign in under 150 moves. Now it was Sakata's turn for some self-deprecation. 'I played a very bad game,' he said. 'I never thought that center group would just die the way it did. My mind was wandering.'

The best-of-five title match continues in January.

Next year the Nihon Kiin and Kansai Kiin Championships will be eliminated, and their place taken by a new tournament, the Tengen Tournament. It will carry the largest purse in Go history, including a first prize of five million yen. ≅ £6,500.

8 TOURIST RATE 695 ¥ = £1 (7/5/75) Gueso 750 ¥ = £1

SEKI by Mark Hall

This diagram shows a possible handicap joseki where Black already has two extensions along each side. When White invades, Black forces White to remain in the corner taking outside influence and territory with the sequence up to 14. Then Black deliberately avoids this area in the yose in the hope that White will blunder. Diagram 2a shows how Black robs White of 6 points in the corner (not 7 because White should play an extra move to save the group from seki).

Diagram 2b shows a slight variation when Black already has played on the edge in yose. If Black does not believe that White is going to play at 3, he can play 1 and 3 forcing White to reply and reducing the corner to only 5 points. If White plays 2 at 3, Black produces seki again by playing 3 at 'a', 4 at 2 and 5 at 'b'.

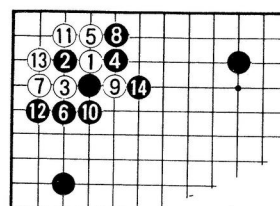


Diagram 2

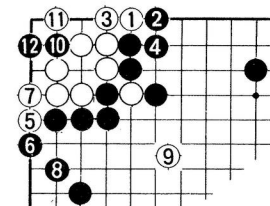


Diagram 2a

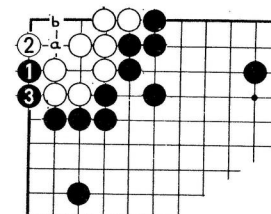


Diagram 2b

BGA GRADING LIST 31.1.75

asterisk are under review for promotion.

- 4th dan J.P.Diamond* (Hampstead), A.M.Goddard (London)
- 3rd dan P.G.Prescott (Imperial College), S.J.Dowsey (Hampstead)
- 2nd dan J.L.F.Bates* (London), A.J.Daly (Reading), J.T.Fairbairn (London), F.May (London), A.P.Stout (London), D.J.Sutton (Reading), J.S.Tilley (London), D.Wells (London), T.Yoshii (una).
- 1st dan L.Bock (Woodford), B.J.Castledine (Cambridge), C.F.Clement (Harwell), J.C.Cock (Cheltenham), A.G.P.Cooper (North West London), P.Dunn (London), A.Hall (London), T.M.Hall (Bristol), R.J.G.Hitchens (London), D.G.Hunter (Reading), C.D.Irving (Manchester), D.R.Mitchell (Woodford), R.Moss (Bracknell), F.M.Roads (Woodford), M.C.Roberts (Bristol)
- 1st kyu J.E.Allen (Woodford), N.Hollings (Birmingham), P.T.Manning (Cambridge), M.Macfadyen* (Reading), J.H.Metcalf (una), T.A.Parker (Bracknell), J.Payne (Manchester), A.A.C.Scarff (Reading), R.J.Smith (Cheltenham), M.Yagin (Birmingham), I.Young (Edinburgh), G.G.Gray (London), B.Simmons (Hampstead)
- 2nd kyu S.L.Bailey (London), J.A.Clare (Reading), R.B.Huyshe (Manchester), C.Leedham-Green (Woodford), J.Hawdon (Woodford), J.S.Robinson (Cleveland), A.Thomton (Woodford), A.Williamson (una), J.McLeod (Cambridge)
- 3rd kyu M.Amin (una), P.Bloomberg (una), H.Fearnley (Oxford), L.J.Hamilton (Bracknell), D.J.Mascord (Cambridge), T.McDonald (Edinburgh), M.Wells (Woodford)

BLACK TO PLAY? by P.T.Manning

In this position from a 2-stone game, black lost his winning advantage in half-a-dozen moves.

An approximate count shows black to have 30 points on the right side and 25 points on the left, if white manages to invade at 'a' and live. White has a prospective 30 points at the top, and 10 at the bottom right (he has captured 2 stones), together with his moyo on the bottom. Where should black play?

In fact the sequence played in the diagram occurred. Moves 5 and 7 were "book" moves, played with little thought.

Black has gained very little from this exchange; his 50 points are simply more secure, while white's centre bottom has increased by 15 points of solid territory and black will have to struggle to let his two stones ④ and 1 survive.

It should be obvious that the vital point was white 8, the move which expanded white's moyo and reduced black's. Compared with this move, the plays at 1, 2 and 3 are "off the point".

In particular, black 7 seems to have no meaning behind it. In terms of territory, a play at "b" is bigger; but even so, 8 is the biggest move on the board and should not be neglected.

The position is from a game between B.J.Castledine (then 2 kyu) and P.T.Manning (then 4 kyu) played in 1973.

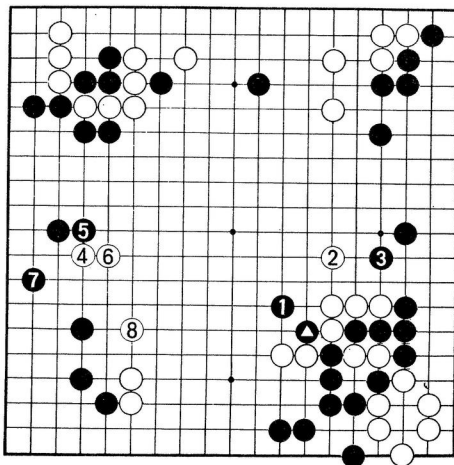
THERE'S GO SETS AND GO SETS by Paul E. Smith

We'd probably all agree on the necessity to grade Go players according to their playing strength. But consider a grading related to the type of Go Sets people use. My personal classification includes the following:

- Group 1 - the Traditionalists - strictly slate'n shell
- Group 2 - your very own Glass and Plastic Men
- Group 3 - the Electro-mechanical Whizzkids
- Group 4 - the Sticky Finger Brigades: Smarties and Mint Imperialists

My cousin Geoff has the possible distinction of adding yet another category to my list. Geoff is a practising Silversmith who teaches part time at a Medway Art College. Hence

- Group 5 - people who commission the following brief:
361 stones - solid silver - 10 mm thick - approx. weight $\frac{1}{2}$ oz. each - all pieces individually hallmarked



white stones - polished silver
black stones - anodised silver
total weight around 180 ozs.

Bowls - silver - traditional shape - raised from flat sheet - one bowl polished the other anodised
total weight around 35 ozs.

Board - 4 ins. thick plate glass - top surface engraved and sand blasted - set on silver cubes weighing around 22 ozs.

Thus the total weight of silver in this set would be around 240 ozs.

At current market prices the cost of commissioning this set would be £1800. This figure is broken down to £1000 for silver and £800 for production. Delivery time approx. 3 months.

And you might check this: at current rates of increase in the cost of silver, the value of a set such as this will at least double in 18 months.

Anyone rich enough can contact Geoff Buchan on 01-697 4251 or write to 23 Kendale Road, Bromley, Kent.

A DOUBLE ANNIVERSARY by John Tilley

1974 is the 50th anniversary of the founding of the Nihon Kiin and the centenary of the birth of Honinbo Shusai, the last head of the famous Go school. It seems appropriate to publish one of Shusai's great games to mark this event. The Nihon Kiin are publishing Shusai's complete works in six volumes, a limited edition of 2000 sets, for £100 a set. The works contain 755 games, which should keep most Go players quiet.

In his last years as Honinbo, Shusai played only three games, all of which are classics. The great game with Karigane, which developed into the most complex fight ever, is many Go players' favourite game. This game is their previous encounter, a game which sets the stage.

Kawabata's novel "The Master of Go" describes Shusai's last game, the game with Kitani and the other game of the three was against Go Sei-Gen. All may be found in Go Review July - Sept. 1969; Matsuda's Go Letters have the first two.

Shusai and Karigane were the top students of the 19th Honinbo Shuei and both had claim to the title. When Shuei died in 1907, Shugen the 16th Honinbo had to come out of retirement, while the Go politicians decided who was to be Honinbo. Shusai eventually became Honinbo in February 1908 and Karigane was naturally upset. He left the Honinbo school and formed a splinter group - Hiseika. In 1920 two games were arranged between Shusai and Karigane, Karigane won the first and Shusai the second.

When the Nihon Kiin was formed in 1924 Karigane joined, but his feelings did not allow him to stay long; he left and formed another group - Kiseisha. The Yomiuri newspaper organised a great match between the Kiin and Kiseisha in 1926, which started with the great Shusai-Karigane match already mentioned.

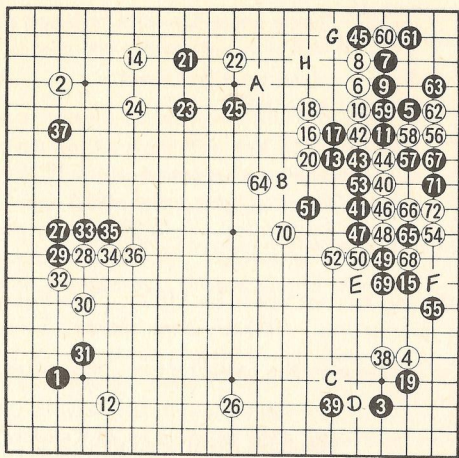


Fig. 1 (1-72)

The figure shows the board from Shusai's side so Black 1 is in White's lower left corner

the corner is bigger than the side and Shusai played a kakari with 12. Black 13 is the vital point in the upper right corner, as next Black can play either 'a' or 15. Shusai disliked playing here and went to the last corner with 14, calmly waiting for Karigane's attack.

Karigane made the large pincer play of 15. White can't afford to pull his single stone out, his three stones 6, 8, 10 are very heavy and must come first. White 16 and 18 prevented Black's severe attack of 'a' and simultaneously built a large area on the upper edge.

Black could have considered 19 at 'b' but instead went for the alternative attack on White 4. White 20 is one of those difficult moves. Black 'b' was the centre of two moyo and similarly White 20 is the centre of two thicknesses. Once this move is played, Black must seize the opportunity to make an invasion, before White can make another move.

Black 21 is a carefully planned invasion, it occupies one of the weak points of White's large knight's shimari, 2 and 14. White 24 is natural, the other jump to 25 would leave the corner open to attack; it would also be overconcentrated with regard to White's wall 16, 18 and 20. Black 25 is always a vital point, it gives Black's group shape. If Black omitted this move, White could make a lot of territory on the left edge, in front on his shimari, by pursuing the two Black stones out into the centre.

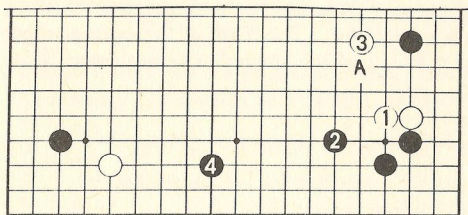


Diagram 1

Black - Karigane Junichi 7 Dan
White - Honinbo Shusai Meijin

Played in 1920 over several sessions, ended October 28th. No komi.

Comments edited and translated by John S. Tilley from Shusai's comments.

White 2 is called Shusai's komoku, he nearly always played this move. (In those days the stronger player always played White, there was no system of alternating colours as there is now.)

Black 5. If White approaches this corner with 7, Black will be in an ideal position to press White down along the third line with 6, etc. and then play an ideal pincer-extension with 68.

White therefore chose 6 to avoid Black's pressure and the joseki to 11 followed. White would now normally play on the third line with 12, just below 'a'.

White had to now turn his attention to the lower right corner. White 26 is the only way of handling this situation. If White played at 38 first the sequence of Dia. 1 would result.

Diagram 1. Black 2 is a key move, it is played high so that Black can go either way. White probably has to play 3 or 'a' and Black 4 is ideal. You should appreciate what a deep move 26 is.

Black now had a difficult decision, he had to play at 27 but 31 should come first, else White has the sequence of Dia. 2 available. This leaves Black's position very low and Black 1 too close to 7. Karigane decided he had to play 27 anyway; if 31 then White's long extension to 27 or 29 would be too much. Furthermore it might be hard to reduce White territory made in such a fashion, as Black's three stones 21, 23 and 25 were not yet fully stable.

Shusai played the shoulder hit of 28 and the entire sequence of moves to 37 is now natural. Having developed some central thickness, Shusai finally pulled out his single stone with 38.

Black 39 needs a word of explanation, if played at 'c' White can cut with 'd', the presence of 26 makes this possible.

White 40 was a cunning move, planned to make full use of the aji in the upper right corner which will shortly materialise. Black 41 seemed to indicate that Karigane was confident of capturing all White's stones, maybe the simple jump to 'e' was safer. Shusai pushed through with 42 and 44 and Karigane had to defend with the strange looking hane of 45. Dia. 3 shows what would have happened if he had made the obvious block of 46. In fact after White 2 in Dia. 3, Black would be advised to play guzumi at 6, giving away the corner.

White now pushed along with 46 and 48 and then cut with 50. The stage was set for some fierce fighting. There is nothing in Go Proverbs about four stones on the fourth line living and Black's two stones 15 and 49 are beginning to look uneasy.

Shusai now played nobi at 52 and Black answered at 53; Shusai felt Black would have had more chance of success by playing at 65. White 54 aims to play 68 and 'f' to make eye shape, so Black 55 is natural. This move also aims at watari, just below 4 if needed. Karigane now erred in replying to 56, Black 'g', White 'h' and Black 58 is preferable. The possibility of Black pushing through just above 17 was now very real, once 59 was played, so White played 60 to help him counter it.

White 64 has an eye on Black's three upper stones, but Black should not have played 65 to 69; he had to get out into the centre with 70.

The game was now looking good for White, when he played 70 he knew he could win the semeai with Black's seven stone group, but there were many possibilities left.

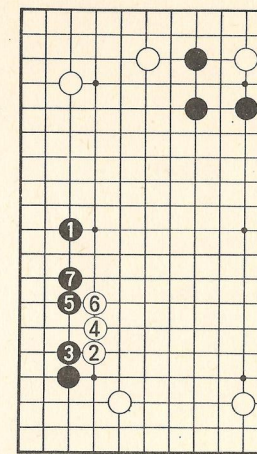


Diagram 2

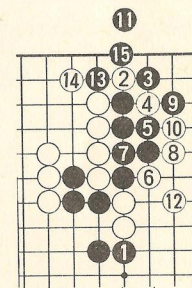


Diagram 3 11 fills

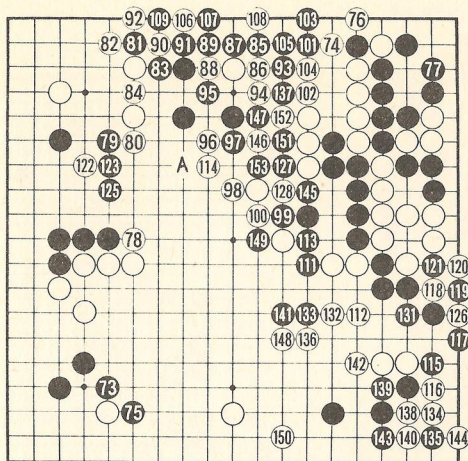


Figure 2 (73 - 153)

110 AT 81
124 AT 118
129 AT 119
130 AT 118

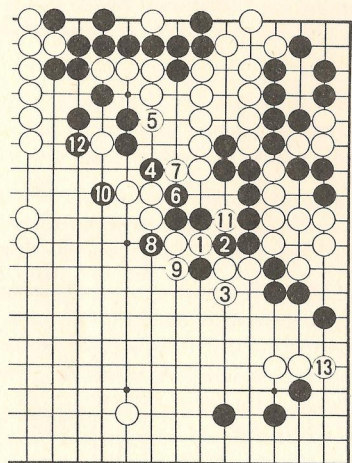


Diagram 4

White 114 killed Black's upper group and there was little aji left. Black now tried to watai with 115, but it ended in ko, a two step ko. (nidan ko). Black replied to White's threat of 122 and then played another move 125, to stop White's many ko threats there. As White needed two moves to win the ko on the left, this was quite reasonable.

White connected with 130, but Black's threat 127 gave the upper group chances of life. If White had played 130 at 145 the overall result would have been much the same.

Again White had a difficult choice with 138, he could push through with 147, etc. to kill Black's upper group - about 60 points; alternatively he could kill both Black groups in the lower right corner - again about 60 points. Shusai chose the latter.

Black 73 and 75 were the best moves possible, but White was satisfied with 74 and 76.

White 78 was a solid move, which would enable White to return to the lower side later, as he would then not have to worry about his left side group.

Black now had to make his upper group live and thanks to White's great central influence it wasn't easy. After some preparatory manoeuvres Black 85 was the necessary tesuji. Shusai described it as "a common tesuji". I wish I could find moves of such calibre. Think of this as a move at the centre of symmetry - stones 21, 22, 23 and 25.

The sequence to 94 is inevitable and the next question is Black 95. Black's move didn't guarantee him two eyes, the jump to 'a' would have been far preferable. White 96 was very painful for Black.

When White played 118 Black's group was dead, but with so many dead Black stones there were many possibilities for Karigane - "big groups never die".

Karigane started with the tesuji of 111. There were two ways of answering it, that of the figure and that of Dia. 4. Dia. 4 settles the position quickly and Shusai felt he could leave the issue undecided, which would give him more opportunities later.

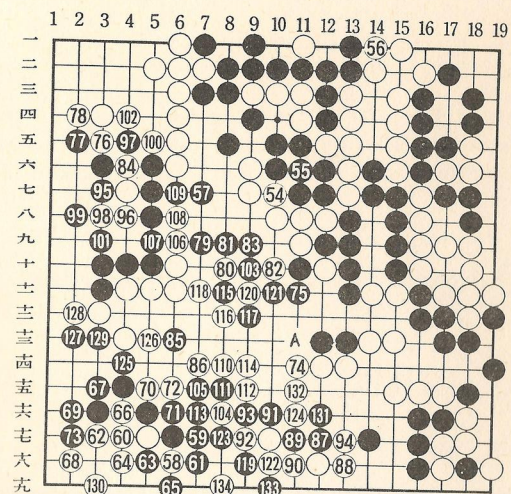


Figure 3 (154 - 234)

White 150. After this move White could win any semeai in this corner. It might be useful to look at the board now and check which groups are dead, as the position has been changing! Black's 5 stone group in the lower right corner is dead, this is because of White 150. Black's 7 stone group on the lower right edge is also dead, it cannot win the semeai with the 11 stone White group above it. As this group is alive, Black's 14 stone group (149, 141, etc.) is floating in the middle with 1 eye and another in gote. The weakness of this group lost Black the game eventually. Both the White group and the Black one on the upper edge are now alive. Quite a complicated fight!

After the sente exchange up to 56, Black played 57 which threatened White's 7 central stones. If White leaves them Black cannot be sure of having captured them, they have a lot of aji left. A White move near 57 separates Black's weak central group from the left edge.

Shusai turned his attention to the lower left corner, he didn't expect to live there but the sequence up to 73 left Black with a lot to worry about. Shusai pointed out that White 58 at 59, Black sagari to 58 and a White hane at 'a', followed by Black 75 and White 113 would seem the obvious way to play, but the sequence of the Figure is superior as the matter is left undecided and it must go in White's favour.

Shusai secured his corner with 76 and 78 and was confident of victory. Black played another move to capture White's seven stones and Shusai played 80 and 82 in sente.

Karigane played the suji of 85 and Shusai said his response of 86 was not the best. Before 86 White should push at 96, Black must answer at 106 and this would have been far superior.

Karigane minimised his loss with 87 to 93 but White eventually brought the whole lower left corner to the boil and White 34 left Karigane no choice but to resign, as he could not fight a ko.

This victory for Shusai tied the score of their 1920 games at 1-1, but it was six years before Karigane was to have another chance of playing Shusai. Karigane lost their great match of 1926 and left Kiseisha to form yet another Go school - Keiinsha, which still exists. Karigane was awarded a posthumous 9 Dan certificate by Nihon Kiin.

FUTURE EVENTS

Second Cambridge Go Tournament: Sunday, 8th June at St. John's College, Cambridge. Four round Tournaments. Clocks starting at 10.a.m. Full details from: P. Fage, Sidney Sussex College, Cambridge.