

# BRITISH GO JOURNAL

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Editor: A.H. SMITH, BRISTOL

NUMBER 30

DECEMBER 1975

## BRITISH GO JOURNAL

Editor: G. BAYLISS

NUMBER 20 SUMMER JULY 1973

NOTES FROM THE B.G.A. SECRETARY

## BRITISH GO JOURNAL

Editor: F.D.HAYS

NUMBER 21 AUTUMN SEPTEMBER 1973

NOTES FROM THE B.G.A. SECRETARY

## BRITISH GO JOURNAL

Editor: A.H. SMITH, BRISTOL

NUMBER 22 WINTER JANUARY 1974

## BRITISH GO JOURNAL

NUMBER 23 SPRING APRIL 1974

## BRITISH GO JOURNAL

Editor: R.C. STONE, BRISTOL

NUMBER 24 SUMMER JULY 1974

### EDITORIAL

The request for articles appearing in the Spring issue of the Journal has met with moderate response, unlike previous requests when nothing was forthcoming. The "Editors Four" express their thanks, but the plea is still for more, especially grand slam games. Articles for the Autumn issue are very thin at the moment; please help.

The phantom type and the blind proof reader have been at work in the Spring issue, with some surprising results. Page 12, heading "Go Biography by Derek Hunter" should have read "Go Biography of Derek Hunter, also in last issue of last "Oval" was well "Oval". Some mistakes are attributed to Derek Hunter for these two errors, and it is hoped that these have not caused too much embarrassment.

### SECRETARY'S NOTES

1. The BGA hopes to have new stocks of both glass and plastic Go stones soon. Please write for details before ordering.
2. Please continue to send details of all BGA members (old boys or stranger) to our correspondents in the grading list.
3. Copies of the JAL leaflet about the game "Go" are available at the reduced price of 15p.
4. Club members are reminded that they should send their club Secretary.
5. Club Secretaries are asked to keep the BGA Secretary informed of the details of their club, on a list of clubs to be given to all enquirers.

### All correspondence to:

Derek Hunter, Secretary,  
British Go Association,  
60 Wantage Road,  
Reading, Berks RG3 2SF  
Telephone: 0734 581001

Orders to:

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B.G.A. Book Distributor,  
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Meilleurs vœux de Noël à tous nos lecteurs

Wir wünschen unseren Lesern ein fröhliches Weihnachtsfest

Ottimi auguri di Natale a tutti i nostri lettori

Felices Pascuas a todos nuestros lectores!

## BRITISH GO JOURNAL

Editor: R.D. Hays, Bristol

NUMBER 25 AUTUMN OCTOBER 1974

## BRITISH GO JOURNAL

Editor: A.H. SMITH, BRISTOL

NUMBER 26 WINTER JANUARY 1975

Editor: J.M. Compton, Bristol

NUMBER 27 SPRING APRIL 1975

Editor: R.C. Stone, Bristol

NUMBER 28 SUMMER JULY 1975

## BRITISH GO JOURNAL

Editor: R.D. HAYS, BRISTOL

NUMBER 29 AUTUMN OCTOBER 1975



OPENING OF THE LONDON GO CENTRE  
Mr. S. Osney and Mr. I. Mason

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碁會友

新年おめでとうございます。

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Material is still urgently required; please send to Derek Hunter, attention of Editor.

Copy date next issue - 4th January, 1976. Editor - Toby Manning

PRESIDENT'S NEW YEAR MESSAGE

I trust readers will forgive a somewhat personal note to this message as it is to be my last. I have decided that after over seven years on the BGA Committee I wish to take a rest from administration in order to concentrate more on other Go activities, and I shall not be standing for election at the next A.G.M.

After the sudden and tragic death of our Founder and First President John Barrs in January 1971, it was necessary for somebody to step into the breach and ensure that the organisation John had built up did not fall apart. I never sought the Presidency, but I happened to be the individual available at the time whom the then Committee saw fit to appoint as Acting President. Five A.G.M's have since done me the honour of electing me as President unopposed.

The BGA has changed greatly since January 1971. There has been a great growth in membership and club affiliations; the Go calendar, then very bare, is filling up well with events; the British Go Journal, perhaps the most important factor in uniting the Association, is now of good quality, and in very secure editorial hands; the London Go Centre has opened; and above all there are now many more individuals willing to help with administration. I thus now feel confident in handing over the Presidency to someone else.

Nominations for the post should be sent in to reach the Hon. Secretary by December 31st. I trust that whoever you elect as my successor will receive as much support and help from members as I have had during my term of office.

COMMITTEE NEWS

Since the last report, meetings have been held on September 3rd and October 1st.

A proposal that the 1976 European Go Congress be held at a hotel in Cliftonville, Kent, has been discussed at some length. Prices would have been some 30% lower, and the site suitable for family holidays, but the Committee decided to stick to its original intention to hold the Congress at Cambridge on grounds of greater prestige, greater suitability for adult holidays and an existing commitment to the Cambridge Go Club.

A BGA Lightning Championship and an Even-Game Knock-out Championship have been instituted, to be run by Reading Go Club and members of Woodford Go Club, respectively.

A sub-committee to organise local beginners' meetings is being set up; offers to organise a Northern League and the 1977 British Congress are under consideration; rules for the 1976 British Championship have been drawn up; and another batch of promotions recommended by the grading sub-committee has been approved.

As usual, the Committee has kept itself informed of and discussed recent happenings in the Go world. Members who wish the Committee to discuss specific items are reminded that meetings are usually held on the first Wednesday in the month, and that the agenda is sent out a fortnight in advance.

BGA EVEN-GAME KNOCK-OUT CHAMPIONSHIP 1976

The BGA Committee announces a new competition with cash prizes, designed especially for members with only limited time available to play matches. Each match will consist of a single game unless both contestants wish to play more, and time limits will be such that games can be finished in one evening.

The draw for this single round knockout contest will be made to suit the geographical convenience of entrants where possible, to avoid gross mismatches of strength by giving stronger players byes through some of the early rounds, and to seed the stronger players.

All BGA members of any strength are encouraged to enter. Weaker players should find it worth their while in order to gain experience of even games against strong players and to compete for special prizes for good performances by kyu players.

Half the entry fee will be retained for administration, the other half will be paid into a prize fund to be divided as follows:

BGA Knock-out Champion	40%
Losing finalist	20%
Losing semi-finalists	10% each
Special prizes	20%

Full rules and entry forms have been circulated to club secretaries, and will be sent to any unattached members on receipt of s.a.e. Entries, on forms or plain paper, will be accepted up to January 12th, 1976. They should include the player's name, address, club if any, BGA Membership No., strength, daytime and evening 'phone numbers, any information about preferred times and places for matches, and be accompanied by the entry fee of 60p.

The address for correspondence about the competition is: Martin Wells, 47 Ritches Road, London N.15. Martin, together with Richard Brady and Francis Roads, form a BGA Sub-committee to organise the competition.

The frequency and timing of rounds cannot be decided until all entries have been received, but is expected to play about one round every four weeks.

Please note that all subscriptions are due 1st January.

Future copies of the Journal will not be supplied unless subscriptions for 1976 are fully paid.

EGF DELEGATES' MEETING - SUMMARY OF DECISIONS

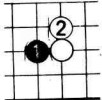
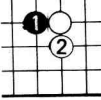
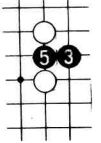
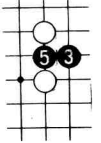
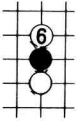
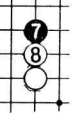
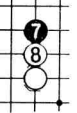
At this year's meeting, Geoffrey Gray was proposed as EGF President by our delegates and elected by a large majority. The retiring President, Mr. Schilp, was made an Honorary Vice-President of the Federation.

A modified British proposal for eligibility for the European Championship was accepted; the winners of the previous year's Championship and Master tournament plus two players of 4-dan and above nominated in advance by each member nation will be eligible in 1976. New rules for determining the form of the tournament are also in force. At future congresses there is to be an appeals procedure against organisers' decisions.

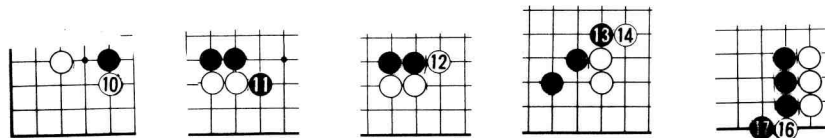
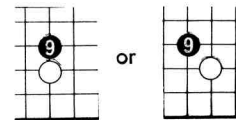
Italy has been admitted as a provisional member - she becomes a full member in a year's time. Holland has offered to hold the 1977 European Congress.


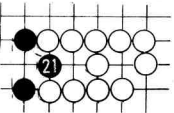
SOME CHINESE GO TERMS FOR DIFFERENT TYPES OF MOVE by Tong B. Tang

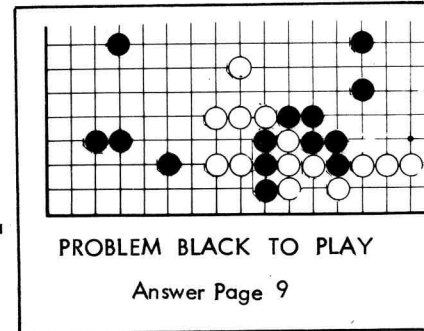
It is not impossible that Chinese Go terms will soon replace the Japanese ones in international usage, if only because of the 'revival' of Go in China since the time of Go Sei Gen and others. In the following we list and explain the Chinese names for different kinds of move. (See how much easier their pronunciation is!) The list, by no means exhaustive, is restricted to include those appearing in 'Wei Chi Commentary and Examples', of the T'ang (c. AD 640), and 'Chi Ching' Chapter 11, of the Sung (AD 1050) dynasties. (Both books were later incorporated in Vol. 102 of 'Shuo Fu'. In the T'ang period the Go board was still 17 by 17.) In four cases the original words are no longer used and the modern terms have been substituted.

1. peng 碰 'to collide': 1  or 
2. li 立 'to stand': 2
3. xu 覷 'to peep': 3
4. chung 冲 'to rush': 5 (after playing 3) 
5. wa 挖 'to dig': 5 (without playing 1 first)
6. guan 关 : one-point jump 
7. jia 夹 'to sandwich': 6
8. duan 断 'to cut' (the potential connection between two (groups of) stones) 
9. zhan 粘 : to connect two (groups of) stones
10. hu 虎 : forming the 'tiger' mouth, i.e. incomplete ponnuki (to protect a cutting point)
11. da 打 : an atari move
12. ti 提 'to take': a move which results in the immediate taking off of a (group of) stone
13. dian 点 'to dot': to place the stone so that the surrounding space is reduced to worth only one eye 
14. men 门 'gate': gita
15. zheng 征 : the move which captures a stone by the ladder
16. zhen 镇 : 7 
17. ding 顶 : 8

18. ya 压 : 9
19. tuo 托 'to lift': 10
20. na 捺 'to slant' downward hane 11
21. qiao 跷 'to bend up': upward hane 12



22. chuo 绰约 : 13 or 16
23. yue 约 'to block': 14 or 17
24. jian 尖 : kosumi
25. fei 飞 'to fly': keima and ogeima
26. xing 行 'to walk': 20
27. pan 盘 : a watari move
28. pu 扑 : throw-in 
29. ci 刺 'to pierce': 21 



IMPORTANT EXTRACTS FROM RULES OF BRITISH NATIONAL GO CHAMPIONSHIP 1976

- Item 6 - For the purpose of these rules, only one-kyus and one-dans will be eligible for qualification to the Candidates' Tournament.
- Item 11 - The Championship games will be played according to the following timetable:
- |                               |                            |
|-------------------------------|----------------------------|
| 1st - 4/5 September 1976      | 4th - 18/19 September 1976 |
| 2nd - 11/12 September 1976    | 5th - 25/26 September 1976 |
| 3rd - 14/15/16 September 1976 |                            |

This timetable may only be altered by the BGA Committee. Any objections to this timetable must be supported by copious alternative dates, all within 1976.

- Item 12 - Where otherwise not stated, when a player is unable to play, the next highest placed player takes his place.

Full copies of rules available from Derek Hunter upon request.

The first Northern Go Tournament was held at Manchester Polytechnic on 6th September. Fifty-six players from all over the country fought out their battles over three rounds. The eventual winner was "local boy" Colin Irving, who defeated Toby Manning in an exciting game in the final round, in which both players ran short of time. Colin was presented with the Red Rose Shield, a generous donation by Mrs.E.H.Barrs. (John Barrs, the BGA's Founder and First President, died prematurely and tragically in January 1971, and Mrs.Barrs has remained a good friend of the Association ever since - Editor.)

The winners of the other divisions, who won all three of their games and who were awarded hand made copper Go cufflinks for their efforts, were:-

2 - 5 kyu	S.G.Fawthrop	(Birmingham University	5 kyu)
6 - 11 kyu	R.Brewis	(Keele University	9 kyu)
12 - 14 kyu	R.Sambrook	(S. Cheshire	12 kyu)
14 - 16 kyu	J.G.Sencicle	(S. Cheshire	14 kyu)
17 - 19 kyu	J.R.Thompson	(Manchester	19 kyu)
20 kyu and below	J.J.McCallion	(London Go Centre	20 kyu)

The team prize of a bottle of sake was carried off by South Cheshire with a 75% total.

A popular feature of the day was a Go shop run by David Mitchell of the London Go Centre.

6TH WESSEX GO TOURNAMENT - Sunday, 19th October - Marlborough Town

The results were as follows:-

Division 1	D.Sutton	Reading	2 dan
Division 2	M.Hollings	Birmingham	1 kyu
Division 3	A.Harrison	Southampton	5 kyu
Division 4	R.Brewis	Keele	8 kyu
Division 5	R.J.Smart	Swale	12 kyu
Division 6	R.Fentem	Plymouth	14 kyu
Division 7	A.Kimber	Bracknell	15 kyu
Division 8	L.Neilson	Leicester	21 kyu

Copies of full results available from Toby Manning.

Each Divisional winner received a bottle of Red and a bottle of White dinner wine, supplied by the Bristol Branch of Saccone & Speed Ltd.

Lost at the Wessex - One Chess Clock. Please contact Toby Manning

This article discusses a joseki first introduced into professional play by Kajiwara, 9 dan, a player noted for his great inventiveness in the opening. It arises as a variation of the blood-thirsty sword (i.e. (1) in diagram 1), the most common line of this joseki being for White to play taisha with (2), and Black to answer with the tsuke of (3). Many variations are possible and indeed this is one of the most complex of all joseki; diagram 1 is perhaps the commonest line.

Kajiwara's variation is characterized by the hazama tobi (diagonal jump) of (1) in diagram 2 - an alternative to the Black tsuke of the main line. There is essentially only one variation up to Black (13), but note in particular White (6) and (12), moves on which amateurs tend to make mistakes. The outcome of the exchange is a largish corner for White and substantial outer thickness for Black. Unfortunately, however, Black has gote, and so the joseki is only really appropriate if extensions from the thickness are already in place, e.g. Black stones on the hoshi points in both adjacent corners. In the actual game in which it was first played Kajiwara had only one of these extensions in place, and his opponent used his sente to take a solid White position towards the other corner, i.e. at a safe distance away from the Black strength. The end result was considered by other professionals to be slightly favourable to White.

It should be noted that White's corner is not quite as solid as it may seem, for sometimes Black is able to play (1) of diagram 3 in yose, threatening both the cut of A and the watari of B. Whether B does however amount to a connection depends rather on what stones have been played in the vicinity of C.

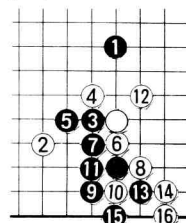


Diagram 1

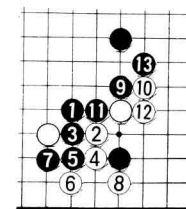


Diagram 2

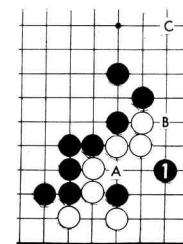
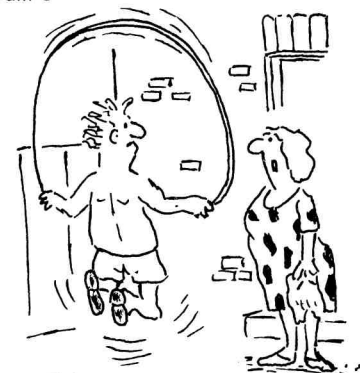


Diagram 3



HAVE SAT ON THIS FOR AN HOUR,  
ITS STILL COLD AS "STONE"

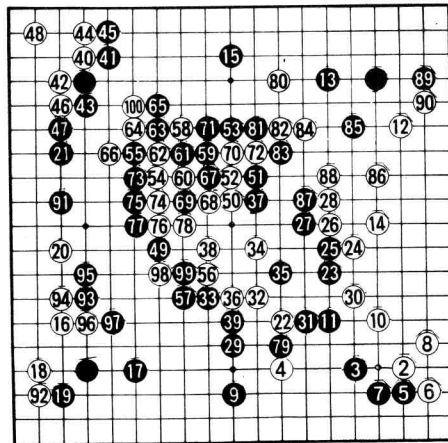


I KNOW YOUR KEEN  
BUT ITS ONLY THE  
LEICESTER GO TOURNAMENT.

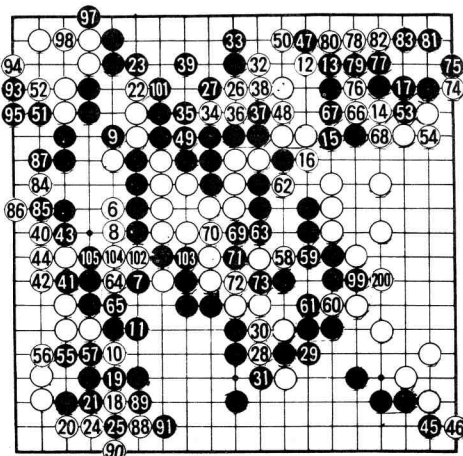
Black: Ron Moss

White: T. Mark Hall

3 stones handicap



Moves 1 - 100



Moves 101 - 200

149 at 58

192 at 118

196 at 125

When playing against 3 stones it is always difficult to know how to start; fast development or solid territory. Here White goes for the territory on the right, while allowing Black to make his moyos almost without influence from White.

Black allows White to get a little too much with 12 and 14.

Black 23 could perhaps be better one point to the right as a threat to White territory. Because of this White 24 therefore becomes stronger in securing the right side. White 30 later virtually secures it.

When Black played 39, White completely missed the idea of the cut at 79, and was in too much of a hurry to attack the corner with 40.

Black's response in the corner after 40, a little passive.

At this stage in the game, both Black and White are putting pressure on each other, but White did not know that Black had an escape route for his group which made good territory with 79.

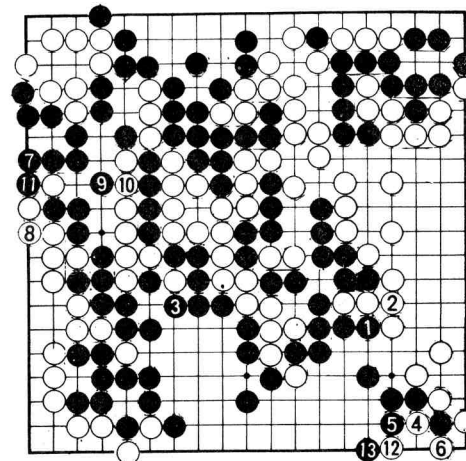
White 80 was perhaps a little deep, but was relying on the aji left by 58.

Black cannot cut three White stones off after 87. Can you see why?

White was now somewhat behind and was trying to push Black into mistakes.

Black promptly did so with 105 and 107. Black said afterwards that he had mis-seen White 98 as the cutting stone of his four. Black 109 is also something of an error.

Most of the rest of the game is uninteresting, except for lost opportunities.

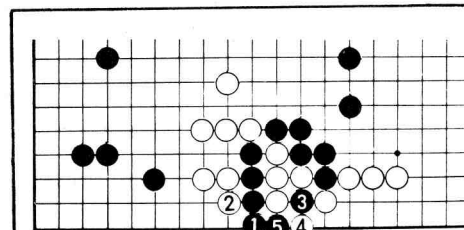


Moves 201 - 213

Black missed one by not cutting at 168, as it was a big sente point. White missed one at 163, which is where 162 should have been played.

Then the biggest mistake of all, after Black 213, White cut to make a Ko and lost it.

If White had just connected, White would have won by either 3, 4 or 5 points, depending upon the yose moves.



Correct answer for Black, but wrong answer for White

Turn to page 12 for correct answer

B.G.A. GRADING LIST 15th October, 1975

5 Dan	J. Diamond			
4 Dan	A. Goddard	P. Prescott		
3 Dan	J. Bates	S. Dowsey	M. Macfadyen	F. May
2 Dan	B. Castledine	A. Daly	J. Fairbairn	T. M. Hall
	D. Mitchell	R. Moss	F. Roads	D. Sutton
	A. Stout	J. Tilley	D. Wells	
1 Dan	C. Clement	J. Cock	A. Cooper	F. Hall
	R. Hitchens	D. Hunter	C. Irving	P. T. Manning
	T. Parker	M. Roberts	A. Scarff	
1 Kyu	J. Allen	S. Bailey	P. Fage	G. Gray
	H. Harte	J. Hawdon	M. Hollins	R. Huyshe
	J. Metcalfe	J. Mcleod	T. Oxenham	J. Payne
	B. Simmons	R. Smith	M. Yagin	I. Young
	R. Thompson			

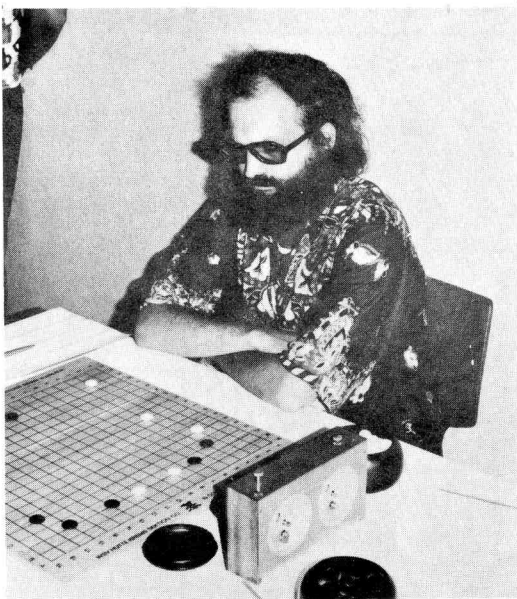
This list only goes down as far as 1 kyu because below this no information has been received for some time. Please send details of players down to 5 kyu to me, either directly or via the secretary.

Paul Prescott

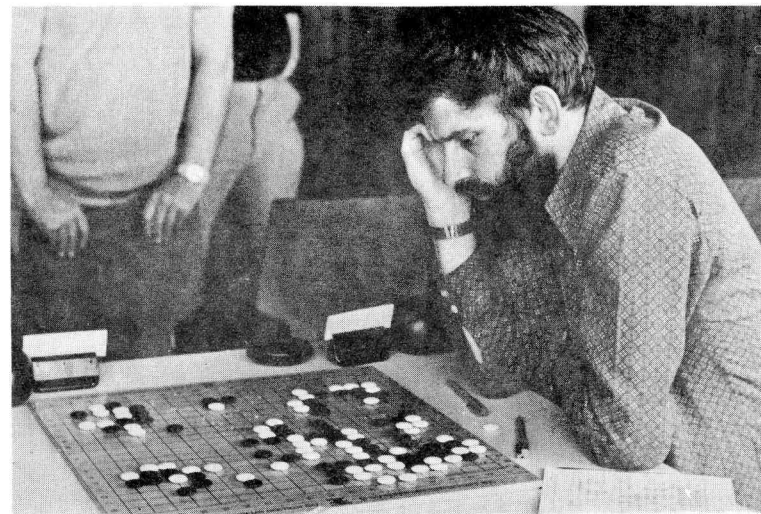
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Copper Pendants 75p each

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J. Mattern  
1975 European Go Champion



Jim Bates, one of the British Team

EUROPEAN GO CONGRESS 1975 KREMS AUSTRIA

	dan	1	2	3	4	5	6	7	8	9	10	11	12	Points	Position
1.	Mattern	5	X	1	-	1	1	1	1	1	1	1	-	8	1
2.	Wimmer	5	0	X	1	1	1	1	1	1	-	-	-	7	2
3.	Wiltshiek	4	-	0	X	0	1	1	0	-	-	1	1	5	3=
4.	Merissert	4	0	0	1	X	0	-	1	1	1	-	1	5	3=
5.	Katscher	5	0	0	0	1	X	-	1	0	-	1	-	4	5=
6.	De Vries	4	0	0	0	-	-	X	-	1	1	0	1	4	5=
7.	Rehm	4	0	0	1	0	0	-	X	-	1	-	1	4	5=
8.	Novak	4	0	0	-	0	1	0	-	X	0	1	1	3	8
9.	Bates	3	0	-	-	0	-	0	0	1	X	1	0	2	9=
10.	Kitsos	4	0	-	0	-	0	1	-	0	0	X	0	2	9=
11.	Greb	4	-	-	0	0	-	0	0	0	1	1	X	2	9=
12.	Sudhoff	4	-	0	0	-	0	0	0	-	1	0	1	2	9=

(Katscher's games against Mattern and Wimmer were walkovers - Katscher left after a dispute.)

EUROPEAN CHAMPIONSHIP 1975  
(Eight Round Swiss Tournament)



Europe-Asia Friendship Match  
Francis Roads is somewhere?!

M. Hollings - White  
B. Philp - Black (3 stones)

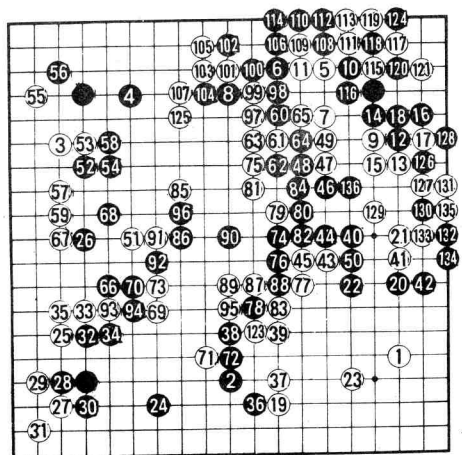


Diagram 1 (Moves 1 - 136)

B122 takes Ko  
W137 resigns

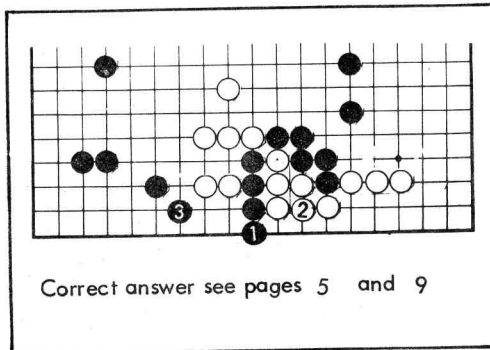
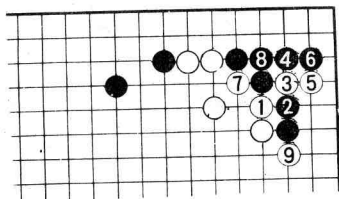


Fig. A



W1 in Figures A and B replaces W13 in Diagram 1.  
Figure B is unnecessarily complicated for Black and the end result is worse than in Figure A for him.

- B24 At N8 is probably best, followed by B26 at K3?
- B32 First C2
- W43 Hasty; A preliminary move at O13 is better.
- B44 Should play at 50 immediately, then if White at 47, Black at 80.
- W45 Should have pushed through at 50
- B60 A play at M11 is more sensible

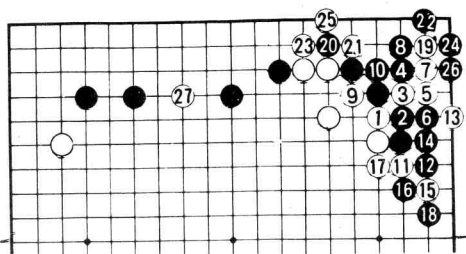


Fig. B

- B74 Still better at M11, one point above
- W75 At 76 looks better
- W83 Should have taken at 84. When Black connects there, White has a weak group on either side and an invasion around H16 is impossible. However, White does have the atari at 97 to fall back on.
- W93 Should by all means atari at H9.

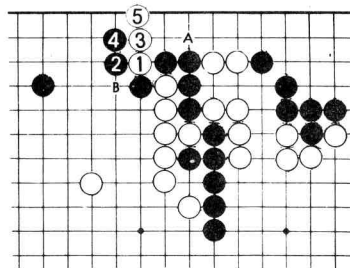


Fig. C

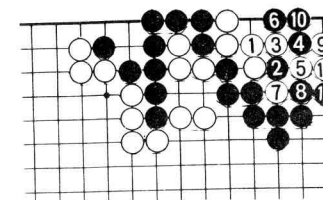


Fig. D

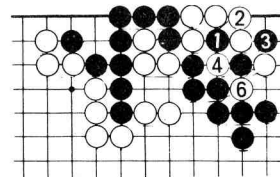


Fig. E

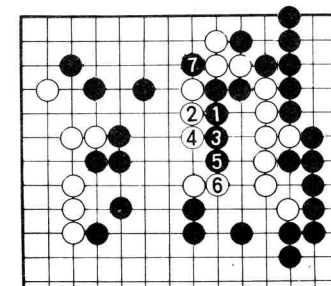


Fig. F

- B102 If B102 in the Diagram is replaced by B2 in Figure C, after W5, White has either 'A' or 'B'.
- B104 Has no choice but to continue at 105.
- W117 What a mistake! Figure D: after W13, White is two plays ahead in the semeai. That's how White should have played.
- W123 This is worse than 117! Figure E: B1 replaces B122 in Diagram 1. W2 can connect so that W4 retakes ko. Now B5 probably at R3, B7 at L6 since the threat to capture this quadrant is the only one which equalises the loss on the upper side.
- W125 Either this or P12. If at P12 it leaves Black a simple resolution as in Figure F.

From the pens of John Fairbairn and Stuart Dowsey a set of books will be translated and published. The new publications are being written for the dan and high kyu players, under topics which have not been previously covered in English. The first book - Avalanche Joseki - will be available during the next few weeks.

The cost of this and other planned publications is not known; it will of course depend upon demand. Support is urged to get this venture off the ground.

Persons requiring advanced copies or information should contact:

J.T. Fairbairn, 14 Duffield Close, Harrow, Middlesex, or S. Dowsey at the London Go Centre.

Three prizes each of a BGA gift voucher to the value of £4 (a year's subscription to Go Review?) are offered for the best solutions to these problems, the strengths of the contestants being taken into account. One prize is in fact specifically reserved for kyu players, although as almost none of the problems calls for actual Go strength, this is hardly necessary. Some of the problems are quite difficult, however, so don't worry about sending in incomplete solutions - I don't expect anyone to get them all right.

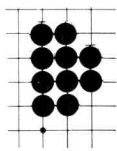


Fig. 1a

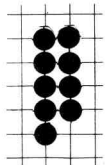


Fig. 1b

1. Spot the Joseki I

Figure 1 shows two positions that can arise during two fairly well known joseki, in which all the white stones have been replaced by black ones. What are the sequences leading up to these shapes?

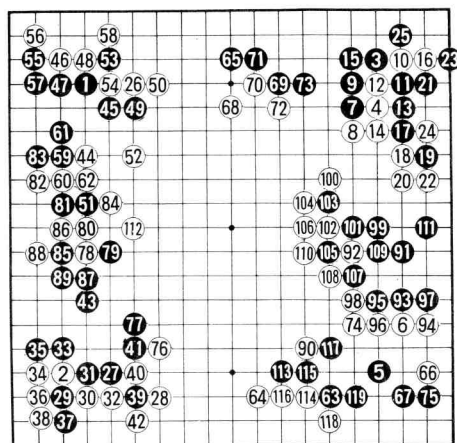


Fig. 2

2. How Strong are the Players?

Figure 2 gives the first 119 moves of a game; komi was 5 points, and White eventually won by 5. What grades are these players?

3. Two to One

White to play in Figure 3 and live on the edge. Difficult? Well, White starts off with two moves in a row, Black has one in reply, and so on. It can be done!

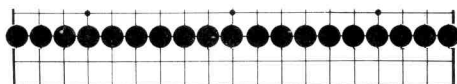


Fig. 3

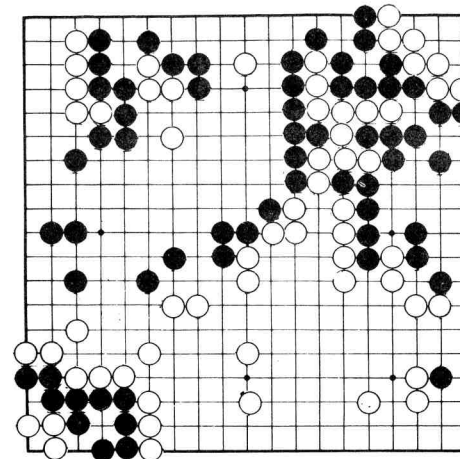


Fig. 4

4. Worst Move

The reverse of the normal problem. In Figure 4, White is to play and make the worst possible move, i.e. the one that loses him the most points if both sides play optimally thereafter.

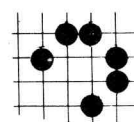


Fig. 5a

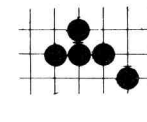


Fig. 5b

5. Spot the Joseki II

As problem 1, except that now the White stones have been removed from the board altogether. Also Fig. 5b has two solutions.

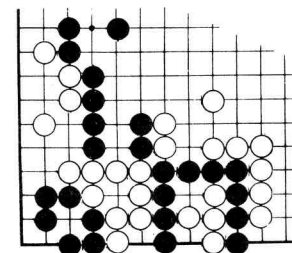


Fig. 6

6. Life and Death

Figure 6 poses a straightforward problem, with Black to play. Black's stones on the lower edge have, because of the White nakate shape, only one eye but lots of liberties. Were it not for the limited number of possibilities, I wouldn't expect anyone to solve this problem - certainly no British player would find it in a game.

Send solutions, together with your name, address and grade, to me, either directly or via the secretary, before January 15th, 1976, please. Solutions will be in the next issue.



This game was the deciding one in the 3rd round of the First Northern Go Championship on 6th September, 1975. The comments are those of Toby (T), Colin (C), and Paul Prescott (London, 4 dan) (P), and have been edited by Toby.

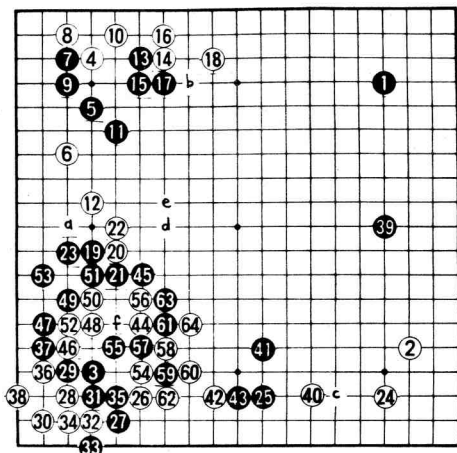


Fig. 1 (1 - 64)

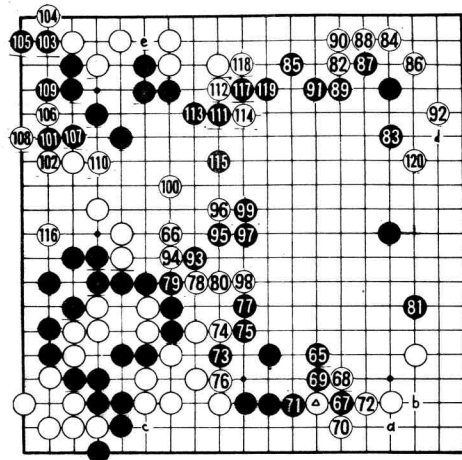


Fig. 2 (65 - 120)

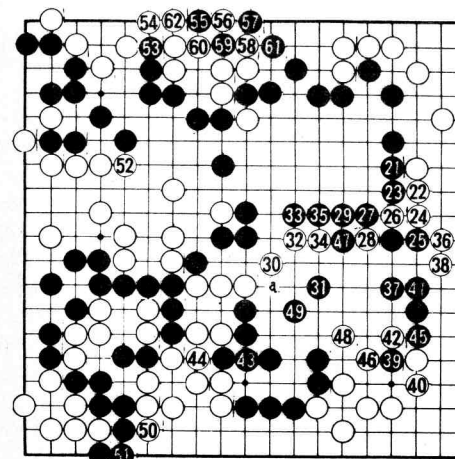


Fig. 3 (121 - 161)

- 3. (C) I like playing against diagonal hoshi. I prefer territory to influence, and against hoshi I can usually force a territory for influence trade off.
- 12. (P) I would prefer a two-space extension along the third line at 'a', since (i) Black is high in the lower left, and (ii) Black has sente (from the joseki) to attack from this high position.
- 15-17. (T) Joseki is B15 at 17, W16 and B at 'b'.
- 19. (T) This keeps W6, 12 weak and so it is difficult for White to mount an attack on Black's weakish corner group. (C) This W group (6, 12) was a burden to me from this move almost to the end of the game.
- 20. (P) Ikken tobi looks better, (C) or perhaps tenuki, with the options of a play at 23 or jumping out later.
- 23. (P) Bad shape, giving W the chance to play kikashi at 45. A solid connection at 51 is preferable.
- 25. (P) Good, but an alternative is 45 to attack the 4 White stones. 45 is a key point for both.
- 27. (T) A play at 48 would be overconcentrated. However, 31 is better.  
(P) 27 is good if the left side is solid, but here it isn't.
- 28. (C) A panic reaction to W's unexpected play at 27, and not good. Better is an extension to 42, leaving the possibility of 28 in the corner later.  
(P) There is no clear way to kill the corner, but in any case Black gets a very good position.

31. (C) Better at 35.

39. (P) No. This bears no organic relation to the position that has just arisen. Admittedly it is on the fourth line and not the third, but it mainly relates to the Black stone in the upper right and the White shimari. A better move would be 'c', expanding his strength, but the vital point is 45, both expanding, and attacking the very weak White group above. This threatens some move as 'd' or 'e', and W would be in great difficulties. Therefore W must answer 45, and Black can either follow him out or go back to 'c'.

(C) Simply playing at 54 would put Black well ahead.

- 40. (P) W gets this nice move, but he should play at 45 first.
- 44. (C) I expected Black to protect against the cut at 46, giving me 45. After 46 and 48 I seem to have everything; the championship is mine!'.  
(P) Black seems to be in trouble now.
- 54. (P) Good, (C) should be at 62 (?)
- 56. (P) Bad, should be at 'f' to take a liberty off White. As it is, Black now escapes.  
(T) Empty triangles are not always bad.
- 59. (C) Now I have come unstuck. I would like to save the top half of the group and leave the aji of the bottom stones, but two weak groups on the left would be disastrous, so the upper stones must go.  
(T) In that case I should have cut at 61, not 59.
- 65. (P) Good, the group is weak and needs defence. But the four W stones in the upper left are also weak.
- 66. (P) White realises this.
- 67. (P) This is the time for a probe into the lower R.H. corner, at 'a' or even 'b', to give W the unpleasant alternatives of taking the outside, in which case B plays tenuki, leaving the corner for later, or the inside, in which case ♀ gets swallowed up.  
(T) A case when the probe (yosu-miru), that most difficult of concepts to grasp, is obvious when pointed out.
- 67-72. (C) White now has an unassailable 20-point corner.
- 77. (P) This is too close to what is now a strong group (it can live by playing at 'c' at any time). The only reasonable idea hereabouts is at 80.  
(T) Following the disastrous "kikashi" at 73, B has now got an appalling shape.  
(C) The game is looking good for White now.

Continued on page 19

Which well-known person said, 'One of the great advantages of Go over other games, such as chess, is its handicapping system, which enables players of widely differing strength to play on effectively even terms'?

All right, the answer is not important. What is important is that this view is held by, I hazard, a large majority of Go players. Other games have their good points, of course, but only Go has this powerful selling point, this unique plus. So the argument goes. Unfortunately the argument is a poor one, not because the system is not unique, but because it is not a plus. Here are three reasons why the handicapping system is nothing to shout about.

Some games by their nature allow players of widely differing strengths to have an enjoyable battle which is neither trivial, nor ridiculous, nor merely an exercise in superior technique for the better player. Chess is an example. One of the delights of chess is that the better player can very rarely rely merely on a finely-honed technique to grind his opponent down. He must do something creative and active even against an opponent who is frankly in awe of him. All chess players know the risks of taking an inferior opponent lightly, yet despite this powerful consciousness, for every brilliant game in which the master takes the weaker player apart at the seams, there is a game in which the master gives away the draw, or even the whole point. The big Swiss chess tournaments would be less popular if they did not give some ordinary player, every year, the chance to meet and beat a grandmaster.

Go is not such a game. The advantages of superior technique are so great that the master is unlikely ever to need a brilliant move or an exquisite conception to beat his markedly weaker opponent. Collections of professionals finest games do not include games played against amateurs, and the reason is not that they never play amateurs. They do, but the results are never brilliant games.

This flaccidity and lack of sinew in games between players of notably different strengths is clearly a disadvantage in any club with a small number of members. Most members would like to play most other players in the club, not just those a little weaker or stronger than themselves. The solution to this problem is the handicapping system which far from being a delightful ornament to the game is a necessary suture in the social body of Go. Necessary but regrettable because it is far less an unmitigated blessing than the lesser of two evils. The handicapping system, (I am thinking of the present system of giving stones,) has its own special disadvantages.

The most obvious disadvantage is that it distorts the game of Go as played without handicap. This is so very obvious that I shall not bother to argue it except to point out that since the difference between giving  $n$  and  $n+1$  stones varies with  $n$ , the progression of handicaps is not even arithmetical; it does not even have that advantage over the old chess handicaps, of pawn, pawn and move, two pawns..... Yes, there was a time when handicaps were common in chess, when enough patzers had money to lose, and real masters had real servants to clean their real boots. Nowadays players prefer to play even and accept the probability of defeat in exchange for the small chance of victory.

The obscure disadvantage of the handicapping system is this: it is actually more difficult to play a handicap game well than to play an even game well. Think carefully before you reject this idea out of hand.

Or pick up 'Basic Techniques' and look again at some of the variations recommended for handicap play to the black player. Or imagine you are white and ask yourself whether it isn't easier to make the efficient extensions and pick the big points in an even game fuseki than in a handicap fuseki. Of course, most white players don't analyse handicap games in such terms. They chuck down a few white stones and see what happens. But the fact that white players don't think about handicap games as they would an even game doesn't destroy my point; rather it supports it. Wouldn't white players think in even game fashion in handicap games if they were capable of doing so? But they are not capable; the problems of choosing the best move are too great, so they choose a move, confident in the knowledge that the black player too will not have much idea what is best, so they are both going to be equally disadvantaged.

It is bad enough that handicap stones distort the game at all, but at least they might serve some purpose if they made the game simpler, perhaps helping the weaker player to grasp the main, even, game. But they don't; they distort it the other way, making it harder to understand.

OK, so handicapping by stones is not one of the great achievements of the human mind. But handicapping of some sort is regrettably necessary. How should it be done? . . . . wait for it . . . . . the obvious answer is to use the delicate system of counting points which actually decides the game, and which is a part of the reason for the need to have handicaps in the first place. (If a win by ten points or less was counted as a draw, half a point to each player, technique would be less adequate.) GIVE A HANDICAP IN POINTS. The even game will be distorted a little, just as any game is distorted when a weak player plays a stronger player and decides to exchange pieces as soon as possible, play every shot from the baseline, or stonewall every ball. That is inescapable; the prison of handicap stones is not inescapable. We can leave it any time we wish. How about now?

Continued from page 17

- 81. (C) Too early. White can only pick up another dozen points here. The upper right corner is bigger.
- 85. (P) B86 would take more territory, perhaps still enough to win.  
(C) Gives White  $3\frac{1}{2}$  comers. (T) There is no territory in the centre.
- 93. (T) A last ditch attack on White's left-hand group. 'd' is also possible, to make some territory.
- 98. (P) Gives Black chances
- 99. (P) Good.
- 114. (T) A mistake, 119 is better.
- 116. (P) The White group is now safe. (C) I thought 118 secured the upper group and 120 gave me a clear 15 point lead. (P) However, W120 should be at 'e' to live; the group is now dead.
- 129. (P) This is timid, it should be at 'a'.
- 149. (P) Unnecessary.  
(T) Having failed to make enough territory in the centre, B must now kill the upper White group. There are many ways to kill the group; B155 at 161 kills simply, while 157 at 160 also administers the coup de grace. However, after 159 <sup>White</sup> ~~Black~~, so close to victory, can do nothing.

Recording ceases at 162. ~~Black~~ eventually won by 8 points.

white

## NEWS AROUND THE CLUBS

### OXFORD

The 1975 Reunion of the original Trinity College members of the Oxford University Go Society took place on Sunday, 20th September.

### LONDON GO CENTRE

Mr. Katsumi Ashiba, 4 dan, and Miss Machiko Inoue, Shodan, arrived in London on 9th October to stay for four days. During that time, they were the guests of both the BGA and the London Go Centre. Teaching events were planned and approved in close co-operation with the Nihon Kiin. On the evening of Saturday, 11th October, the pros. played simultaneous games and on the following evening they conducted lectures for beginners and advanced players after a showing of the film "Go in Japan".

MANCHESTER from our "Roving Reporter"

The New Northern Champion can now be seen driving off in a Datsun car complete with a YEN registration number: can anyone beat that?!

The Manchester Evening News featured an article about Go, based on a recent interview with Stuart Dowsey. Stuart is quoted as saying "You can learn the rules of Go relatively quickly, but playing is a different cup of tea, you have to immerse yourself in it.

Anyone wanting to join Mr. Dowsey in a cup of tea will be very welcome at the London Go Centre.

### NEW CLUBS

It is hoped that two new clubs will be started in the Luton and Sunderland areas; interested persons should contact:

C.S. Fraser, 2 Bainbridge Avenue, Sunderland SL3 1XT  
D. White, 77 Jessop Road, Stevenage.

### BOLTON GO CLUB

This new Club meets every Tuesday at 40 Welbeck Road, Bolton at 8.00 p.m. All welcome.  
1ST BRITISH LIGHTNING GO CHAMPIONSHIP

To be held at Reading College of Technology, Saturday, 21st February, 1976, from 10.00 a.m. to 7.30 p.m. This is a handicap event over seven rounds with 15 minutes each, on the clock, sudden death, with 16 players in each division. Entrance fee, exclusive of food £1.00

Please note: Due to press date, these details are provisional (including date).

Entry forms giving final details available from Mr. A. Henrici,  
57 Clarendon Road, London W11.

### LONDON OPEN GO CONGRESS 1976

London Go Centre, 18 Lambolle Place, London NW3 4RG  
Friday, 2nd January - Monday, 5th January, 1976

### LEICESTER

Leicester's 1st Go Tournament  
4 Round Handicap - Sunday, 1st February, 1976  
Information - Mr. R. Woolley, 12 Abbey Road, Narborough, Leics LE9 5DA