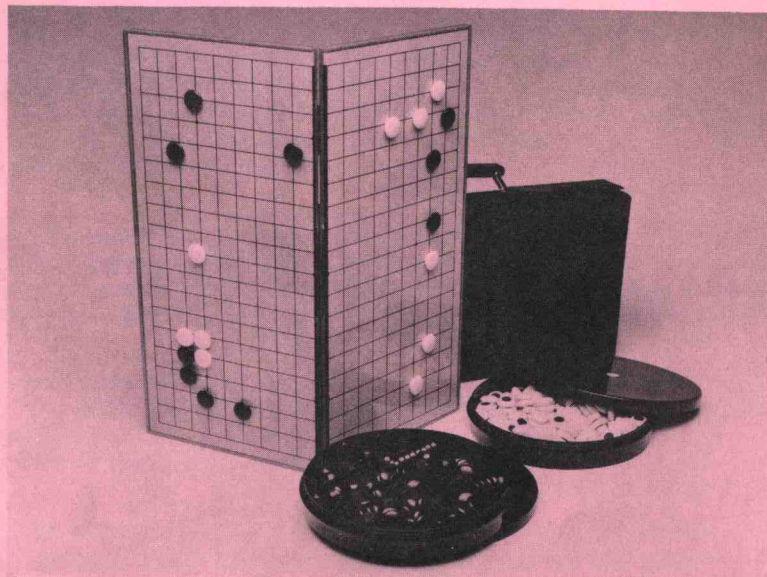


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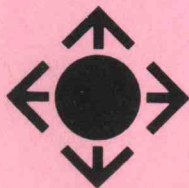


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BRITISH GO JOURNAL

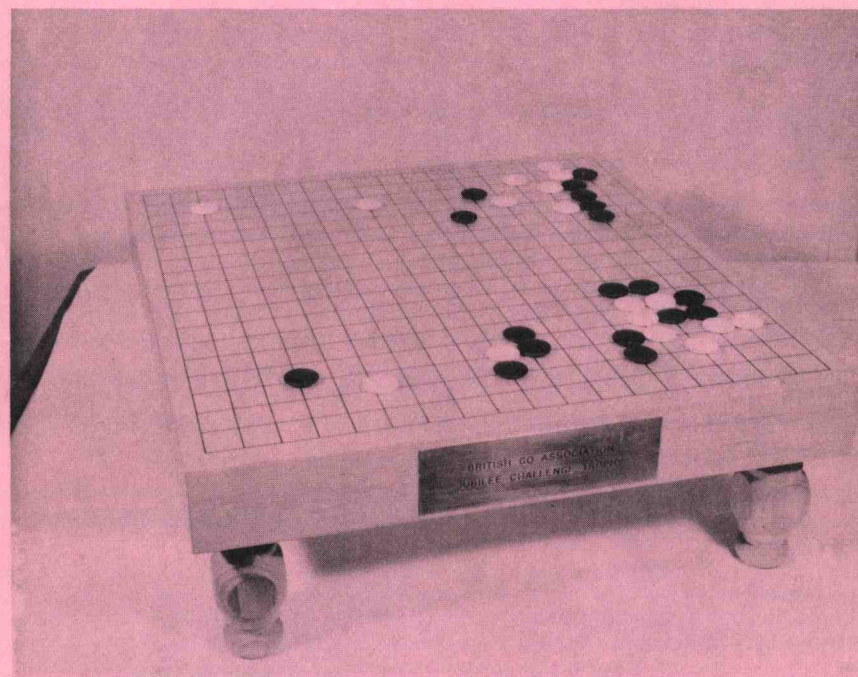


Editor: R D HAYS, BRISTOL

NUMBER 38

Price 30p

OCTOBER 1977



JUBILEE CHALLENGE TROPHY

(Gostelow No. 2 Go Ban)

Details of the Tournament on Page 12

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Planned copy date next issue — 30.10.77 Editor: Toby Manning.

IMPORTANT NOTICE

At this years AGM John Allen gave notice of his intention to cease as the BGA's Book Distributor. John's service in this unglamorous but vital function warrants a sincere vote of thanks from all of us.

Fortunately a volunteer has stepped forward to fill the post and as from 1st October 1977 the BGA Book Distributor will be:—

JOHN DEATON
8 DOVEDALE ROAD
KINGSWINFORD
BRIERLEY HILL
WEST MIDLANDS DY6 7EP TELEPHONE: KINGSWINFORD (03844) 79612.

(Although this is due to be changed towards the end of the year; details will be published in the Journal).

John has informed us that personal callers are very welcome, but strongly recommends phoning first. Kingswinford is 10 miles west of Birmingham, 7 miles south of Wolverhampton.

At the changeover date, 1st October 1977, a new price list is due to take effect. John also warns that some delay in order handling should be anticipated at the changeover period, owing to the distance between the present office holder and himself.

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PRESIDENT'S NOTES

Andrew Daly

With my election this year as President of the BGA, I rejoined the Committee after an absence of two years. This absence has emphasised to me how difficult it is for the ordinary members of the Association to hear what is being done on their behalf by the Committee. In writing in the Journal, I am determined that the doings of the Committee shall be fairly reported and within reason made public.

One of the first tasks of the new Committee was to review the rules for the 1978 British Championship. We decided to retain the basic structure of the Championship, which has worked reasonably well for two years. Qualification for the Challenger's League will again be from a special Candidates' Tournament, but this will be enlarged and the qualifications for it enlarged slightly. The intention of these changes is to open the early stages of the Championship more widely to provincial players, and to reduce the problems imposed by the Championship on the qualifying tournaments.

Finance seems to be a permanent problem for every organisation. Through the efforts of Alison Cross and Bob Hitchens we have an improved grasp of our increasingly complicated finances, so that the Committee is able to plan new projects with better understanding of their financial impact. We have a reasonable accumulated reserve, but it is currently difficult to balance annual income and expenditure. The Committee is looking for ways to improve this balance immediately, and meanwhile we shall have to give preference to new projects that show good prospects of covering their costs.

Many of the projects set up in the past twelve months and before are being continued, chiefly through sub-committees. These include our information services: the Journal (which accounts for about half our spending) and the Ansafone; the promotion activities in libraries and in the Youth sub-committee; and the Gradings committee. We are also trying to establish a co-ordinated calendar of events. The BGA itself directly sponsors Northern and Southern Leagues, National Knock-out and Lightning tournaments, as well as the British Congress, but we now have five or six other regular tournaments scattered randomly throughout the country, and a similar number at the London Go Centre.

SECRETARY'S NOTES

I am afraid that the time of year has come round again when new subscription rates are applicable; as a result of decisions taken at the last AGM, there are now even more rates than before. I should be grateful if you could all pay the new subscriptions NOW rather than wait until the 1st January.

1978 Subscription rates (payable from 1.10.77).

Type of subscription	Renewal	First Year
Club members, 18th birthday on or after 1.1.78	60p	30p
Club members in full time education	£1.20	60p
Club members, other	£1.80	90p
Unattached members, 18th birthday on or after 1.1.78	£1.80	90p
Unattached members, other	£3.00	£1.50
Overseas members	£3.60	£1.80

CHALLENGERS' LEAGUE

Round 1 : Black; Paul Prescott
White; Tony Goddard

comments edited by Brian Castledine

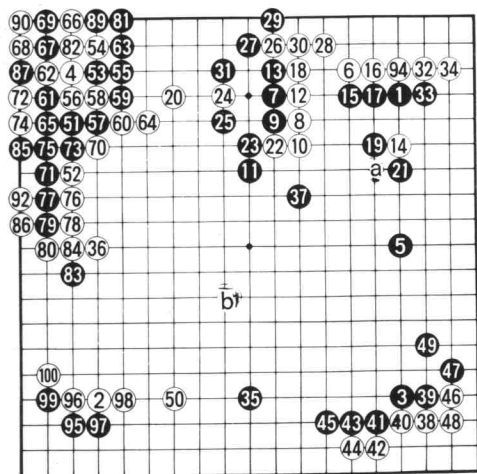


Figure 1
88 at 72
91 at 74
93 at 87

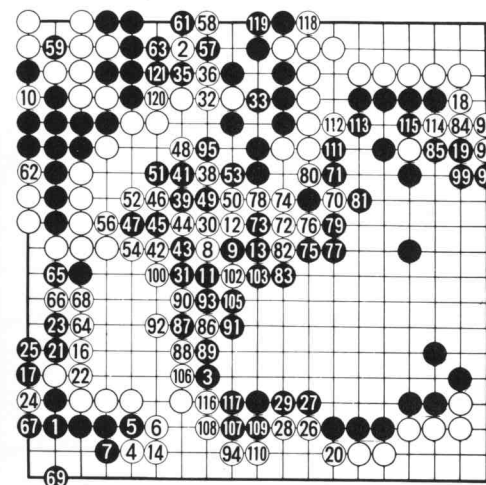
Figure 1

- B 5 The moves up to here indicate that both players are content to play a fairly simple fuseki without possibilities of complex joseki.
- B 7 Standard move when 5 is in place.
- B 9 It is also possible to play at 14 with this move, and then white 22, B 25 is the expected continuation, leading to early fighting.
- B 11 Perhaps black should have pushed up once again at 22 before playing keima. The move played enabled white to play 12 in sente, and then come back to attack at 14.
- B 15 An alternative to this move is to play at 16. Black has to settle his stone, but wishes to do so in a way which will leave defects in the surrounding white group.

- W20 This seems to be a strange time to tenuki the fight. White should at least play the hane at 'a' as kikashi before leaving the situation. W 20 as actually played reduces the black thickness while aiming at the cutting point.
- B 21 A very thick move. The white group including 6 is not yet completely safe from attack.
- W 22 If white cuts, the sequence in Diagram 1 is expected. White chose to avoid this sequence, although the final result is satisfactory for both.
- W 32 White chooses to settle his group once and for all, but it seems more natural to jump out to 37. When black eventually plays 37, white is completely sealed off from his moyo and the game has become very difficult for white. The choice between moves like 32 and 37 is always very difficult and depends to a certain extent on personal taste.
- W 38 This is perhaps a surprising move, (at least it surprised black!). White lives in sente with the sequence to 49, but the resulting wall makes the black moyo look very much like territory.
- W 50 This move again came as a surprise to black, who was expecting a reduction of his moyo with a move such as 'b'. The move played is very steady, and indeed white's whole game is proceeding at a particularly leisurely pace.
- B 51 This move initiates an interesting fight. White tries to complicate matters by

pushing through and cutting with 58 and 60, but when black plays 69, white's corner is dead. W 64 had to be at 65 to make the corner group live.

- B 71 Mistake; 81 kills the corner unconditionally. W 72 turns the corner into ko, and black should answer at 75. However, black compounds his error by playing at 73, and the ko becomes more difficult for him.
- W 94 Instead of fighting the ko, white correctly removes black's only large ko-threat. The situation in the upper left corner is now as follows; White, at any time of his choosing, can capture the black stones, giving black three moves in a row elsewhere on the board. Black, at any time of his choosing, can play at 67, forcing white to capture at 72 and then take the black stones off, allowing black two moves in a row elsewhere. White really ought to take the black stones off immediately, but if he does so he will be far behind on territory. He therefore leaves the ko on the board, but must be extremely careful not to leave any large ko-threats around, (since black can take two moves in a row at any time).



THE BOOK SCENE

David Sutton

As a founder member of Go Book Buyers Anonymous, and surely the British player with the highest BBGR rating (to find yours, divide the number of books you have bought by the grades you have risen), I feel peculiarly, if not well, qualified to write this review. Gentle reader, beware the hell of addiction into which I am about to lead you. I could a tale unfold . . . The wife, set-faced, despairing, watching as you scour the house for the rent money. The children, clutching your knees, imploring 'Don't go down the Go Centre tonight, Daddy'. The pathetic junkies of Lambolle Place, and the suave presiding mandarin figure of the man they call Mr Big, accompanied everywhere by his menacing henchman, sinisterly named The Ripper . . .

Ahem. This article attempts to survey the ever-proliferating literature available to the Go player, and to steer him on a steady course of not too expensive improvement. In it I have attempted to mention every book in English that seems to me of significance as a learning text, and also a number of the more accessible Japanese books from the Ishi Press Japanese catalogue. I have included some books that are not now available because they are of historical importance, and of course might still be picked up secondhand. To help impose some order I have divided the survey into seven sections: Introductory Books, Fuseki and Joseki, Strategy, Tesuji, Life and Death, Yose, and Game Collections. Within each section the order reflects what I consider to be a sensible order of acquisition, assuming the reader is currently at the novice stage. In addition I have given each book a code indicating its main suitability, as follows:

E	Elementary	Up to about 10 kyu
I	Intermediate	Up to about 3 kyu
A	Advanced	2 kyu and above

Naturally some books are suitable for all levels of player.

I have also assigned a double rating to each book. The books that are of the most practical use are not necessarily the best in other ways, so I have given two marks, each out of ten, expressed as eg. 6/8. The first is a need rating — how necessary the book is to you. The second is a merit rating, based on presentation, entertainment, value for money etc. Thus a rating of 1/9 would mean you can get along perfectly well without it, but it's a very enjoyable book. Books not currently available have, perforce, no need rating. In the case of some Japanese books where the language barrier is of significance, this is reflected in the merit rating.

The Ishi Press catalogue is available free on request and is well worth getting. The London Go Centre stocks most of the available books, and the BGA stocks the more important ones. Prices, where given, are the BGA prices, applicable until April 78.

1. Introductory Books

'Go for Beginners' (G8) 75p 9/9 E

The first book for any player, a good clear basic guide, so far without serious rival. (This state of affairs may well alter with the forthcoming publication of John Fairbairn's 'Invitation to Go').

'Basic Techniques of Go' (G2p) £2.80 6/6 E, I

Used to be indispensable, but now to some extent superseded by the Ishi Press Elementary Series, covering the same ground better and in more detail. However, this is still good value, though to my mind suffering from a certain imbalance with too much detail on handicap games, too little on other aspects.

'Vital Points of Go' (Not available) -/8 E, I, A

If you can get this there is still nothing quite like it: a deep book imbued with professional spirit which can be read at all stages of one's development with new insight.

'Go Proverbs' illustrated (Not available) -/4 E, I, A

I am sorry to knock a book that was for so long the book for western players — but that status was always very much *faute de mieux*, and now very much better exists. An entertaining ragbag, but long supplanted as a beginner's text.

'Matsuda Letters' (Not available) -/5 I, A

Published by the strong Japanese American Takeo Matsuda, back in the early sixties, a set of 150 two-page 'letters' covering joseki, fuseki, life and death problems and professional games. Now superseded, but deserves mention for its pioneering spirit.

'International Go Handbook and Dictionary' 4/8 E, I, A

Not a teaching text, but contains such useful information and if you feel like tackling any Japanese books, such as the Kido yearbook, contains an invaluable list of Japanese names of professional players.

2. Fuseki and Joseki

'In the Beginning' (G10) £2.60 8/8 E, I

An excellent little book, not ambitious, but explaining basic fuseki concepts very clearly.

'38 Basic Joseki' (G11) £3.00 9/9 E, I, A

A good first book of joseki, important as a source of joseki concepts rather than as a reference book for actual lines. Contains more than meets the eye.

'Modern Joseki and Fuseki' (2 vols. Not available) -/8 I, A

In the process of being supplanted (see below), but historically of great importance. Hard work and poorly presented (the second volume is much better), and with many annoying omissions, but all the same containing a mine of material.

'Dictionary of Joseki' (3 vols. G21, G22, G23) £4.70 each 9/9 A

Just becoming available, the new immensely thorough and literate Ishi Press work which should be the standard reference work for many years to come.

'Nadare Joseki' (SB1, Japanese) 1/9 A

To be read in conjunction with an English translation available from John Fairbairn (you need both as the translation does not contain the diagrams). A fascinating in-depth treatment of one family of joseki, very revealing of professional attitudes and thought.

'Shimari Joseki' (SB13, Japanese) 3/4 A

A good source of lines for attack on the ikken and kogeima shimaris, some of which are not easily found elsewhere. Watch for translation rumoured to be underway.

'Living Joseki Kajiwara Style' (SB 33, Japanese) 1/9 A

A completely different approach to joseki by the ferocious Kajiwara.

NB: There are various other books on joseki in the super book series, but with the advent of the Ishida dictionary these are really unnecessary. For Super Books in general see John Fairbairn's excellent article in British Go Journal No. 35.

3. Strategy

- 'Strategic Concepts of Go'** (G6p) £2.80 8/6 I, A
Important for its categorisation and discussion of higher strategic techniques. The concepts it deals with are subtle and one wishes the book had gone a little further into them, but the problem section makes up to some extent.
- 'The Breakthrough to Shodan'** (G19) £3.00 7/9 I, A
Very readable, with a strong individual flavour, teaching a forceful attacking style of Go.
- 'What's Your Rating'** (G18) £2.40 4/8 I, A
An entertaining collection of strategic problems covering fuseki, middle-game and yose, with a do-it-yourself rating system.
- 'Strategy Dictionary'** (JG311, Japanese) 1/5 A
A good problem section, but the language barrier matters with this one.
- 'The Focal Point of Large Areas'** (SB19, Japanese) 2/7 I, A
One can get quite a bit from the diagrams in this one. Divided into two sections; how to build up moyo and how to reduce it, with illustrative games.
- 'The Technique of Invading'** (SB42, Japanese) 1/6 A
Some overlap with the Shimari Joseki book, as it deals principally with attacks on theikken, kogeima and ogeima shimaris.

4. Tesuji

- 'Tesuji'** (G12) £2.80 9/9 E, I
Pleasant reading, and makes a good introduction to the next item.
- 'Dictionary of Tesuji'** (JG306, JG307, Japanese) 9/9 I, A
A superb collection that will keep you going for years, hard to beat for sheer value and practicality. The problems, which are all of the kind that come up over and over in actual play, are graded C, B and A for Easy, Moderate and Hard, though personally I find Moderate, Hard and Bloody a more accurate categorisation. The language is no barrier.
- 'Tesuji'** (SB16, Japanese) 2/7 I, A
'Next Skilful Play' (SB13, Japanese) 2/7 I, A
Entertaining and practical, and the language is no barrier in either case, but scarcely necessary if you have the above.

5. Life and Death

- 'Life and Death'** (G13) £2.60 9/9 E, I, A
Very important, very practical. Will probably do more for you in actual play than anything bar the tesuji book.
- 'Maeda Problem Books'** (JG301, JG302, JG303, Japanese) 7/8 I, A
Handy little books, and good value for money, which make an excellent supplement to the above. The elementary one (JG301) in fact contains problems from 10 to 5 kyu, the intermediate one (JG302) from 5 to 1 kyu, and the advanced one (JG303) from 1 kyu to shodan plus.

- 'ABC of Tsume Go'** (SB32, Japanese) 4/8 I, A
A good collection, useful as further reinforcement.
- 'Kada's Tsume Go'** (SB15) 2/8 A
A collection of dan-level problems with stage by stage solutions to develop your reading.
- 'Dictionary of Tsume-Go Masterpieces'** 1/8 A
Attractive, but really too difficult to bother with till you are fully conversant with the rest.

6. Yose

- 'The Endgame'** (G15) £3.00 9/9 E, I, A
Excellent and with no rival in English. Beginners, however, should be warned that this volume is a good deal less 'elementary' than the rest of the Ishi Press Elementary Series, and I would advise them to go for Chapters 2 and 3 only until they are a good bit stronger.
- 'Endgame Dictionary'** (JG313, Japanese) 6/9 A
Makes a very good supplement to the above with more tesuji problems and a fine collection of 11 x 11 board problems. The language is very little of a barrier.

7. Game Collections

- 'Kage's Secret Chronicles'** (G17) £3.00 8/9 I, A
Great fun and imbued with professional spirit. Highly recommended.
- 'The 1971 Honinbo Tournament'** (G7p) £3.20 8/9 I, A
More difficult than 'Secret Chronicles', but superb; a book to be read many times, charged with the tension of great tournaments.
- 'The Middle Game of Go'** (G5p) £2.40 8/8 A
Again difficult, but packed with useful content including much about attacking shimaris.
- 'Classic Fighting Games'** (JG231, Japanese) 1/6 A
Some magnificent games to play over, but obviously the language is a barrier, and most of the games have been covered at one time or another in 'Go Review'
- 'The 1973 Meijin Tournament'** (JG227, Japanese) 2/8 A
Beautifully produced with clear diagrams, but one loses too much due to the language.
- 'The Modern Masters of Go'** (JG201 - JG210, Japanese) 2/8 A
Again beautiful books, but rather expensive and again the language is too much of an obstacle.
- 'Kido Yearbooks'** (JG76, JG77) 2/7 A
Just the bare game scores of all the important professional games for the year. Perhaps worthwhile for 5-dans, I feel, but at least one 4-dan disagrees and thinks they are valuable to high kyus up for absorbing style.

NB: A new Ishi Press book 'Appreciating Famous Games' is due to appear in June — there is no reason to think this will not be an excellent buy for the more advanced player.

I feel I should end with a caveat. Buying books doesn't buy you skill at Go – the best it can get you is a better class of mistake. Too much reading can even become a form of escape, away from the reality of the board where you keep getting beaten up by rough untutored louts with nothing but talent, into a Platonic realm where with Ishida at your shoulder and Sakata patiently explaining each move, you have the illusion of actually understanding things for five seconds at a time. But, if you really want to improve, you must play – read by all means, but relate it to your play always. And probably you will do better just to get a few key books – the one or two best from each of the above sections, no more – and really try to absorb everything in these, rather than frittering your energies on this and that and never really understanding anything properly.

Now I must go and order my copy of 'Appreciating Famous Games'. And what's that other one they're bringing out, and isn't John Fairbairn translating another super book and what about

Footnote: I am indebted to my clubmate Matthew Macfadyen for reading a draft of this article and making several useful comments.

ko is finished he immediately makes a bad blunder at 65. If at 66 instead then black has an eye in the corner, and can make another eye on the edge or escape towards the centre. The move played enables white to cut off two stones in sente.

W 70. A clever sequence to erase black's area a little. If black plays 75 at 78 white will sacrifice the stones including 8 to gain entry to the black moyo.

W 78. Should be at 79. Then white breaks into the black moyo in a large way.

W 86. Another clever yose move aiming at the defects in black's position.

W 94. It is bigger to connect at 95.

B 115. Black should take his sente yose at 120 instead. Recording stops at 121. White won by 6 points.

This was a very interesting game, the presence of the ko making things very difficult for both players. Although black had a winning position after 163, the mistake of 165 combined with good yose on white's part enabled Tony to take this game. However Tony dropped a couple of games later on, while Paul won all the rest of his games to make the championship match a Diamond-Prescott affair for the fourth successive year.

NEWS FROM THE READING GO CLUB

Extracts from the Reading Go Club Newsletter, editor David Sutton.

The Club has recently changed premises and now meet at the Berks Club, 53 Blagrave Street (near the station).

This year's Reading Honinbo Championship has been won by Paul Prescott, 4 dan, winning 8 games out of 9. The one person to beat him was runner up Matthew MacFadyen.

THE QUESTIONNAIRE

A Cross

The BGA Questionnaire was circulated early in the year and over 15% of the membership filled out a reply. One object of the exercise was to find out whether the views of the majority coincided with those of the vociferous few who attend the AGM. There were no startling differences but many members took the opportunity to express their views by writing long accompanying lists of suggestions which will be useful both in committee discussion and for the relevant subcommittees.

The answers to the questions may be summarised as follows:

1. The majority of members learnt about the game from a book or magazine (34%) or a friend (24%). Other sources included local clubs, the Open Door programme and Japan.
2. The question 'What caused you to become an active go player?' produced answers ranging from 'mental deficiency' to 'J E Allen'. The idea was to find out what made people start clubs, teach their friends, serve on committees and otherwise take an active part in the promotion of the game – perhaps the same answers still stand.
3. The answers regarding the Ansafone were fairly depressing, 35% of those replying had never heard of it, only 15% phoned in on a regular basis and only 3% had ever used it to give information about local events. Several people thought the Ansafone was not intended as a service for them as they lived outside London. These are the people for whom the Ansafone was originally set up. London does not have a communication problem and only supplies news for the tape when nothing is forthcoming from other clubs.
4. On the subject of the British Congress views were almost evenly divided. Of those in favour of a nine day congress with lectures and other events (44%) several had never before attended and doubted whether they would. Most of those who preferred a two day congress (31%) gave family or work commitments as their reason. Nobody was personally affected by the number or value of prizes offered at a go tournament although it was felt that more prizes should be offered to low kyu players as encouragement.
5. On subscriptions, over 50% thought that club members undergoing full time education should be subsidised, a further 16% thought that only the under 16's should pay less and several of our more mature members felt that the same concessions should be extended to OAP's. Over 50% wanted subscriptions by themselves to cover the cost of subscriber services and only 15% approved the support of income from sales etc.
6. Comments on the BGJ were many and various. A larger magazine was marginally preferred to a more frequent one and there was a high demand for better presentation and more articles for low kyu players. Several people wanted a yearbook of tournament games which could be sold to members.

Reports on the replies have been sent to the relevant subcommittees, including all the individual suggestions outside the scope of the Questionnaire. It is hoped that people will continue to write in with suggestions and comments without having to be prompted. We would like to thank those who offered to help with various BGA activities – we will be in touch.

SOUTHERN LEAGUE

Matthew Macfadyen

By the time this article appears, the 1976–7 Southern League should have been completed. At the time of writing, the first division, somewhat depleted by the withdrawal of Oxford, has been won by the London Go Centre for the second successive year.

The second division has come to a close finish, Woodford and Cheltenham tying on points and 'good average' (the first tie breaker). Woodford, however, won their individual match and so come out ahead. Reading B, however, still have room to catch up.

The position at the 13th August was as shown in the table below.

Next year's league will be run rather earlier than this, the first round is planned for early November, details will be circulated to club secretaries.

SOUTHERN LEAGUE 1976–77 – Position at 13 August 1977

Division I

Team	Played	Won	Lost	Drawn	Games won	Games lost	Points
LGC I	4	2	0	2	10	6	6
Cambridge	4	1	0	3	9	7	5
Bracknell	3	1	1	1	7	5	3
Reading A	3	0	0	3	6	6	3
Southampton A	4	0	3	1	4	12	1

Division II

Team	Played	Won	Lost	Drawn	Games won	Games lost	Points
Woodford	8	5	2	1	19½	12½	11
Cheltenham	8	4	1	3	19½	12½	11
LGC II	8	4	2	2	18	14	10
Bristol	8	3	2	3	19½	12½	9
Reading B	6	2	0	4	15	9	8
Chelmsford	7	3	3	1	13	15	7
Men of Kent	7	2	3	2	12½	15½	6
NW London	6	0	5	1	6	18	1
Southampton II	6	0	5	1	5	19	1

JUBILEE CHALLENGE TROPHY

The second match for the trophy took place on the 11th September between the holders South Cotswold Go Club and the challengers Southampton Go Club.

The result was an excellent win by Southampton Go Club, winning 3 out of the 5 board match.

Challenges for the trophy should be addressed to:—

Mr A DEAN
35 HILLSIDE AVENUE
BITTERNE PARK
SOUTHAMPTON SO2 4LD

THE BLOODTHIRSTY DIRK

John Fairbairn

The pattern in Diagram 1 has been christened the bloodthirsty dirk by (I believe) members of the London Go Centre. This, of course, is because it is one line shorter than Muramasa's bloodthirsty sword joseki where Black 2 is at a.

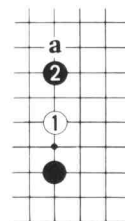


Diagram 1

This is a very new joseki, hardly ever played by professionals, but in amateur games it is a powerful psychological weapon for Black. Here are all the variations given by Hasegaura in Go Super Book 22, so if you meet this you won't have to feel so panicky in future.

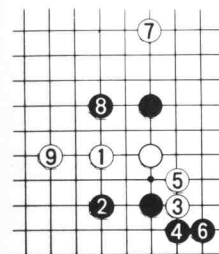


Diagram 2

This is the usual pattern. As in the case of the bloodthirsty sword, Black should only use this joseki when he has some strength in the top right-hand corner (eg. a shimari, or a stone on hoshi). White 3 and 5 are kikashis then White 7 is presumably, because of the Black strength above, an invasion and fierce fighting will follow.

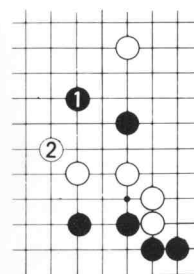


Diagram 3

Black might feel that his two stones including 8 in the last diagram are too close to White's thickness, and may therefore choose this 1. White 2 is then the best shape.

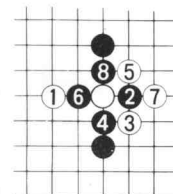


Diagram 4

This is the variation that causes most consternation to amateurs — if they are White. In fact Black's play is extremely vulgar (yes, I can think of a few comments on that, too) and White's ponnuki-type capture is extremely large. The obvious question is why is Black's play so bad.

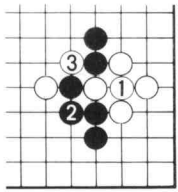


Diagram 5

If Black connects on this side, White cuts at 3. The subsequent fight favours White because his group on the edge has already been allowed to become fairly stable.

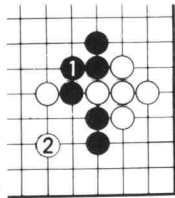


Diagram 6

If Black connects on the other side, White 2 forces him into bad shape.

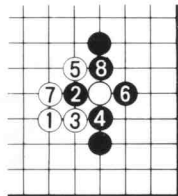


Diagram 7

This White 1 allows Black to cut at the waist of the knight's move — always its weak point — and to make a huge profit on the side with 8. In contrast White's stones are just a shapeless clump.

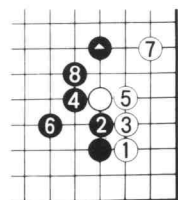


Diagram 8

White can opt to take profit in return for Black's outside influence. The stone \blacktriangle is then perhaps a little too close to the other black stones, in other words there is a feeling of overconcentration, but it is important for Black not to omit the connection at 8.

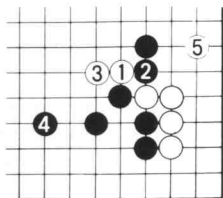


Diagram 9

If he does White 1 starts a fight in which White straightaway makes a big profit with 5.

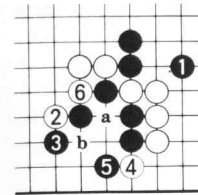


Diagram 10

If Black attempts to prevent White 5 of the last diagram, he is nobbled as shown. Of course if Black a now, White b.

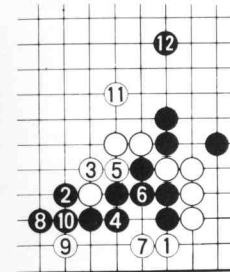


Diagram 11

Black, however, can come out at 2 and the sequence up to 12 is one possible variation. The merits of this line of play depend entirely on the situation elsewhere on the board.

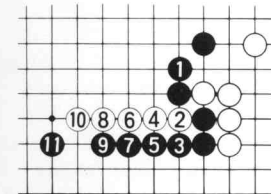


Diagram 12

Rushing to make the connection at 1 is very sloppy play by Black. White easily gets the lead in the attack in the centre.

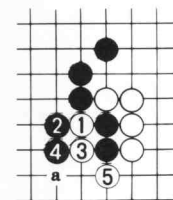


Diagram 13

This way Black is giving White too much profit, and unless Black accepts gote he has to allow White a later, which creates several defects in Black's wall.

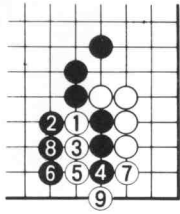


Diagram 14

If Black does want to play this way he must remember his tesuji and sacrifice at 4, so that he can get better shape on the outside through squeezing.

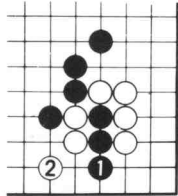


Diagram 15

Of course White too must remember his tesuji. White 5 in the last diagram is bad, even though it is what most amateurs would play. White must not let Black get the 'plank' connection of the last diagram. White 1 is the remedy.

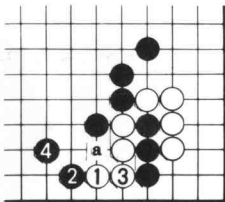


Diagram 16

White 1 is usually answered by 2 and 4, omitting a (to serve as a ko threat). Black has gone now but his shape is very dynamic – far more so than the straight wall in Diagram 14.

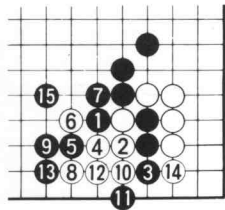


Diagram 17

If White plays this way Black gets even better shape on the outside. Black's wall is a little overconcentrated but a quick tewari analysis will show white to be equally overconcentrated in the corner.

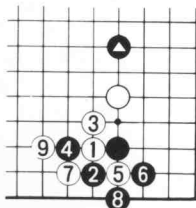


Diagram 18

This White 1 is a little unreasonable, but if Black surcumbs to simplicity by answering at 2 he will end up by weakening his own stone.

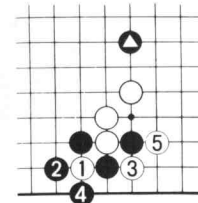


Diagram 19 is a similar pattern, as is Diagram 20, where Δ is obviously too close to White's thickness. Black would much prefer to be at a.

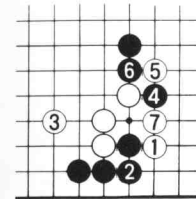
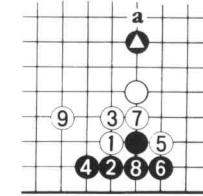


Diagram 21

It is now too late for Black to connect underneath.

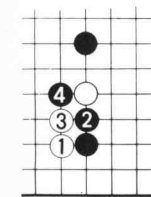


Diagram 22

Black's strongest reply is at 2, although the subsequent play can be difficult.

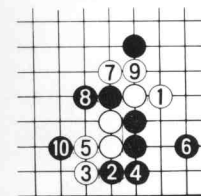


Diagram 23

White's shape is terrible here, but again Black must know his tesujis, especially 6 and 10.

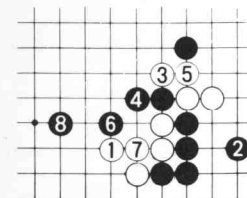


Diagram 24

Similar ruination for White.

The Super Books are available from Nihon Kiin or the London Go Centre.

2nd LONDON GO CENTRE CHAMPIONSHIPS

M Macfadyen

The first division of this tournament was dominated from the beginning by A.Ito, 5 dan from London, who eventually won the tournament on a tie break from T Mitomi and M Macfadyen, both 4 dan. The most spectacular result, however, was recorded by Adam Pirani, who had been promoted to shodan only a few weeks before the tournament and finished fourth with four wins out of six, including Ito's only loss (incidentally this makes him only the fifth British player to have beaten a 5 dan in a tournament).

The second division, 1-3 kyu, was characterised by a spectacular negative correlation between grade and result, the first two places going to Brian Dackombe and Bob Lyon, both 3 kyu. Kevin Dean, 6 kyu, won the 5-10 kyu section and R Norman, 15 kyu, won the 11 kyu plus division.

This was a thoroughly leisurely tournament, the first round on each day beginning at about 2.00 pm and the third round finishing by 11.00. For those who like a strong tournament with a late start, next year's anticipated repetition is highly recommended.

BGA - AGM SUMMARY

Toby Manning

There were three main items of interest from the AGM. These were as follows:-

1. New Officers. Andrew Daly was elected as President, and the treasurer and secretary, Alison Cross and Derek Hunter, were re-elected.

A contested election resulted in Messrs Castledine, MacFadyen, Manning, Mitchell and Pusey being elected onto the committee.

2. Some amendments were made to the constitution; copies of the new one are available from the Secretary.

3. The accounts for the year showed a healthy balance, but a small trading loss of £32. As a consequence of this, the AGM decided to increase subscription rates to the amount shown on page 2 with a reduction of 50% for the first year of joining the BGA.

3rd NORTHERN GO CONGRESS

by John Pindar

Mathew Macfadyen is the new Northern Champion with 5½ wins out of 6, which included a third round victory over last year's winner Paul Prescott, who had 5 wins. Other players to win a bottle of sake each were Jerry Schwartz (who may well be promoted to shodan from 2 kyu as a result of his excellent performance), Dave West, Len Nelson, Alan Starkey, Phil Davies, Robert Berry and Gary Roberts. The team prize was carried off by the Random Variables, from the LGC. Unfortunately, no British player did well enough to qualify for the 1978 Candidates Tournament. Another disappointment was the absence of most of the stronger Northern and Midlands players. (Honest, there are some!).

DATES FOR YOUR DIARY

October 23rd WESSEX TOURNAMENT
Marlborough Town Hall

Details from:- Mr P T Manning
8 Blenheim Road, Redland
Bristol BS6 7JW.

EUROPEAN GO CONGRESS

The 1977 European Go congress was held in idyllic surroundings in the Overvoorde park in Rijswijk, a suburb to the South-East of the Hague. Britain was represented by thirteen players, if Colin Irving, now resident in Hong Kong, is included. Apart from the European Championship, an all-play-all event between eleven players, the main tournament was a nine round MacMahon, won by Jerome Hubert from Paris. Stuart Dowsey tied for second place overall, while our five man contingent in the shodan section produced good results from Paul Fage, who came second with 7 wins, and Adam Pirani, sixth with 6 wins from a very tough draw. Of our other players Alison Cross did particularly well, winning the 3 kyu section with some impressive results including three successive victories over shodans.

For those with sufficient appetite, a handicap tournament ran continuously throughout the two weeks, and a selection of lightning and rengo events were arranged in the evenings. A match against the same Japanese party as had visited London the previous week resulted in a win for the Japanese, while a two day even game team tournament was won by a 'Dutch' team including Adam Pirani. (L.G.C.).

The European Championship quickly resolved itself into a two horse race between Helmut Hasibeder, from Vienna, and Wolfgang Isele, from Hamburg. Hasibeder unexpectedly crumbled at the end of the tournament, however, scoring only a jigo against Robert Rehm in the tenth round, and being beaten convincingly by Isele in the final round. A complete cross table is given below.

For next Year's Championship, to be held in Paris, there will be one entrant per country plus one player of the same nationality as each of the players finishing 2nd to 5th in this year's Championship. The champion and the winner of this year's main tournament also have a personal right to play. The two British places will be made available to the highest placed players in next year's British Championship.

Perhaps the most memorable of many hilarious details of the congress was the effect of Arthur Schilp's playing the sealed move on Michael Katscher's board on the afternoon of the final day of the Championship. He had inadvertently read the move from one of the other games and it was on the 1 - 1 point. Katscher's reaction is perhaps best rendered 'expletives deleted'. High spirits and good humour prevailed throughout, partly due to the efficiency and diligence of our hosts, who even managed to organise private transport for us from the boat to the tournament.

EUROPEAN CHAMPIONSHIP 1977 RESULTS

			I	H	S	Ma	Mo	R	A	B	K	C	W	Points
Wolfgang Isele	4 Dan	D	-	1	0	1	1	1	1	1	1	1	1	9
Helmut Hasibeder	5 Dan	A	0	1	1	1	1	½	1	1	1	1	1	8½
Ronald Schlemper	4 Dan	NL	1	0	-	1	0	1	1	1	1	1	1	8
Matthew Macfadyen	4 Dan	GB	0	0	0	-	0	1	1	1	1	1	1	6
Andre Moussa	3 Dan	F	0	0	1	1	-	0	1	1	0	1	½	5½
Robert Rehm	4 Dan	NL	0	½	0	0	1	-	0	½	0	1	1	4
Valery Astashkin	5 Dan	R	0	0	0	0	1	-	1	1	0	1	1	4
Igor Rizjak	4 Dan	Y	0	0	0	0	0	½	0	-	1	1	1	3½
Michael Katscher	5 Dan	D	0	0	0	0	1	1	0	0	-	0	1	3
Brian Castledine	3 Dan	GB	0	0	0	0	0	0	1	0	1	-	1	3
Berndt Wolter	4 Dan	D	0	0	0	0	0	½	0	0	0	0	-	½

A Austria D Germany F France GB Britain NL Netherlands
R Soviet Union Y Yugoslavia