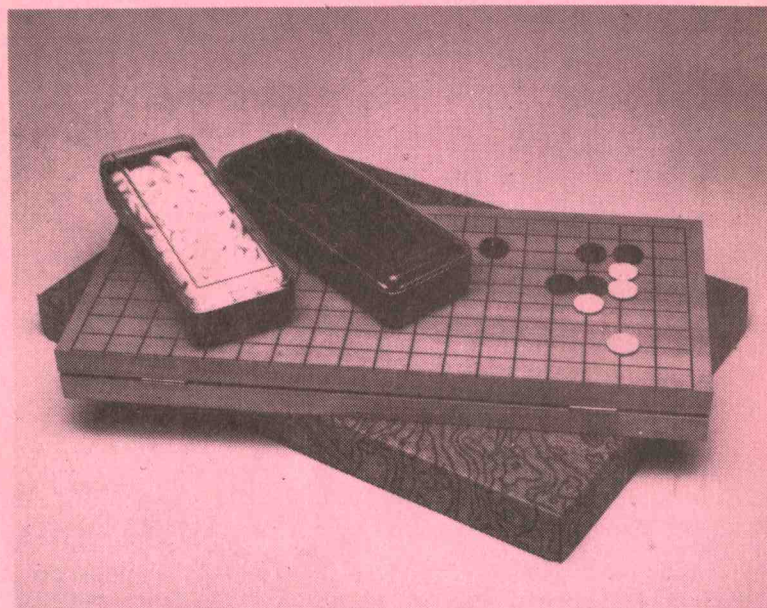


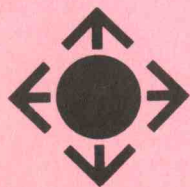
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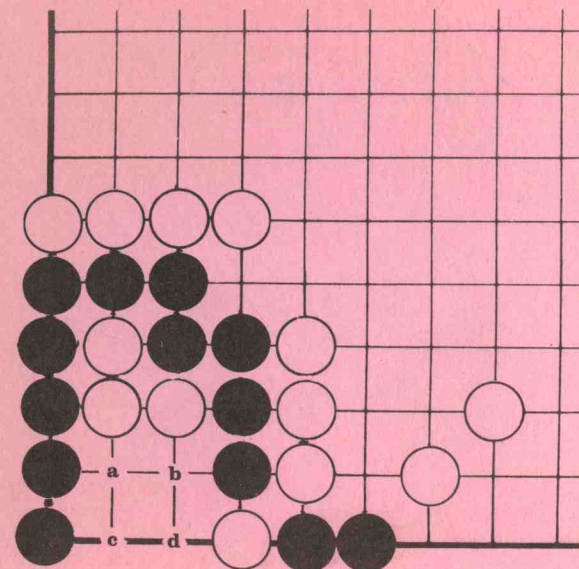
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BRITISH
GO
JOURNAL

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BLACK TO PLAY AND LIVE

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STOP PRESS

III International Go Meeting, Katowice 20th-24th September 1978; 8 round modified McMahon main tournament. Registration forms must be sent before 30th August - further details from Matthew Macfadyen, BGA Secretary - address below.

THE BRITISH GO ASSOCIATION

Secretary: Matthew Macfadyen, 46 Stanhope Road, Reading: tel. 0344-20242 x 2204
Membership Secretary: Derek Hunter, 60 Wantage Road, Reading, RG3 2SF: tel. 0734-581001. Book Distributor: John Deaton, 8 Dovedale Road, Kingswinford, Brierley Hill, West Midlands.

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CONTRIBUTIONS ARE WELCOMED and should preferably be typed or written double spaced on one side of the paper only and sent to The Editor, British Go Journal, c/o London Go Centre, 18 Lambolle Place, London NW3 4RG. All contributions will be acknowledged except Letters to the Editor. Uncredited contributions are by the editorial staff.

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SOLUTION to cover problem: Black plays 'a', threatening 'b' with one eye against the edge or two eyes above. So White answers with 'd' and Black lives with 'c', capturing all five White stones next move 'e'.

CANDIDATES & CHALLENGERS

ELIMINATORS for the BRITISH CHAMPIONSHIP

CANDIDATES

Report by David Wells

This year's Candidates Tournament started with a hiccup and continued with a mixture of surprises and expectations fulfilled. Due to what is technically known as administrative error, Frank Pratt was invited, as last reserve unnecessarily, making the numbers up to an odd 19. The invitation was allowed to stand and he proved his strength by coming in the middle of the field.

The second most notable feature of the tournament, indeed, was the strength of the supposedly weaker players, the 'merely' shodans. Bates put in a solid performance, beating all his opponents except Mitchell and Pirani for 3rd place, but Castledine and May were pushed well down into 7th and 6th places by Hunter and Jones. Both shodan, the strength of their play ceased to surprise after a while as they continued to forge ahead.

Racing ahead, however, were Mitchell and Pirani. Mitchell habitually plays well in the Candidates and though he was in difficulties in several games, he kept a clean score, including a win over Pirani who still scored 7/8. They both have forceful styles and Pirani especially can overwhelm his opponents with the sheer confidence of his play.

So the tournament ended with five fine performances and the first two reserves for places in the Challenger's,

Jones and May, wondering what were the chances that Tony Goddard, (known to be in Germany,) and Paul Prescott, (last seen in the wilds of Hertfordshire,) would decline their places.

Stuart Dowsey and Matthew Macfadyen were certainly accepting their invitations so the prospects for third reserve Brian Castledine looked bleak indeed. Sitting on the steps of the Go Centre, appropriately as the sun set, he plaintively enquired the point of trying so hard and getting nowhere. How little did he know?

1st David Mitchell 8; 2nd Adam Pirani 7; 3rd Jim Bates 6; 4th Derek Hunter 5; 5th David Jones 4½; 6th Frank May 4½; 7th Brian Castledine 4; 8th John McLeod 4; 9th Charles Matthews 4; 10th Richard Smith 4; 11th Frank Pratt 4; 12th Jim Barty 3½; 13th John Allen 3½; 14th Francis Roads 3; 15th Nick Webber 3; 16th Allan Scarff 3; 17th Harry Fearnley 3; 18th Paul Fage 2; 19th Mark Hall 1 (Separation of ties by sum of opponent's scores.)

CHALLENGERS

Report by Adam Pirani

The Challenger's League of the 1978 British Championship was played over the two weekends of the 17/18th and

24/25th June at the London Go Centre.

Of the four players who qualified automatically by heading last year's League, Tony Goddard and Paul Prescott did not wish to play, so the top six players from the Candidates Tournament were invited to join Macfadyen and Dowsey. One of these, Derek Hunter, was unable to accept, so David Mitchell, Adam Pirani, Jim Bates, David Jones and Frank May were joined by Brian Castle-dine as last man.

The BGA Committee had already decided, in view of the resignation of Jon Diamond as Champion, that the two top players in the League would play a best of five match for the vacant title.

Play was morning and afternoon with 1½ hours per player plus 45 seconds byoyomi.

At the end of the first weekend, David Mitchell had faded with two losses and Pirani lead with 4/4, followed by Castledine and Macfadyen on 3, both having lost to May who was also on 3.

When the last round arrived, May had played his match already, by prior agreement and stood on 4/7. He had a chance with Mitchell of qualifying for one of the

four places in next year's League, but that was all.

Playing for the two top places were Macfadyen and Castledine, both 5/6 and matched against each other, and Pirani 4/6 facing Jones.

While spectators worked out all the combinations of possible results, the round started. Pirani managed to win. Castledine v Macfadyen was so close that no one knew who was ahead, though many thought they knew. Pirani fretted at the possibility of a jigo which would deny him the chance of a play-off, but unnecessarily, as Macfadyen won by two points.

So Macfadyen was first on his own, and Castledine and Pirani played off for 2nd place, and Mitchell and May for 4th. May won his tie, played a few days later. The tie for 2nd was resolved that afternoon, and resulted in a convincing win for Castledine, who will play Macfadyen for the title sometime in the autumn. Below we give the play-off game with comments based on those of Diamond and Macfadyen immediately after it finished.

RESULTS in finishing order - ties separated by play-offs.

	Mac	C	P	May	Mit	D	B	J	Tot.
Macfadyen	1	1	0	1	1	1	1	1	6
Castledine	0		1	0	1	1	1	1	5
Pirani	0	0		1	1	1	1	1	5
May	1	1	0		0	½	½	1	4
Mitchell	0	0	0	1		1	1	1	4
Dowsey	0	0	0	½	0		1	1	2½
Bates	0	0	0	½	0	0		1	1½
Jones	0	0	0	0	0	0	0		0

CASTLEDINE (B) v PIRANI (W)

This was the deciding game to decide who should play Macfadyen for the British Championship. The comments are based on those of Diamond and Macfadyen immediately after the game finished.

W26 is too hasty. He should play B85 to get his two stones moving.

B27 should be at W42 to stifle the White pair.

W34 should be at 36, because the shicho started by B37 is good for Black.

W38 is not very urgent. W42 is still a big point for both players.

B39 The book rule is to capture a stone in shicho as soon as possible, but Diamond wanted to play this at hoshi, middle right-hand side, not worrying that White will soon play a shicho-breaker threatening to save W34.

B41 The alternative is to squeeze, e.g. to play one point below B57.

B43 Must be at W44. Black feared that his stones would become heavy and shapeless, but up to W52 not only have W10, W16 come alive, they are connected with considerable profit. Never sacrifice key cutting stones!

W50 Prevents Black playing there, but destroys a cutting point unnecessarily.

B 53 Building a moyo that is open at both edges. The middle right hand side is bigger.

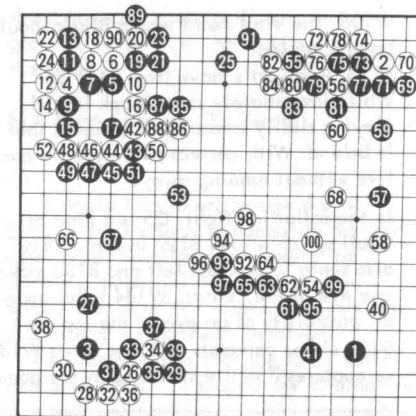
W54 This moves loosely towards Black's moyo but does little to build White's area. As before the middle right hand side is bigger.

B55 White could also have played around here. Black weakened his group when he strengthened W10-16.

W56 Middle right side, again!

W58 Approaches from wrong side, should be one below B59.

W62 Better at W64 at once - don't kill your aji.



1- 100

W68 Having built some strength with W62-64, White should play on the 2nd line to chase Black out. Black can now live too easily and W62-64 become ineffective.

W72 Trying much too hard. The sequence to 81 makes Black very strong where he was weak and gains White little.

W82 He must atari B79 and fight a ko, rather than feebly submit, making B83 a free move.

B91 Aiming to play one point to the right, when the White corner group is not alive, and making his own group safe.

W92-W98 Solidifying Black's area. W98 should connect above 96, at least.

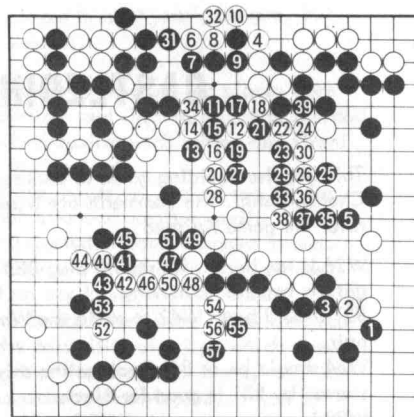
W104 Black had entirely forgotten as he sealed off the lower right corner that he had intended to play here himself. Now White is safe and Black's group in trouble. B105 Large but he can scarcely afford it.

At this point in the game, Black was convinced that he was behind, due to his loss early on in the sequence to W52. (In fact he long ago made up for this thanks to White's play on the right hand side.) So he purposely played the risky B105, planning to stake the game on the life or death of his top side group.

W106 The vital point which Black should have occupied.

B113 A knight's move from B111 and White immediately cuts. Black is still playing riskily because he believes that he is behind. With correct play here he can live without running away.

In the following fight, 125 is a kind of tesuji which allows B129 in sente. B127 is also sente to connect left and B133 makes one eye in the centre. W134 takes away all possibility of an eye at the top, but B135 either connects if White omits W138 or captures 7 White stones as in the game.



101 - 157

Black now threatens the White stones centre right which are no longer connected to his centre group, and by saving B113, Black can threaten the centre White group also. White thrashes around with W140 - B157 but gets nowhere and resigns.

LETTERS

Letters to the Editor are welcomed, but may be cut for reasons of space.

Sir,

I very much regret that in issue 41 you added currency to the suggestion that there was some impropriety in the promotion of the members of the Grading Committee. Unfortunately the average BGA member is unable to keep up with all the tournament results and to form an independent assessment of the strengths of the leading players and allegations of errors are accepted far too readily.

One of the main problems that the Grading Committee faced just a year ago was that the four leading players were clearly very strong for their then grades, yet it seemed that no one player could be promoted without the other three.

Then, after I left the Committee, Tony Goddard was promoted after winning at Berlin and it was no surprise to me when the other three, (coincidentally the Grading Committee,) followed very shortly.

Diamond and Macfadyen have justified this decision by good results subsequently, and although Prescott has not played this year, his case for promotion was the strongest of all.

Andrew Daly, ex-President of the British Go Association (The Hague)

Sir,

Some comments on issue 41. Too much News, (13 pages) and not enough Go, (8 pages).

The commentary in the game on p.5 is appalling. The comments say essentially nothing. There is no explanation of why certain moves are good or bad. The commentaries on the later two games are better but games between amateurs, even, indeed especially, strong amateurs, are most confusing since it's hard to tell which moves are good and which bad. In a professional game one can almost always assume that every move is near optimal and so it only remains to figure out why!

Professional v Amateur handicap games are also very valuable since they are easy to understand even with no commentary - if the amateur makes a mistake then the consequences are usually all too apparent sooner or later.

Comparing BGJ 41 with recent American Go Journals, the difference is staggering. I felt I got nothing from BGJ 41.

Mike Eastwood

Sir,

So Mark Roberts wants "more direct controls on high kyu players". Who wants to "be controlled"? And will players continue to play if subjected to harassment by Grading Officers?

Personally, I feel there is a lot to be said for regarding Sho-dan as being professional Sho-dan, and taking the rest of the grades from there, so Diamond would be 1 or 2 kyu, the average 2-dan would be 5 or 6 kyu and so on. If we could get rid of some of the self-congratulatory rubbish which tends to confirm the stronger players in a "what fine fellows we are" attitude, (I refer to the '100 Dan Up' feature,) stopped playing Grading politics and buckled down to the task of enjoying

our Go and teaching others, I'm sure we would all be a lot better off.

Go is supposed to act as a character developer in such areas as patience and good manners. I suggest that we would do well to add 'humility' to the list.

When we have rid ourselves of our unwarranted contempt for the 'weakie', then, and only then, will our numbers grow as the B.G.A. reflects our love of the game.

M.L.Barst (London Go Centre)

Sir,

I would like to encourage the Ishi Press in their efforts to demystify the vocabulary of Go. Using 'enclosure' for shimari, 'potential' for aji and so on ensure that even the weakest players can understand the concepts involved.

I notice however that the terms sente and gote remain. I suggest the alternatives forehand and backhand, which correspond fairly closely with the Japanese - this is of course only a minor advantage, but may help the weaker translators. The parallel with ball games will help kyu players.

The usage of the Dutch Go Journal is similar; their writers always use Voorhand and Naarhand.

One other point: when you refer to games played in the Orient it is difficult to grasp the players' native names. One would feel much more at home with Highbrook, Greatcane and Hillfield, than with Takagawa, Otake and Sakata. I also feel that the Japanese themselves would welcome such a change.

Ishi Press, keep up the good work - most Western players are behind you.

Tom Goodey. (Tokyo, ex-L.G.C.)

Editor's note: readers are advised to take a very small portion of salt with this letter.

EDITORIAL

When we decided to start a Letters page the usual chorus of Dismal Jimmies prophesied it would only create a large blank space in the Journal. Not so - we could fill several pages in each issue with your letters, and every letter we publish has to be cut, if only a little. However, we could still do with more of your criticisms, suggestions and comments. The fact that a letter is not published does not mean that its contents are not noted.

While on the subject, David Jones will welcome suggestions and contributions to the BGA instructional leaflet which is being produced, all being well, from September onwards. See NEWS, page 9, for further details.

The NEWS pages have been heavily condensed in this issue, in response to readers who complained that there was too much news and not enough games. Point taken - but the BGJ will always be a journal of record as well as of instruction. News which is not reported here will generally not reach members at all.

Finally, humble apologies for the lateness of this issue. As copy date approached, the editorial team started to disappear with amazing rapidity to various holiday locations, including the European Go Congress in Paris. We hope that the next issue will be on time, with a complete report on the Congress. Main results: European Championship, 1st Hasibeder, 2nd Rebatu, 3rd Macfadyen.

PRESIDENT'S NOTES

Britain and the Netherlands are probably the most active European Go playing nations and it is significant that both receive substantial sponsorship. The Dutch receive support from the Elsevier publishing company while we in this country benefit from Japanese financial support which enabled the London Go Centre to be set up. We have been turning to other sources of support recently with some success. In particular, this year will see a number of international matches taking place: the telephone matches against Russia and the United States have already occurred, and an Anglo-Japanese Under 18 telephone match, sponsored by Japan Air Lines, is scheduled for the autumn. A match with the Dutch, to be held in England is also planned for the autumn, with Dutch sponsorship.

Publicity is the other side of the coin: companies will only sponsor events if they believe that publicity will be generated, beneficial to them as well as to Go in this country. The amount of publicity obtained from the Anglo-Russian match was rather disappointing, but we hope that with similar events occurring at regular intervals, we can awaken more interest in the media. The financial support received so far has been sufficient to cover the costs of the events. We hope in the long term to find sponsors who will give substantial support to the running of Go in this country.

Brian Castledine

NEWS

IWAMOTO VISITS

Iwamoto Kaoru 9-Dan will be visiting the London Go Centre after attending the European Go Congress in Paris.

For two weeks from Monday, August 7th inclusive he will be giving teaching games at the Centre each Monday, Wednesday and Friday.

Four teaching games will be played each day and must be reserved in advance; cost is £5 per game.

INTERNATIONAL MATCHES

Two more international matches are being planned following the successful matches against Russia and the USA. The first will be an under-18 Britain v Japan telex match to be sponsored by Japan Air Lines and played at their main offices in Hanover Street, London W1 on Thursday September 7th. The British team is Pirani 4-dan, L O'Callaghan 1-kyu, P.Minshull 1-kyu, and J Faraway 1-kyu.

The second match will be against a Dutch team who will travel over to England on the weekend of 11-12th November.

INSTRUCTIONAL MATERIAL

The BGA is producing an instructional leaflet aimed at about 15-kyu level, plus or minus a few kyu. It will be a monthly, four-sided A5 sheet edited by David Jones, which will be sent free to BGA clubs.

To individual BGA members a one year, 12 issue subscription will cost £1 to cover costs of postage and packing. It will be possible to order back numbers, which will be reprinted if necessary.

It is expected that the first issue will be distributed this autumn. Enquiries and offers of contributions please to: David Jones, 27 Grange Court, Grange Road, Bowdon, Cheshire.

COMMITTEE NEWS

The BGA Committee has met three times since the last Journal. The following are excerpted from the Minutes:

The Grading Sub-committee has new terms of reference; all decisions will be referred to the main Committee for ratification. The following promotions have so far been confirmed: A.Pirani to 4-dan; C.Matthews and D.Wells to 3-dan; J.Barty, D.Hunter, D.Jones and J.McLeod to 2-dan; P.Christie, K.Kuwahara, F.Pratt and K.Seaman to 1-dan

The Committee also decided to give Dan Diplomas to foreign members resident in this country only on promotion to a higher grade.

NORTHERN GO LEAGUE

As participants at the 1978 British Go Congress will remember, I am the 'mug' who took over from John Pindar as the organiser of the Northern Go League. It would be a considerable help if any teams wishing to compete in the 1978/9 fixtures, who have not already done so, would write to me as soon as possible with an address and telephone number.

All teams will consist of four players. Entries and enquiries to: Clive Fraser, 35 Linton Road, LEEDS, LS 17 8QQ.

NORTHERN CONGRESS

The 1978 Northern Go Congress is to be held on the weekend of the 9th and 10th September in Bolton. For further details please contact:- John Pindar, 40 Welbeck Road, Bolton, BL1 5LE

1978 LONDON GO CENTRE OPEN

CHAMPIONSHIP report by Mark Roberts

The 1978 LGCOG were held over the weekend of the 8th-9th June and attracted a field of about 70 players including five foreign entrants, with strengths ranging from 5-dan to 16-kyu.

The winner and the new LGCOG Champion is Jim Bates 3-dan who lost only to Frank May, scoring 5/6. May, T.M. Hall, Macfadyen and Stacey among the dan players followed with 4/6.

T. Stacey qualified for the Shodan place in the 1979 Candidates Tournament, (reserve T. Manning who won three games despite giving black to two 5-dans;) the kyu players place went to T. Hazelden, reserve Louise O'Callaghan.

The Lightning Handicap tournament on the Friday evening was won by J. Diamond 6-dan, who beat C. Stevenson 2-kyu in the final. The Team Tournament which ran concurrently with the main tournament was won by 'Ale-andra Provovs' with 78%, (B. Castledine, J. Bates, T.M. Hall and L. O'Callaghan.)

Players with four or more wins chose their prizes from a large selection of English and Japanese Go books; the winners were headed by D. Artus 12-kyu, D. Songhurst 9-kyu, M. Hiroike 6-kyu, G. Roberts 4-kyu, J. Green 3-kyu and of course J. Bates, who all scored 5/6.

Thanks are due to Adam Pirani and Frank Pratt for organising an enjoyable and efficiently run tournament.

SOUTHERN LEAGUE

The 1977/78 League has been won by Ale-andra House. Second place has not yet been decided due to the postponement of some essential matches. Enquiries about the 78/79 League to M. Macfadyen, 46 Stanhope Road, Reading.

KOREAN PROFESSIONALS VISIT

A small party of Korean Go players visited the London Go Centre in late May. They included Kim In, 8-Dan professional, Choi Chee Hyong, head of the Korean Go Association, and Lee Yang Ho, 6-dan, Korean Amateur Champion for two years. The party was on a two-month Go friendship tour of Europe and North America.

EUROPEAN CONGRESS

The 1978 European Congress is at this moment being held in Paris, attended by a twenty-strong British contingent. The British representatives in the European Championship are Brian Castledine and Matthew Macfadyen.

DUTCH DISCUSSIONS

A meeting between representatives of the BGA and Nederlandse Go Bond was held during the 7th Elsevier International Tournament held in Amsterdam. (See Stop Press last issue for results.)

As a result of this meeting it was agreed that the Dutch would produce proposals for the 1979 European Championship to allow a larger entry and a Swiss system, as an improvement on the current all-play-all rules.

It was also agreed that an Anglo-Dutch match would be held; this will probably take place in this country.

There was no definite agreement on a mutual upgrading of Dutch and British who at present tend to be stronger for their grades than similarly graded Japanese.

It was however agreed that discussion of the rules of Go should be encouraged in both countries, with particular reference to the differences between the Japanese and Chinese rules.

LEICESTER TEACH-IN by Brian Castledine

A Go Teach-in, the first of its kind was held at Leicester on June 11th, and was attended by about 45 kyu players from a large number of clubs in the North and Midlands. The participants were split into two groups according to strength, and the programmes started with analysis of handicap games. Lectures on several technical aspects of the game, semeais, cross-cuts and Go Proverbs, followed.

David Mitchell gave a talk on various methods of teaching Go to beginners, incorporating the knowledge he gained from his attendance at the teaching seminar in Japan. (Copies of a written version of this talk are available from the BGA Secretary.)

After lunch the film "The Life of Takagawa" was shown, followed by a live demonstration game between Brian Castledine and David Wells, with comments by Matthew Macfadyen. This proved to be one of the most entertaining events of the day. The final event of a very full programme was a simultaneous display by Macfadyen, Mitchell and Castledine.

The day proved very successful and the participants seemed to both enjoy and benefit from the teaching. The BGA intends that these teach-ins shall become a regular feature of the Go calendar, as another service to its members. Another one has been arranged at Ipswich in September and a Manchester teach-in is in the pipeline. If you would like us to hold a similar event at your club, please contact the BGA Secretary.

Many thanks to the Leicester Go Club for a very enjoyable day.

EUROPEAN CLUB LIST

A list of clubs produced by the European Go Federation is available from the BGA Secretary, Matthew Macfadyen, free of charge.

EAST ANGLIAN GO CONGRESS AND TEACH-IN

The first East Anglian Go Congress, taking the form of a combined teach-in and tournament, will be held in Ipswich on Sept. 30th/Oct. 1st. The teach-in, specially aimed at kyu players, will take place on Saturday 30th September at the home of Brian Bolton (address below). It will be similar to the event held recently at Leicester (see above), with a programme including films, lectures, demonstration games and simultaneous displays. Instruction will be given by dan players, and lunch will be available at a small cost.

On Sunday October 1st a tournament will take place at the Ipswich School, Henley Road, Ipswich. It will consist of four rounds, with time limits of 40 mins. per player; first round starts 10.30 a. m. Entry fee will be about £2.50 including buffet lunch.

Entry forms for both events will be available shortly. For further details contact Brian Bolton, 1 Church Lane, Sproughton, Ipswich, Suffolk, tel: Ipswich (0473) 47999. Note that Brian Bolton has limited accommodation for those wishing to attend both events, and that transport from Ipswich station may be arranged.

WESSEX TOURNAMENT

The 1978 Wessex Go Congress will take place on Sunday 29th October at Marlborough Town Hall, starting 10.00 am. Entry fee is £2.80, (£1.50 if aged 16 or under,) and forms will be sent to all clubs. They can also be obtained from Toby Manning, 8 Blenheim Road, Redland, Bristol 6. The tournament will be a 4-round MacMahon and the closing ceremony is planned for about 8.00 pm.

GO ARCHIVES - LIVING OR DEAD ?

Keith Rapley, (address, 'Lisheen', Wynswick Road, Seer Green, Bucks,) who has just been appointed official archivist to the B.G.A. explains what he hopes to achieve.

Archives should not just gather dust but should be made to work for the benefit of the whole membership. There are several ways in which this can be done.

First, I am keen that we make as much use as possible of existing information. How many people, for example, have seen a copy of the American Go Journal? We have several copies of this as well as many other journals. I hope soon to organise a loan system but before this can start, the journals have to be indexed, catalogued and a library list prepared. This is a major task at the moment.

Second, we must work to fill in the gaps in our "history". The reason for doing this is essentially practical. If Go is to be taken seriously by potential sponsors, the press and other agencies that could help it, then we must have good historical records of newsworthy events, past publicity, tournaments and game records. So far I have compiled a list of past events and am trying to organise the London Go Centre's erratic records of events.

Third, it is vital to ensure that no more gaps develop in our records. Tournament and match records are of interest whether at national, regional or club level. Especially welcome will be copies of publicity and publications that are produced by individual clubs.

You will benefit in the long run if we can promote the growth and awareness of Go nationally. The archives should play an active part. Do not hesitate to send me any records you have - they will be copied and returned to you.

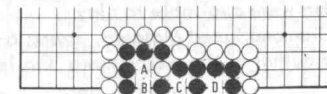
BGA Secretary's Notes

After the 1975 AGM a group of new faces on the Committee decided to increase the subscriptions so as to be able to expand the Association's activities. Proposals for these increases were accepted by the 1976 AGM, and the new rates came into effect for 1977. It was not clear during 1977 how much of the new money had been swallowed by inflation, and it was only early this year that it became apparent that a sum approaching £500 was available for new schemes. The Committee has been active over the last few months devising and costing various new ideas. The main areas in which we intend to expand are:-

- the scheme to promote Go in schools; large scale plans are under way for next November in Bolton and Leicester.
- an instructional leaflet for weaker players, to be produced monthly and circulated free to clubs, (see NEWS:INSTRUCTIONAL MATERIAL)
- teach-ins, along the lines of the Leicester teach-in; we are planning to hold about five of these next year.
- visits to remote clubs by Dan players; we intend to have far more of these; any clubs interested please contact the Secretary.
- the Libraries exhibition is to be redesigned and more widely displayed; this consists of two large display boards with photographs and information about Go. Anyone organising an event likely to be attended by non-Go players should contact the Secretary and ask for these.

SILLY GO PROBLEM by Tom Goodey

- Part 1: You, White, are playing a game of Sudden-Death lightning Go and have reached this position, with you to play. Which is the better move, A or B? Give reasons.
- Part 2: You, White are playing a nine-stone game (at leisure) against a weaker opponent. Again, which is the better move, A or B? Give a different reason, outlining a different possible course of play.
- Part 3: The same, except that you are now playing a nine-stone game of lightning Go. Suggest a different possible response for Black, and give White's most efficient reply.



Solution of page 20

HINTS FOR TOURNAMENT ORGANISERS by T.M.Hall

1. Start the rounds either one hour before or one hour after the advertised times.
2. Alternate announcing first named player as Black or White. This then requires all players to crowd round the draw sheet to find out what colour they are.
3. Place the draw list in the most inaccessible position possible.
4. Never print the competitor's names. Chose someone with illegible handwriting to write out the draw.
- 5.
6. Jigo should be resolved by a random system not previously explained to the players.
7. Tie breaks shall be resolved in the following order:
 - a) nigiri
 - b) SODOS
 - c) SOS
8. Clocks must be placed on the left hand side of the board.
9. Ensure that the first round starts before the first inward train or bus arrives, and that the last round ends after the departure of the last outgoing train or bus.

ANGLO - USA TELEPHONE MATCH

report: Adam Pirani

commentary: Jon Diamond

Following the successful match against the Russians in April, a 3-board telephone match was played against an American team on Independence Day, July 4th. The London end was organised by Jon Diamond and the match was sponsored by John Hoskyns Ltd., a computer software house, and played at their central London offices.

The UK team was Jon Diamond 6-dan, British Champion, Matthew Macfadyen 5-dan and Adam Pirani 4-dan. Neither Tony Goddard nor Paul Prescott, both 5-dan were available to play.

Diamond faced Matsuda, strong 6-dan and author of the well-known 'Go letters'.

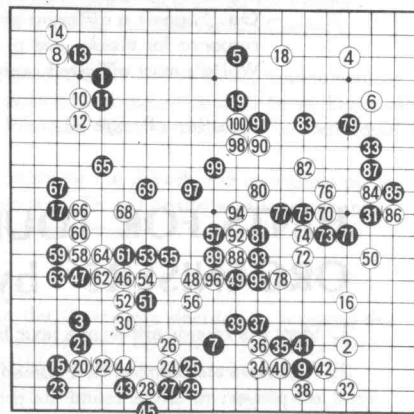
On second board was Larry Brauner 6-dan, several times US Champion with Young Kwon 5-dan, one of New York's main Go organisers on third board.

The match began at 2 o'clock in the afternoon at Hoskyns, (9 o'clock in the morning in America,) and at the Zen Oriental bookstore, New York. Moves were relayed using alphanumeric notation, with the help of enthusiasts from the London Go Centre.

The press break was at five o'clock, by which time it was clear that Pirani was losing while Diamond and Macfadyen were both in the middle of large fights. After enjoying Hoskyns's excellent hospitality, the match recommenced at 6 o'clock and Pirani lasted another half-hour before resigning. Diamond entered the endgame about fifteen points behind, so did well to be only seven or eight points in arrears when he finally resigned.

Our honour was redeemed by Macfadyen who won a favourable ko forcing Brauner's eventual resignation, leaving the American team in possession of their independence by a 2-1 margin.

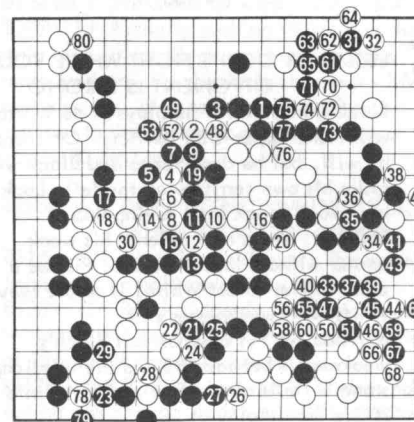
Diamond (b) v Matsuda (w)



1 - 100

B5 Black's strategy is to create large open formations and leave the corners to White. B5 at W6 is an alternative.
 B9 Consistently aggressive. Black considered B9 at W20 instead.
 W10 Preventing a Black play one point to the left, shutting White into the corner, and gaining substantial territory on the side in exchange for strengthening Black.
 W20 & 24 are prominent weaknesses in Black's large formation. By playing 20 first, White can play at both key points.

B25 Not normally good because of the poor shape of the right-hand Black group, but here, after 27-29 strengthening Black, B43 will leave White eyeless.
 B33 Should be two points above B9 to avoid the coming attack. Black could still extend either side from B31.
 B35 Should be at W36. The game sequence leaves a cutting point, above B35, and less potential for eyes.
 W42 Necessary, or Black plays one point below and breaks into the corner or captures W36-34-40.
 B43 Ideal timing. Black strengthens his weak group by attacking White. With one more move he can connect to B23.
 W50 At this stage White is clearly ahead; he had also used less time, 12 mins. to 26 mins. by Black. However, this move is dubious - see the strong attack to B69 in which Black builds thickness in the centre and makes profit at the top.
 W70 White's group is not yet 100% alive, so this is living dangerously - or confidently.



101 - 180
 154, 157 take ko

W76 Unreasonable - it provokes B77 and then White has yet another group fighting within Black's thickness.
 W78 Prevents a Black play two points to its right, and aims just above B35.
 B83 After this I thought the game was in my grasp - a reversal from the position after W50. However, there are still some weaknesses, for example at W88 which lead to worries about my right-hand group.
 W100 After this move I had only 4 mins. left, so the fight was played mostly instinctively. If White does not die he will probably win, because the fight is spoiling Black's territory, not White's.
 W116 He cannot cut at B119 because of the shortage of liberties of White's stones including W110. The move played aims at B119 and W120.
 B123 Avoiding the semeai which would lead to an immediate finish, (by playing at W30.) Probably an error - because I thought that I could win anyway after an attack on the top right corner. Also I was too short of time. In any event, capturing at W128 was at least 8 points better!
 B133 I suddenly saw that I could play here and not be cut off - because White has lost liberties since W78. But I missed the follow-up sequence, and so (probably) B133 was a mistake.
 W144 Now Black can only live by fighting the coming ko.
 W148 Good technique. This is large yose and also creates ko threats.
 W158 White decides he cannot fight the ko further, so Black has got away easily.
 B171 Should be just left of B163. White is gaining and is now ahead.
 The game concluded with B255 and White won, with 5½ points komi by 7½ points. Overall, a very tight game. I had several chances, especially in the middle game fighting after White's overplay at 76, but failed to take them.

Andrew Daly v A.N. Other

Andrew Daly 3-dan draws some important lessons from a 9-stone handicap game against an opponent whose name he tactfully omits. Note that the first move is W2.

B7 Initiating a handicap joseki which is in the books but which Black should generally avoid - because he needs to be as strong as White to play it safely!

W20 This is the first move on which White has had a choice for some time. Black, who knows the 'book' explained afterwards that it should be the hanging connection one point above! (Editor's note - his book knowledge does not get him far.)

B21 Black immediately errs. David Mitchell points out that the sequence to White's correct 20 is the book variation for Black when White is determined to resist Black's shoulder hit at B7. It leads to White's collapse and clearly White should play differently. The game proper now begins!

LESSON 1 DON'T MAKE BAD SHAPE

9-7-17-13-21 make terrible shape. Defending with 27 or to its right is correct.

W28 White's play may not be best, but the result is expected - a healthy White group.

B29,31 Not strong but adequate in the 9-stone game.

B37 Good and solid.

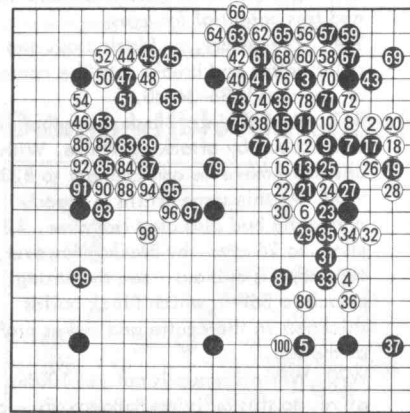
B39 Horrible! Play at 41 or at 76

LESSON 2 DON'T MAKE BAD SHAPE

There is no excuse for B39. Everyone knows that empty triangles are bad. The chance that this is an exceptional case are roughly zero.

B43 Sensible, not being panicked by W42

B45 Very bad.



1 - 100

LESSON 3 DON'T FIGHT WHERE YOUR OPPONENT IS STRONG

Black thinks that if he plays at 46 White will make upper-side territory. Of course he will, but he deserves to and Black will make his own territory on the left. Look how much Black loses saving B45.

B53 Bad. White now defends his weak corner without losing a move. Played a point higher to cut White, it would leave White with weaknesses still.

B57 Bad. Isn't it obvious that Black's weakness is between B3 and the handicap stone? He is almost forcing White into it. He should play at 58.

LESSON 4 DEFEND YOUR WEAKNESSES

B61 White does have his own weakness here, but Black would be wiser to defend his weakness first, he won't have the chance to do so later.

B71 An oversight. To summarise the result since 56, White has gained 20 points in gote AND his weak stones are now strong. White will expect to win from this move on.

B73-77 Excellent sequence helped by W76 (should be at 77)

B79 But this spoils it!

LESSON 5 DON'T BE AFRAID TO GIVE UP STONES OR TERRITORY

B73-77 were kikashi, making Black stronger, giving White nothing extra AND keeping sente. It is much too early to defend the small amount of territory Black has taken.

B81 Good shape and jumps ahead of White. W90 Silly, should be at 91

B97 Leaving White too much scope inside Black's territory, and provoking the good W98. B99 immediately is better.

B103 Natural, but why avoid playing 107 at once? (Followed by either 103 or 104.)

B109-113 Actually pushing White into the only area where Black can hope to make more territory. He should humbly make life quickly, e.g. play to the left of 29 and connect to the centre or make an eye just above 80 next move.

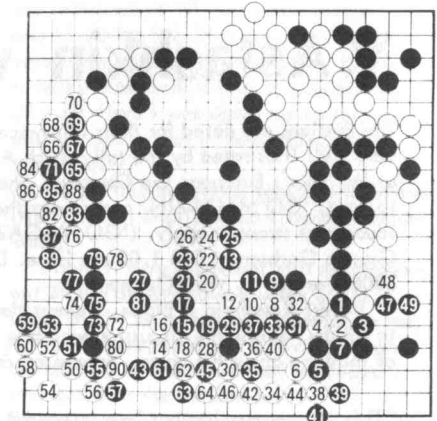
LESSON 6 DON'T FORCE WHITE TO GO WHERE HE WANTS TO GO

B115 - 121 Black's punishment. The empty triangle is actually necessary here!

B123- 127 Black suddenly realised the cut in the middle, so White connected in sente at 126. Black forgot Lesson 4.

W128 - 138 Possible because B131 does not cut off any stones, thanks to W126. White is going to win.

B147 - 149 Why not play 149 either capturing 2 stones or keeping sente?



101 - 190

LESSON 7 DON'T DEFEND YOUR OPPONENTS WEAKNESSES FOR HIM

B151 - 159 White can be killed in ko by playing 155 at 160, but in view of White's ko threats it is probably better to force him to live in gote.

LESSON 8 DON'T AGGRAVATE YOUR OWN WEAKNESSES

B165 - 171 Fatal, 169 is perhaps Black's worst move, reducing his liberties for next to no profit.

Best is B171, if White still plays 166, then Black plays in sente on the first line.

Black now has problems keeping all his stones connected, making two eyes for the whole group and worrying about 188 and 174. B173 should be at 174 and 177 is bad but basically Black has placed himself in a very tricky position. After W190 he is about 30 points behind and resigned.

Black played better than his official 14 kyu grade, but how much better he would have done if he had followed these few simple lessons!

V. Astashkin v H. Hasibeder

The Russians are noted for their idiosyncratic approach to the game of Go. This was very well illustrated by the talk which Astashkin gave on his game against Hasibeder at last year's European Go Congress. The following text is translated from the journal, 'GO MAGAZIN' and covers the first half of the game only, when Astashkin's ideas most strongly apply. ('GO MAGAZIN' is published six times a year by Go Gruppe Garbsen at DM 1.00 per issue. Details from A. Landmann, Tilsiterstr. 2, 3008 Garbsen 4, West Germany.)

Valeri Astashkin is Black, Helmut Hasibeder, White. No tactical ability is needed to follow Astashkin's discussion which is entirely concerned with his general manner of thinking about his game. Bracketed comments are interjections by Hasibeder.

"This commentary has not been prepared and is only intended to indicate the main principles of my thinking. Basically, my aim is to connect separated stones, while following a definite plan throughout the whole game.

11 So far a standard Shusaku fuseki. I have already played the identical fuseki in the USSR.

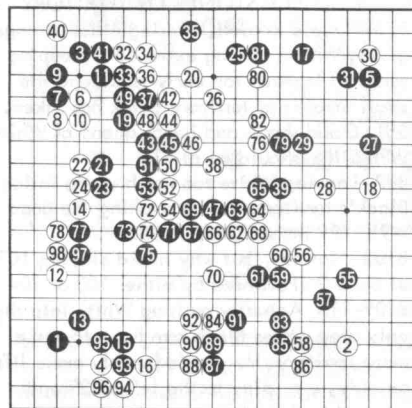
16 There, my opponent played a different joseki, which led to a definite strengthening of the lower left Black group. In this position these stones are not strong enough and I was thinking of ways to strengthen them.

19 White feared I would form a large moyo, so he invaded immediately. (Because 17 is low, 19 is an overplay - Black should have played in the middle of the upper side. The moyo is easily erased.)

When I have a weak group and my opponent also has one, that already means a strengthening of my group. Moreover, my lower left group now also receives some support.

21 - 25 The aim of this sequence was to lessen White's influence against the upper corners.

26 The two White stones are very weak;



1 - 98

because of this the Black position on the right gains in importance. If I want to increase my territory there, I must keep a watchful eye on those two stones.

Already at this point I made the mistake of underestimating White's two stones on the lower left. I should have invested another stone in that area.

35 White's sphere of influence in the lower half of the board has become stronger. I did not want to invade immediately, but first to set up some stones in support. I needed a stone at 39.

Basically, I don't concern myself with specific variations, but with in which part of the board it would be profitable to have a stone.

39 I have made a series of moves with the sole aim of playing here without allowing White two eyes. White must run and so loses the possibility of winning influence.

47 Still hindering White from gaining influence in the lower right and also aiming to link all my separated groups.

55 Now I am ready to plunge into the lower right, recognising that 18 and 28 have proved weak; this implies in turn a strengthening of my upper right corner.

Every White move in this area will now merely strengthen me and further weaken White.

(Editor's note: At this point Astashkin thought he was ahead. Hasibeder blamed his 32 and 34. He should have jumped out instead, aiming at the knight's moves created by 19 and 21.

Astashkin on the contrary believed that White's entire invasion with 20 etc., was inadequately prepared in view of Black's strength.)

57, 59 Making good shape, neutralising

the influence of White's lower corner and hindering him from connecting. Separated the groups are both weak, so I aim to make them both strong by connecting. 63 - 69 Here I was again trying to prevent the connection of two White groups, successfully.

75 After this the White group must defend itself, which implies a considerable weakening.

I hold it very important that my opponent should always have a weak group, since it will be a source of strength to me. After 82 there are again sufficient threats against White and the threat is always stronger than the execution.

83 etc. Because of the continuing need to defend, White loses territory here. 93 etc. Now it is clear why I said originally (move 26) that I had to make another move here. This example shows the influence that the lower left corner had on the upper right corner and its development... This is a frequently recurring principle.

When you want to launch an attack in, for example, the upper right, you must make preparations in the lower left."

Here the first half of Astashkin's talk concluded.

Solution to problem on page 20.

The White group is unconditionally dead. There are some variations; if White plays 6 at 7, Black answers at 6; if White 4 is at 6, Black plays at 7 anyway, and if White throws in at 5, Black captures and White cannot play at 4 because of damezumari.

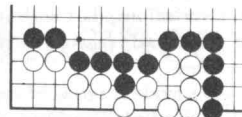
In the game, Black played at 7 as his first move, White captured, the sequence 1-2-3 followed, whereupon White threw in at 5, Black captured and White threw in again at 4, creating a ko.

However, in this variation White has no internal ko threats. After Black's first move at 7, White should simply connect at 2. When Black starts the ko on the edge, he then has at least one internal ko threat to save one half of the group.



STATUS PROBLEM

This White group belonged to John McLeod in his game against Frank Pratt in the Candidates Tournament. Black is to play - what is the status of the White group?

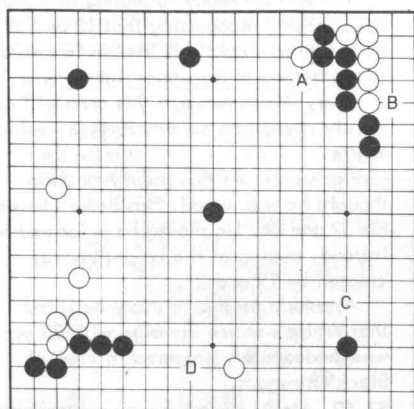
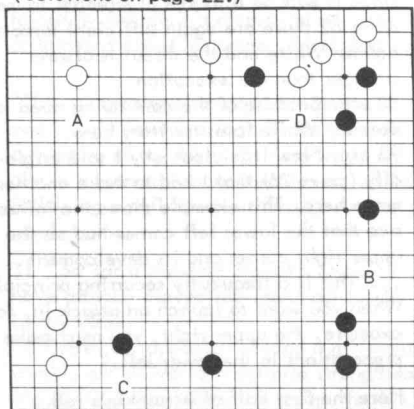


Solution on page 19.

ELEMENTARY FUSEKI PROBLEMS

Both sides are building spheres of influence. You are White, to play. Which of the marked moves is most important? (Solutions on page 22.)

You are Black, to play, in a 5-stone game. Which of the four marked moves is essential to keep White under control?



Solution to Silly Go Problem, page 13.

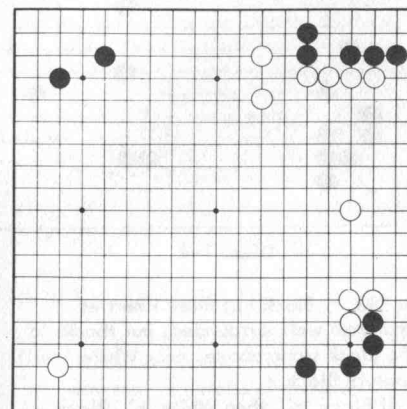
Part 1: A and B are both sente, and therefore either is worth playing in a lightning game to waste the opponent's time - but B is the better move since removing two stones from the board takes longer if they are separated than if they are connected.

Part 2: In a normal-speed game against a weak opponent B is still the better move, since it is possible that Black will think 'Bother! A snap back!' and play elsewhere, in which event White will of course capture at A, leaving the remaining stones dead.

Part 3: In a lightning game against a weaker opponent it is just within the bounds of possibility that when White plays B Black will think, 'oh - a ko - I'd better connect it' and play at C. In this event, rather than playing at A and capturing five stones, White's most efficient course of action is to sweep the eight stones off the board into his hand and then to place a White stone at D. It takes less time that way - try it and see.

FUSEKI

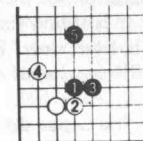
MARK HALL discusses an important position



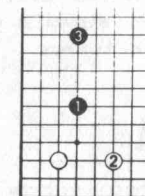
Dia. A

Many players have a tendency to play against a stone on san-san (3-3) without taking the whole board position into account.

In Dia. A White has built a moyo on the right hand side and is content to have one stone in the bottom left. Considering Black's positions top left and lower right, how should he approach White's corner? Dia. B shows one standard sequence. In



Dia. B

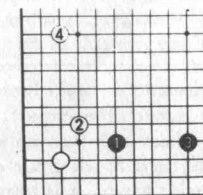


Dia. C

this overall position I feel that this is slightly inferior. Black's stones can be attacked and they do not fully utilise the possibilities in front of his shimari or his strength in the lower right corner.

In Dia. C the large-knight's move approach restricts White's development along the left side while 1 and 3 make a nice extension from his shimari.

If White replaces his 2 here with 'a' followed by an extension to 'b' he loses sente and is extending towards Black's very strong corner, which cannot be profitable for him.



Dia. D

In Dia. D Black makes the mistake of extending from his very strong corner, and White develops on a large scale in front of Black's shimari. Black can no longer make an ideal extension and White is delighted.

TERM TIME

CONTINUING our series on the most significant Japanese Go terms

GETA

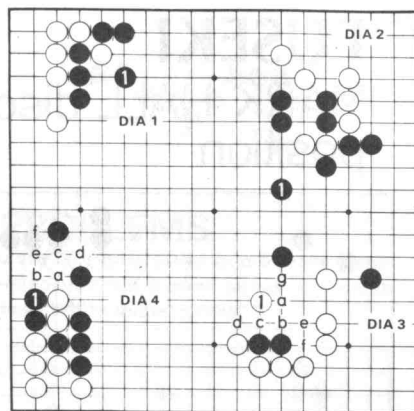
A geta is a trap for one or more stones. To geta only one stone may be less efficient than capturing it by shicho. In Dia.1 Black may eventually have to add two more stones to actually capture White, whereas a shicho requires two stones at most. On the other hand, geta does not give White the chance to play a shicho-breaking move, so the choice when there is one must be made according to the circumstances.

A geta is often of two or more stones. The general rule is that the more liberties the stones have, the further you will have to play away from them to capture. In Dia.2, White has three liberties, and any move closer than the knight's move will allow White to break through. Try other possibilities and convince yourself of this.

Solutions to Elementary Fuseki Problems on page 20.

LH position: D is much the largest, because if White does not play there, Black will, expanding his sphere of influence while reducing White's. White D also threatens to invade the right hand Black group and is the best possible preparation for a deep invasion of Black's moyo. A is large, but after Black D, Black is building faster and more effectively than White. White C is larger than it seems, but too slow. B is premature. White has no room to make a base along the edge so will be chased out, while Black builds territory on both sides while attacking.

RH position: Black A is essential, creating a large moyo across the upper side. Without this move White will jump to one point below A, and easily run into the middle. C is big, but no more. It hardly attacks the lower White stone which can extend in two directions to make a base. D is feeble - extending towards White from the wrong side, where Black is strongest - Black should extend from the corner if at all. Black B is a waste of a ko threat. Of course White answers by blocking and Black gains nothing.



Dias. 1-4

In Dia.3, Black has three liberties and seem well surrounded, but thanks to the Black stone above, only White 1 will capture Black.

If Black 'a', then White 'b', Black 'c', White 'd', Black captures, White atari, Black connects, and White captures in a shicho. Other Black attempts fail similarly.

The example in Dia.4 is often called a loose shicho, because White can start by escaping; but after White 'a', Black 'b', White 'c', Black 'd', White 'e', Black 'f', White has got nowhere and dies.

BGA Stock Sort-out

The BGA has been carrying out a reassessment of their stocks of books and equipment: please note the following changes:

1. "Learn to Play Go" booklet; the Medway Go board. These are being withdrawn from general sale. Club secretaries and organisers of potential clubs who are interested in bulk purchase or hire should contact Brian Castledine.
2. Magnetic Go Sets. There are only a few of these left: as most of these have slight flaws, they are being sold for £5 each, condition as-they-come.
3. Postage. From October 1st, orders of under £1-50 total value within the UK will be subject to a 10p postage and packing charge.
4. Go Review. The BGA has now sold out of back issues of Go Review.
5. British Go Journal: Back numbers currently available from the BGA Distributor are 8,9,11,12,14,16,20,24,28,29,31,35 and 40. The BGA Distributor would appreciate the return of any surplus Journals from clubs or individuals.

A new BGA price list will be effective from October 1st 1978, (including, unfortunately, some substantial price increases.)

HIGH KYU GRADING LIST as of 15 7 78

There are 136 players in this list, compared to 89 on last year's list. Thanks are due to clubs who sent in details of members' grades. Please send details of missing players to Mark Roberts, c/o London Go Centre, so that records can be kept up to date. (All players in recognised tournaments are automatically included.)

- 1st kyu : M.Amin, A.Cross, J.Crow, B.Dackombe, A.Dean, K.Dean, J.Faraway, D.Goto, G.Grant, A.Harrison, T.Hazelden, P.Hinds, J.Hobson, R.Hunter, H.Lee, B.Lyon, L.Marks, J.Metcalf, P.Minshull, K.Muto, L.O'Callaghan, J.O'Driscoll, J.Paterson, J.Payne, J.Rastall, J.Schwarz, B.Simmons, R.Thompson, A.Williamson, B.Uzzell, M.Yagiu, I.Young,
- 2nd kyu : T.Ainslow, A.Allwright, M.Barst, M.Clark, M.Cumpstey, J.Green, R.Huyshe, R.Learoyd, C.Leedham-Green, R.Lewis, T.Okada, J.Robinson, J.Smith, C.Stevenson, P.Tabor, A.Thornton, M.Wells, A.Weiss, P.Williams.
- 3rd kyu : P.Atwell, G.Bayliss, R.Berry, P.Bloomberg, B.Chandler, J.Dowling, D.Erbach, J.Game, M.Hardiman, R.Hays,

- A.Henrici, M.Hurst, T.Macdonald, T.Masscord, D.Page, J.Perring, S.Richardson, G.Roberts, N.Stein, J.Sweeney, A.Warbuttan, L.Ward, V.West, M.West, M.White
- 4th kyu : F.Adams, S.Barnes, A.Barry, B.Bolton, L.Bremner, B.Dean, A.Grant, P.Gregory, L.Hamilton, D.Harper, S.Heavens, J.Kimberly, B.Little, S.Mann, R.Norton, D.Philips, M.Reid, M.Roberts, C.Ross, C.Spencer, S.Shiu, G.Stott, N.Tobin, P.West, R.Woolley.
- 5th kyu : Y.Amimoto, G.Ansell, A.Benyon, T.Black, P.Beckett, D.Cann, B.Conolly, P.Davies, N.Edmonds, B.Ellis, G.Firmin, M.Gillham, S.Godfrey, F.Glassborow, V.Gregory, M.Hinsley, Y.Hirasawa, M.Hiroike, B.Kang, R.Lambert, P.Langley, M.Low, I.Morrison, I.Mortimer, P.Oxenham, J.Pye, K.Rapley, P.Shiu, R.Smart, A.Wall, G.Walker, A.Wood, M.Woolley.

1979 BRITISH CHAMPIONSHIP

The rules for the 1979 British Championship have been finalised. Copies are available from the BGA Tournament Coordinator, P.T.Manning, 8 Blenheim Road, Redland, Bristol 6.