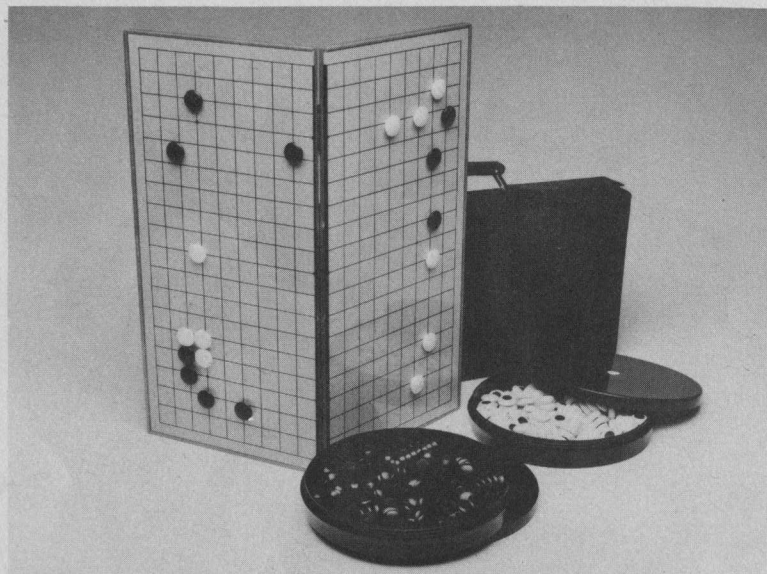


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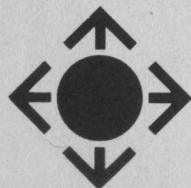


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# BRITISH GO JOURNAL



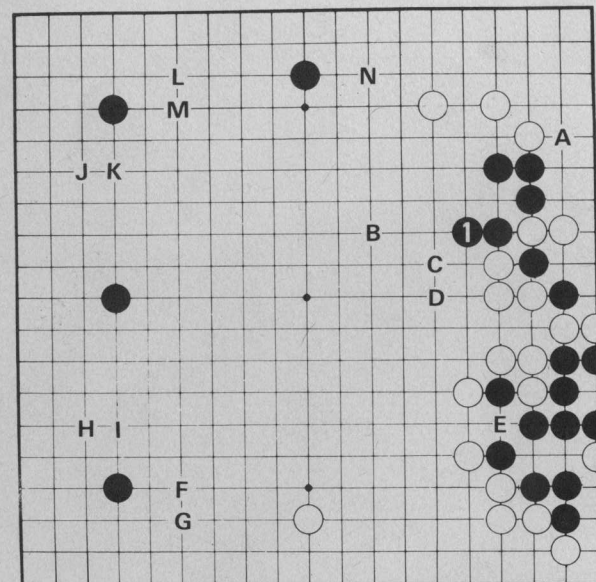
Editor: P T MANNING, BRISTOL

NUMBER 39

Price: 30p

JANUARY 1978

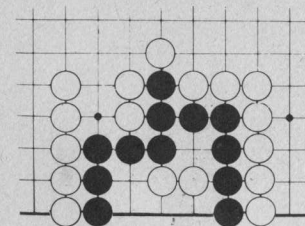
## Fuseki Problem



Answer on Page 14

Black has just played at 1 to strengthen his upper group on the right hand side. Was this wise? Where should white reply? How strong are the players.

## Spot The Blunder



White to play.

Answer on Page 15

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## EDITORIAL

John Deaton points out an important anniversary that has passed unheralded. If we let him express in his own words:—

"Among all the events of 1977 — Jubilees, Royal Babies, the British Championship Challenge Match, etc., on important anniversary has been overlooked — the tenth anniversary of the British Go Journal.

"The first BGJ, dated simply "Summer 1967", was edited by Jon Diamond, with the late John Barrs acting as Supervising Editor and writing the introduction. It consisted of 14 duplicated foolscap pages, and included, among other items, an article on 'Even Game Studies' by Honinbo Shusai, one on 'Raising your Strength', from the American Go Journal, a long article (author not stated) on Handicap Joseki, and the report of a game between Ohira 9-dan and Yamabe 9-dan. Algebraic notation was used throughout — diagrams were as yet impracticable.

"Although this first Journal contained little specifically British news, it still gives a glimpse of what Go life must have been like in those earlier days. Particularly interesting continued on Page 3

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The British Go Journal is the official organ of the British Go Association and is published 5 times a year. Opinions expressed are not necessarily those of the BGA.

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Published by the British Go Association and printed by Lithprint (Avon) Ltd., Epstein Buildings, Mivart Street, Bristol, BS5 6JF.

is the list of the Go material available from the BGA:

1. Learn to Play Go (Matsui & Barrs) 4/—
2. Matsuda's Go Letters £4. 7s. 6d.
3. Back numbers of 'Go Review' 5/—, or 2/6d for 3 or more.

And that's it. No boards, no stones, no score-pads, no 3-volume Joseki Dictionaries."

However, this Journal marks the end of an era. Since the summer of 1972, when a group of people in Bristol took over the job of editing the Journal, we have seen 22 issues; an increase in frequency from 4 to 5 a year; an increase in size from 16 to 20 pages; an improved type face; and the introduction of a coloured cover.

But it is time for the team at Bristol to bow out of the job. The role of Editor is being taken over by David Wells, 194 Goldhurst Terrace, London NW6. David is not only quite strong (at 2 dan) but has had considerable experience in the publishing field, having edited the Puzzles Page of 'Games and Puzzles' for over 2 years. With a willing band of assistants, we are sure that this augurs well for the continued production and, dare one say, improvement of the BGJ.

We hope that all members will continue to support the Journal. If you do not have any news, or an article for possible publication, I am sure that you will have some comments on the Journal, and in particular ideas for its improvement. What would you like to see? — I am sure David would like to know.



# BRITISH CHAMPIONSHIP 1977

by Matthew Macfadyen

The most popular forecast for the 1977 British Championship was that another 'best of five, three game match' would result in Jon Diamond's thirteenth conquest of the title, particularly considering his excellent form this year, winning the London New Year tournament and coming second only after a tie break at Leicester. It came as a pleasant surprise, therefore, to see the match run to the full five games for the first time.

This article has been written after discussions with many other players, in particular Adam Práni and K Hirama.

**FIRST GAME** Black : Paul Prescott 4 dan (Challenger)  
 White : Jon Diamond 5 dan (Champion)  
 Komi : 5½ points  
 Results : Black wins by 15½ points.

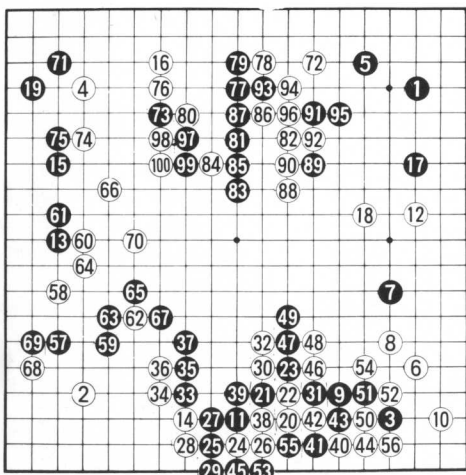


Figure 1 (1-100)

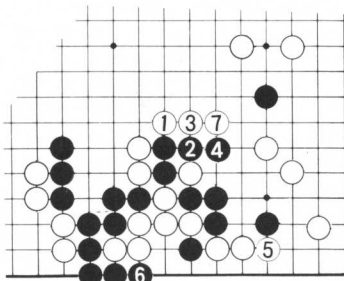


Diagram 1

Paul decided to adopt a traditional fuseki style with 1, 3 and 5, in contrast to the star point openings he has tried in most previous Championship games. The fuseki ran smoothly up to Jon's invasion at 20, the ensuing sequence was difficult and the players spent two hours on plays 20 - 56. White 38 was a serious mistake in the order of plays; this should have been at 40, Black will probably answer at 44, then White 41, Black 48, and 38 becomes a necessary preparation for living at 239. In the game sequence Paul's sharp play at 41 was sufficient to kill six white stones. Jon realised that he could not save his stones after 45 and he panicked, making mistakes at 48, 50, 52, 54, and 56. Diagram 1 shows how he could still have obtained a reasonable result.

White 58-70 were necessary to prevent the left side from becoming too big, but the corner was left very weak. Jon needed something spectacular on the upper side but he failed to get it. Paul's attack with 113 etc was less than best but more than adequate, and he ended up winning comfortably.

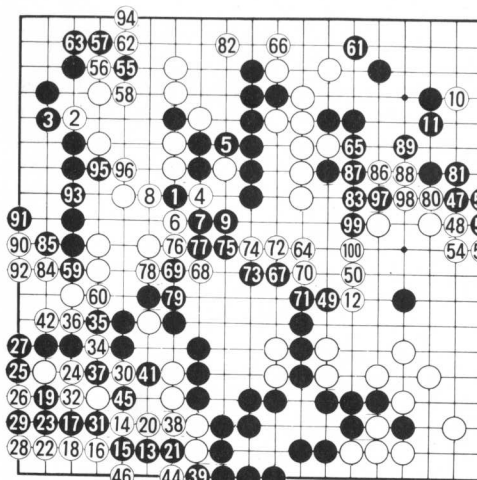


Figure 2 (101-200)  
 33 at 26  
 40 at 34  
 43 at 37

**SECOND GAME** Black : Jon Diamond  
 White : Paul Prescott

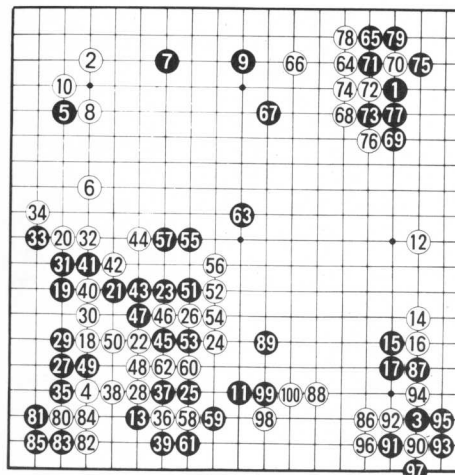


Figure 1 (1-100)

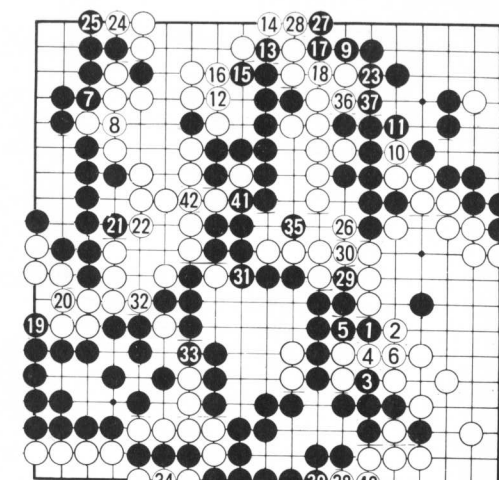


Figure 3 (201-242)

Black wins by 4½ points.

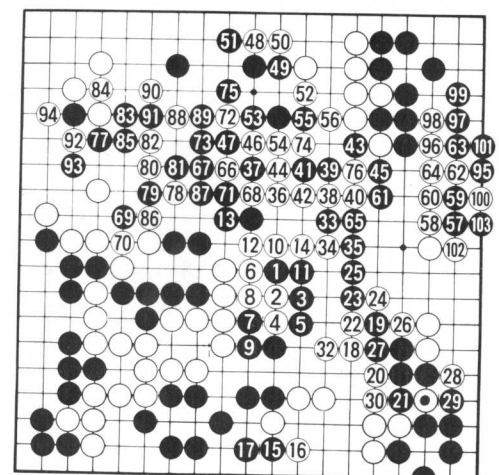


Figure 2 (101-203)  
 31 at 2

This game is an excellent example of the so called 'weak group strategy', which Paul chose to adopt after his bad result in the lower left corner. Things started to go wrong for him after 24 and 26, which allowed Jon to patch himself up on the lower side as well as in the centre. It is not clear where Paul should have played - White 24 at 51, followed by 60 if black played 46, would have been more interesting, and 26 would certainly have been better at 60.

After 63 White is well behind, and his plays to 86 epitomise the 'weak group strategy'.

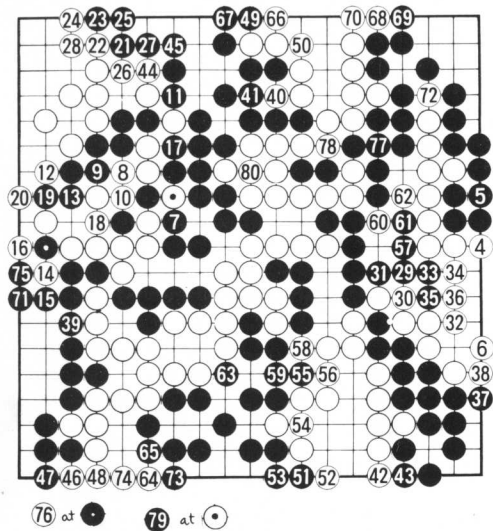


Figure 3 (204–280)

The idea is to invade all your opponent's territory, forcing him to try to kill some stones, and then either to kill some of his stones, which he has forgotten about in his excessive zeal to kill yours, or simply to win by living in all his territory. It is a very unprofessional approach to the game (though Sakata Eio, 9 Dan, possibly the greatest living go player, has had considerable success with a superficially similar approach), and many players object to it on aesthetic grounds, but the kind of large scale attack required to refute it adequately is outside the scope of most amateurs and it has proved very effective in the past.

Jon attacked plausibly but inadequately with 87–175 and Paul's strategy had proved itself. Actually Paul missed a chance at 172, which could have been at 173 to start a huge ko which subsequent analysis indicated that he would have won. Jon was only saved by his powerful yose – always his strongest point – the excellent sequence following 177 being just sufficient for him to scrape home.

**THIRD GAME** Black : Paul  
White : Jon  
Komi = 5½ points  
Black wins by 6½ points

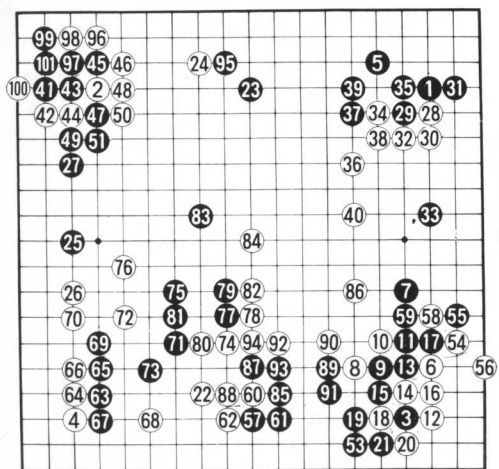


Figure 1 (1–101)

Jon Diamond makes a speciality of coming back from bad positions at a late stage, in tournaments as well as in individual games, and the spectators were expecting him to pull himself together after his indifferent start to the match. The third game, however, went much the same way as the first – Jon's poor fuseki leaving him too far behind to pull back.

Paul played 11 to try to precipitate an early fight. The joseki continuation is shown in diagram 1, White 9 can also be at 10 or 11. Jon was unfamiliar with this line and could not read it out, so he chose the unfavourable simplification at 12, the idea of this play was to accept a poor but not disastrous result, relying on his strength in yose to swing any close game.

The fuseki up to 40 was not too bad for White, but 42 was a dreadful play. White may have been better at 47, but after 50 White has hardly any territory and Black's positions are far too solid to be attacked effectively. At this stage Paul was probably 15 – 20 points ahead, but in the ensuing sequences he failed to make effective use of his thickness, or of White's unsettled group in the upper right corner. Paul's first mistake was at 53. This did not threaten to kill the corner, but even if it had, it would merely have been sente yose, best left for another 100 moves or so. The connection at 197 must be played immediately. It was only due to the potential of a cut at 197 that Jon was able to make territory in the centre with 86 – 94, securing his unsettled group at the same time.

Black 63 feels wrong. This invasion point is almost always an unconstructive play. It reduces the White territory by the maximum amount, but often results in the kind of weak, floating group which Paul got in the game. Black 63 at 65 would probably result in something like Diagram 2, in which White has no obvious way to save his stone 26 gracefully, and Black can still look forward to attacking the floating group on the right. In this way the Black thickness on the left will be much easier to use constructively.

Up to White 94 Paul lost a lot of ground, but 95 was enormous, and Jon still needed to produce something spectacular to win. He could have saved a couple of points by playing 154 at 173, preventing Black 171 from being sente on both sides, but Paul's yose was good enough to retain his lead.

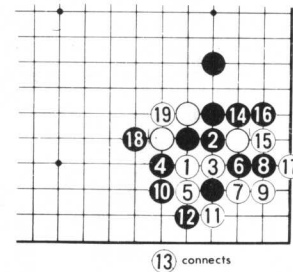


Diagram 1

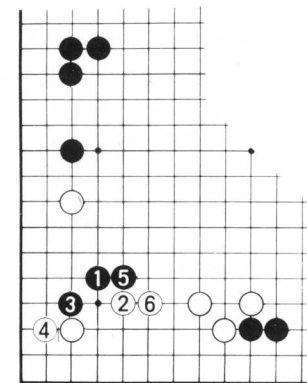


Diagram 2

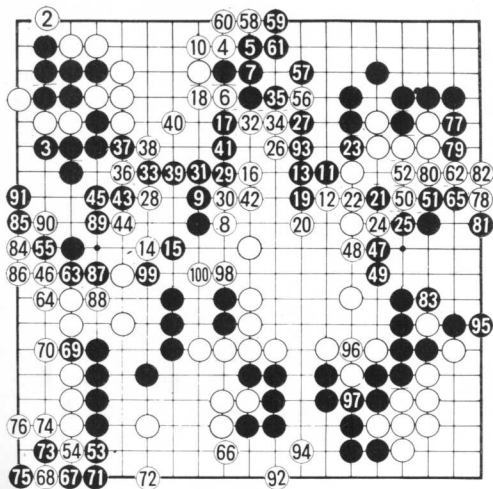


Figure 2 (102-200)

White wins the final ko.

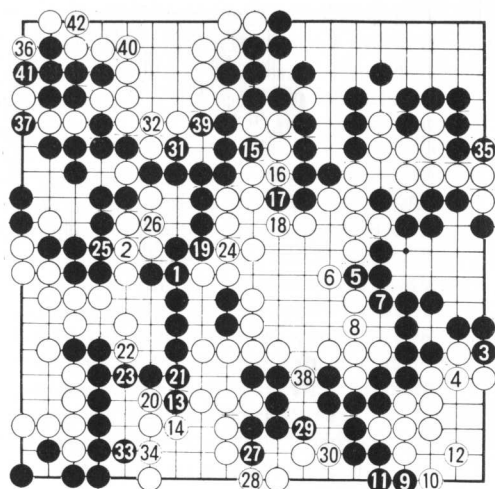


Figure 3 (201-242)

**FOURTH GAME** Black : Jon  
White : Paul

Komi 5½ pts  
Black wins by 2½ pts

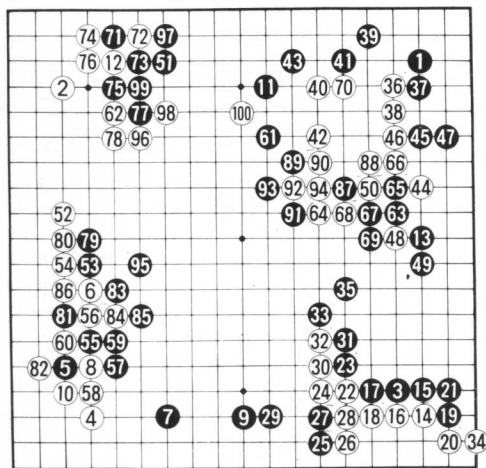


Figure 1 (1-100)

The fourth game was generally agreed to be the most interesting of the series. The fuseki was played on a large scale, Jon's favourite joseki in the lower left corner combined with 11 and 13 to produce an impressive moyo. With 14, White must start invading, but the immediate 3-3 point invasion is usually bad when Black's extensions along the sides are on the third line. The natural play at this stage was boshi at 69, to investigate Black's response. Only if he plays towards the lower corner does the 3-3 point become appropriate. Black 17 and 19 are peculiar plays, the usual joseki is shown in Diagram 1, in which black 13 proves to be well placed. Paul's plays at 30 and 32 allowed an even better result, though. After 34 these plays merely help Black to secure his side, had Paul cut below 35 with 34, a difficult fight would follow, in which he would have

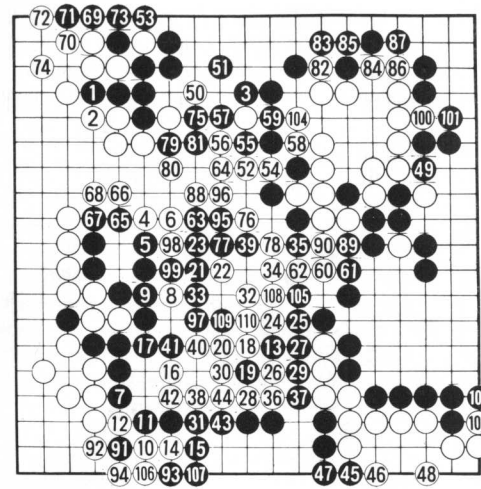


Figure 2 (101-210)

some chance of getting a reasonable result, but also some chance of sustaining an irrevocable loss. The game sequence at least gave him sente to take the urgent point at 36.

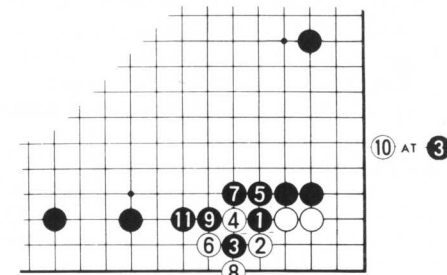


Diagram 1

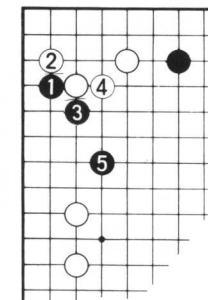


Diagram 2

White 36 and the plays which follow it bring us back to the problem of reducing a corner based on the 3-3 point. White 40 was rather heavy, committing White to saving his two stones immediately. A contact play around 48 feels more appropriate at this stage. Black 41 and 43 are typical of Jon's territorial approach to the game. These plays were sufficient to leave him comfortably ahead. A more dynamic attack with 41 at 42 may have been better in principle, but would have more chance of going wrong.

Black 61 was an extremely slack play, since there seems to be no effective continuation attacking the White group. Black should invade the left side, there are countless possibilities one of which is shown in Diagram 2; after a sequence of this sort White will be extremely short of territory.

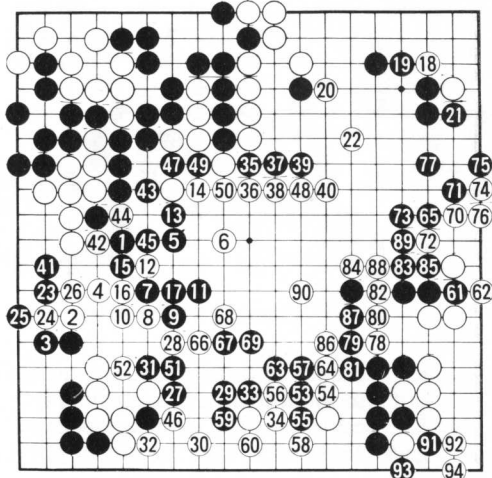
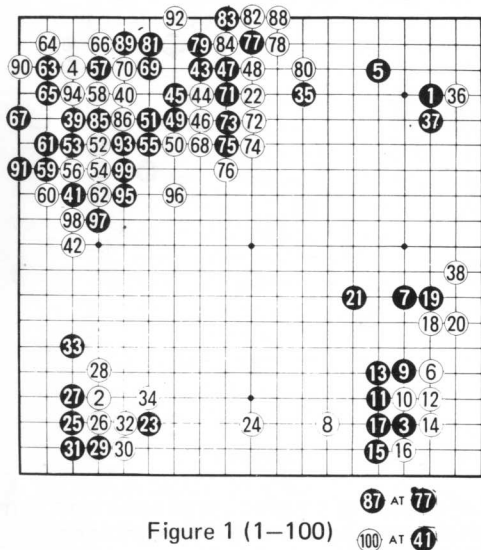
Jon's plays from 71 to 95 were intended to create as much power in the centre in sente as possible, but one has the feeling that he overplayed a bit. The problem is that 71-78 and 79-86 are both sequences that require another Black play to be effective. It would have been better to omit 71-77; White would then have some chances to invade the upper side, but Black would retain chances to invade the left side. Black would be quite happy to give up the top side in exchange for territory in the centre.

After 113 Jon was ahead by roughly the size of his centre territory. Paul realised this and invaded deeply, completely outplaying Jon in the sequence to 144, after which he was ahead by a few points. Black 121 should probably have been at 130, after which White would have to give up his stone 116, or else suffer a considerable reduction in his eye-making potential.

After 148 there were two large yose points, at 149 and 153, but the centre was also important, since both players could make territory there. Paul's play at 152 was later deemed the losing move, since he made insufficient territory in the centre to compensate for Black 153. If Paul had played 152 at 173 he would still have been a few points ahead. For the second time Jon had scraped home in the yose.

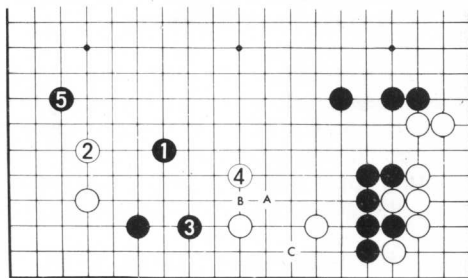
**FIFTH GAME** Black : Paul  
White : Jon

Komi 5½ points  
White wins by resignation.



True to form, Jon kept his only really convincing win for the last game of the series. Paul had been given an excellent chance to finish things off at the end of the previous game and never looked like getting another one. White 10 was an interesting psychological ploy; everyone was expecting 10 at 24, as in the second and fourth games. Paul erred promptly with 13, which should be at 15. White 14 at 17 would have capitalised more effectively on the mistake, but Jon was distinctly ahead up to 22.

White 24 was a peculiar play – maybe Jon was subconsciously pining for his favourite joseki – but this was too close to Black's wall. Paul's invasion at 25, however, made it into a good play, after this invasion it is very difficult to put the thick black wall to effective use. Diagram 1 conveys the flavour of the position better – a running fight will follow and Black's wall will work much better with his other stones than they did in the game.



Note that Black can still attack with a, White b, Black c after this sequence.

White 38 provoked much discussion – it seems to be miai with 121, ie. both plays remove similar amounts of Black territory and, since both are gote, there is no hurry to play either. However it also has the effect of weakening Black's wall on the lower side, and this possibility, combined with the fact that neither player can do much with one play in the upper left corner, makes White 38 at least reasonable.

Black 43 provoked a very difficult fight in which enormous numbers of variations were possible. Paul's miserable, grovelling life at 67 was tantamount to resignation, though. This play had to be around 68, keeping the fight going. The black group could not be killed cleanly owing to the possibility of a ladder after Black 98, so it would be too small for White to play 67 for a long time.

White 92 was something of an overplay, since it committed him to saving four stones with 96, which left the left side group rather weak. Paul's insipid continuation to 111 was inadequate. 101 should probably have been at 142 to fill in a liberty, and 109 at 110 would have been much more interesting, though the continuation gets complicated.

Paul's sequence 135 – 150 confirmed the hopelessness of his position. White gained far more than Black did in this sequence. Jon's tesuji at 178 and the sequence which followed it merely brought the game to a more abrupt end than might have been the case.

This had been a close match, and Jon was made to fight harder than before to confirm his position as Britain's leading go player, but his ability to pull out just enough at the last minute had carried him through again.

Finally, a plea on behalf of go in general; throughout this match both players showed a reluctance to seek the 101% move, being content to play safely and keep the game close even when a decisive advantage might be had at a slight risk. Those of us who play go for fun deplore this attitude. It is to be hoped that a more adventurous spirit will prevail in future British championships.

## WHICH WAY TO GO?

B C Timmins

Approach a friend with a mystical gleam in the eye, the offer of a seventeen stone handicap, and a demoralising defeat. Urge your friend to give up TV, wife and children to attend a Go club where he will be duly fascinated by intellectual intricacies. If he is still not totally indifferent, draw comparisons with Chess. His teachers told the infant that when knights were not jousting or crusading they were playing Chess. The fact that the adult has scarcely heard of Go will harden him into a terminal resistance.

How did you come across Risk, Campaign, Monopoly, or even Chess? There was a set in the house, or in the shops just before Christmas, or at a friend's. One learned most often with other engineers, dodging the intellectual ardour that breeds suspicion.

The set is the thing. ('Go can't be much of a game because it's not on sale in the shops'.) My first Go set, bought before I had heard of the BGA, was found after a hunt round eight shops. If the game was widely marketed, its presence in the shops would offer the most cogent form of advertising. Even that indifferent friend might sneak off and buy it to try out with his children, on the offchance that after all there might be something in it.

## TOURNAMENT RESULTS

### 8th Wessex Go Tournament

by Toby Manning

Another successful Wessex Go Tournament was run by Bristol Go Club at Marlborough Town Hall on 23rd October. The entry, at 90, was reduced from last year, and the deficiency seemed to be shared between the dan players, and the high kyu (ie. below 15 kyu) players.

However, the tradition of the Wessex Go Tournament always being won by a different person, was broken when Frank May, 3 dan, of the London Go Centre, beat Mathew Macfadyen, Mark Hall and Charles Matthews on the tie breaker to win the Wessex Trophy for the second time.

Andrew Harrison (1 kyu, Southampton) won division 2, and, together with Jim Barty (1 kyu, LGC), qualified for the 1978 Candidate's Tournament. Other division winners were:—

Bernard Uzzell	(2 kyu, Southampton)	Roy Jackson	(11 kyu, North Staffordshire)
John Deaton	(6 kyu, Birmingham)	John Roe	(14 kyu, South Cotswold)
Cora Dean	(10 kyu, LGC)	Dave Buckle	(16 kyu, Bracknell)

Once again, Bristol Go Club are indebted to Robnor Paints Ltd., of Swindon, for their generous financial assistance.

### 2nd Northern Schools Tournament

by Alan Starkey

Following the successful inaugural Tournament in this semi-annual series (held in March, 1977) the second one was also held at Huddersfield, on Sunday 23rd October. An entry of 19 was an increase on the previous event, and the tournament was played on a 'play as many games as you can' basis, using a ladder system based on that invented at the London Go Centre.

A total of 75 games were played; the longest lasted 2½ hours when the eventual winner of the Tournament, Robert Berry (10 kyu, Huddersfield) defeated C Gravely (11 kyu, Leeds). Second and third places also went to Huddersfield players, namely P Watmough (17 kyu) and M Toffolo (18 kyu).

The third Northern School's Tournament is planned to be held around Easter 1978; further details will be available from Alan Starkey, 46A Mill Moor Road, Meltham, Huddersfield, W Yorks, HD7 3JY.

### 1977 Knockout Tournament

In the best-of-three final between Matthew Macfadyen (4 dan, Reading) and Jim Bates (3 dan, LGC) the victor, by 2 games to 1, was Matthew Macfadyen.

### Second International Go Tournament, Berlin

This 6 round tournament, held between October 29 and November 1, won by Tony Goddard (4 dan) of Britain, with a 100% record. Second was Jurgen Matkin (6 dan), W Germany. John McLeod (1 dan, LGC), came second in the shodan division.

## FUSEKI IN THE 14TH MEIJIN LEAGUE by David Erbach

It is notoriously difficult to make pronouncements about the relative values of early fuseki moves, but the games played in the 14th Meijin League, whose winner becomes challenger for the Meijin Sen, show some surprising consistency. The players, in order of finish, were Otake; S Fujisawa and Sakata, equal second; U Hashimoto, Rin, and Yamabe, equal fourth; H Fujisawa, Takagawa, and Kada. All are 9-Dan. Naturally their choices of opening patterns represent their individual tastes, but they are consistent enough in some aspects to reflect on the general preferences of strong players. The following observations are taken from the games of the 14th league reprinted in the 1976 Kido Yearbook.

The opening plays made were:	san-san	3
	komoku	13
	hoshi	20

**Hoshi:** The fondness for star openings is marked, but the 20 games opened on hoshi met only three distinct replies. In 3 games, white played komoku on an adjacent corner. In every other game, white refused to break the symmetry, splitting his replies almost evenly between opposite san-san and opposite hoshi. In 11, more than half, of these games black went on to make a ni or san ren sei. The white posture in response to this strategy showed no tendency except a general aversion to komoku: 3 played parallel san-san, 3 hoshi san-san, and 2 an opposing ni ren sei. No other pattern appeared more than once.

**Komoku:** Of the games begun on the 3—4 point, 2/3 developed into parallel fuseki and 1/3 cross. Komoku aims naturally at a black shimari, but in the entire league, black managed only 16 shimaris and white 7. Of these, four each resulted from H Fujisawa playing mane-go (mirror-go) as white. Excepting those, in only one game in three could black make a shimari, and white in less than one in ten. Not one of the 12 shimaris was ikken, and only 4 times was black allowed to place the first stone in the corner facing his shimari.

**San-san:** The three san-san games all provoked a white komoku with its 3 on the line of the san-san.

The strangest fuseki (and game) of the league was Sakata—H. Fujisawa. Fujisawa, white, played mane-go for 24 moves until Sakata took the center. Then Sakata turned the tables (turned the go ban?) and proceeded to mimic Fujisawa for the next 60 moves! Sakata won. In fact, Fujisawa, as white, played mane-go four times, losing them all.

## NEWS AROUND THE CLUBS

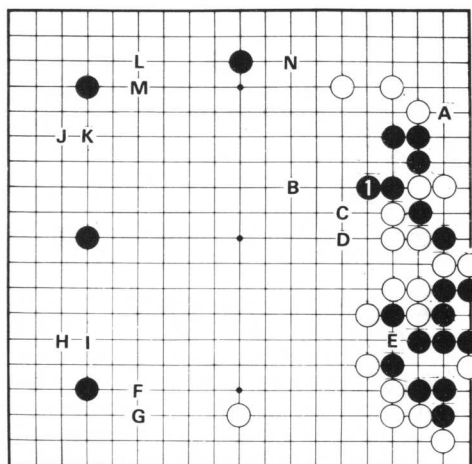
### Woodford

Woodford Go Club is now meeting on Thursdays at Wanstead House, 21 The Green, Wanstead, London E11 (one minute's walk from Wanstead Underground station) from 7.15 — 10.15 pm. Visitors are always welcome.

## SOLUTIONS TO FRONT COVER PROBLEMS

### Fuseki Problem

by Toby Manning



The two focal points in this position are, firstly, the weak black group on the upper right, and secondly the strong white wall on the lower right. Black has gained 5 or 6 points of territory for it; if white can use his thickness properly he can gain much more.

Whether it is more important to attack the weak black group, or to extend from the white wall, is debatable. But several moves can be dismissed as being irrelevant to either of these areas.

'D' is a move which is likely to be answered by 'C', and black's weak group will be strengthened, not weakened. It is awarded 0 points.

'N' deals purely with territory (and not much of that, either). It achieves little; the corner is still open at the 3-3 point, so it is not very effective at making territory; it is awarded 1 point.

'E', strengthening the wall, would be a good move if it threatened to kill the lower black group. It does not, so it is only awarded 2 points.

'H' and 'I' attack the corner from the wrong direction. Black will answer around 'F' or 'G', and this will tend to reduce the value of the white wall. 2 points.

'A' and 'C' both attack the group, but in different ways. 'A' strengthens the corner (an invasion at the 3-3 point should now be unsuccessful) and stops black making an eye on the edge; but after black plays at 'B' or somewhere similar it will not be easy to continue the attack. 'C' has the feeling of being too close to the white thickness to be an adequate attack. 5 points for C; 6 for A.

'J', 'K', 'L', and 'M' are all good moves, but none are particularly relevant to the two important areas noted before. Both get 5 points.

'B' is an imaginative attack that many people would not have thought of. Black does not have an obvious reply; and 'B' could well become a valuable move if a fight starts on the left-hand side of the board. 8 points.

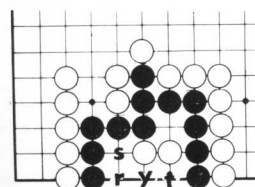
Finally, the move that utilises the wall most effectively is to play at 'F' or 'G'. A play on the fourth line at 'F' is preferable to that on the third line, 'G', because the stone on the lower side is on the third line, so 'F' gets 10 points and 'G' gets 9 points.

Thus the answers to the three questions posed on the front cover are:—

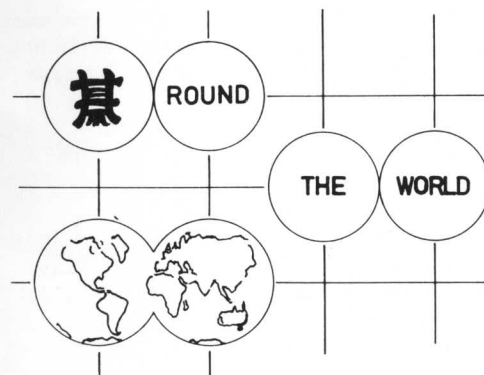
1. It was not wise for black to play at 1. He has made a small, weak, heavy group. He should (if he was playing in that area) have jumped out into the centre.
2. White should play at 'F'.
3. The players were 8 and 9 kyu: the names are omitted to protect the guilty, as white's actual play was at 'D'!

### SPOT THE BLUNDER No. 2

by Brian Chandler



This position was observed in a game between two well known 4 dans. White played at 'y', which is gote (not demanding a reply) and converts an unsettled group to one which is alive in seki. He should have played at 't' which kills it (if he needs to remove the stones he fills in the outside liberty, and then plays 'r' and 's' to make an 'eye in the stomach'.



### JAPAN

Rin-Kai-Ho has won the 1977 Meijin—Sen. After a couple of years in the doldrums, he defeated Otake Hideo by 4 games to nil in the best of seven final.

Rin is also doing well in the Kieseit Tournament.

### YUGOSLAVIA

Captain Ervin Fink, a Go player for 63 years, founder of both the first Yugoslavian Go Club (in Ljubljana) and the Go Association of Slovenia, as well as being a past chairman of the European Go Federation, has passed away. His death, at the age of 84, is a sad loss to European Go.



## A MIDDLE GAME JOSEKI

continued from BGJ No. 37

John Fairbairn

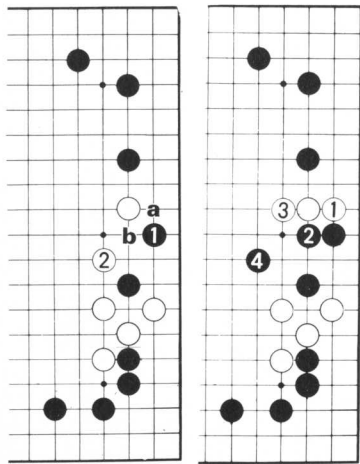


Diagram 7

Diagram 8

Diagram 7

White 2 is the correct answer to black's threat to connect underneath at 1. We will examine a and b briefly to see why they do not work.

Diagram 8

White 1 is a of the previous diagram. White's predicament is too obvious to need comment.

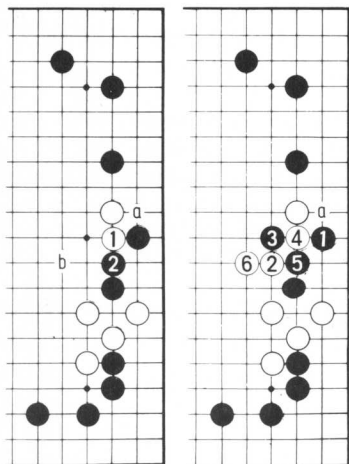


Diagram 9

Diagram 10

Diagram 9

White 1 in b of Dia. 7. After 2 Black a and b are miai. If Black b White is split in two. If Black a, White has a straggly line of stones and Black has made secure profit.

Diagram 10

Back to White's correct answer, 2, Black 3 to White 6 is another pattern to learn. If Black 3 is at a, White plays 5 and the black stone either drops off or becomes a liability.

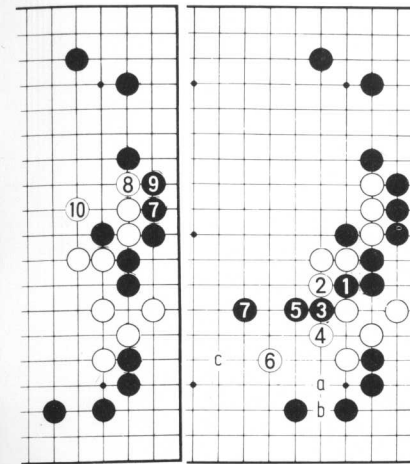


Diagram 11

Diagram 12

Diagram 11

And this is the continuation. Note White 8. It looks like bad style but if omitted Black could play there in sente.

Diagram 12

Although the position after the last diagram is usually left, there is a defect to worry about, as shown here. After Black 7 there might well follow: White a, Black b, White c.

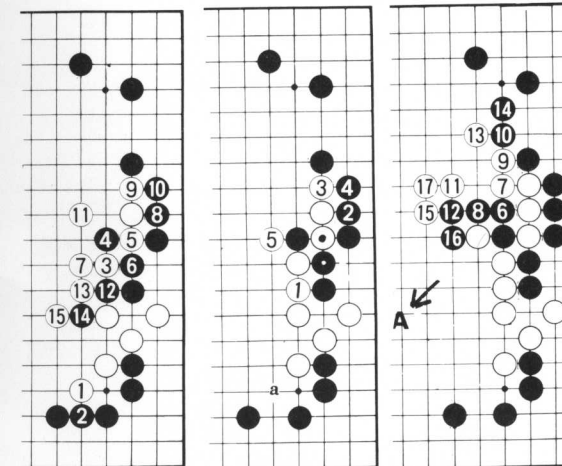


Diagram 13

Diagram 14

Diagram 15

Diagram 13

If White anticipates this defect and is concerned about it, he can play the forcing move at 1 first and then, after the normal joseki sequence, can play 15 to trap the black stone.

Diagram 14

If White cannot expect Black to answer a preliminary a, then, following the exchange of the two marked stones, he will have to connect at 1. The sequence shown is another joseki.

Diagram 15

This is the kind of fight that can develop after the previous diagram; see also 'The Middle Game of Go', by Sakata Eio for similar versions. The fighting spreads in the direction of the arrow towards A.

## OVERHEARD AT WESSEX:—

"The trouble with one day tournaments is that when you're driving home the tail lights of other cars keep making shapes — and such bad shapes too!"

JP

## 'SHUKAKU TAKAGAWA'

The Japanese Ministry of Foreign Affairs has made a film about the famous Go-player, Takagawa Honorary Honinbo. The film is entitled 'Shukaku Takagawa' and is 16mm, in colour and 30 minutes in length. It should be most effective for the purpose of publicizing Go. It is available from Japanese embassies and consulates.

## FORTHCOMING TOURNAMENTS

### Second Leicester Go Tournament

This will take place on Sunday, 5th February at the "66" Club, 66 London Road, Leicester. With a three round even-game MacMahon tournament, the entry fee will be £2.50 (£1.75 for under 16's). Further details from:—

Jean Woolley  
12 Abbey Road  
Narborough  
LEICESTER LE9 5DA Telephone: 0533 863136.

### 1978 British Lightning Go Tournament

This Tournament is scheduled to take place in Oxford in the Spring, but the details have not yet been finalised. Contact Harry Fearnley, 72 Argyll Street, Oxford for further information.

### 1978 British Go Congress

This will be held at Owen's Park Hall of Residence, University of Manchester on the weekend of April 8th and 9th, 1978. Further details from John Pindar, 40 Welbeck Road, Bolton BL1 5LE.

### 1978 BGA National Knock-Out Championship

Entries are now invited for the above even-game competition. This year there will be a Lower Division, limited to players with kyu gradings on date of entry, and a Higher Division for dan players.

The entry fee will be £1.50, of which a minimum of £1.00 will be paid into two prize funds for the respective divisions. Each fund will be divided as follows:

Division winner 40%  
Losing Finalist 20%  
Losing Semifinalists 10% each  
Discretionary prizes for giant-killers — total 20%

The winner of the Higher Division will be the 1978 BGA Knockout Champion, and there will be at least one place in the 1979 Candidates' Tournament available for competition in the Lower Division.

As last year, the onus for organising matches will fall mainly on competitors themselves. The draw is a straight knock-out with seeding and byes to later rounds for stronger players if necessary to avoid gross mismatches of strength in early rounds. About one round per month will be played, with the two Finals in November/December 1978. There is a minimum of one game per match, and minimum time limits of 1 hr 15 mins and 1 hr 30 mins in Lower and Higher divisions respectively, but both minima may be increased by mutual consent of the players.

Further details and entry forms are being circulated to club secretaries. Entries on forms or plain paper giving name, address, phone number(s), club if any, BGA membership number, strength, any restrictions on time or place for playing matches (these will be considered when making the draw, and travelling will be kept to a minimum) should be sent with the entry fee to Martin Wells, 47 Ritches Road, London N15 by 31st December. Entries will also be accepted by hand at the London Go Congress.

Weaker players and players living away from the main centres of Go activity are especially encouraged to enter this competition. The organisers have their needs very much in mind when making the draw, and the 'giant-killers' prizes can be won by players of any strength.

### 1978 Cambridge Go Tournament

The date of this annual tournament has been changed from early June to the Spring. The 1978 Tournament will be held at the Graduate Centre, Cambridge, on Saturday March 11. Further details will be available from Charles Matthews, DPMMS, 16 Mill Lane, Cambridge.

### 1978 European Go Congress

This will take place in Paris, from July 22nd to August 5th. There are no more details as yet.

### 1978 Candidate's Tournament and Challenger's League

These tournaments are part of the British Championship, and invitation is only open to those who qualify. The Candidate's Tournament (an 8 round Swiss open to British 2 dans and above, and other specified qualifier) will be held between May 27—30. The Challenger's League (8 player all-play-all) will be held over the weekends June 17/18 and June 24/25.

## 'GO PERSPECTIVE'

The Nihon Ki-in is planning to publish and distribute a new English-language magazine, 'Go Perspective'.

Contents: Go news, introductory articles, kyu-level articles, problems with prizes, game commentaries, address lists of overseas clubs, essays and articles on Japanese art, culture and nature, etc.

Price: free.

The first issue of 'Go Perspective' is planned for the Spring 1978. The Nihon Ki-in hopes to distribute this magazine as efficiently as possible through the Go organizations of each country.