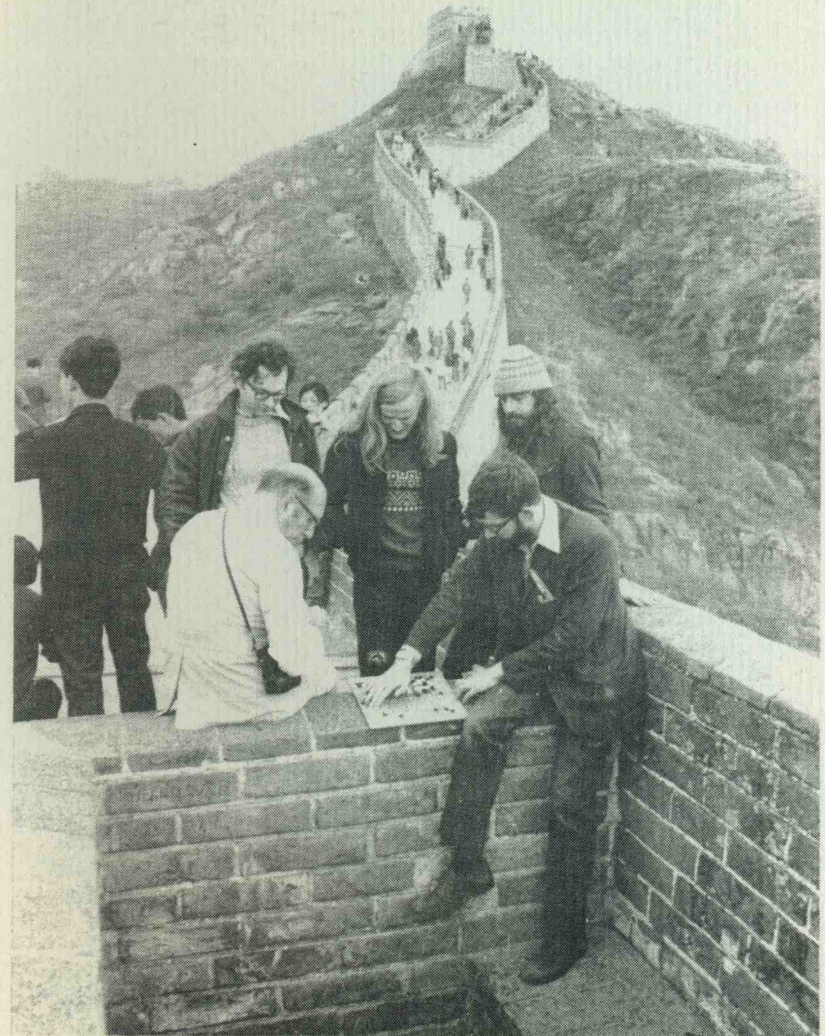


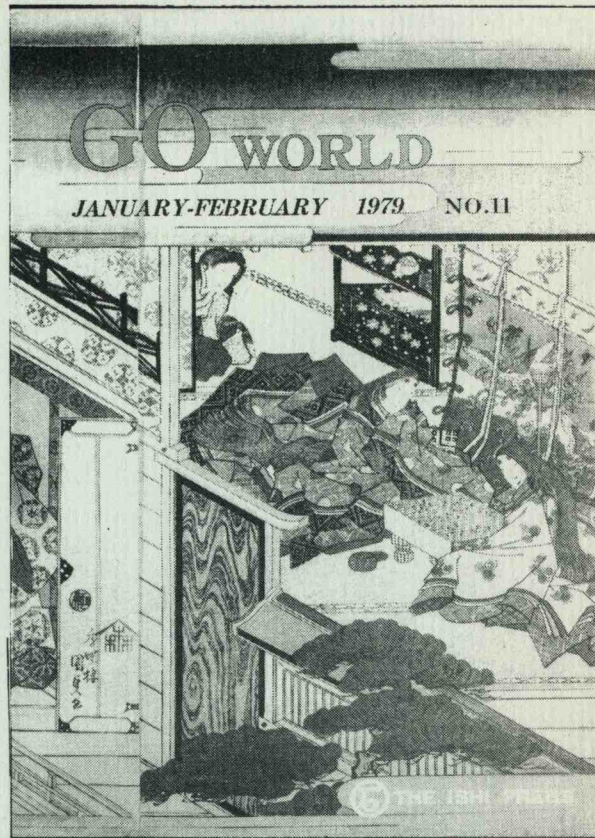
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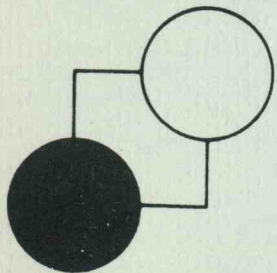
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Presidential Letter

From Toby Manning

In the last issue of the Journal I wrote about the need for growth in membership at the club level, and the formation of new clubs. The Committee is currently examining the whole question of membership, but it is perhaps worth pointing out the service that the BGA offers at the moment for clubs, whether established or embryonic.

A list of BGA clubs is produced regularly by our hard working Membership Secretary, Derek Hunter. This is a complete list of BGA clubs, with the name and address of the Club Secretary and the time and place of meeting. A copy of the current Club List can always be obtained by writing to Derek at 60, Wantage Road, Reading, Berks., including a stamped addressed envelope. Such information may be useful to a go-playing businessman frequently spending tedious evenings away from home, for example.

In addition to the official BGA clubs, there are areas of the country where unattached members regularly play go and would like to form a club. There are also embryonic clubs formed as splinter groups from neighbouring ones. Potential clubs like these, who wish to advertise themselves, can also be placed on the Club List at the Membership Secretary's discretion; please write to him.

Advertising the formation of a new club in the Club List is a good start. A worthwhile follow-up is to contact any unattached BGA members in the area; a list of these is also available from the Membership Secretary. More publicity is useful (whether to advertise a new club or to revitalise a flagging one), and the person to contact here is the BGA Publicity Officer, Stuart Dowsey, 6 Belsize Lane, London NW3 5AB, who can give some useful advice.

The Castledine Trust

The British Go Association would like to perpetuate the memory of Brian Castledine with a trust aimed at furthering the game of go amongst young people. Those who knew Brian well will remember that he was particularly active in this field and was a prime mover behind the "Schools Project".

It is intended that the Trust should work closely with but separately from the British Go Association; it will apply for registration as a Charitable Trust under the Charities Act, 1960 and three managerial trustees will be appointed.

If you would like to make a donation to the Trust in remembrance of Brian Castledine, please send it to Bob Hitchens, Folleigh, Churchtown, Backwell, Nr. Bristol. Bob has been both President and Treasurer of the Association and has agreed to be one of the Trustees. Cheques and postal orders should be made payable to "The Castledine Trust".

European Go Championship

Report from Matthew Macfadyen

Ten miles up the Rhine from Bonn is a small cluster of wooded hills, in the woods is a remarkably well equipped conference centre reserved for the activities of young people and it was there that the 1979 European Go Congress took place. The British contingent of eleven players was rather smaller than usual, but with Francis Roads as choir leader in an ever expanding repertoire of go songs, continued to make its mark.

As to the go - the European Championship was the strongest ever, with 20 players competing and was run on a Swiss system over 9 rounds. Jurgen Mattern from Berlin, the perennial champion until three years ago when he retired temporarily, just managed to win again after a three way tie on 7 out of 9 with Ronald Schlemper and Robert Rehm, both from Holland. His game with Ronald in the tie-break was particularly entertaining in that Ronald resigned in a won position, having overlooked an atari by which a huge group he was trying to save could live. I shared fourth place with Max Rebattu and Rob van Zeijst, two more Dutch players, and Terry Stacey, the only other British representative, did particularly well in his first European Championship to win 5 out of 9.

The other players competed in an 8 round McMahon Tournament won by Tom Hendricks, 2-dan of Holland. Julian Faraway won the shodan section, which bodes well for him since Terry Stacey won it last year and now looks strong for 4-dan. Richard Hunter's 5 wins as first kyu are also worthy of note but he was unable to keep up with the Dutch first kyus.

Visits from strong Eastern players have become a regular feature of the European Congress, and this year we welcomed five Japanese professionals as well as one Korean and two of the top Chinese players. These provided a series of lectures, demonstration games and commentaries throughout the fortnight, supplemented by an extremely popular series of lectures by Bruce Wilcox from America, whose original approach to the game, emphasising simple large scale ideas rather than detailed calculation, is the first major contribution to go theory from outside the Far East.

The organisers also provided a selection of entertainments with an oriental flavour, including a film on Taikwondo, the Korean Art of kicking people in the face, and an amazing 2½ hour epic cartoon from China depicting a traditional legend of feud, insurrection and strife.

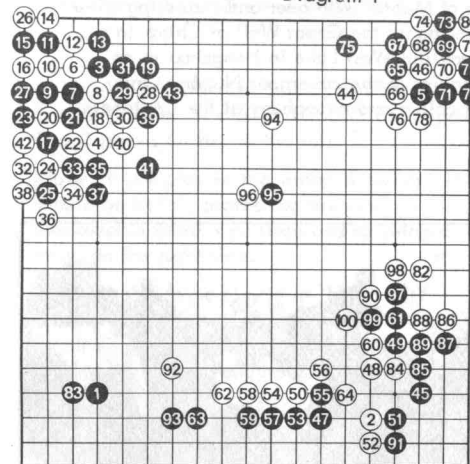
Next year's congress will be held on the Adriatic coast of Yugoslavia, from 26th July to 9th August 1980. The European Championship will be run under new rules according to which all 4-dans may compete.

Black: R. Schlemper, 5-dan (NL)
White: M. Macfadyen, 5-dan.

This is my game from the seventh round of the European Championship. It was not a particularly accurate game - the fighting got too tricky for either player to handle precisely - but it features some quite interesting problems.

Up to 81 both players were actively engaged in testing the other's joseki knowledge. The upper left corner is slightly better for White since Black has played one more move there, and the repetition of the same joseki in the upper right also worked well for me, especially after Ronald ignored 82 to take the big point at 83 in the lower left.

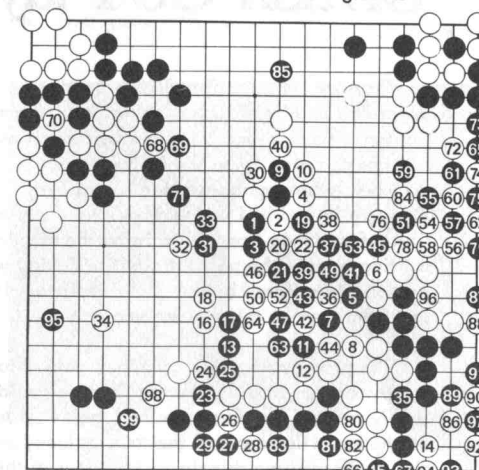
Diagram 1



At 94 I needed about 35 points of territory in front of my enormous wall, plus anything Black got on the top side. 94 was chosen to minimise the side as well as expand the centre.

The fighting in the centre was very difficult, and the moves from 95 to 150 took about three hours. It is always easy to suffer from blind spots and overlook the easy moves when calculating in detail. The worst of these were 137, which I missed, and 148, which Ronald missed. 156 was another error - 157 would kill the Black stones quite simply - and after 165 a huge ko looms. The problem for me is that if Black plays 174 to stop the ko he can kill my group on the side.

Diagram 2

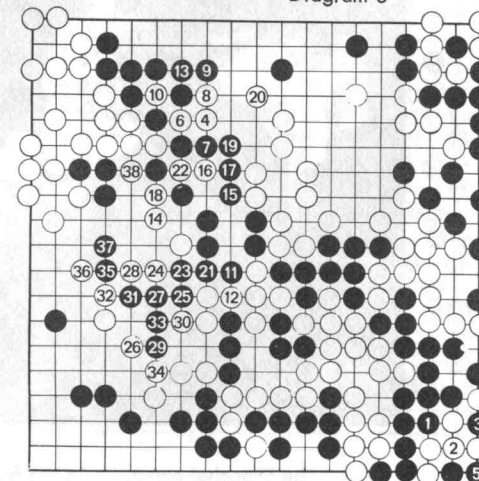


81 at 69

148 at 107
177 at 157
200 at 190

After the ko was resolved at 178 the game was close, but Ronald was in byo yomi and when the lower right became a second ko he lost control - after 206 the central group was quite easy to kill.

Diagram 3



British Go Players Visit China

On May 11th, the first British contingent set off on a two week tour of the People's Republic of China, which took them to Peking, Hangzhou, Shanghai and Canton. The start was a little inauspicious as Frank Pratt missed the plane at Heathrow and had to catch up on the following day while Stuart Dowsey's suitcase containing all his worldly belongings was sent on to Tokyo courtesy of Thai International Airlines. We were joined by Dr. Geoffrey Gray who travelled up from Australia and we entered China from Hong Kong by train on the morning of Monday May 14th. The plane waiting to take the party straight to Peking was grounded for an extra day owing to ear trouble suffered by the flight engineer. However, this was the last inconvenience and from then on things went smoothly.

The programme was a combined guided tour and series of team matches in each place. Accommodation provided by the Chinese could not have been better and the food was simply marvellous. Everyone had their first taste of Maotai with beer and Hsaoching wine as chasers. High spots of the tour included staggering up the Great Wall of China in a fine early morning drizzle, a boat tour of the beautiful West Lake in Hangzhou to an island with its own lake within, shopping for bargains in the cavernous Number One Department Store in Shanghai and an evening of colour and cacophony at the Cantonese Opera.



The Shanghai match - in the foreground Jim Bates is playing Li Qinghai.

Our matches with the Chinese exemplified the Chinese sporting motto - "Youyi diyi. Bisai dier" - 'Friendship first. Competition second'. We played even games against local teams. It was left to Frank Pratt to salvage our collective honour by finally winning a game on the last day in Canton. That game follows

Black: Frank Pratt, 3-dan
White: Liu Kwai Wing

Comments by Ch'en Chai Jui, who came third in the last World Amateur Go Championship held in Japan.

(The picture shows Frank Pratt at the reception banquet in Shanghai - the hors d'oeuvres arranged as a butterfly.)



6-18 follows a standard joseki, but Black 19 is a bit passive, it should probably be played 1 or 2 spaces further to the left.

Black 29 is a play in the wrong direction, it should be at 'a', protecting the real weakness in Black's position and building a moyo on the right side.

Black 31 should be played at 'b', then if White 37, Black can play 39 and if White 35, Black 93 gives Black light shape without forcing White to strengthen 30.

Black 43 is also a mistake since it forces White 44 and removes any potential for a Black invasion here.

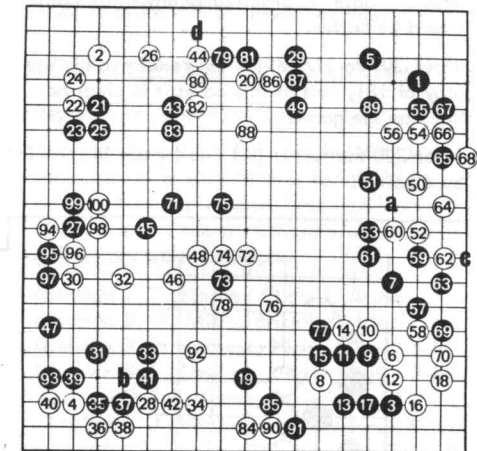
Black 47 is in the wrong direction, it should come out at 92.

Black 49 should again protect at 'a', especially since White 44 has removed the option of an invasion on the top side.

The sequence 50 to 70 is not entirely satisfactory for Black, his intention was to surround White's weak stones on the left (30, 32 etc.) on as large a scale as possible, but Black 51 and 53 leave too many weaknesses behind.

Black should play at 'c' now.

With 78, White effectively secures his group and at this point the game is very close.



Black 89 should be a hane and connection at 'd', if White plays sagari here he can make a ko for the two Black stones.

White 94 is a mistake, giving Black 3 or 4 points more than he could reasonably expect.

Black 111 is a good move - not only does it create extra possibilities for territory, it also gives two possible escape routes for the central Black stones attacked by White 110.

Black 117 should again be the hane and connection at 'd' to prevent the ko. (Alternatively, it could be played at 121.)

However, when White finally makes the threatened ko - which ends in his gote - he can't win it because Black has too many ko threats. Therefore, it's rather a desperate bid by White - Black is slightly ahead and White has to try to catch up somehow.

Black 161 should have finished the ko by capturing at 175, but Black knew he had sufficient ko threats to win the ko anyway, so he played 161. This decision provoked fierce criticism from the Chinese.

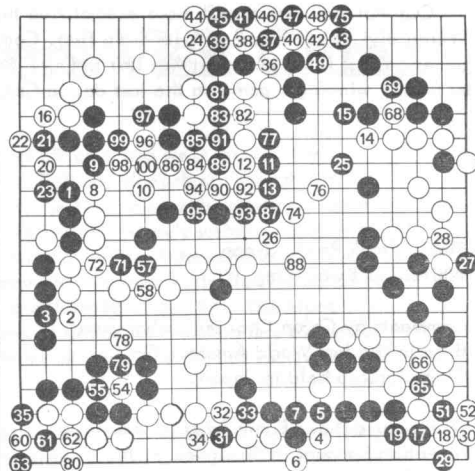
To be entirely consistent, Black should have answered 174 and continued the ko, but he thought he was comfortably ahead.

The sequence 181 to 201 is bad for Black since he's effectively playing dame and allowing White the good point at 188 for free.

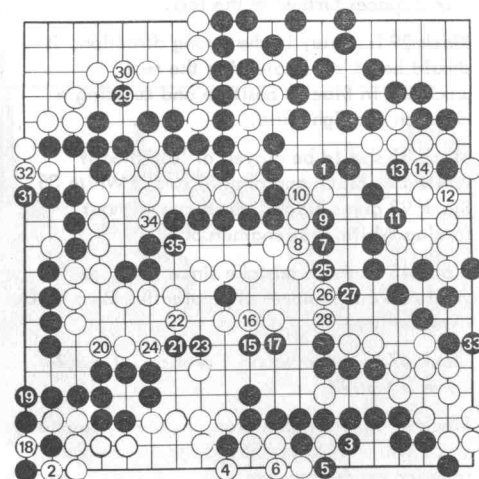
White 206 is a bad mistake, worth only two points in gote - practically any other point would be better.

Black 207 to 217; Black has redeemed his bad play of 181, and at this point it is clear he has won the game.

After 230 the rest is just small yose; Black wins by 6 points.

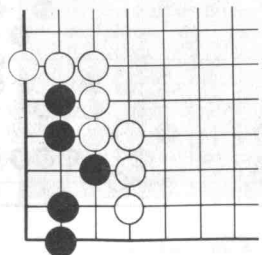


164 ko at 146	150 ko at 146
167 ko at 147	153 ko at 147
170 ko at 146	156 ko at 146
173 ko at 147	159 ko at 147



Problem

Black to play (answer on p23).



NEWS

GO IN MAYFAIR

The Japanese go players in London now have a regular venue at the Japanese Restaurant 'KIKU', 12 White Horse Street, Mayfair, London W1. The go facilities are provided by the Nippon Club Go Society and comprise five go sets available every evening from Monday to Saturday from 5.30pm to 11.00pm. Two more sets are held in reserve.

British and other non-Japanese go players are welcome. There is no charge but players are expected to eat or drink from the superb Japanese menu with meals priced from £7.00. Players are recommended to telephone and book in advance if possible. The telephone number is 01-499 4208.

BGA PROMOTIONS

At the last meeting of the grading sub-committee the following players were promoted:

Terry Stacey to 4-dan
Julian Faraway to 2-dan
Mohammed Amin to 1-dan
Brian Philp to 1-dan

RESULTS OF THE SEVERN VALLEY GO LEAGUE, 1978-1979

The Winners' Shield was finally captured by the Monmouth branch of Bristol Go Club. They maintained a high standard of play from Christmas onwards scoring 10 points out of a possible 12, to finish with a total of 16 points. Bristol Go Club (proper), the halfway leaders with 9 points, finished second with a total of 15 points. Cheltenham Go Club, in spite of beating Bristol in both halves of the competition, were unable to improve on their one point deficit at the halfway stage and finished third with 13 points. The Bath branch of Bristol Go Club and South Cotswold Go Club finished with 9 points and 6 points respectively. I would like to congratulate team captains for keeping to the timetable and notifying results promptly.

CENTRAL LONDON GO CLUB - AUTUMN TOURNAMENT

The Central London Go Club will hold an Autumn Tournament on Saturday 22nd September. For further details, contact Geoff Kaniuk, 35 Clonmore Street, London SW18 5EU. Telephone: 01-874 7362.

BRACKNELL GO TOURNAMENT

The first ever Bracknell Go Tournament was held at the International Computers building on Saturday, 12th May. There was an encouraging turnout of 46 players, representing 12 clubs, including three from as far afield as Plymouth. Unfortunately, only three players below 15 kyu competed. The tournament was organised as a three round McMahon and the overall winner was Matthew Macfadyen, 5-dan with three wins. Prizes were also awarded to the following players with three wins:

M. Gillham, 3-kyu, Woodford.
J. Welch, 4-kyu, Bristol.
J. Dawson, 5-kyu, London.
Z. Abedin, 8-kyu, Plessey.
D. Buckle, 10-kyu, Reading.
P. Slade, 15-kyu, Bracknell.

and to some of the players with 2 wins.
Toby Manning, 1-dan, qualified for the 1980 Candidates' Tournament.
The organisers - Bob Lyon, Charles Rose and Vincent West of the Bracknell Go Club - hope to make this an annual event.

FOURTH LEICESTER GO TOURNAMENT

Report from Jean Woolley.

This tournament was held on the 10th June and attracted 54 players from as far afield as Bristol, Newcastle-upon-Tyne and Merseyside. The winners of the six divisions who received gift tokens were as follows:

Division 1 T. Stacey, Oxford, 3-dan.
Division 2 W. Mills, Bristol, 2-kyu.
Division 3 R. Jackson, North Staffs, 4-kyu.
Division 4 B. Timmins, North Staffs, 7-kyu.
Division 5 S.P. Smith, Newcastle, 12-kyu.
Division 6 J. Harvey, Manchester, 16-kyu.
M. Amin, 1-kyu, qualified for the Candidates' Tournament.

The Amsterdam Tournament was held in May and was won by Rob van Zeijst who was then 3-dan. Christophe Rohde and Andrew Daly (our Dutch correspondent) were second and third. Schmidt, van Eden and Ambachs led the field among the shodans and 1st kyus, but the game presented here is between two 'also rans' in the 1st kyu division and is of interest mainly for some spectacular misreading of the final semeai.

How to fight a semeai M. Diederer v. A. Cross

Black: M. Diederer, 1-kyu (NL)
White: A. Cross, 1-kyu

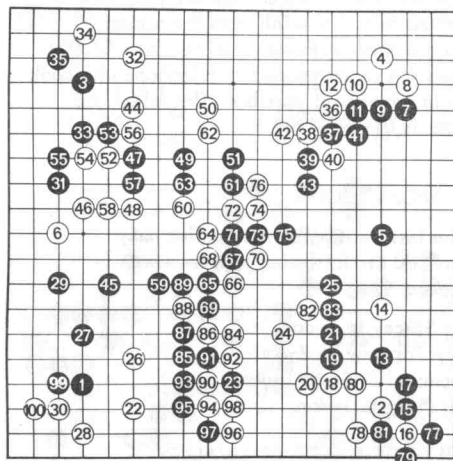
Comments by Matthew Macfadyen.

The early part of this game was characterised by alternate bouts of generosity from the two players. First White helped Black to the right hand side, White 8 and 14 were particularly effective in doing this, and then Black played four times on the left without killing White's invasion stone there, encouraging White to take two large sides in the process. Neither player seemed to appreciate the importance of saving or attacking Black's solitary stone 23, and the middle game began in earnest when White decided to save her stone with 46 - it would have been more reasonable to play at 47, expanding the top side while encouraging Black to invest even more stones on the left. Black played too close to the stones she was attacking with 67, and the tesuji sequence up to 76 should have been sufficient to wrap up the game for White.

Black attacked the lower side but got nowhere, and the endgame proceeded in an orthodox if imprecise manner up to 135.

White 136 was a bit dangerous, since it filled in a liberty and allowed Black to play the moves to 159, starting an enormous semeai. Many mistakes were made during the fight and the remainder of this article is devoted to a discussion of some of them.

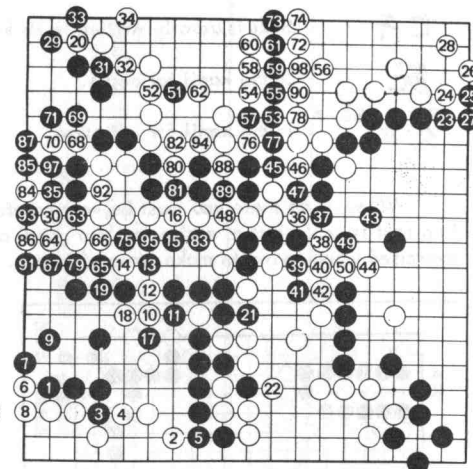
The most important thing when trying to gain liberties for one's groups is to keep the stones solidly connected. Bamboo joints are no good - Black 157 should have been 177 (which requires an answer). After White 162 - which is not strictly necessary, although it gets a bit complicated - there are no further prospects for increasing the Black liberties so the time comes to reduce the White ones. 163 was good but 165 was terrible. It allowed the White group to connect solidly, whereas Black could have cut at 166 - White 165, Black 175, White 179 - and White is left with three liberties less than in the game and loses the fight.



Actually, White 164 should be at 166 to prevent this. The main point about cutting at 166 is that it gives White a false eye. False eyes are worse than no liberties at all - when counting up the liberties of a group they should be thought of as minus one liberty.

The next mistake was 182, which is not one of Black's liberties, and the next was 188 which should connect solidly at 93, forcing Black to make two extra moves before she can start filling liberties again.

192 was terrible. It should be clear by now that if this were one point to the right Black would have three liberties to White's four. The semeai has now become ko - if Black can avoid having to play 197 she is one liberty ahead 197 was the final error - it was necessary to fight the ko - if Black could kill the lower left corner with a ko threat the game would still be close. White 198 is pre-atari and both players now appreciated that White had won. Actually it is not hard to count up to quite large numbers like nine or ten - this makes it possible to seek the liberty increasing tesuji when there is still room to find some. White 164 should have been the game losing move.



All you need to know about studying tsume go and games in Japanese language literature.

The first thing to do is to say to yourself that it is easy, and you do not need to learn much to understand what you wish to know. This is not true, but without a little confidence you will probably never try.

When studying life and death, or 'tsume go', you need very little knowledge of written Japanese, simply: 'black', 'white', 'correct', 'ko', 'seki', 'death', 'failure' and 'variation'.

黒

Black looks like this, and is a picture of a charcoal burner, the four lines underneath represent the fire, and as we all know charcoal burners are, or at least should be, black.

白

White looks like this. This is a representation of a candle, and as we all know candles can be any colour under the sun these days.

正

is the kanji for correct, this is easy to remember as it is always next to the diagram you did not get.

劫 is the kanji for ko, but very often it is written in its kana form コウ

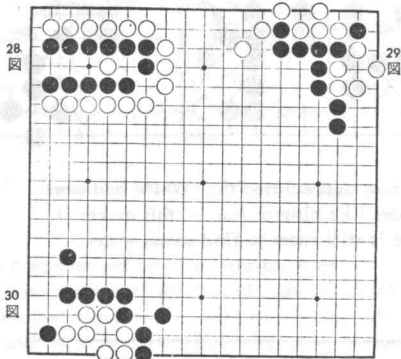
セキ Seki is usually written in its kana form, which looks like this.

死 is the kanji for death.

変化 is the kanji for variation.

失敗 is the kanji for failure.

When using these you must be very careful, what you have are words like 'good', in a text it could just as easily say 'not good' as 'very good'. So extreme care must be exercised when trying to make sense of a text. The way to use these is as follows:



28図 白先 (8~10級)
眼形を奪う急所を考えてください。

29図 黒先 (7~9級)
隅に手段を見つけてください。

30図 黒先 (7~8級)
実戦ではあらかじめ活かしてしまいそうです。
白ダメヅマリの形ですからそこを狙います。

A page from a typical life and death book.

The tesuji is only to try to read what is necessary for you to read, not to try to read it all just because it's there. The page diagram shows one type of layout. The numbers next to the problems are surprisingly the problem numbers, and they relate to the numbers at the bottom of the page. All you need to know then is who plays first, black or white, and I am sure that this quite a simple problem for you. There are, of course, many different ways of laying out a page, some books have half diagrams allocated to each problem and a whole bunch of problems together before you get to the answers.

Which brings us to the next problem, the answer page. This is just as simple as the problem page, armed with the simple knowledge that the answer is there somewhere, and the kanji on the other page, it should be a doddle. One further note, it is very rare for the answer to be wrong, and it is more likely that your attempt is wrong, so before you declare the answer wrong check quite thoroughly both the book answer and your own.

Fearlessly on to the art of studying games in 'Kido' and the like. Over the past few decades the Japanese have kindly printed the games in arabic numerals, the major barrier to study. All that really remain are the niceties - who played, who won, and the technical info. like what tournament the game was played in and what the time limits were.

Strictly speaking, all of this is unnecessary and of no practical use, but people like to know who won.

3a

3b

A typical layout is shown here. This comes from the Kido Yearbook and with over 250 games this is great study value at about £6.00. On the left is the game, the numbers at the top represent the number of plays shown on the diagram (so if it says '1-100', don't look for 101). The right hand side is the more complicated bit, so lets divide it up and deal with that. Column 1 shows the result, the first number is the number of plays, in this case 178.

手 is the second character, and this means 'plays'.

Then we have the familiar looking white kanji and the character 中 which means 'middle', the statement that follows means 'resigns', ie. white wins by resignation. If the kanji for black or white is followed by a number, it means the player of that colour won and the number is the number of points by which he won.

Column 2 shows firstly the amount of time allocated, and secondly the amount of time used by each player. The white stone indicates the amount of time white has used by the end of the game. The time allowed in this case is 5 hours, and the maximum time shown against either player will be hours 59 minutes. If it shows 5 hours here and you do not know what the result was from column 1, it is a fair guess to say that he did not play within the one minute byo yomi and was disqualified.

Column 3a. In the box is the name of the tournament and the number of the game (if it is a 'n' game play off). Under the box is the location and date. Section 3b shows the players names and who played black. The kanji mean 'black player', from this I think you can guess who is white. Below that are the players names.

I shall not attempt to list the tournaments or the players' names, it would take too much space. If you want to know, buy a Kido Yearbook and ask a dan player, or even better, a Japanese to tell you the names of the tournaments. At the back of a Kido Yearbook are lists, with photos, of all of the professionals, next to each name are tiny 'kana', if you can learn the 50 or so kana you can read all of their names, an amusing pastime but hardly likely to get you to 5-dan any quicker.

Birth of the Nihon Kiin

BY STUART DOWSEY

World go is dominated by Japan and particularly by the Nihon Kiin. This organization is at the forefront of all types of go activity and Western go players owe a great deal to its support and leadership. However, surprisingly little is known about the Nihon Kiin and misconceptions abound. I hope to correct some of these misunderstandings in a short series of articles. We begin with the origins of the Nihon Kiin and the factors which culminated in the foundation of the present day organization.

"Nihon Kiin" is usually translated as "Japan Go Association" which fails to convey the true meaning of the name. A better version might be the "Japan Institute of Professional Go Players" or the "Japan Go Guild". This distinction is important because the prime purpose of the Nihon Kiin is the protection and guarantee of livelihood of its member professionals. All other activities: tournaments, teaching, service to amateurs, propagation of go at home and abroad are secondary to and are conducted with direct reference to this prime aim. Most importantly, amateur go is seen as the support of professional go and is developed with a view to enriching the life of the professional players. Basic to the very nature of the Nihon Kiin is a clear distinction between amateur and professional. This was not always so, certainly not when our story starts, over 100 years ago.

The Meiji Period (late nineteenth century) was marked by rivalry between the Honinbo School and a new organization called Hoensha. With the end of feudal rule and the onset of the Meiji Government, traditional go schools such as Honinbo lost their official stipends and fell upon hard times. Hoensha was a new style group based in Tokyo, run rather like a commercial company, which was developed to cope with the new circumstances. The president was Murase Shuho. It published the first go magazine "Igo Shimpō" to provide a source of game records. Its rating system had 'kyū' steps: Meijin was 1-kyū, shodan was 9-kyū, etc. A version of this system is still found in Holland and Germany. Murase Shuho was also the first Japanese to teach go to Westerners. His most notable student being Otto Korschelt who did so much to establish go in Germany. We see here many of the roots of modern go.



The conflict between Hoensha and the more traditional Honinbo School had its roots in the feudal era and was mainly a conflict of personalities. Honinbo Shuwa designated Shusaku as his successor. This was a disappointment to Murase Shuho who had expected to be named. His jubango results against Shusaku has been 6 wins, 3 losses and 1 jigo. However, the widow of the earlier Honinbo Jowa had interfered. Still, Shuwa promoted Shuho to 7-dan and allowed him to play Castle Go. The succession was further complicated by Shusaku's untimely death in his early thirties and passed rapidly to Shuetsu and then Shugen. Neither of these players was very strong so the Honinbo School rested on its name while active leadership was wielded by Murase Shuho and Hoensha. On Shugen's death, the new Honinbo Shuei took steps to reconcile the two rival groups. He undertook a jubango match (10 games) with Shuho. During this match Shuei stepped down so that Shuho could become Honinbo. It was decided that in future the Honinbo was to be the strongest player, Hoensha could issue dan diplomas ratified by the Honinbo School and Shuei for his part was promoted to 7-dan. Unfortunately Shuho died suddenly aged 49 and thus Shuei became Honinbo again.

Twenty years passed. A new star, Tamura Hoju, emerged at Hoensha. There was much exchange between the two groups. From 1892 to 1901 an analysis group called Shishokai (Four Elephants Club) met to hear Shuei's commentaries. Most players from Hoensha and Honinbo including a young man called Karigane Shuichi attended. The only person who could survive with black against Shuei, now 8-dan, was Tamura Hoju. Shuei eventually died in 1904, aged 55. He had made his personal dislike of Tamura Hoju well known, favouring Karigane instead. Shugen became Honinbo in a caretaker capacity for one year but finally Hoju became the 21st Honinbo, taking the name Shusai, and was destined to play through three Imperial reigns.

During the Taisho era, from 1910 onwards, prestige matches were held between leading players. There were no time limits and frequently games were conducted according to the whim of the stronger player. One such game between Shusai and Karigane was played from May 21st to November 28th 1920, lasting 240 hours with 19 adjournments. That's an average of one hour per move - the longest single move taking nine hours. In 1922 a new group called Hiseikai (The Serfs and Sages Club) was formed to rectify this undesirable situation. There were only four members: Karigane, Suzuki Tamejiro, Segoshi Kensaku and Takabe Dohei, but their proposals had far-reaching effect. These were 1) all matches to be tagaisen (even games), 2) time limits to be used and 3) times were to be set for adjournments.

The Taisho era also saw the formation of a new analysis group of six players - the Rokkakai (Six Flowers Club). This was expanded to include young, promising players from both Honinbo and Hoensha such as Iwamoto, Murashima, Hashimoto Uтарo, Kitani and Maeda. A nucleus of players who together shaped the entire course of 20th century go.

Hiseikai tended to be anti-Honinbo and anti-Hoensha. In 1920, the latter two groups joined together for the short-lived Shuo Kiin (Central Go Institute) but again they split. There were thus three rival groups jostling for power in the go world of the 1920's. Now nature took a hand in the form of the Great Kanto Earthquake. All three groups suffered devastating financial blows making independent activities difficult and in spite of themselves the three grew closer together. A leading figure of the time, one Baron Okura, went out of his way to persuade all parties to sink their differences, pointing out the financial benefits that would be shared by all. Finally, in May 1924, a conference was held in Tokyo's Imperial Hotel. It must have been an illustrious gathering. There were leading players such as Honinbo Shusai Meijin, Nakagawa Ryuzaburo, Karigane, Suzuki, Segoshi, Takabe as well as delegates from Nagoya, Osaka, Kobe and Kyoto. The result of their discussions was the decision to form a single body which came into being in July of that year. Its name was the Nihon Kiin. The impact of the Nihon Kiin on the go scene will be the subject of the next article.

THE NIHON KIIN YOUTH STUDY GROUP, 1925. Left to right:-

Back row: Murashima, 3-dan; Kitani, shodan; Sakaguchi, shodan; Maeda, shodan; Mukai, 3-dan.

Middle row: 'Unknown Lady Player'; Hayashi, 4-dan; Hasegawa, 3-dan; Konotera, shodan; Hashimoto, 3-dan.

Front row: Kawada, shodan (now Mrs Ito); Masubuchi, shodan; Segoshi, 6-dan; Kosugi, 3-dan; Iwamoto, 5-dan; Fukuda, 4-dan.

GOING DOWN FIGHTING

R. v. Zeijst v A. Daly

Comments from Andrew Daly

One of the most notable features of the Dutch go scene in the last year has been the emergence of Rob van Zeijst from Apeldoorn, who this year forced Robert Rehm out of the national championship. Like many young players he is strong in fighting, and this game is a good example. Regrettably, your correspondent cannot resist a challenge

Black: Rob van Zeijst, Class 14 (strong 3-dan)

White: Andrew Daly, Class 15 (weak 3-dan), 5½ points komi.

White 2, 4: van Zeijst is good on tricky joseki, so I play hoshi and look for complications later.

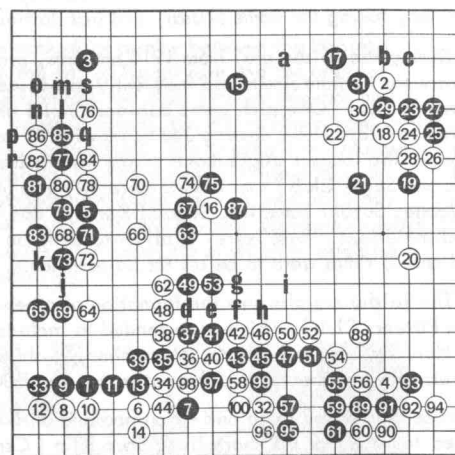
White 16: So far, everything is normal, but this move is a bit strange. The normal move is at 'a', but this move looks at invasions on the left and the possibility of coming out at 34, so it seems OK.

Black 23: Maybe a little early, but White 24 is apparently not standard (according to van Zeijst), so anything can happen.

White 32: The corner has gone as expected.

The continuation can be White 'b' or 'c'. The latter seems to give a ko, the former appears to be an attempt to kill the corner, and so I left it all for later - Black won't play there yet.

Black 33: A maximum move, allowing White to come out at 34. This latter move leads (as you can see) to a tricky fight.



The points to note in this fight are that White plays hane twice at 34, 36 because he feels that 16 and 32 are supporting stones (otherwise he would play 36 at 44). Then 38 is thrown in because it might be useful later. The moves 41, 42, 43 are the maximum possible in the circumstances, whereon White must defend with bad shape at 44.

However, Black has to do something with 43, and all he can do is run away. The idea of 48 is to double the aji: 49 defends as the ladder doesn't work, but at 53 he must defend again, since it is a geta that is threatened now (B'd', W'e', B53; W'f', B'g', W'h', B'i'). This means that White can take the initiative with 54, Black must live with 61 and White gets sente. Reviewing the fight, it was always clear that Black would live (unless he blundered!). So the argument was about who got territory, how good White's shape in the centre was and, most important, who got sente. In that sense it is clear that White won this fight, despite some weakness in the centre.

White 62-70: Gains the benefit of this success by cramping Black's group and coming out in good shape, Black 71, 73 counter-attacks but he can't prevent White attacking the corner at 76.

Black 77: There seem to be about 77 ways to play against this. I could play atari at 'j' or 'k', so Black had to guard against both of these, although I didn't play either. The idea I finally came up with was to sacrifice two stones (82 and 86) which I thought would give me an enormous wall and overwhelm the corner. The sequence was: B'l', W'm', B'n', W'm', B'p'(atari), W'q'(atari), B'r' (takes two stones), W's' completes the scheme. This seemed brilliant to me, but

Black 87: This gives up a bit on the left, but I can't kill the corner and not only does this move make the central stones safe but it also threatens to cut off some of my stones (at 131).

White 88: Defends the cut and incidentally threatens the group on the lower side, as I can play at 90 without trouble. Black must live in gote up to 101, giving White maximum territory.

White 102: An expected attack - we followed a joseki sequence up to 112. But maybe instead of playing this sequence I should have defended against

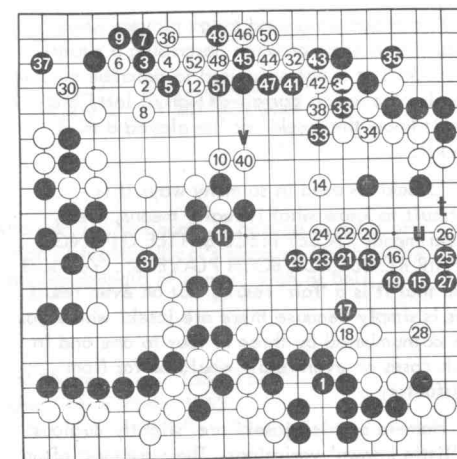
Black 113: This is possible only because of 87. I found myself in great difficulty since I had to save all my stones and make some territory. The stone at 93 was worrying. Even after my attack on Black that forced him into gote with 129, there was still too much aji in my position, (with White 't' or 'u').

White 130, Black 131: Huge yose moves: worth around 20 points each, but I should have left them unplayed until I was sure what I wanted on the upper side.

The most impressive points of van Zeijst's play in this game were his judgement of sente and gote at 87 and 135 and his failure to panic although he was behind.

Too many games are thrown away by wild play when the margin is only 10 points or so. I played quite well, but missed the timing of the vital points.

This game was a semi-final of the inaugural Leiden Tournament, in which Willem Knop beat van Zeijst in a final of many dead groups.



The move I played (130) is smaller than 131 but it makes 136 sente. After 131 I found myself fractionally behind, but with sente and the aji in the top right to work with I thought I could make enough on the upper side; however

White 132: The decisive mistake. Now was the last chance to play in the top right at 135 - this more than doubles the aji of the cut - but Black eliminates it.

White 136-140: The large territory I needed to win was not proof against Black's surrounding strength.

Black 141-153: Captures 2 stones in geta, despite my forlorn effort at 148. With these 2 stones goes the game, subsequent analysis showed that I could have kept the game close by playing 140 at 'v', but the decisive mistake was 132.

Go Terms: Joseki

By DAVID MITCHELL

A common word used by go players when discussing a game or when describing a situation is 'joseki'. It is not only used to describe a game, but also the way a game was won or lost, 'he didn't know the joseki' or 'he played a trick joseki'.

'Joseki' is used in so many ways it is difficult to know what it really means, well, joseki means "A SET PIECE BATTLE GIVING A FAIR RESULT FOR BOTH PLAYERS". You will note that it is a 'fair' result, not an even result. This is simply because there are joseki where you are outnumbered by three or four to one and in such cases an even result would be far from satisfactory.

Hamete or trick joseki are 'slightly dubious' or 'little known' variations. They are most often played by strong players against weaker players. Some describe this practice as unfair, I hold the view that all is fair, if you are barred from using knowledge that you have and your opponent does not then any fighting is unfair.

You will also note that joseki are not confined to the corner, there are many 'middle game joseki' which are played on the side and there are even a few that are played in the centre. Joseki need to be:

1. played in the right context,
2. played in the right order,
3. finished.

Diagram 1 shows a joseki played out of context, White's play at 3 does not take into account the surrounding situation and after Black 6, White cannot extend to 'a' which is normally required.

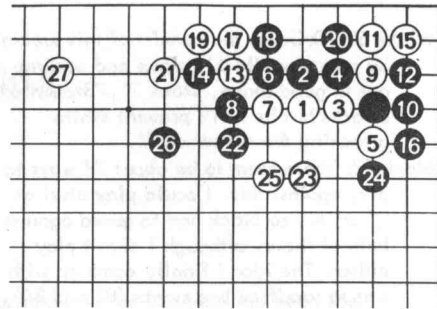
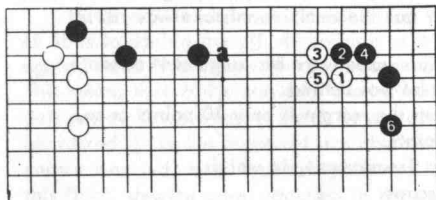


Diagram 2 shows a popular line of the notorious onadare or 'avalanche' joseki. The order of plays here is most important - and is the result of years of research by professionals - the crucial point comes when Black plays atari at 14, White must not play to rescue the stone immediately or he will be carved up.

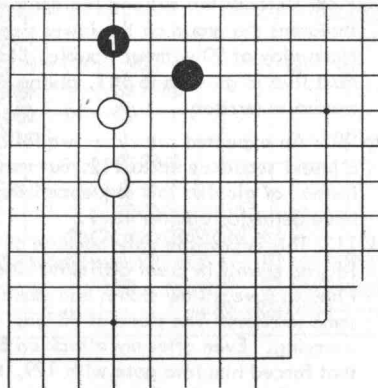


Diagram 3 shows the start of the world's simplest joseki, but it is surprising the number of go players, even dan players, who fail to finish it properly. The answer is on page 23, play it out and then look at the correct sequence.

A word frequently associated with 'joseki' is 'fuseki'. This refers simply to the whole board situation at the beginning of the game, the first ten to fifty moves or so.

A Partial Bibliography of Western Go and Wei-ch'i Material

BY PETER POLKINGHORNE

(Note: Accounts of travellers to the Orient who mention the game in passing as a bit of local colour have been omitted with the exception of Matteo Ricci's account which is the earliest I have found. Also, references to general compendia of games, such as Bell, Ainslie and Scarne, have been omitted.)

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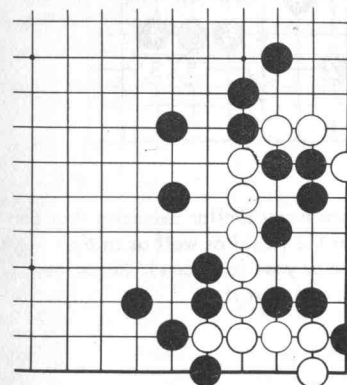
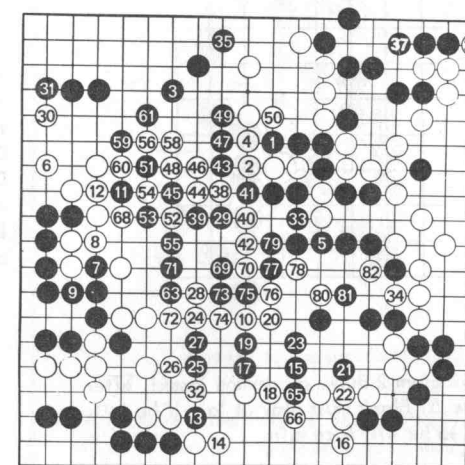
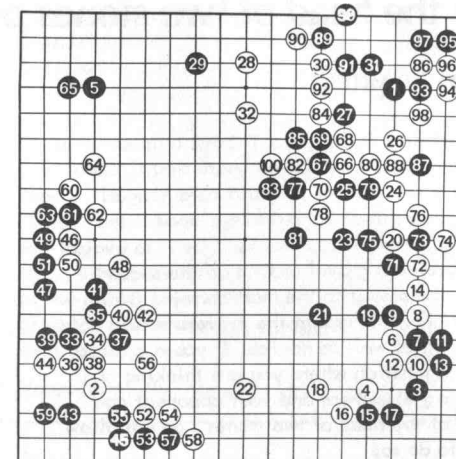
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Wei Qi

Tong B. Tang

In his recent article 'Go in China', Stuart Dowsey mentioned that the China Weichi (Go) Association publishes the magazine 'Wei Qi'. This monthly is in fact available in England and can be found in the bookshop 'Guang-hua' in Newport Street in the West End of London. I have met many go enthusiasts who read Japanese go books and articles, attacking originally only the diagrams but soon picking up the language in the process. The experience of reading the Chinese Go Journal will, I suggest, be equally rewarding. For a starter, I show below a game from the 1978 All China Championships for men, which received a detailed commentary in a recent issue. Black was played by Wang Chuan (aged 21) and White by Liu Xiao-Guang (18), who finished 6th and 7th in the Championships respectively. The game was characterised by vigorous fighting, ending with Black's resignation when it becomes clear that the big central group is dead.

57 captures 2 stones at 45
162 ko
164 ko at 152
167 ko at 145
Game ends on move 182.



Problem

White to play, answer on p23.

At the head of two stones play hane.

By DAVID MITCHELL

White 1 in Diagram 1 shows a hane. To hane is to bend round, note that if there were a stone at 'a' it would be a 'magari'. The reason that 1 should be played is that it is so very strong. Black, if he is to avoid capture, must grovel around on the second line and submit to the most damning punishment. For this reason the proverb should hold warning as well as advice. If you are faced with a position where you are thinking of playing elsewhere and your opponent can play at the head of two stones, do not allow him to do so.

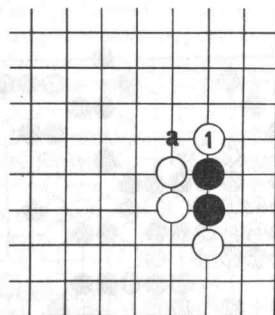
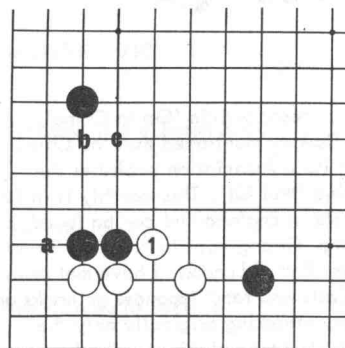
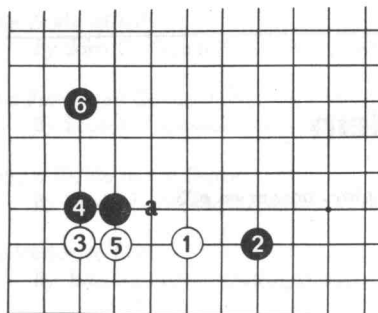
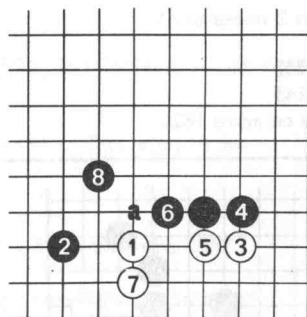


Diagram 2 shows a common joseki, after White 5, Black must play at 'a', if he fails to do so he will face ruin.



After White 1 in Diagram 3, Black has to find a defence, as White will surely hit him at 'a' or 'b' or 'c', depending on the rest of the board. To try to find an answer to one of these is impossible and Black is in agony. Compare this lowly position with that of Diagram 4. This is the correct joseki and I think you can see how much better it is than Diagram 3. Note, Black 8 can also be played at 'a'.



There are many similar examples that can be cited, in the joseki as well as in the middle game or yose (endgame). Remember this proverb and trust it.

Letters

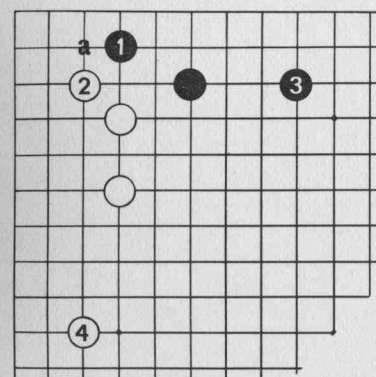
Go in Italy - extracts from a letter from T.M. Hall, in Milan.

The only established go club in Milan at the moment is Bu-sen, Via Arese 7, which is run by Cesare Barioli, a Judo teacher and 2 or 3 kyu. Roberto Mercadante has persuaded a games shop to open a club in a spare room above its premises in Via Meravigli 7. This will open in September, giving an alternative place to play. Yoshiaki Nagahara visited Milan in early July and gave a demo session at the Games shop, playing 5 simultaneous games.

Dear Editor,

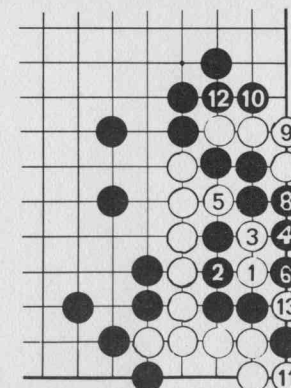
I have just received my copy of the last journal from my club. It is 2 months after the publication date, and I am lucky to get one at all. I note that the BGA made a profit of nearly £300 last year, and as I see no increase in its activities I expect it will make a similar profit this year. Is it not possible for the BGA to send its journal directly to its members? I know it would cost more, but it would create a greater feeling of belonging and of getting something for the year's subscription. This may stop the trend of the past 5 years of falling membership and give the committee something real to spend its ever growing nest egg on.

Yours faithfully, Ilene Wright



JOSEKI - correct sequence.

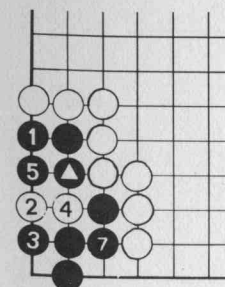
Well, did you finish it? Or did you, like many a dan player, forget to play 4? If you got it, fine, but remember it when playing. If 4 is omitted you should play there as soon as possible, it robs White of territory and if he does not answer, 'a' aims at a severe attack.



Answer to the problem on p21.

7 at 3

Although the result is ko, it is unlikely that Black will have a large enough ko threat. So he will probably content himself with the four white stones on the right and White will live. Capturing 7 with 8 only leads to an inferior ko for Black; White still connects at 9, and it is a two step ko that Black cannot avoid. White 1 at 3 fails: B2 at 1, W3 at 4, B4 at 6, W5 at 5, B6 at 8, W7 throws in at 3 and B8 captures at 4 - White has no continuation. (Problem from Andrew Grant)



Answer to problem on p8.

6 at 4, 7 captures at 2, 8 plays at the marked stone and lives - ishi no shita.