

# Chestnut Go Bowls

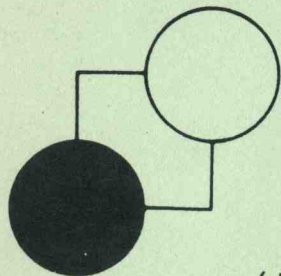


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BRITISH  
**GO**  
JOURNAL

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# The 1979 British Go Congress

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## Brian Castledine

Brian Castledine, the President of the British Go Association, died on February 28th.  
He fell from a cliff near Sussex University during an afternoon walk. He had been lecturing  
in statistics at the University since he completed his Ph.D. studies last year. No one was  
with him at the time and the details of the accident are unknown.

Brian began playing go in Nottingham while still at school and was a member of  
Edinburgh, Reading and Cambridge clubs before moving to London. He joined the BGA  
Committee in 1976 and became increasingly active in go organization after that.  
His success in welcoming newcomers to the game was due to his disarming geniality as well  
as to an unaffected modesty which was also manifest in his go playing; he became notorious  
for a brand of quiet, patient, solid play which enabled him to come back and win at a  
late stage from apparently hopeless positions. On the go board and off it, one always felt  
that he had something extra in reserve.

Brian's greatest contribution, however, was to the social life associated with go  
tournaments. He was largely responsible for the birth of the "go song", which will undoubtedly  
remain a feature of tournaments in Britain and elsewhere, and whose continuation will  
represent, perhaps, the best possible memorial to one whose infectious sense of humour  
contributed so much to the lives of all who knew him.

Matthew Macfadyen.

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## Editorial

This issue seems to have an abundance of Tournament Reports and game commentaries  
and not much in the way of technical material. The August issue will redress the balance a  
little with an article on reading tsume-go books and an article on joseki among others.

In the next issue we also start a short series of articles on the birth of the Nihon Kiin.

Apologies for two errors in the last issue:- to T. M. Hall for misprinting a diagram  
in his article "So What, its only a Point or Two", the 'leg' on the corner group in  
diagrams 3, 4 and 5 should be one stone shorter; and to D. Mitchell - in "Nakade" the  
'hatchet five' was missing a stone.

Please write to the Journal, problems, articles, anecdotes are all welcome.  
Anything that's printable will be used!



# Louise O'Callaghan, 1~kyu v. Quentin Mills, 2~kyu

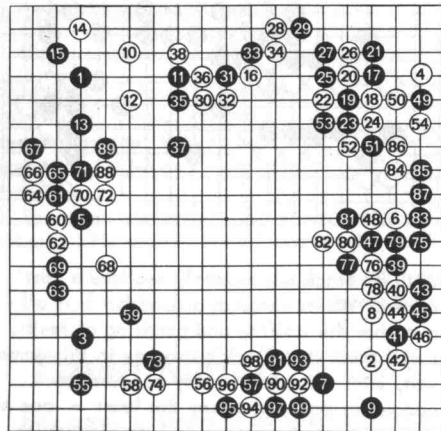
Black: Quentin Mills, 2~kyu  
White: Louise O'Callaghan, 1~kyu

Comments by Matthew Macfadyen.

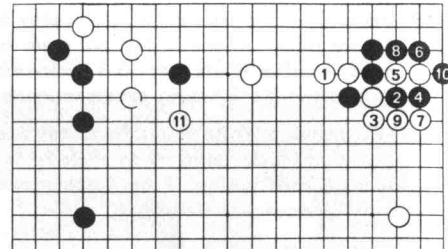
This was an interesting game with plenty of violence and excitement. The following comments concentrate on ways of attacking weak groups. Neither player was sufficiently aware of the go proverb which says that if you have one weak group it will live, whereas if you have two, one of them will die.

White 4 is a joke play which is surprisingly hard to answer effectively. White is prepared to sacrifice this stone to get a wall on the outside if Black attacks it.

White 22 is too impatient. The focus of the game at this stage is White's forthcoming attack on Black 11. Diagram 1 shows one way of playing. Black will probably be able to save his stone, but while he is doing so White can expand the right side and prepare for an invasion on the left.

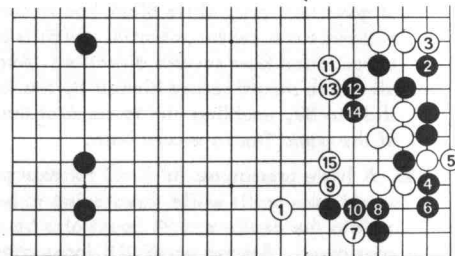


The sequence to 29 was a big loss for White, but at least she got the first play on the upper side.



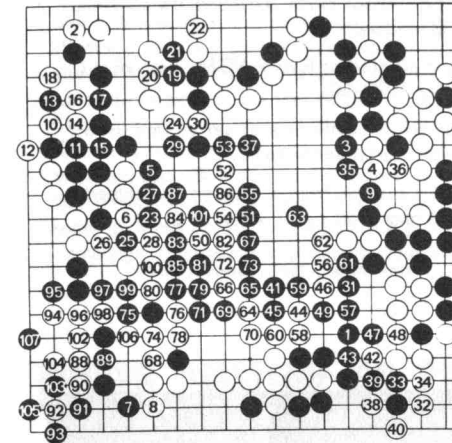
Dia. 1

Black invaded effectively up to 47, but it was essential to add a stone at or near 82 instead of playing 55. White 56 should have been at 1 in diagram 2, after which Black is in terrible trouble. If he tries to run into the centre with his corner stones, it will be easy for White to find plays attacking both groups at once, but the diagram is no better.



Dia. 2

White 56 and 58 merely create a weak group, and after 60 it was Black's turn to miss the chance of a good two-way attack. It is unreasonable for him to try to kill the White group unconditionally, but if he plays 63 at 64, which also takes a large territory, White will be unable to make eyes on the side and will have to run up into the centre. Black can then drive the White group towards the lower side and look for plays which attack the side group and the centre group at the same time. It is important to acquire the habit of chasing your opponent's weak groups towards each other, so as to be able to attack them simultaneously.



White 90 was an interesting way to settle the side group, though I would have preferred to fight back with 91 at 96. Up to 101 is reasonable for both sides, but it was unthinkable to omit the capture at 131 after 101.

## AGM Report

Annual General Meeting of the British Go Association, 31st March, 1979.

Excerpts from the Minutes.

1. A minute's silence in memory of Brian Castledine was observed before the meeting started.
2. 49 members were present at the start, Francis Roads took the chair, John McLeod, George Barwood, Derek Hunter and Mohammed Amin were elected tellers.
3. Presidential Report: This had been a relatively poor year for British go; apart from the death of the President, the Go Centre had closed and the membership numbers were down. On the positive side, there had been the initiation of "Go Tutor", the first International Telephone Matches and the New Scientist article.
4. Treasurer's Report: The BGA had made a surplus of £290.51 in 1978.
5. Secretary's Report: Membership had dropped to 865 from 991 in 1977, the "dan count" had risen from 96 to 127.
6. Officers elected were: President - Toby Manning (First count, Manning 23, Roads 13, Mitchell 12; second count, Manning 25, Roads 23, on a single transferable vote system). Treasurer - Tim Hazelden (unopposed). Secretary - Matthew Macfadyen (unopposed).
7. The six candidates for the five ordinary committee posts received votes as follows: Stuart Dowsey 45, Dave Johnson 44, Brian Philp 41, George Adie 37, David Mitchell 36, Jim Bates 17.
8. The subscription rates for 1980 were set the same as those for 1979.

9. A Committee proposal to alter the constitution so that school clubs could affiliate without registering all their members was passed after one amendment.
10. A Committee proposal to have an Honorary Auditor elected at future AGMs was passed and Mohammed Amin was recommended as auditor for 1979-80.
11. A proposal from the floor that a fund in memory of Brian Castledine be set up and used towards the promotion of go among young people was passed unanimously.
12. A suggestion that the BGA should collect some of its income from a levy on tournaments rather than via subscriptions was put to the vote and approved by 27 votes to 6.

M.R. Macfadyen, Hon. Sec., BGA

# Presidential Letter

FROM TOBY MANNING

(Editor's Note)

Toby's vital statistics are:

Age: 26

Marital status: Bachelor

Abode: 18 Rosebank, Holyport Road,  
London SW6

Tel: 01-381 0153

Strength: 1-dan



The death of Brian Castledine was a tragic loss to the Association. I knew Brian well at Cambridge and the loss is to me a double one as he was both a friend and a colleague. In taking on the Presidency I hope to do justice to a worthy predecessor.

Although I first learnt to play go at the age of 12, it was not until I went to Cambridge University that I took up the game seriously. In my three years there I was, successively, Secretary and President of the Cambridge University Go Society and I inaugurated the Cambridge Go Tournament (now named Trigantius Memorial Tournament).

I then took a job with the Central Electricity Generating Board at Berkeley, Gloucestershire and lived in Bristol. My four and a half years there included four as Secretary of the Bristol Club. On 1st April this year I moved to a post in London working on environmental matters for the CEGB, thus taking on two demanding new jobs simultaneously.

I have always been aware that the local club is the backbone of the BGA. Although 1978 saw a depressing decline in the total membership of the BGA, the number of clubs increased slightly, and any growth in membership will need to be at the club level. I would like to see an even greater increase in the number of clubs during the ensuing year. How many potential members are lost because they enquire about the Association and discover that the nearest club is 40 miles away? The most important thing any enquirer needs to know is the whereabouts of his nearest opponent and I hope that the availability of this information can be improved. Bristol club had some very good ideas about the promotion of go in general and the formation of new clubs in the West of England and South Wales in particular. I hope that some of these ideas can be put into practice and that other clubs will support a general campaign to increase membership and improve go playing facilities over the country.

## WORLD AMATEUR GO CHAMPIONSHIP

REPORT BY JON DIAMOND

The first World Amateur Championship was held at the Nihon Kiin in Tokyo from the 13th to the 17th March. Thirty-two players from fourteen countries around the world were invited to attend, all expenses paid, by the sponsors: Japan Air Lines and the Nihon Kiin.

I was the British representative this year and had a marvellous time, although not over the go board. I went to Japan a week early, staying with Tom Goodey, to practice a little. It did me some good but not enough.

The Opening Ceremony and reception was held on the Monday in the main playing hall of the Nihon Kiin. Many press and television reporters attended to listen to the speeches by Sakata, 9-dan, President of the Nihon Kiin, ex-Prime Minister Fukuda and the President of Japan Air Lines. In addition, all the participants were introduced in turn to the large audience and drew lots to decide the pairings in the tournament.

The Championship itself was organized as a five-round knock-out, with one game per day. Following the draw made at the Opening Ceremony predictions were made by knowledgeable observers such as John Power, the editor of 'Go World', as to the results of all the games. The Chinese players were clearly going to dominate the championship and the Westerners would be in a majority for the friendship matches organized for first and second round losers.

The first round took place on the following day in the main playing hall of the Nihon Kiin, commencing at 9.00am. Playing conditions were the same for all the games in the championship with 3 hours per player, 1 minute byo-yomi and a one hour lunch break from 11.30 to 12.30. The draw had been organized so that players from the same country did not meet until at least the third round and it was noticeable that these games in the fourth and fifth rounds were over much quicker than the others.

None of the first round games finished before lunch although many games had been clearly lost, including my own against the winner of the Nihon Kiin Amateur Championship for 1978. I resigned midway through the afternoon after failing to capture a group, the game being the fourth or fifth one to finish. I was in good company, however, with one of the almost legendary Japanese amateurs taking part, Kikuchi, falling to one of the Chinese, Ch'en. The Japanese female champion lost to the Korean champion, but the upset of the tournament was the win by the Dutch representative, Ronald Schlemper, over the Japanese Narumi. Ronald played steadily, reading accurately the 'life and death' status of several of his groups and leaving his opponent no real chance of winning after the fuseki. No doubt this game will appear in many go magazines and papers around the world.

The second round thus had only three Japanese survivors out of the six original players, together with four Chinese, three Koreans and a scattering of others. This round went entirely as predicted with Yasunaga beaten by the Chinese champion, Nieh, and only one Japanese left with the Chinese and Koreans in the last eight. On the following day it was the turn of the Koreans to suffer their predestined fate at the hands of the Chinese conquerors. The sole remaining Japanese, Murakami, achieved the only win over the Chinese in the tournament, beating Miss Kung by a mere half point.

On all days except the final one, all the non-orientals, losers in the first two rounds, were organized into playing friendship games amongst themselves, against a selected team of Japanese and also a team of Japanese professionals. Throughout the tournament Otake Meijin, the chief judge, was present enjoying himself watching the games and discussing them with the players afterwards. He was also very hospitable to us, as were many of the Japanese, taking us out in the evening eating and drinking till the late hours.

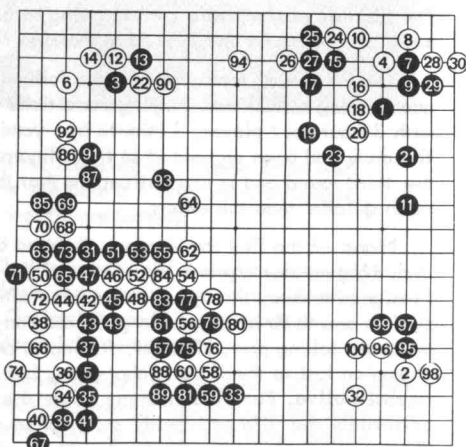
The last two rounds, on the Friday and Saturday, were televised and decided which of the Chinese was to be the Champion. In the end Nieh proved to be the strongest, winning the final game by a resignation. A public commentary was then given on the game by Kajiwara, 9-dan, and Kikuchi prior to the Closing Ceremony.

This Ceremony was also a major publicity occasion with press and T.V. in large numbers to listen to the speeches and the presentation of a number of magnificent prizes to Nieh and the other top players. The tournament then closed with a reception for the participants organized superbly, as was the whole event, by the Nihon Kiin staff.

The sponsors are to be congratulated on running the event. It is to be held again in March next year, with twelve European countries to be represented. Hopefully it will continue for many future years and other British players will attend and enjoy it as much as I did.

This is my game in the World Championship and it demonstrates only too easily how to lose a game in under 60 moves.

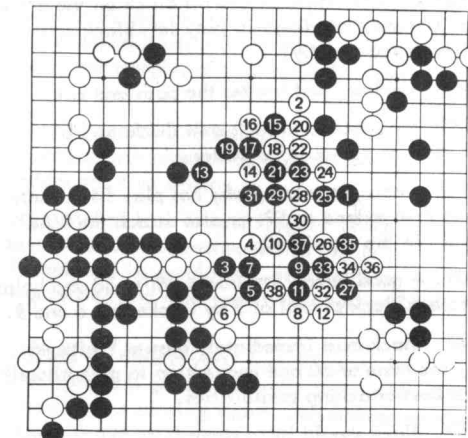
Black: Diamond 82 at 56  
White: Imamura 106 at 79



W94 gave me a little chance, allowing me to form some territory up to 101.

Cutting at 103 was my last hope to capture one of his groups (!) Some of the professionals later said they thought I had a possibility of winning by playing 123 at 128. However, my opponent was able to demonstrate his accurate reading of the position and defeat all their attempts.

After 138 my entire position had disintegrated and I finally resigned.



## PARIS TOURNAMENT

REPORT BY JIM BARTY

There was a seven round handicap tournament in Paris this Easter. Two car loads travelled from Britain. We met Tony Goddard at the tournament so with nine entrants Britain was well represented in the 50 strong tournament.

The top division was won by Peter Zandveld, 1-kyu, from Holland, with six wins out of seven. Second was Cas Muller, 4-dan, 5/7, and third was Takudome, 5-dan, 5/7.

The second division was won by Shin, 2-kyu from Korea, with 6/7.

The third division was won by John Dawson, 6-kyu from London, with 5/7.

Other British performances:

Tony Goddard, 5-dan	4/7	Patrick Myers, 6-kyu	4/7
Matthew Macfadyen, 5-dan	3/7	Eva Casey, 6-kyu	2/7
Jim Barty, 3-dan	4/7	Geoff Kaniuk, 9-kyu	5/7
Phil Davis, 4-kyu	3/7	Sac Wathanasin, 9-kyu	3/7

Matthew Macfadyen also won the lightning tournament by winning his second game against Wiart, 7-kyu in the final.

With Paris in the springtime having unexpectedly Mediterranean weather we all enjoyed ourselves.

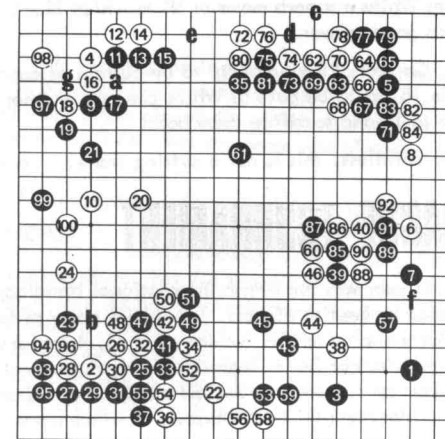
From the Paris Tournament, a game between two Londoners.

Geoff Kaniuk, 9-kyu, Black  
Sac Wathanasin, 9-kyu, White

B13. Probably better to pull back to 'a', as after the 16, 17 exchange Black has a cutting point to worry about.

W14, B15. Terrible, 16 is the vital point and both should seize it.

W20. Interesting, but it would be better to protect the stone at 18 so as to threaten the push at 'a' and cut. Otherwise the move played is too close to Black's thickness.





W26. I think White should hit Black on the head at 'b' here, the diagonal play lets Black settle himself too sweetly.

W34. Useless, just invites the push and cut.

B35. Too close to Black's own thickness, a shimari at 63 would be better.

W38. Feels premature, why not play 54 in sente and then extend to 59, or else attach the lone hoshi in the top right?

B39. A good move, it attacks White 38 and helps protect Black's hoshi at 5 by weakening 6 and 8.

B47. Black must immediately answer White 46 by the hane at 60 and connection to give himself the best attacking possibilities.

B57. Black should lob a stone in at 108 to spoil White's eye shape, this 57 is a horrible grovel anyway and would be better at 60.

B59. Black has to hane here, it is really shameful to let White live in sente with a group like this.

B61. If this were the focal point of two moyos it would be worth playing, but White has little prospect of territory in the centre so making a shimari at 63 has to be better.

W68. An overplay, Black can capture 64 and 66 by playing atari at 70.

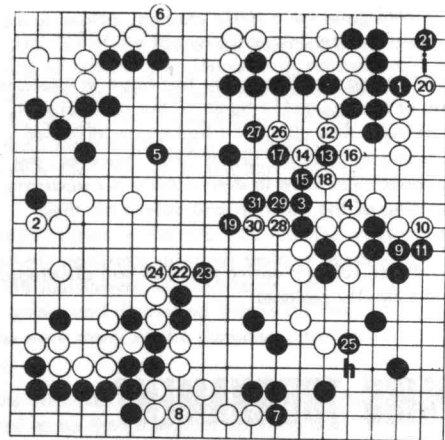
W80. White really needs to play again after Black has answered at 81 for at anytime up to White 106, Black can make hay with the tesuji combination of Black 'c', White 'd', Black 'e'.

B85, 87. This just doesn't work as Black discovers when White plays 88.

B89 - W92. A terrible exchange for Black for it leaves White a superb move at 'f' to which Black has no good answer.

B97. Correct. Playing at 'g' to be certain of catching White 18 would be gote as White can add another stone to 18 and sacrifice them both.

B103. Pointless, this is not a cutting stone.



W106. This connection has been necessary since Black 81 but why grovel on the first line? A play to the right of 14 does the job with added territory.

B111. This still leaves Black's territory in the bottom right very weak, White has options of either erasing a lot of it or setting up a ko in the corner depending on how Black plays. 111 should have been at 'h'.

W122. Seems a bit of an overplay as Black can answer at 116. If White wants to play here 113 is the better point.

B121. Instant suicide. White can just play at 'i' and Black is dead. Black must play 'i' first and then 121.

B125. Better late than never.

W128, 130. Abysmal sequence: not only is this small it is gote if White wants to hold on to these two stones.

B131. Record ends. Black eventually won by 2 points.

## PRAGUE TOURNAMENT

REPORT BY MATTHEW MACFADYEN

This year was the Ninth International Handicap Tournament in Prague and the first to be attended by English players. The British party of four consisted of Jay Rastall, John McLeod, Jim Barty and myself - we scored 3, 3, 4 and 6 wins respectively, making a respectable total of 16 wins out of 24 - regrettably the tournament cup had to be left in Czechoslovakia due to an export on silverware. Second overall was Lojze Suc from Yugoslavia with 5 wins, and third was K. Moszczynski from Warsaw, of whom more later.

The tournament is run in two divisions, one for dan players and one for 1st to 10th kyu - players below 10-kyu are not admitted, so as to make the logistics easier. The games were all played on a handicap and ties were resolved by adding up the margins of victory in the games - this made resignation quite uncommon!

The 114 entrants comprised 4 English, 5 Austrians, 12 Yugoslavs, 3 Hungarians, 21 Poles, 34 East Germans and the balance of Czechs. It was a particularly pleasant surprise to meet a strong contingent of East Germans, including three 4-dans and five 3-dans.

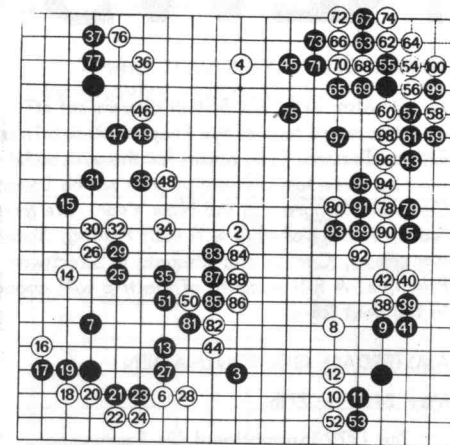
Apart from playing go, there were plenty of opportunities to look around Prague, which has a great deal more to offer than four days' visit can do justice to. The tournament is highly recommended to anyone keen to see some of Eastern Europe and its go players, although the 20 hour drive through Germany in the snow was a bit gruelling and next year's visit will probably be by air.

The game below was from the fifth round, I was playing K. Moszczynski from Warsaw. It is an example of a style I have been employing recently in handicap games, whereby one avoids direct contact with the black stones in the opening and concentrates on playing lightly and making good shape - trying to tempt black into little inefficiencies in the opening, bully him into a submissive posture in the middle game, and avoid committing oneself to killing his groups until the endgame, when it has become clear whether that is necessary.

Up to Black 23 there are no serious errors, but somehow Black 13 ended up on a silly point here. The diagram shows what should have happened. White 8 there is only an example, it is what I had planned, but White is clearly going to lose something and the Black stones work well together.

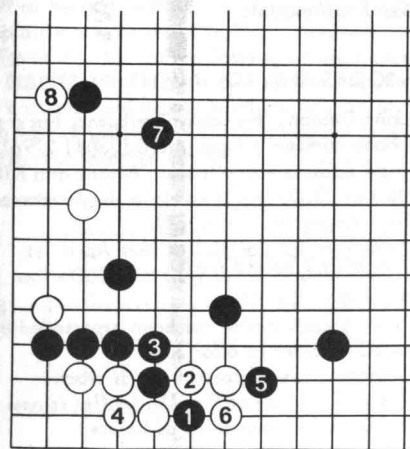
With 34 the White group is almost safe. Black 35 was too slow and his attack has fizzled, thanks to the presence of White 2.

White 38 is a direct challenge to Black - if he tries to hang onto the corner in the game White gets more than adequate compensation, either with 44 or with an attack on the right hand side. It was essential for Black to fight back and prevent White from spreading in the centre.



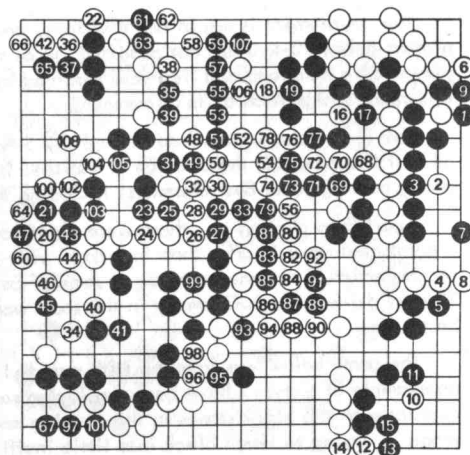
With 44 the game is going well for White, up to 53 Black allows himself to be pushed around a bit and when Black played 65, which should have been at 70, I felt that the game was already close.

Most people would answer White 122 without thinking and lose the game without White's having to try. Black's resolute attack with 123 etc. kept the game alive, but this group had too many ways to live for Black to entertain any real hopes of killing it. White 156 was the sort of play which makes it all seem worthwhile. What I was trying to do was to tempt Black into trying to cut me off. Black 55 had threatened my territory on



Dia 1

the upper side and, rather than struggle to protect it, I thought it would be amusing to sacrifice my whole group in the upper left (by playing 58 at 59) and exchange it for Black's wall on the right, which does not quite have two eyes. This might not have been the most efficient way to live, or the safest, but it struck me as being the most entertaining. It was particularly regrettable, therefore, that Black made his first really bad mistake of the game with 163, which did not threaten anything. By 169 Black was desperate and needed something spectacular. Nothing materialised and White eventually won by 45 points.



# NEWS

## BRITISH GO PLAYERS VISIT CHINA

On May 11th, six British players set off on a two week tour of the People's Republic of China. The tour is in return for the successful visit by three top Chinese players to the London Open Go Congress at the New Year. The group, led by Stuart Dowsey, will visit Peking, Shanghai, Hangchow, Canton and Chengtu in Szechwan Province. A full account of the trip will appear in the next issue.

## AMSTERDAM GO TOURNAMENT

May 24th - 27th

The 1979 International Go Tournament, again sponsored by the Elsevier Publishing Company, will be held from Thursday May 24th to Sunday May 27th. It will be even games over six rounds drawn on the Swiss system and is open to all players. Divisions will be made of about 16 persons, depending on number and strength of entrants. The first division will probably be 3-dan and stronger. Each division will be awarded three prizes. Last year the tournament had 160 participants of which 65 players were 1-kyu and stronger.

The tournament will be held in the same place as last year: Sportal Oost, Oranje Vrijstaatkade 27, Amsterdam. Applications should be sent to Robert Luttkik, Javastraat 40", 1094 HJ Amsterdam. Tel: 020-949195. Entry fee for foreign players f5.

## EUROPEAN GO CONGRESS 1979

The 23rd European Go Congress is being organised by the Bonn Go Club and will be held at the Rhineland Youth Centre in Königswinter from 20th July to 5th August.

The tournament fee is DM45 for the full two weeks and accommodation at the Youth Centre is DM30 per day. There are substantial reductions for students and under 18s. There are also local hotels and camping sites.

The European Championship will be held throughout the two weeks, together with a McMahon Tournament for all strengths of player. There will also be a team tournament and a weekend tournament.

## GO BOOKS AND EQUIPMENT IN STOCK

John Deaton, the book distributor, has a new telephone number: Kingswinford (0384) 279612. Two new books are available: 'Attack and Kill' (Kato) at £3.50 and 'Lessons in the Fundamentals of Go' (Kageyama) at £3.70.

Price increases on boards from April 1st: Gostellow Plywood - £5.10 and Gostellow Blockboard - £6.90.

The 'Dragon' poster has been superseded by a new BGA poster at 6 for 30p.

Scorepads are at present out of stock.

The new edition of the JAL leaflet is now available at the same price as before.

## TRIGANTIUS MEMORIAL TOURNAMENT

Report by Peter Polkinghorne.

The tournament was held in the Exhibition Hall, Churchill College, Cambridge on 17th March. A strong field of 53 people entered despite the bad weather and crowded tournament schedule that month. The overall winner was Matthew Macfadyen, 5-dan of Reading, 3/3. The runner-up was Adam Pirani, 4-dan of London, 2/3. Prizes were also awarded to the following people: M. Amin, 1-kyu of Manchester; G. Barwood, 3-kyu of Cambridge; M. Gillham, 4-kyu of Woodford; J. Lewis, 6-kyu of Kent; A. Boddy, 8-kyu of Norwich; W. Vogler, 9-kyu of Cambridge; N. Arnot, 11-kyu of Imperial College, and S. Rimmer, 18-kyu of Cambridge.

Congratulations to all these players and thanks to all those who helped organise the tournament.

## IPSWICH CHALLENGE

The Ipswich Club would like to play a match against another local team. Interested parties should contact H. R. Holt, 32 Clive Avenue, Ipswich, Suffolk.

## SEVERN VALLEY GO LEAGUE

The position so far: the three leading teams, Bristol, Cheltenham and Monmouth, each have one remaining match to play. Two points separate the three with Monmouth, the favourites, needing to beat Bath by 2-1 to be certain of victory.

## STOP PRESS - JAPANESE VISIT

News has reached us that a Japanese professional player will be visiting London and one provincial club between the 5th and 30th August. Further details in next issue.

# Fun with a Shimari

BY CHARLES MATTHEWS

This article is based on an interesting sequence occurring in a professional game. Black was Otake, White was Rin Kaiho, in the days before they were famous, and the commentary owes much to what I have gleaned from the book "Modern Stars, Vol. 3" devoted to the games of Otake. My apologies for any mistakes.

Figure 1 shows the top right of the board during the oyose. Black has a shimari, reinforced by a; White's last move was b and Black played elsewhere. White has a strong wall to the left so he can initiate a striking sequence to exploit the weaknesses in Black's shimari (figure 2), but before looking at what happened in the game you may care to ponder the effect of such standard moves as White 'a', 'b' or 'c', the last of which might look plausible to build a moyo and threaten White 'b'.

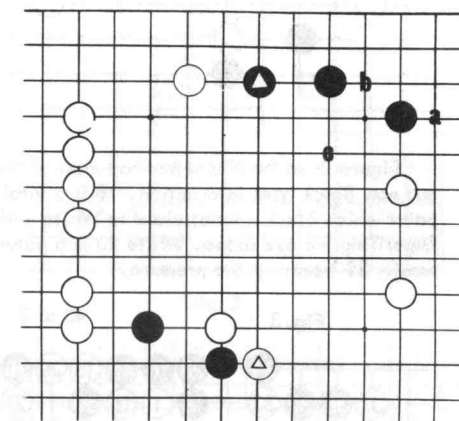
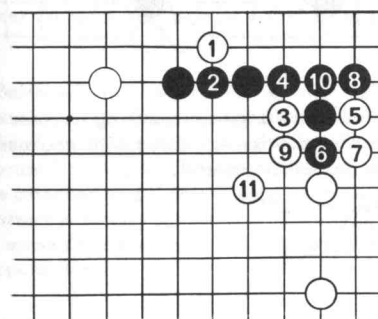


Fig. 1

In figure 2, White starts at 1. Besides Black's answer at 2, Black 3 and 4 are conceivable; but the reference figure shows how Black 2 at 4 would lead Black into miserable overconcentration without even capturing White 1, and the other lines are similar or worse. Black 4 at 5 kills two White stones, but White 4, Black 'd', White 'e', Black 30, White 'f', Black 'g', White 'h', Black 10 gives White too good a squeeze.



Reference figure

So Black resolutely plays 4, letting White into the corner. At Black 8 he might play 9; however, double hane would give White a carefree ko, while Black 9, White 27, Black 8, White 'i' allows White easy life. So again Black must follow an unpromising path. He answers 9 at 10. Now White at 15 would be a terrible mistake (the legendary J-group dies after Black 13, White 'i'; Black 26). White is forced to live with 11 and after 15 he has two eyes.. (A problem for the reader - what about 15 at 30?).

Fig.2

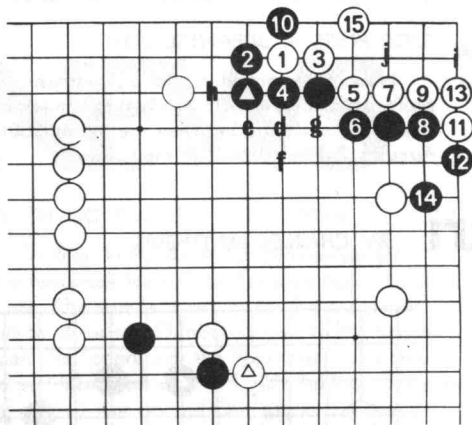
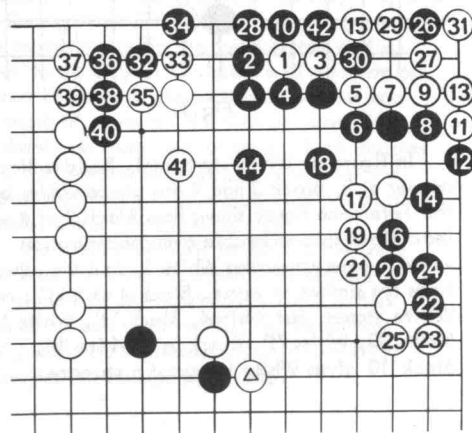


Figure 3: so far White has had most of the fun, but now Black goes into action. 18 is a vital point which Black cannot yield to White without imperiling his eye shape. White 23 is a natural tesuji: 25 keeps up the pressure.

Fig.3

43 at 3



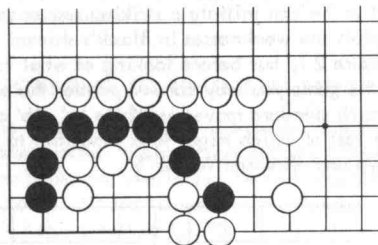
26 is a common yose tactic: Black is really aiming at the connection of 28. 31 is little different, as the reader may check. 32 is another "point". White needs to defend territory to the left, hence his moves up to 39. At 41, Black is still not yet alive; he lives at 44 and we breathe again.

Black has given up the corner but has cut White down substantially on both sides. Incidentally, Black won this game by 1 1/2 points, so the contest is a close struggle with neither side willing to give an inch.

Both players, clearly, were reading deeply but especially impressive is the professional style and attitudes shown. An amateur might find that rigid habits of thought made it hard for him to give up the territory in a kogeima shimari for influence during the yose. One should also notice how both sides refuse to have truck with anything less than the maximum plays.

It is a particular feature of Otake's style that he is prepared to play breakneck all-or-nothing moves in yose. The 1976 Kido Yearbook contains two other examples - the last game Otake-Ishida in the Meijin Sen and the game Rin-Otake in the Meijin League (the first of these was published in the Spring 1976 Go Review with commentary).

## Problem



Black must capture something in order to live but his position is riddled with weaknesses so he must be careful.

Answer, p23.

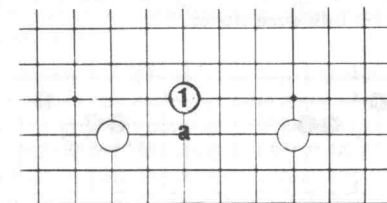
## BALANCE

By DAVID MITCHELL

During the course of a game there are many questions that a player asks himself (though he rarely gets an answer), he considers what joseki to play, what group to attack and if he is stronger he considers the weaknesses of his own position - but the one thing that seems to be lacking in most player's games, and the thing that is hardest to grasp, is 'balance'.

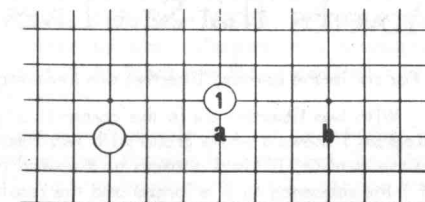
The third line is the line of territory, the fourth line is the line of influence. This is stated quite clearly in most beginners books but it is a long time before a go player really believes it, some dan players still don't. To have a balanced position you have to take into account the two properties of the third and fourth lines and create a position that has a 'balanced' amount of both. This is a very general approach to the question, in an actual game each move tends to be governed by the individual situation and the best way to deal with that is to discuss specific positions.

Diagram 1 shows White bridging the large gap between his two stones by playing 1 on the fourth line. To see the difference between a balanced and an unbalanced play, consider White's position if 1 were at 'a'. Horror, pain and anguish should immediately overcome you, so don't leave it there for too long. Obviously 1 at 'a' is silly, it is 'unbalanced'.



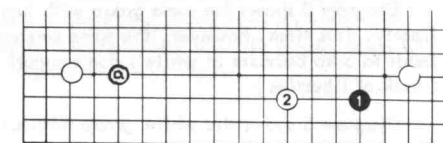
Dia. 1

Diagram 2 shows a similar though not quite so clear-cut example. White has played 1 on the fourth line and in an open situation it is correct. It leaves room for him to extend further if he wishes, possibly to 'b'. This would not be possible if he had played at 'a' as he would lose balance with a terribly low position. (It cannot be stressed enough, however, that if it is not White's intention to continue along the edge in the near future, or if there are any enemy stones in the vicinity of the extension, that to stop at 'a' would be sound.)



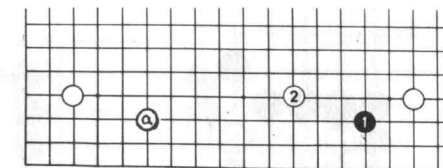
Dia. 2

In diagram 3 Black has attacked the White stone in the lower right corner. White wishes to counter attack with a squeeze play, how should he do so? The best response is 2. It is on the third line because of the high position of White 'a'. Had this stone been low, as shown by White 'a' in diagram 4, the correct thing for White to do would be to play high with 2.



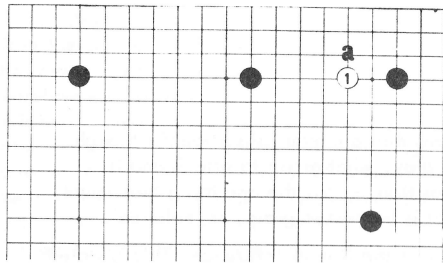
Dia. 3

Balance is not only concerned with defence or construction but also with destruction. When you are considering an attack it is wise to look at what your opponent is trying for. Many structures are designed to be attacked and if this is done in the wrong way the attacker merely solidifies a territory or moyo. One example is the Chinese fuseki which has been so popular lately.



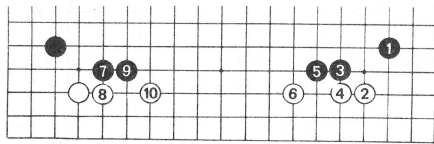
Dia. 4





Dia.5

Diagram 5 shows White attacking at 1. This is correct as it tackles the influence exerted by the whole Black structure, a move at 'a' would be misconceived and Black would have a great time attacking the White invader and chasing him using his influence stones.



Dia.6

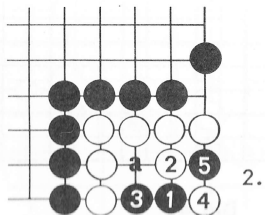
## Proverbs that Save Lives

"For six in the corner, liberties are necessary".

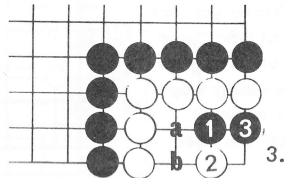
With two liberties six in the corner is alive. Diagram 1 shows a white group with two liberties on the outside, if black attacks at the vital point of 1 the sequence to 6 is forced and the result is life for white, note that black cannot connect at the 1.1 point.

Diagram 2 shows the same group with just one liberty. This time, however, the same sequence leads to a ko because of white's damezumari (lack of liberties).

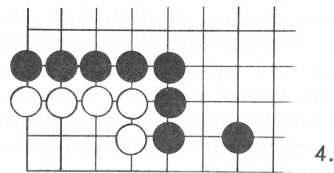
Diagram 3 shows the white group without any liberties and now black can use this to play at the second vital point. After 3 white cannot play at 'a' because black would take at 'b'.



2.

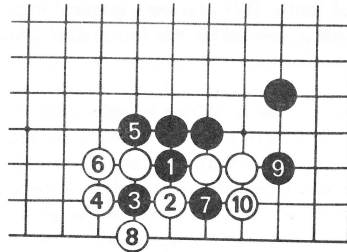


3.



4.

Diagram 6 shows a bad balance for White, but what did he do wrong? All of the moves that were played were joseki, so what happened? Well, he did not consider the overall balance of the position and he went wrong with 2. Black grasped this error and demonstrated it with the sequence to 9. What would be correct? Well, White 2 at 7 or 9 would prevent these tactics and White would be able to attack at 2 later.  
Note: there still remains the sequence to 10 in Diagram 7 for Black to further press White's position.



Dia.7

By DAVID MITCHELL

Please try playing at 1 in diagram 3 in the other two situations and make sure that the groups live unconditionally.

Diagram 4 shows a white group under attack. How can white play to live unconditionally, to get a ko is a failure.

## How Far should I Extend from my Wall?

By DAVID MITCHELL

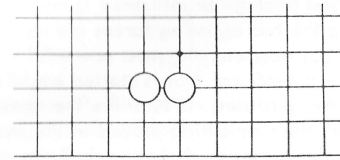
The best way to tackle questions of extension is to go back to first principles.

Let us start with the simplest wall, a one stone wall, how far can you extend from that? Obviously, you want to go as far as possible without being cut by your opponent. Diagram 1 shows a simple nobi, this obviously cannot be cut, but when all things are considered it does not accomplish much.

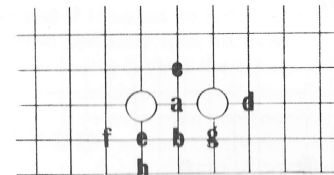
Diagram 1b. This is better in that it advances further, but can it be cut? Well, the only possible cut is at 'a', the strongest response to that is 'b' and after 'd' the cut has failed. Note that if Black tries to cut at 'e' his effort is fruitless after White captures at 'h'.

Diagram 1c. This goes one point further and would seem to be cuttable (note the position of 'd' in the previous diagram). If Black tries to cut in diagram 1c he has two options, 'a' or 'd', both have the same effect. After 'a' Black has to try to find an answer to 'b', the most aggressive is 'c' but after 'd' and 'f' the position has reverted to that of diagram 1b. This means that even if you go one point further you will obtain the same result from a direct frontal assault. However, to extend three points as in diagram 1d is not secure, a move at 'a' by Black and the connection is in severe doubt.

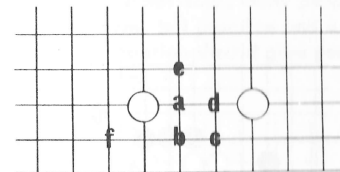
There is a rough rule that can be used for extending along the side from stones on the third line: "count the height of the wall, add one, and that is the gap that can be safely left". This, of course, assumes that there are no opponent's stones in the direction you wish to extend, if there are, these must be taken into account. Unfortunately the rule breaks down with walls higher than four stones.



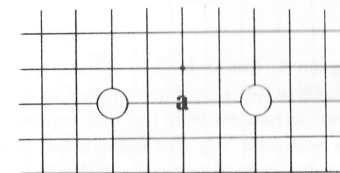
Dia.1a



Dia.1b



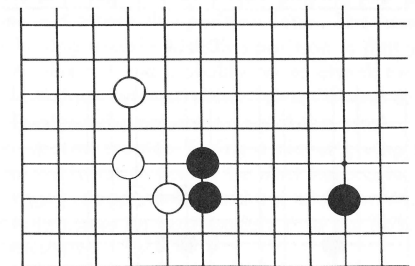
Dia.1c



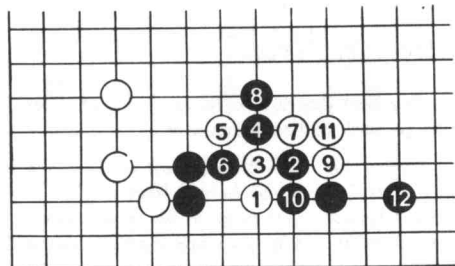
Dia.1d

Diagram 2 shows the extension from a two stone wall, a three point gap.

Diagram 3 shows just one of many ways to deal with an invasion at 1, it should be clear to all that the cut has failed but there are many and various possible sequences, some requiring devious and difficult tesuji.



Dia.2

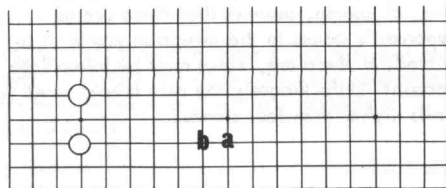


Dia. 3

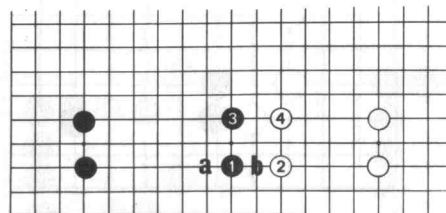
### EXTENSIONS DURING FUSEKI

During the fuseki there are not many stones on the board and consequently these stones have slightly more power than during the middle game. This means that extensions can be slightly longer but care must be exercised. Everybody knows that from the White shimari in diagram 4 White should extend to 'a', but if you follow the rule about extending one point further than the height of the wall you will only extend to 'b' (for the purpose of estimating the distance a stone is presumed to link the two shimari stones).

The reason for extending further can be seen in diagram 5. If both players make shimaris facing each other and it is Black's turn to play, a move at 'a' would prompt a response at 'b' and the situation would be the same for both, but to play first should give some advantage and for this reason Black plays to 1. The sequence to 4 shows him with a better position.



Dia. 4

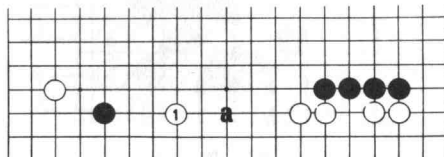


Dia. 5

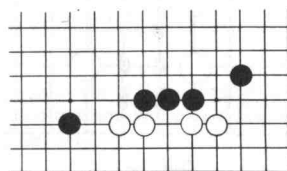
### EXTENSIONS TOWARDS HOSTILE POSITIONS

It must be realised that influence is emitted from both your own and your opponent's stones. It is surprising, but some people think that their stones have properties that their opponent's don't - this is just wishful thinking.

The best analogy to influence is magnetism. Supposing the two opposing forces are not groups of stones but magnets, the most powerful magnet will win a tug-of-war that is started equidistant from the two positions. If both are the same size or strength then something placed in the middle will be defended as much as attacked, so everything is alright. But the moment you overstep the mark you are asking for and will get trouble.



Dia. 6

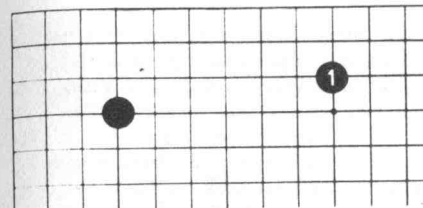


Dia. 7

Diagram 6. Let us look at an example. If we take the left side of the board in isolation the normal extension from the Black stone along the side would be 'a', this anticipates the sequence shown in diagram 7. If White invades, Black plays this sequence and then pounces on the poor unsuspecting invader. In this case, however, White has a very strong position on the right side and because of its strength ( its very secure base and lack of weaknesses ) Black must withdraw his extension not one but two points. The correct extension is 'b' in diagram 6.

### EXTENSIONS IN ANTICIPATION

Most players extend in anticipation of a sequence, but they are not aware that they are doing it.

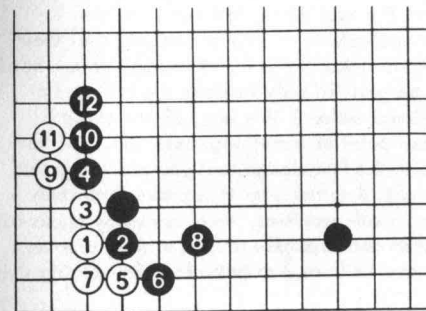


Dia. 8

Diagram 8. Black 1 is played by all ranks of players, but why so far? Is it not obvious that White can invade such a large gap?

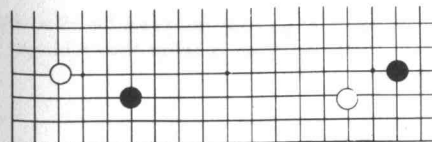
Diagram 9 shows the reason, Black is anticipating an invasion at the 3.3 point in the corner and if it comes he is forced to build a wall that fits in perfectly with his extension at 1. So White cannot invade the corner without giving Black a perfect shape, he will therefore delay a possible 3.3 invasion and consider how to erase the outside but he must be careful, if he goes blundering in he will lose any invasion chances in the corner and Black will be just as well off as if White had invaded the corner in the first place.

Extensions are not easy, many people make mistakes with them, but practice and a little reading of the situation should give you a good idea of what to do.



Dia. 9

Diagram 10. Finally, a problem. How far should Black extend along the lower edge?



Dia. 10

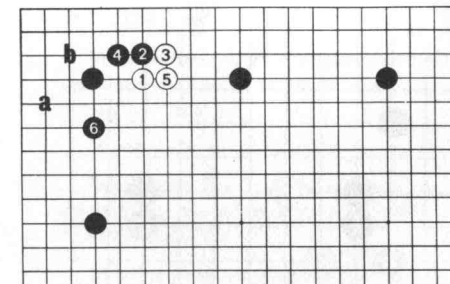
# aGOny...

An aGOny column has been instigated for you to send your problems. The following letters have been supplied by Auntie Mitchell as a sample of the kind of questions we can answer. Please send any questions you may have to the Editor who will pass them on to a strong player for comment (go problems only please!).

Dear Sir,

When playing handicap games I often play at 1 as shown on the diagram, my opponents have recently started playing at 2 and the sequence to 6 seems very good for them, what do you recommend in reply?

Yours sincerely,  
Orson Carte



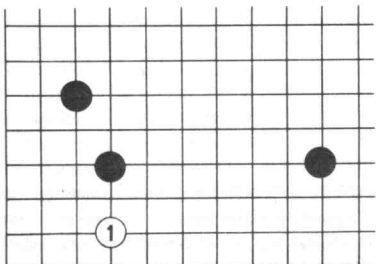
A The sequence you play is perfectly alright, you should continue by simply playing your own game and attack this position later. The reason you are having trouble with this position is that you worry about it and probably try to attack too soon. Attack later at either 'a' or 'b' and do not panic about the apparent size of the area. The greatest problem facing a player giving a handicap is not to panic, he must keep calm and wait for his opponent to make a mistake. When the mistake comes he must exploit it to the full, then he will win.



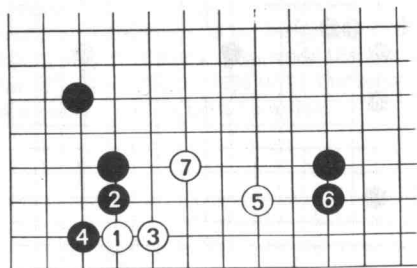
Dear Sir,

In recent months I have taken to playing a small knight's enclosure to my handicap stone. Unfortunately, certain members of the club keep playing at 1 on the enclosed diagram and I always make mistakes. Is this a reasonable move? If not what can I do?

Hopefully yours,  
Dan D. Lion



**A** This is a reasonable move, what you should be doing is playing at 2 and the sequence to 7 is fair. You can attack this group later.



Dear Sir,

Many players at my club recommend two books very highly but I cannot seem to obtain them anywhere, could you help me? I wish to obtain a copy of 'Vital Points of Go' and 'Go Proverbs Illustrated'. If by chance these are out of print could you make an alternative recommendation.

Yours faith fully,  
Col. Legno

**A** You are correct in assuming that these two books are now out of print but I am reliably informed that some libraries do have copies, though you may have to wait for them. With regard to alternatives, there are none to 'Go Proverbs Illustrated' but Ishi Press should be bringing out a similar book very soon. 'Vital Points' has a combination of possible alternatives, the best would seem to be 'In the Beginning' and 'Tesuji', but even these two do not cover all the things in 'Vital Points of Go'.

Dear Sir,

I, like all other go players, would like to improve. I have tried studying joseki, but I do not seem to get any better. I am the strongest player in my club and everybody else has me to play against, but how can I get better?

Yours,  
I. Solated

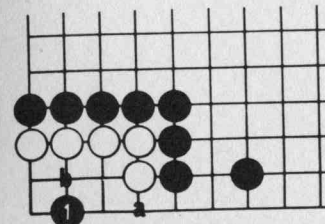
**A** The best way to improve your overall strength is to study games. The method I recommend is to first learn the game so that you can replay it without the diagram and then to ask questions about the moves, to consider where you would have played and find out why the players in the game did not. The best games to learn from are professional games - you can assume that they make no mistakes ( this is, of course, untrue but I would be grateful only to make the mistakes a professional makes ) this way, if you chose a different point or something looks odd, you can start with the knowledge that you are wrong and he is right. Another way to improve is to study life and death problems, there are many books both in English and Japanese on this subject and very little need be known to get a lot from solving them.

I do, however, recommend that you discipline yourself to working out the answers to the problems in your head and not playing them out on the board. After all, you cannot play the stones and then take them back in a tournament.

To get better at go requires a regular effort from the pupil, little and often is better than a binge every month.

Answer to diagram 4:

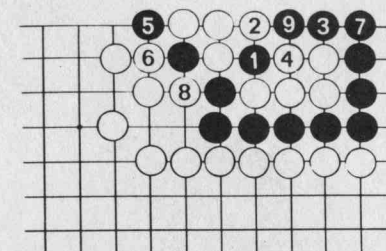
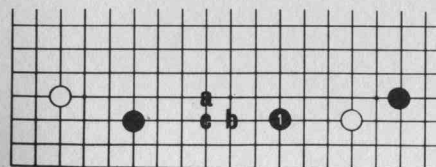
White must play at 1, this lives unconditionally, 'a' or 'b' live in ko and any other point dies.



HOW FAR SHOULD I EXTEND FROM MY WALL?

Answer to diagram 10.

To play at 'c' is chicken-hearted, there is only one white stone on the right side, a play at 'c' would probably be met with a reply at 1. 'b' is just as bad, White would play 1 and Black would be faced with a possible invasion. The best move is 1, this is quite severe on the single white stone which will have to run for its life. When Black has finished chasing it he can return to a point like 'a', bridging the gap.



ANSWER TO PROBLEM, p16

The key move in this sequence is 5. If this move is omitted the whole sequence fails. Once played, however, White suffers from damezumari (lack of liberties) and he cannot connect his five stones.

TEN YEARS AGO

The BGJ was just 16 pages long and was produced by Jon ( with an 'h' then ) Diamond and John Tilley.

There were 15 clubs affiliated to the BGA.

The British Go Congress was held in Bristol and was won by a 2-dan from Seattle by the name of McAndrew.

Some promotions made at the time were:- J. Fairbairn and A. Daly to 2-dan, F. Roads and D. Hunter to 3-kyu, a certain T.M. Hall to 6-kyu and Dr. G. Gray to 10-kyu. The strongest lady player was Mrs Hitchens at 12-kyu.

Extracts from BGJ No. 8.