

BRITISH
GO
JOURNAL

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**LONDON OPEN
GO CONGRESS**

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Thanks are due to John Fairbairn and John Tilley for photographs of the London Open Go Congress.

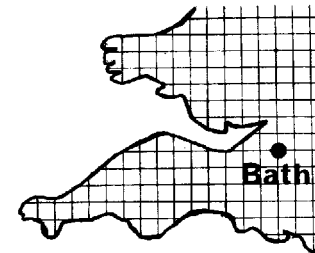
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TOURNAMENT DIARY

- 3 March British Lightning Tournament (Students' Union, University of Birmingham).
 Contact: M. Head, Birmingham University Go Club, Students' Union, Edgbaston Park Road, Edgbaston, Birmingham B15 2TT.
- 17 March Trigantius Go Tournament (Cambridge).
 Contact: G. Barwood, Clare College, Cambridge.
- 30 March- British Go Congress (see below)
- 1 April
- 4-7 May Candidates' Tournament (by invitation only).
- 24-28 May Amsterdam Go Tournament
 Contact: Rob Luttkik, Javastraat 40, Amsterdam, Holland.
- 10 June Leicester Go Tournament.
 Contact: Mrs. J. Woolley, 12 Abbey Road, Narborough, Leics.
- July Woodford Summer Tournament (provisional).
 Contact: F. Roads, 61 Malmesbury Road, London E18.
- 20 July- European Go Congress (Bonn). Details not yet available.
- 5 August
- September Northern Go Congress (Provisionally in Manchester)
- 28 Oct. Wessex Go Congress (Provisionally in Marlborough).
 Contact: P.T. Manning, 8 Blenheim Road, Redland, Bristol 6.
- October Anglian Go Tournament (Provisionally in Ipswich).

1979 BRITISH GO CONGRESS



March 30 to April 1

UNIVERSITY OF BATH, CLAVERTON DOWN,
 BATH, AVON.

A six round even game McMahon Tournament will be played over Saturday and Sunday, with a Lightning Tournament on Friday Evening.

The AGM of the British Go Association will take place on Saturday evening.

Further details are available from:

P.T. Manning,
 8 Blenheim Road,
 Redland,
 Bristol BS6 7JW

Full board Friday to Sunday	£19.50
Full board Saturday to Sunday	£13.50
Lunch for non-residents (Sat/Sun)	£ 4.50
Congress Fee (£2.00 for under 16s)	£ 3.50

The Main Tournament is expected to start at 10.00am. on Saturday and end at 18.00pm. on Sunday.



1979 London Open Go Congress

Over 120 players took part in the 1979 London Open Go Congress, which was held at the Inter-Varsity Club in Covent Garden over the New Year weekend.

The Congress was honoured to be the host for three players and an interpreter from Mainland China. They were (Miss) Kung Hsiang-ming, (Mr.) Wu Sung-sheng and (Mr.) Huang Te-hsin and although there are no official gradings in China, they are reckoned to be of professional strength. Miss Kung may well be the strongest woman player in the world, judging by her results against some of the top women Japanese professionals.

In the Congress, Miss Kung won all eight of her games. Jon Diamond made a brave effort to defeat her, losing by only two points on a two stone handicap. Mr Wu also won all his games, although David Wells put in a sterling performance, losing his three stone handicap game by one point after a recount. Mr Huang won seven of his games, Matthew Macfadyen played splendidly against him to force his resignation.

Almost 60 players from Holland, France, Germany, Switzerland and Yugoslavia attended the Congress. Unfortunately, a lack of entries from weaker players meant that a rather large proportion of handicap games were necessary in the lower division. The average strength of entrants was 1-kyu.

Division 1 was won by Jim Bates, 3-dan, who put in a fine performance to win six out of eight games. Robert Rehm, 4-dan of Holland, came second with five wins after a tie-break.

Division 2 was won by Hungerink, 2-dan of Holland with five wins. Budig, 2-dan of Germany was second.

Division 3 was won by v. Rongen, 1-dan of Holland, with six wins after a tie-break.

Other results were as follows:-

Division 4: Rastall, 1-kyu with 6 wins.

Division 5: Cann, 1-kyu with 5 wins.

Division 6: Bremner, 4-kyu with 7 wins.

Division 7: Casey, 10-kyu with 7 wins.

Division 8: Cant, 13-kyu with 7 wins.

The places for the 1979 Candidates' Tournament were won by Toby Manning, 1-dan, Bristol and Jay Rastall, 1-kyu, Croydon.



"Fun was had by all"

Finally, many thanks are due to the Inter-Varsity Club for providing premises for the Congress and special thanks are due to David Vine, who expended much time and effort on behalf of the Tournament organisers.

Despite some regrettable difficulties that the organisers experienced (notably the tables that were hired not arriving until the Tournament was already a day old) it was generally agreed that the Congress was a success.





Go in China

In the South West of China lies a vast mountainous province famous for its spicy cuisine, Szechuan. It takes its name (Szechuan means 'four rivers') from the four great rivers which criss-cross it on their way to the sea; the Brahmaputra and Salween which feed the Bay of Bengal at Dacca and opposite Rangoon respectively, the Mekong which flows into the South China Sea alongside Saigon and the Yangtze which enters the East China Sea at Shanghai. In the centre of Szechuan, in the middle of an extensive basin surrounded by mountains lies the capital city of Chengtu. Here lives a young lady aged 22. She works as an announcer in a department store. Her name is Kung Hsiang-ming and she is possibly the world's strongest lady go player.

Miss Kung started playing go seriously at the age of seven. She was fortunate that her father was a gifted player who had once participated in the National Championships and also because the Sports School near her home in Chengtu included in its curriculum a special course in go. She joined the go course at the age of eight along with six other students who studied go together every afternoon after regular school was over. Before long she had outstripped her fellow students and attracted the attention of local go organizers. She took part in her first major competition at the age of eleven.



However, this was the time when the effects of the Great Cultural Revolution were being felt throughout China. The Sports School discontinued its go classes and Miss Kung had to be content with playing go privately with her father at home. In 1974 the thaw came, go was reorganized on a national scale and when the first team was chosen to visit Japan and resume the friendly rivalry between the two countries, she was selected. In subsequent visits, her win-loss records of 6-1 in 1976 and 5-2 in 1978 against top Japanese lady professionals including Kobayashi Chizu and Ogawa Tomoko established her claim to be the world's strongest lady player. In China, she finished 13th in the National Championships in 1977 and when separate Championships were organized for women in 1978 she was the first Ladies' Champion. Her go puts great demands on her time but she receives great encouragement from her department store. They are very proud of their young announcer.

The emergence of top flight Chinese players such as Miss Kung in recent years has taken Japan and the outside world by surprise. Though go originated in China some 4,000 years ago little is known in the West about the modern game. However, the recent visits by Chinese players to the European Congress in Paris and the London Open at the New Year have given us an opportunity to learn much about go in China itself

by STUART DOWSEY

Traditionally, go, or wei-chi as it is called, was regarded by the Chinese as one of the three classic arts along with music and brush painting. In spite of this high standing and though many emperors have played from 200 AD onwards there was no continuous imperial patronage. Over the ages, China produced many great players (most famous was Huang Lung-tse, contemporary of Honinbo Dosaku, reputed by the Chinese to have been the better player) but little or nothing is known of them outside the country. The development of the game in China may have been inhibited by the continued use of the fixed criss-cross hoshi fuseki abandoned by the Japanese 500 years ago. The fall of the Ching dynasty and the resultant political instability did nothing to help go prosper. The greatest Chinese player of modern times, Go Seigen (Wu Ching-yuan), studied Japanese games and even had to move to Japan to realize his full potential.

Under the People's Republic of China, go finally was afforded official recognition and made a sport in 1961 under the auspices of the Sports Federation. The magazine "Wei-chi" (Wei Qi in official Pinyin spelling) was published and exchanges arranged for Japanese and Chinese teams. The Cultural Revolution put a quick stop to this promising start. Under the heavy hands of Madame Mao and her clique, now known as the "Gang of Four", organized sport in general suffered. Go had its official status as a sport revoked, the magazine was closed after only 80 issues and go players were castigated as revisionists for their Japanese contacts. It took eight years for the situation to reverse itself. In 1974, visits to Japan were resumed. Official reorganization was rather more cautious but eventually go was rehabilitated in the Sports Federation with the formulation of China Wei-chi Association and "Wei-chi" magazine reappeared in July 1978.

The Wei-chi Association has a permanent staff of about 40 but no formal membership. "Wei-chi" magazine has a circulation of 30,000 and there may be as many as two or three million players. Set against the total population this is a very small figure and indeed go has a long way to go to tap the full measure of support it deserves. However, there are some very influential figures on its side including Vice-Premier Fan Yi who is an Honorary Vice-President of the Wei-chi Association.

One of the primary tasks of the Wei-chi Association is to organize the annual National Championship. It is conducted in two stages. Firstly, in April teams of four players, representing 25 of the 29 provinces (Tibet, Sinkiang, Inner Mongolia and Taiwan are missing) compete for a team prize. The members of teams are selected by contests held at local and regional level. Following the team competition, the thirty individuals with best results go on to compete for the individual championships in September. In 1978, the team prize was won by Shanghai, the men's Champion was Nieh Wei-ping (11 wins, 1 jigo, 1 loss) and the ladies' Champion was Kung Hsiang-ming. There are also boys' and girls' Junior Championships held in August.

For the future, the Wei-chi Association is currently debating whether and how to introduce a grading system with dans and kyus like the Japanese. The Chinese have done without such a system for 4,000 years but it is acknowledged to be a great aid to handicap play. They are also trying to formalize the rules of the game and favour an international conference which would produce standard rules for the whole world to follow. The important Chinese presence in the world go arena is well established and growing; as a result go in general is bound to benefit.

Huang Te-Hsin vs. Kung Hsiang-Ming

Black: Huang Te-hsin
White: Kung Hsiang-ming

5 points komi.
Time limit: 30 minutes per player.
Comments by Mr Wu.

1-11: Mr Wu described the fuseki as "spread" and not concentrated. Both players were playing a large-scale, fast developing game and avoiding solid, secure moves.

W14 initiated the first attack of the game. The order of Black 15/17 is essential, if Black plays 17 first White will grab the opportunity to play at 15 or thereabouts and Black will feel very silly. W20 is very important. If Black played at 30 the White group would become very weak.

B21: Mr Wu suggested that an extension from 15 would have been better.

B23 is the vital point to attack White's shape.

B27 is forced. A White play at 77 would shut the group in.

W30 is essential. If White plays elsewhere

Diagram 1 becomes a possibility.

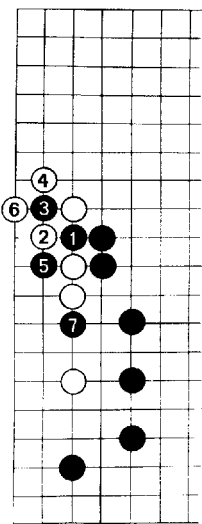
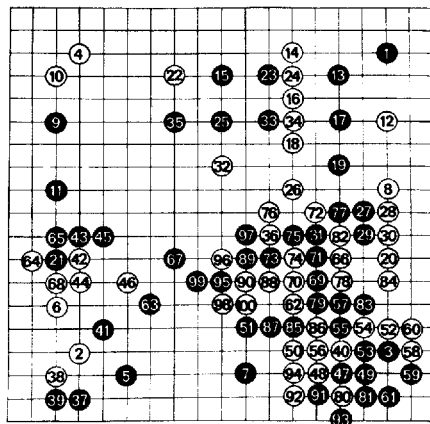


Diagram 1
(Apologies for printing it upside-down)

B35 makes good shape.

W36: Mr Wu suggested that a kakari against 3 would have been bigger.

B39: Similarly, this would have been better at 40 or 47.

W42: Mr Wu thought a play at 44 might have been preferable.

B45: This merely helps White out into the centre. Black should simply play at 47 before deciding which way he will play on the lower left side. A Black play at 46 might later prove preferable.

W58/60 is good timing.

W66 might have been better at 78.

W72: "I didn't think of that move" Mr Wu exclaimed.

W82: Mr Wu asked if any of the spectators could see what would happen if White played there. No one was foolhardy enough to attempt an answer.

B101: An unexpected kikashi that turned out to be perfectly placed.

B103-127 is forced. Black sacrificed seven stones in order to rescue his group on the right side and make the very large capture of the seven White stones on the lower right.

B133 is huge. If Black omits this move White can secure the whole of the right-hand side in sente. (See Diagram 2)

B143 is the vital point which settles the game.

W158/B159 was described by Mr Wu as a poor exchange for White. Recording stopped at 228. Black eventually won by

7 points after komi.

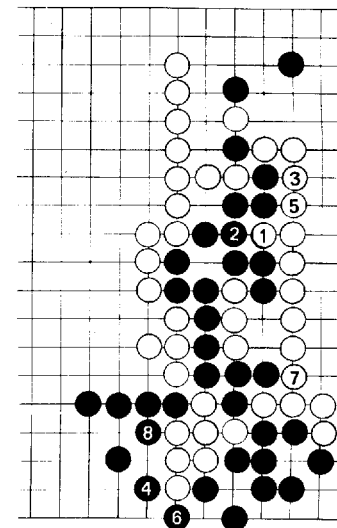
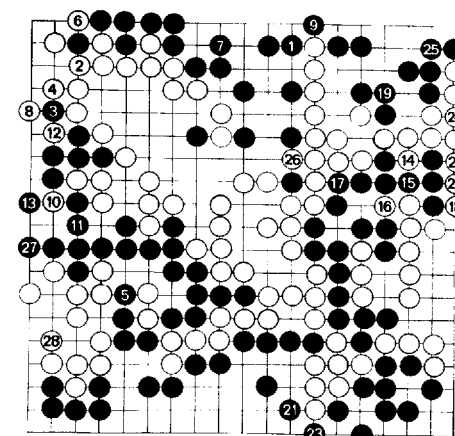
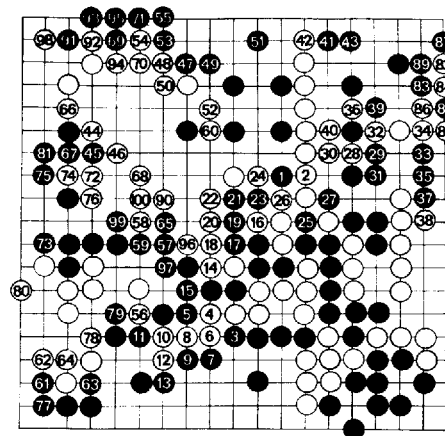


Diagram 2

Sir,

The cost of go score sheets has risen quite dramatically in the last few years. This probably corresponds with the decline in value of the pound sterling against the yen. Even the BGA can only offer a 50 sheet JAL score-pad for 40p. There is, however, an alternative. 'Winfield' produce an exercise book of ruled squares, code H/2A. This retails for 23p in Woolworths and has 112 sides. A little time spent one evening with a ruler and pencil and you can have as many go score sheets.

This dramatic drop in cost may encourage more players to record their own games for future study, which is one way of increasing one's strength.

Yours,

David Mitchell.

Sir,

I should be glad if you could mention in BGJ 44 that go is being played at my house in Finchley, North London, every Saturday afternoon. It is not a club and everybody is welcome but, as both space and equipment are limited, it is essential that people should telephone me before coming. (I shall be away for five weeks from April 28th so there will be no meetings during that period.)

Yours,

Eva Wilson (Tel: 01-346 6464)

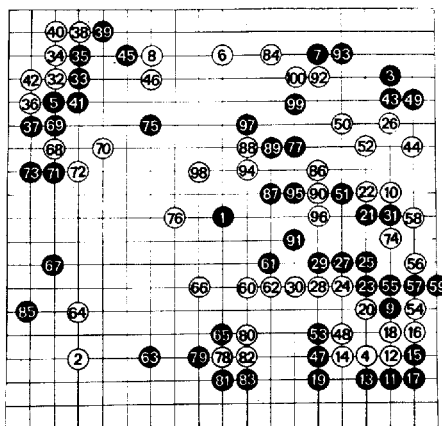
Letters

TO THE EDITOR

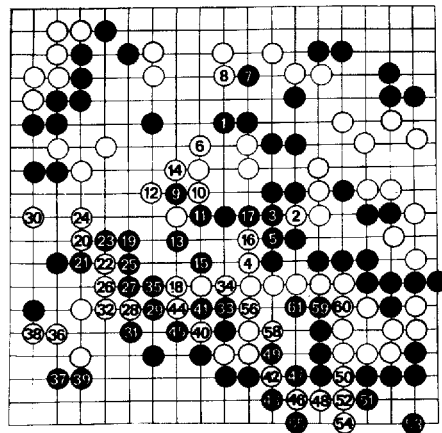
The 1978 British Championship featured several new faces. For the first time since the institution of the Challenger's League/Candidates' Tournament system in 1975, several of the top players did not compete. After every Challenger's League so far, Jon Diamond and Paul Prescott had played off for the title, while Tony Goddard, Stuart Dowsey and I had taken 3rd, 4th and 5th places, and thus retained the right to play in the Challenger's League. This year Jon retired, Paul has taken up politics instead and Tony was abroad and unobtainable.

The idea of the three tier championship system is that the Candidates' Tournament should contain as many players as possible, and provide an opportunity for up and coming players (selected from regional tournaments) to test themselves against the establishment, while the Challenger's League provides a pecking order for the top players as well as producing the best possible challenger. The title match is somewhat different, one player is set up on a pedestal and another is chosen to try to knock him down; the main purpose of this exercise is to provide good spectator sport.

Jon had deprived the spectators of some of their fun by stepping down gracefully from his pedestal before the tomatoes were ripe, so we were left with two players from the newly depleted Challenger's League competing for the right to be next year's target.



1.1



1.2

British Championship

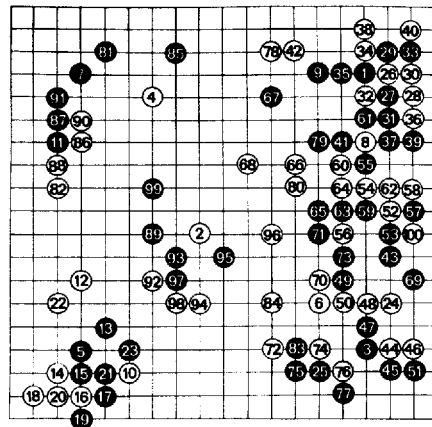
Matthew Macfadyen, 5 dan
vs. Brian Castledine, 3 dan

by Matthew Macfadyen

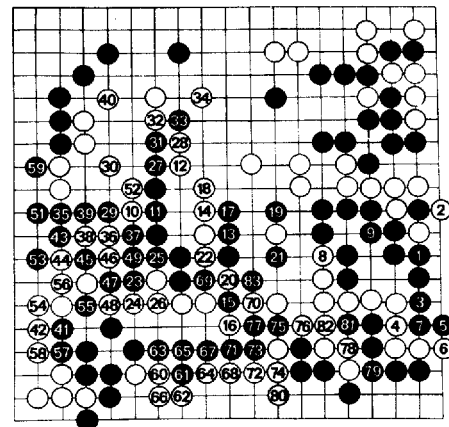
I will not discuss the first two games in much detail, since they were generally felt to be less interesting than the third. The observant reader will spot that I started all three games by playing in the centre of the board. The idea here is not to make territory in the centre, but to dominate the fighting in the middle game, and hope that territory will appear of its own accord as the fight progresses.

In the first game, Brian allowed himself to be pushed around too much, and by Black 67 was way behind. At Black 85 it would have been more prudent to protect my centre group, but I do not regret this play, since the ensuing fight brought a bit of excitement to an otherwise uninteresting game.

The second game featured several difficult problems. My deep invasion at 52 is typical of the kind of thing which becomes possible when you have a few stones sprinkled around in the centre. Brian could not find an effective attack and, after 92, needed to produce something spectacular in the centre. The sequence to 112 was inadequate and the game was effectively over by 122.



2.1



2.2

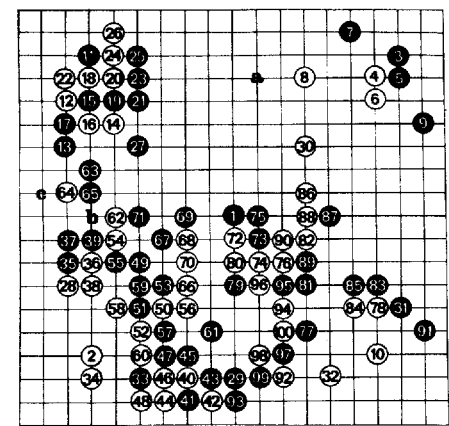
The third game was much closer than the other two, largely because of a major strategic error by me, and Brian would have won comfortably if his yose had been a little more accurate.

White 14 is an uncommon joseki which I did not know. The sequence to 27 is as recommended and White gets sente to play 28. White 30 is also good, preventing a profitable Black attack starting at 'a'.

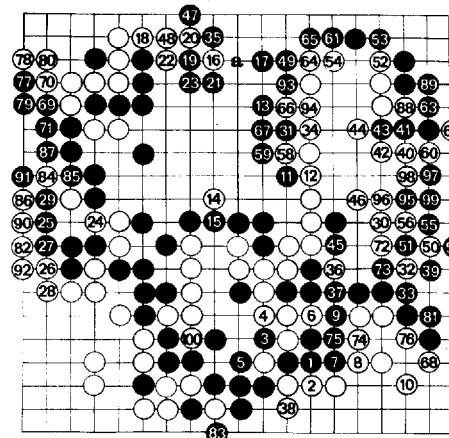
Black 49 was natural, treating the four stones on the lower side lightly, but 51 was bad. I had anticipated some such sequence as 52-61, and expected to be able to chase the White cutting stones into the centre, and then to have the choice of attacking to develop territory along the right hand side or attacking to build a wall facing White's stones 4, 6, 8, 30, which could then be attacked in turn. I had grossly overestimated the security of my group on the lower side, however, and had failed to see how effectively White could lean on my upper position with 62, 68 etc. I had also forgotten the implications of Brian's solid play at 32 which took away my base.

Incidentally, White 66 at 'b' will be answered by 'c'. Black 71 enables me to answer 125 instead, which is better yose.

Black 77 is a good example of the kind of light play which this position requires. It is imperative that this group does not get shut in, since that would secure White's centre group and leave me no chance of winning.



3.1



3.2

NEWS

4th BGA NATIONAL KNOCK-OUT TOURNAMENT

Two problems manifested themselves with the 1978 Championship; the considerable alteration in the strength of contestants during the long period of the competition and the problem shared with many British competitions in attracting entries from weaker players.

We hope to combat these problems in the 1979 Championship by running three divisions, viz: dan players, 1-kyu to 7-kyu players, and those below 7-kyu. Players may enter for a higher division than their nominal strength if they so wish. Running three divisions will greatly reduce the number of rounds required and we expect to run the competition from March to July with matches played every 3 or 4 weeks, the finals possibly being reserved for later in the year.

All players, especially those less experienced, are encouraged to enter. The draw is arranged to suit the geographic convenience of contestants as far as possible and to avoid gross mis-matches of strength in the early rounds of this even-game tournament. Players make their own arrangements for matches which may consist of one or more games.

Prizes will be awarded to the winner, the losing finalist and a 'Giant Killer' (ie. a player who does well against stronger opposition) in each division. At least £1.00 of the £1.50 entry fee will be paid into the prize fund.

To reduce expense there are no entry forms. To enter please send the fee and the usual details (including phone nos. if possible) to: J.E. Allen, 7 Lordship Road, Cheshunt, Herts. EN7 5DR. Closing date for entries is February 19th. All entries will be acknowledged with details of the draw and full rules.

1978 NATIONAL KNOCK-OUT RESULTS

Matthew Macfadyen won the dan division, beating John Allen in the final. John Allen won the 'Giant Killer' prize in the top division.

Frank Pratt won the kyu division by beating Mark Roberts in the final. Mark Roberts won the 'Giant Killer' prize.

PROMOTIONS

Recent recommendations for promotion made by the Grading Sub-committee and accepted by the main Committee are as follows:

Jim Bates	3-dan to 4-dan
Frank May	3-dan to 4-dan
Terry Stacey	2-dan to 3-dan
Jim Barty	2-dan to 3-dan
T. Mark Hall	2-dan to 3-dan
David Sutton	2-dan to 3-dan
John Allen	1-dan to 2-dan
Frank Pratt	1-dan to 2-dan
Keith Seaman	1-dan to 2-dan
Jay Rastall	1-kyu to 1-dan

Congratulations to all these players.

SEVERN VALLEY GO LEAGUE

The position of the teams after round 3 is as follows: Monmouth are in first place with 5 points; Cheltenham, Bristol and Bath have 4 points each but are in second, third and fourth place respectively on a tie-break; South Cotswold are in fifth position. Further results will be given after round 5.

NIJMEGEN GO TOURNAMENT

A go tournament is to be held in Nijmegen, Holland, from Friday March 16th to Sunday March 18th. It will be five rounds with a lightning tournament on the Friday night. Entry fee is fl. 12.50 (£3) and there are fairly substantial cash prizes for the winners. Foreign players are especially welcome. Contact: Ton de Haan, Zwanenveld 74-09, Nijmegen, Netherlands. Tel: 080-447208.

GO TUTOR SPONSORSHIP

"Go Tutor" is to be sponsored. David Jones, who has produced it for some time, has accepted an offer from his company to pay for the production and printing for one year (12 issues). The company, near Warrington, designs Nuclear Power Stations. It has a thriving go club and the Managing Director also plays.

NEW BGA TECHNICAL ENQUIRIES SERVICE

Do you sometimes find the explanations in go books and magazines inadequate? Do your opponents worry you with new moves which you can't handle? The BGA is now running a postal enquiries service to cater for these and similar problems. Enquiries on any aspect of go and at whatever level should be sent to the secretary (address inside front cover).

WOODFORD WINTER TOURNAMENT

by Francis Roads

We asked you to vote with your feet for further tournaments at Wanstead House and on Saturday 2nd December, 46 of you did. Suggestion sheets were distributed to find out what entrants thought about the tournament, but most seemed happy with it as it was - a three round McMahon tournament.

Messrs. Artus, Briscoe, Macfadyen and Pratt and Ms's Casey and Cross all won three games and a prize. Prizes were also awarded to a number of players who won two games.

David Crompton, by general consent, made a fine job of directing his first tournament. David Mitchell helped with the draw and Andrew Grant and Sue Crompton did sterling work in the kitchen.

This tournament was organized in something of a hurry to try to plug one of the many gaps left by the demise of the London Go Centre. We were most encouraged by the response and we intend to organize similar (and perhaps dissimilar) events regularly.

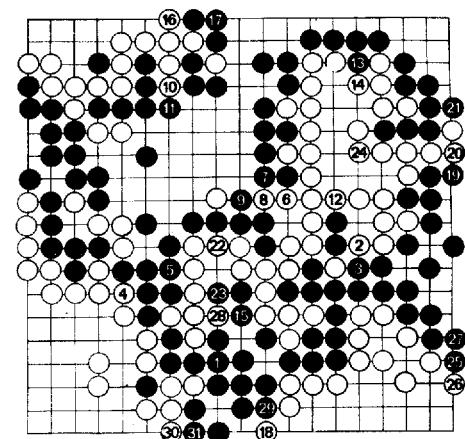
1979 CAMBRIDGE TRIGANTIUS

This year's 'Trigantius' Go Tournament will again be held at the University Centre, Mill Lane, Cambridge on Saturday 17th March.

The tournament will be a three round McMahon with time limits of 1 hour per player and 30 seconds byoyomi. Prizes will be awarded to divisional winners and the Trigantius Cup goes to the winner of the top division.

Round 1 commences at 10.30 am. Registration by 10.15 am. at the latest. The entry fee is £1.00, with a surcharge of 50p if the entry is post-marked later than the 27th February.

Entries should be sent with grade/approx. strength to: George Barwood, Clare College, Cambridge.



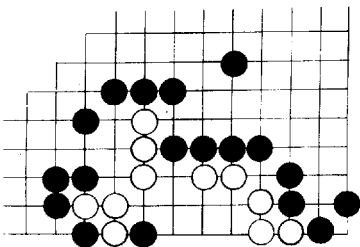
3.3

White 86 is slow but very secure. Now I have no good attack in the centre and White has time to wait before deciding how to reduce the centre.

Black 93 stretches my position to the limit but up to 110 my groups connect in sente, albeit tied up with rather a lot of string.

White 116 was gentle and natural. Up to 123 the centre is reduced adequately and White is assured of sente to play the enormous points at 126 and 130. At this point, however, Brian started playing very inaccurately; 134 was slow and would have been better at 140 or 'a', 146 could have been at 212 to keep sente and 150 should have been 151. After 151 Brian was still a point or so ahead, but he continued to make small errors and both players were surprised that the final margin was so large.

PROBLEM 1 (Answer on p22)



Black to play.

So what? It's only a point or two!

by T. Mark Hall

In the Dictionary of Basic Joseki, Volume 2, Ishida remarks more than once that such and such a move was an "unconditional loss of two points". The implication of this comment is that even in the earliest stages of a game, you should be careful of the effect of every move. In this article I intend to point out some of the more obvious traps and pitfalls that players miss. Avoiding these pitfalls will help to tighten your game, so that a one point loss may become a one point win or that a small margin of victory may become a larger margin.

The following is a position from a recent handicap game. (The moves have been changed to protect the guilty.) Black, searching for ko threats, played 1 in Diagram 1. White captures and secures three points. Black should have played as in Diagram 2, leaving himself the possibility of playing at 'a' later. It is obvious that if he does get to play at 'a' first, White's territory in this area will be only two points. If Black has this potential, White may be forced to connect and leave Black a move of equal value (one point in gote) at some other point.

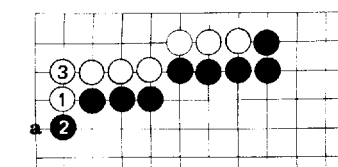
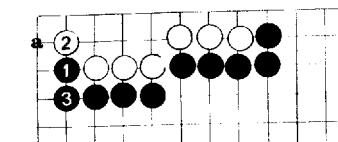
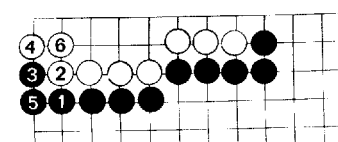
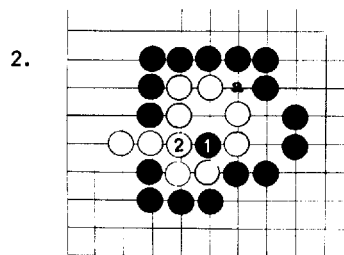
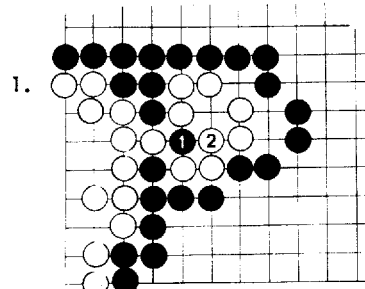
Now let's look at the position in Diagram 3.

What is the best move for Black in this position?

If you look at many professional games, more often than not Black plays down with 1 and follows with 3. With 1, he threatens to play at 6, which is very large yose that is sente to kill the corner.

If Black plays as in Diagram 4, he ends in gote and leaves White the choice of playing at 'a' immediately or taking sente elsewhere. You really should not give your opponent such chances.

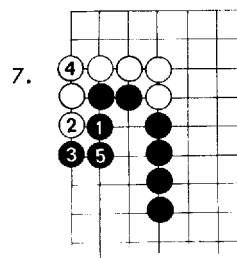
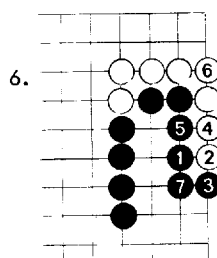
Surprisingly perhaps, if White has sente he should still play at 2 in Diagram 3 and then he will hane at 5.



If he were to play as in Diagram 5 he would end in gote leaving Black to play the large yose point at 'a' or, alternatively, an even larger point elsewhere.

In Diagram 6 I often find myself playing at 1. Black is pushed back and is forced to connect at 7. Diagram 7 shows how Black should play. Diagram 6 is therefore an unconditional loss of two points.

Such positions are often the point where games are won - or lost.



Dutch Miniature

by Andrew Daly

As part of the tenth anniversary celebrations of the Leiden Go Club, the first Netherland's 13 by 13 Championship was held. The tournament was a five round event, with time limits of 45 minutes per player - more than ample for the small board. The event attracted a strong field, including two former Dutch (19x19) Champions, whose game is shown below. Henk de Vries is a well-known endgame specialist and it was no surprise to see him win all his games to win the tournament. Robert van Vulpen and Robert Rehm came second and third respectively.

The game between de Vries and Rehm is worth study. De Vries uses the technique of exchanging territories fairly often to clarify his advantage, relying on his counting. Rehm plays solidly, but always seems to be slightly outplayed in the exchanges. His strength is more apparent on the larger scale of the full board.

W6: After a fairly normal opening, White embarks on an influence-seeking joseki - a surprising choice for a 13x13 game.

W10: Black is building influence in the other direction and rather than complete the joseki, White feels that he has to invade now.

B11-19: Another amended joseki sequence. Note how White manages to play at 16, so that Black cannot answer 18 at 97. Black, however, breaks up White's shape with 19 and defends the corner, so he probably comes out a little ahead.

W20-34: White attacks the corner, but Black resolutely gives it up to build an overwhelming strength in the centre, swallowing some white stones in the process. Black probably decided to play this way because in the previous sequence he allowed White to play on the outside with 18 and himself took that corner.

B35-45: The last corner. White, who seems to be a little behind, attacks vigorously with 36, but after the reasonably natural sequence to 45 it is difficult to see how Black can be prevented from either making two eyes or connecting.

At this point we can see that a 13x13 game tends to go straight from the opening to the endgame. White appears to be about 5 to 10 points behind, even with komi, and he will have a tough time pulling up from here.

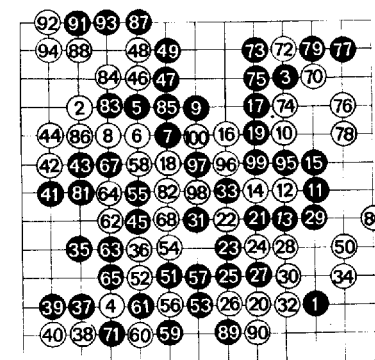
W46-48: Very large moves, since Black could have played here to threaten the corner and so forcing White to defend.

W50: Also very big as once again Black could have played forcing moves here. Perhaps it would have been better to have played at 56 though.

B51-61: Black exploits White's weakness here. Points to note in this sequence are the way in which White 54 tries to exploit Black's weakness in the centre and how Black defends with 55, which also threatens to make about eight points by cutting off 18. White is in dire trouble when the ko starts, but 58 prevents Black getting his eight points and earns some ko threats, giving White some hope.

B63: Faced with White's threat at 62, Black copes with a complicated situation by giving up two stones and turning the ko into a huge one. Note how the players try to make points while fighting the ko. White 70 is a very big threat, but Black finishes the ko, taking one corner in exchange for another and coming out ahead.

Black: Henk de Vries
White: Robert Rehm

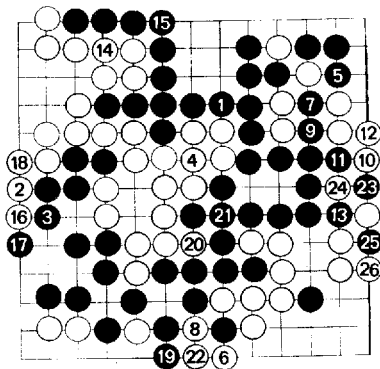


66 ko

69 ko

W72-80: White finds that he can't quite take all the corner but must connect with the 'monkey jump' along the side. Thank goodness for 50.
 B81-95: Making points while keeping the initiative. Black is now wrapping things up.
 W96-104: Pulls a little back, but has to pass the initiative over to Black again.
 B105-109: Another exchange to Black's advantage.
 B123-125: Now comes the ko and White has to give up. He has some threats, but Black cannot fail to gain from the ko and White's position is already hopeless as he is still at least five points behind.

27



THE FUNDAMENTALS OF GO by Toshiro Kageyama, 7-dan

Published by the Ishi Press

Review by David Sutton

This is a lovely book. Kageyama, already known to Western readers as author of the entertaining "Secret Chronicles of Handicap Go," emerges from its pages as a sort of patron saint of amateur go. He knows all about us you know, what an idle, shiftless, greedy, timorous lot we are, blundering here and there, never counting the score, saying of course we can read ladders when in fact we can do no such thing . . . and still he does not despair of us. Partly this is because he still retains, by his own account, a lot of the amateur himself, at least in everything except skill. "Almost everyone, including me, regards me as a kind of slow-witted, overgrown amateur. . ." Partly it is because of his unflinching love for and delight in the game, and belief that the blessed republic of go is open to all who have the patience and humility to persevere at the game.

The most important message of the book is that go is a game it is possible to play very well simply by doing the obvious. Professionals, after all, can give most of us nine stones without any more cerebral effort than it takes us to say 'Please pass the salt'. They don't think, they just do the obvious. Getting to the point where the obvious truly is obvious is what the book is all about. "Stick to the fundamentals . . . When a beginner learns the game, the first things he learns are the fundamental skills. When he advances to the point where he begins to think of himself as a strong player, the thing he needs to do to become stronger is to go back and study the fundamentals once more".

He hammers this point home in a series of lucid chapters on such topics as ladders and nets, cutting and connecting, the correct way to study joseki, good shape and "proper" moves, and on every one he has some things to say that all levels of amateur player can benefit from. Time after time I found myself thinking: 'of course, I can see that's the correct move, of course I realise that a professional would never play anything different, but if I'm honest, I wouldn't have played it myself' - and realising that the reason why I would not have played it myself was that never before had I really understood why it was the right move.

Kageyama gives the book charm as well as utility by including a wealth of anecdote about his professional experiences. His account of a hardly to be hoped for victory against Rin Meijin is particularly interesting. The consoling reflection at the start - "I could not match the Meijin in either skill, stamina or spirit. But at least I could compete with him on even terms in the matter of nigiri . . .", the gamble on a fuseki of his own devising, the incredulous elation mingled with fear as he realises that he is ten points ahead and only needs to hold on, all this will comfort readers with the reflection that professionals aren't different, just better.

Perhaps the only drawback of this book is that its very readability could deceive readers into thinking that it contains less matter for study than some more formal works, and can be taken quickly. That is not so. This is a book to chew on and chew on again.

Term Time: NAKADE

by David Mitchell

Nakade is the term used to describe seven distinct territorial shapes, which when formed can be killed by one's opponent. It is important to know these shapes and, as there are so few of them, they are not difficult to learn.

There are two 'trees' of nakade shapes. Diagrams 1 and 2 illustrate them.

As can be seen, all except Diagram 2c are symmetrical. Diagrams 1d and 2d are, of course, the same. To prevent eyes being made in any of these shapes, occupation of the central point is all that is required. (In each case the stone marked is the key point.)

The shapes have gradually acquired names to facilitate instant recognition. The two three-stone shapes are easy to remember. The 'T' four and 'block' of four are self-explanatory, as is 'cross' five (1c). 'Saucepan' or 'hatchet' five describes 2c and finally there is the 'rabbity', 'flower' or 'fish' six.

Diagram 1

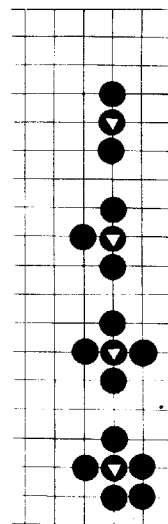


Diagram 2

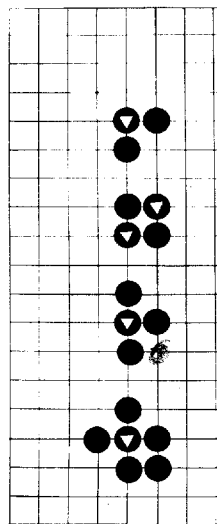


Diagram 3

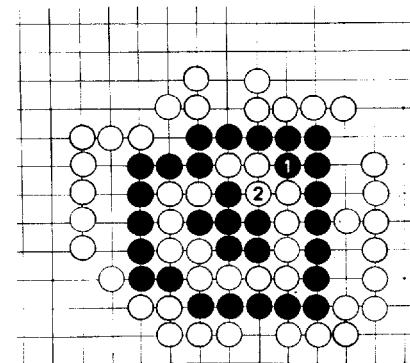
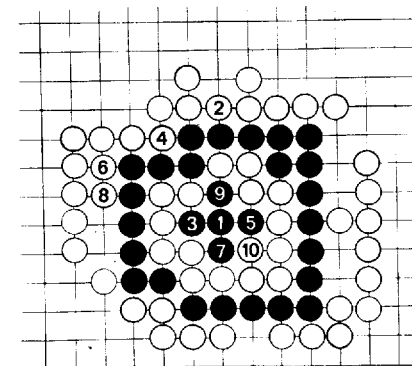


Diagram 3 shows a White group that has a six-point nakade shape inside it. It is Black's turn to play so he occupies the vital central point. Black's surrounding group, however, has troubles of its own.

The fight shown is one way to capture the group on the inside. Please note how the 'tree' is followed down and the white group eventually captured.

Now try it yourself with the other tree and see where the trees can interpose. Play the position out on the board and then in your head. With practice you will never forget any of these shapes.

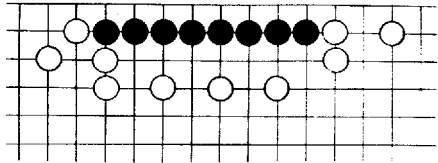
Diagram 4



Proverbs that Save Lives

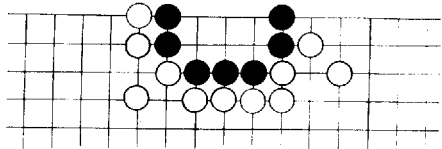
by David Mitchell

On the second line eight live six die and with seven whoever plays first wins.

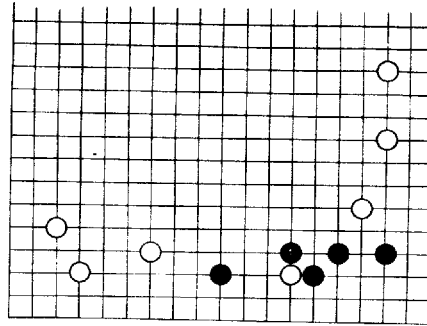


This is the first go proverb I ever learned, it seemed to me at the time quite useless, however, looking back I can see that without it many of my calculations and many of my live groups would not have happened. It is quite simple and once understood it is self-evident, but when playing games clear thinking and a sound grasp on reality is often absent, so the proverb gives you a parrot-like saying which you know will anchor you to sanity. How often have you looked over a game after finishing only to find yourself saying things like, "What was I thinking of?", or "I must have been mad to play there".

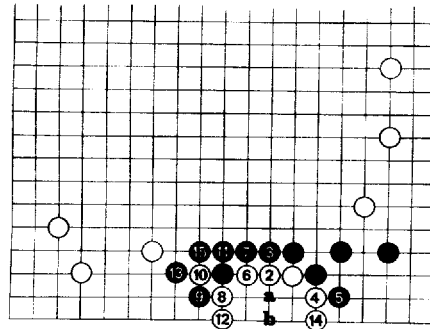
The second proverb which has saved many a vagrant group is "The comb formation is alive". This needs some explanation as it is not quite as plain to see. For a start, what's a comb formation look like anyway?



This diagram shows a comb formation, basically it consists of three stones on the third line, plus two hane's and extensions to the edge. When I first read this proverb and looked at the shape I could not conceive of any possible way such a strange and seemingly artificial shape could be made. The following diagrams show just one way that it can be of the greatest help, when in a very tight corner, or should I say side?



Black has just played 1. The white stone looks very sick if not dead. By using his one small piece of knowledge he can at a cost scrape life for his stone. It is possible to give up the stone, and use it as a sacrifice, but in the game life seemed the best thing.

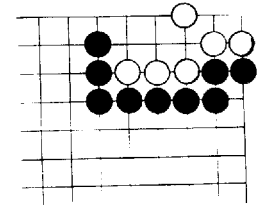


White 2 starts the rescue, 3 is natural, 4 pushes into the corner beginning to form the comb formation, 6 to 13 are expected, and there is little variation, and Black ends in gote allowing white to go back and finish his comb formation with 14.

In case you have not already realised the points marked 'a' and 'b' are meai, if Black plays one White plays the other and there is no way to kill this group, please try to kill it, there are some interesting lines.

There are two other proverbs that are invaluable when trying to live, or kill. "When the formation is symmetrical play in the centre" and "My enemy's key point is my own key point".

Proverbs may at first seem useless, but they are a short cut to reading out positions, and they are an inspiration to the player in a tight spot, where at least a miracle is needed. Proverbs are not miracles, but you might just come up with one if you have some of the many proverbs brewing inside your head.



PROBLEM 2 (Answer on p22)

Black to play.

Central Fuseki

by Andrew Daly

I've never been a great believer in weird fuseki, but it does help one's understanding to try a few different ideas. It was in that spirit that I played this game.

B7: I really had to play here if I was going to complete my plan, but in fact it's not very good. W4 is an excellent counter to the combination of 1 and 3. W8 is understandable but also not very good. If he had played one point to the right of 12, he would have reduced the potential in the centre while preparing to make territory.

B9-19: Here we see the first strength of the central fuseki. Black is allowed a big corner (with 'a' left as sente) while White concentrates on influence. Note the 12-13 exchange which is supposed to be taboo in joseki.

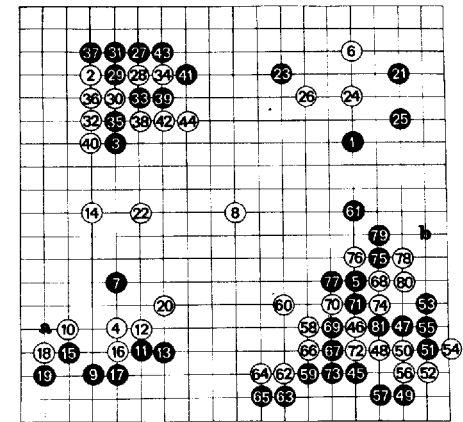
B21-W26: The next point is that the central stone can turn into a useful point in the corner exchange, as happens here. But Black is bound to get a bit behind in this corner, because he has skipped a move at 22.

B27-37: For those who know joseki, this has turned into one of the difficult variations of the taisha (a 3/5 point joseki) but all moved one line to the right. Who knows what will happen, but 3 has again turned into a good point.

W38-44: Understandably, White chooses a simple line. But probably he loses some points from it. I would have played atari at 39 to give White bad shape and then at 40 to initiate a long fight.

The stones 3 and 35 are not quite dead. B45-65: A remarkable sequence. The moves are not quite as bad as they seem, except for B57, which should run away rather than insisting on a small corner, and B61, which leaves too many holes.

W66: Too clever. White should simply run along, which is obviously very good for him. By trying clever stuff he takes the risk of being ripped off.



W68: It's understandable that he should not want to connect, but it's very risky.

W70-76: Not much choice here, but White is now in big trouble. There does not seem to be a way out, but Black actually miscounted the liberties in the corner.

B81: Now White dies in the corner and Black should not lose. In fact, Black could attempt to kill the whole corner by playing at o, but taking half the stones should be enough to win. White is forced to live on the right side in gote.

In the end the game went on for a long time, since Black made some mistakes. Finally however, White had to resign when the Black stones at 3 and 35 came to life and killed the stones to their left.

How to Play Ko

by David Mitchell

Well, everybody knows what a ko looks like, and they have no doubt had to play one whether by accident or design. They most commonly occur in one of your safe groups and are the device of dan players to beat weaker players when all else fails. To quote a presidential saying: "false".

I have noticed, as have most players who give large handicaps over a period of time that weaker players do not know how to fight a ko, in fact most of them feel that once it is ko for life, it is death, and they can give up. Fear not, help is at hand: read on.

The ko is not the thing that worries people, it is the way to find and answer ko threats. The most common kind of ko threat is the atari (or for those without "Tilley's", a threat to capture). Most people rush straight in and play the atari without thought, after all it is a ko threat. But that is my point, it might be two, and an extra ko threat is just what is needed when trying to save a group.

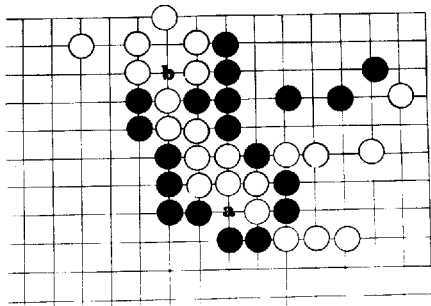
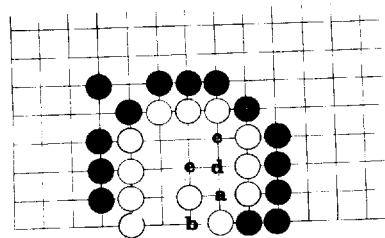


Diagram 1. Most people would rush in and play 'a' without any further consideration, it is those people who find that their groups die. If Black had only paused for thought, he might have found 'b' and the extra ko threat. Always remember, there are almost always two ways to atari.

Another example is given in Diagram 2. The correct move is 'a', if Black takes with 'd' Black has a further ko threat at 'b'. If White tries to resist and plays at 'b' then White has two more ko threats at 'c' and 'e'. Please try to remember situations like this, they come up over and over again.

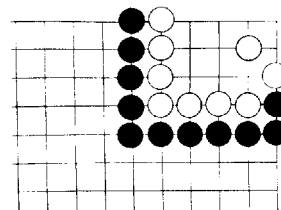


The next type of ko threats are the ones that threaten to live or to kill one of your opponent's groups. Needless to say they must work, and the only way to find out whether they do is to read it out. If you are unable to read, then you must practice, because if you are unable to see ko threats, then your opponent will have no trouble in winning any ko that may occur. If your reading is rusty, that is a cause for as much concern as not being able to read at all. It is quite easy to overlook or misplay ko threats only to end up with less, a disaster by any standards.

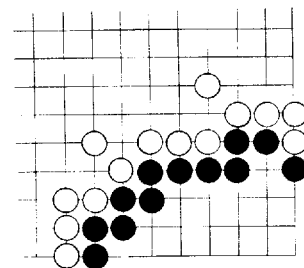
The last type of common ko threat is the cut. First and foremost the cut must work, secondly it must have some purpose. To cut a group into two only to find that both halves have two eyes is not a strong ko threat. Again, it only requires a little reading to find out what the status of each of the groups is afterwards, and base your judgement on that.

Below are two examples of positions that have ko threats against them. Use your reading and your imagination and see how many ko threats you can get in each case. If you get two less than the answer you need to practice your reading as it is rusty. If you got only one less you are still in need of practice, and if you got it right you have probably seen the problem before and you should practice your reading anyway.

To practice reading you are allowed to:
 1. set up the problem on the board, 2. you are allowed to think. You are not allowed to play the stones on the board in search of the answer, 2. you are not allowed to ask anybody for their opinion, 3. you are not allowed to look at the answer until you have thought about it for at least five minutes.

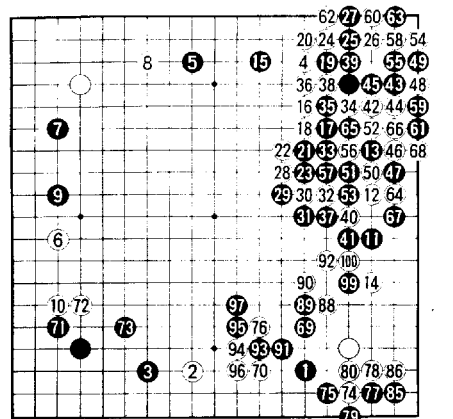


Ko Problem 1

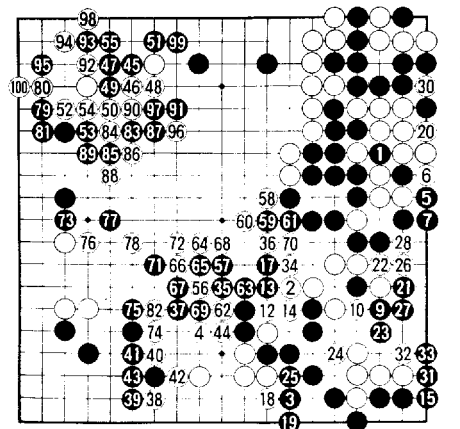


Ko Problem 2

Answers overleaf.



81 ko	84 ko	108 ko	129 ko
82 at 48	87 ko	111 ko	
83 at 59	98 ko	116 ko	



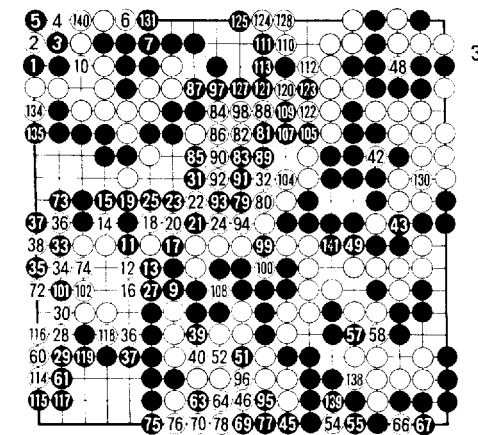
208 ko	244 ko	253 ko
226 at 221	247 ko	256 ko
241 ko	250 ko	259 ko

ANCIENT GAME from David Mitchell

Here is the score of a very ancient Chinese game, so old no one can read the players' names. At the time of this game it was customary to start with the four stones on the corner star points. The original game score had white starting.

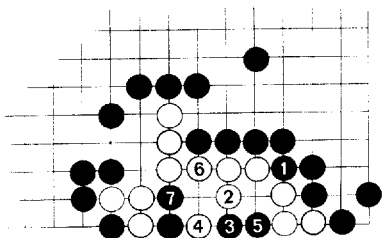
We have had to reverse the colours to accommodate our antiquated games' score system, but the game is a real gem if you can get through it. I have not endeavoured to write a commentary, as I feel that anything I say will detract from the power and aggression of this game.

(White wins by 2 points)

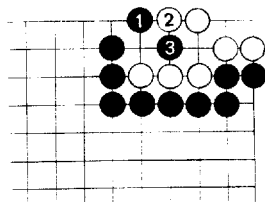


262 ko	271 ko	326 ko	333 at 236
265 ko	303 ko	329 by 242	
268 ko	306 ko	332 ko at 238	

Answers

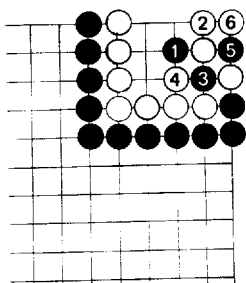


PROBLEM 1

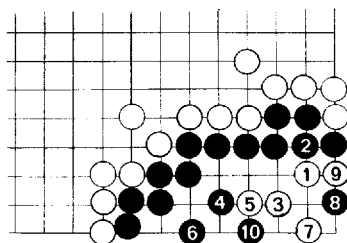


PROBLEM 2

Ko Problem 1



Ko Problem 2



AGM:agenda

The Annual General Meeting of the British Go Association will be held at 7.30pm. on Saturday 31st March 1979, during the 12th British Go Congress, at Bath University.

The Agenda will be:

1. Election of Tellers.
2. Reading of the minutes of the A.G.M. of 8th April 1978.
3. Discussion of matters arising from the minutes.
4. Receipt and consideration of Officers' written reports.
5. Address by candidates and election of Officers.
6. Address by candidates and election of ordinary Committee members.
7. Consideration of and voting on the proposal received from the B.G.A. Committee that the subscription rates for 1980 be:

Club junior member, 16th birthday on or after 1.1.'80.	£0.50
Club student member, in full time education.	£0.80
Club member, full rate.	£2.00
Unattached junior member, 16th birthday on or after 1.1.'80.	£1.00
Unattached member, full rate.	£3.00
Overseas member.	£4.00
8. Consideration of and voting on the proposal from the B.G.A. Committee that the constitution be amended as follows:
 - Insert new clause between clauses 7 and 8:
"Members of the B.G.A. may join either as individuals or as registered members of an affiliated club."
 - In clause 8, delete "in exceptional circumstances ..." up to the end of the clause, and replace by "a club organised primarily for children of school age need not register more than one of its members provided that that member registers at the full club members' subscription rate."
 - In clause 9, insert "registered" before "club member" in line 1, and "registered" before "club members" in line 3.
 - In clause 11, first sentence, insert ", non-registered members of clubs affiliated to the B.G.A.," after "members of the B.G.A."
9. Consideration of and voting on the proposal from the B.G.A. Committee that the constitution be amended as follows:
 - In clause 29, insert "Election of honorary auditor" between items f and g.
 - In clause 42, change to "Nominations for Officers, ordinary committee members and auditor must be submitted ..."
 - In clause 45, insert "and auditor" after "each officer".
(In the event that any of these constitutional changes is accepted, clause 68 will also need amending.)
10. Consideration of and voting on the proposal from the B.G.A. Committee that the A.G.M. authorises the Committee to appoint an honorary auditor for 1979.
11. Any other business.

M.R. Macfadyen, Hon. Secretary.

Chestnut Go Bowls

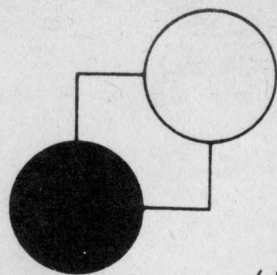


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