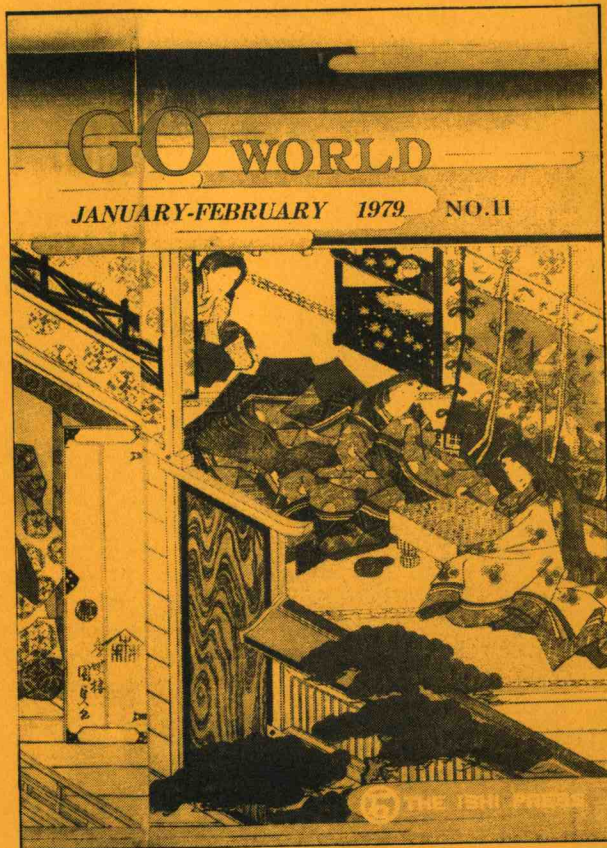


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BRITISH
GO
JOURNAL

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**BRITISH GO
CHAMPIONSHIP**

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THE BRITISH GO ASSOCIATION

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BGA SUBSCRIPTIONS 1980

Please note that subscriptions for 1980 are now payable. It would help greatly if you renewed as soon as possible.

Subscriptions should be sent at the rates given below to:
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Yes, the 1980 rates really are the same as those for 1979!

Special concession for school clubs: in order to encourage the formation of school clubs, the rule requiring a minimum of five members has been relaxed such that a bona fide school club may be registered provided that at least one member pays the full club rate (£1.50).

EDITORIAL

There were considerable difficulties in producing this issue of the Journal owing to illness of the Editor and printing problems over the Christmas period. Apologies are offered for its lateness in appearing.

Due to the delayed publication date, four extra pages have been added to include a report of the London Open Go Congress and a game from the winner, Robert Rehm, 4-dan, of the Netherlands. BGJ No. 48 will not be published immediately but will appear in April, to cover the British Go Congress. This means that the members are owed an extra issue this year. It is hoped to produce five Journals rather than four in 1980, but the extra issue will concentrate mainly on technical material.

We would like to make 1980 a year of improvement and change for the Journal and your co-operation will be necessary. We are always in need of material. If you have any ideas for articles, any questions about go or any interesting game records, please get in touch. Any expansion of the Journal will also necessitate expansion of the workforce, would you be prepared to help? All offers of assistance are welcome, but we are especially interested in any strong players (2-dan and above) who are able to comment on games, edit articles or proof-read.

Finally, would you please write and tell us if there are any changes you personally would like to see in your Journal, for instance:- more/less technical material; more/fewer game commentaries; more/fewer/different instruction articles aimed at stronger/weaker players; professional game commentaries; question pages; etc.

Alison Cross (Editor), British Go Journal, 25 North Villas, Camden Square, London NW1 9BL
Tel: 01-267 5711.

The Castledine Trust

The Castledine Trust has now been formally set up, and is applying to the Charity Commissioners for registration as a Charity (which gives us, among other things, minor tax advantages). Its trustees are Jon Diamond, Bob Hitchens and Francis Roads. Its general aims are to promote the study of go among persons under the age of 21 in the UK, and in schools, colleges, universities and other educational establishments in the UK. A full copy of the declaration of trust can be obtained from Toby Manning, 16 Prestbury Crescent, Woodmansterne, Banstead, Surrey (please enclose a stamped addressed envelope).

If you wish to make a donation to this trust in memory of Brian Castledine, please send it to Toby Manning at the above address, and not to the address published in the previous Journal.

The Trust currently has funds of £160 and we expect this to increase. Discussions about financing an inter-schools tournament are underway; any other body wishing to apply for a grant for any project which is within the terms of reference of the Trust is invited to send an application to Toby Manning.

RON STONE

Ron Stone, a founder member of the Bristol Go Club and a past editor of the British Go Journal, died in September 1979 from a heart condition, he was 57.

Ron was unique in the go world. He did not play go himself, but he supported and publicised the game in every possible way. When a vacancy occurred on the Journal Subcommittee Ron was approached because of his experience in printing. He immediately offered to help, subject to advice on technical aspects of the game, and later became an invaluable member of the editorial group.

His commitment to go extended beyond the Journal: he and his wife Rene regularly helped at the Wessex Tournament, serving meals and assisting generally, they will be sorely missed.

Ron was very keen to encourage young people to play go. His view was always that the youth of the clubs was the life blood of the BGA and that, essentially, the dan players and older members could "look after themselves" - this was often apparent in his editions of the Journal. Ron's jovial comments enlivened several AGMs, Wessex Tournaments and Journal meetings and his loss will be felt by all those who had the pleasure of knowing him at Bristol.

Alan Smith.
Bristol Go Club.

British Championship

M. MACFADYEN v T. STACEY

The 1979 British Championship was played in the Autumn and overlapped with the visit to England of Yoshida Yoichi, a Japanese professional 4-dan. We were fortunate enough to secure his comments on the first two games of the match. Four games were played (out of a possible five), with Matthew Macfadyen winning the first two games, Terry Stacey winning the third and Matthew successfully defending his title with the fourth game. So Matthew is our Champion for another year

Game 1

Black: Terry Stacey, 3-dan
White: Matthew Macfadyen, 4-dan

Time: 3 hours and 1 minute byoyomi
Komi: 5½ points

Comments by Yoshida Yoichi, 4-dan

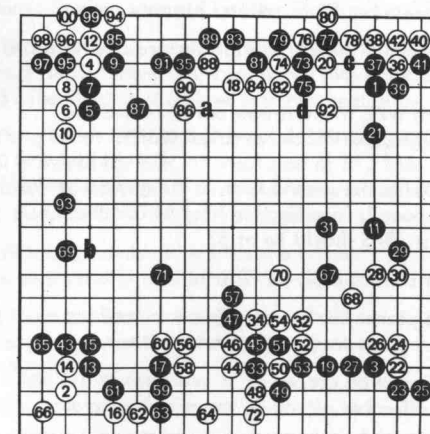
The first joseki is a standard tenuki variation, (for details see the 'san-ren-sai' chapter of "Modern Joseki and Fuseki").

B13: It is essential for Black to play at 18 or one point below. This makes sure that any attack on Black's corner stones would be unprofitable for White.

B27 should have over the three white stones, even though this leaves some bad aji for Black on the side. When he connects, White lives too easily.

After W34, White is clearly ahead.

Diagram 1: 1-100



55 at 50

W36: Some spectators thought the invasion was bad because it weakened White's side, but, if Black had played the usual corner variation, White could play at 'a' and his stones can't be attacked. The kosumi shows how good it was to take the central point earlier.

However, Black takes sente in the corner to play 43, which is very good for him.

W44 should have been at 'b', 44 is invading territory that doesn't exist and just provokes an unfavourable fight.

W48 was the sealed move. It is not just kikashi as some spectators later supposed. There are several possible answers, Terry chose to play hane which, unfortunately, is the worst option - B57 is correct.

Now there are three weak white groups and White is in trouble.

B63: After this move Black can in fact wataru underneath to link his stones - but he didn't see it.

W64: White played this move to stop the connection and provide some eye space for his stones, and with B65, Black should have answered at 72 to counter his aims.

B69 is a bit slack as White can rescue his group with 70.

With W72 White is now out of immediate trouble, but Black has taken profit.

B73: For the second time in the game (see W44) someone is invading territory which doesn't exist. B73 should be at 83.

The correct reply to 73 is 'c'.

The pincer starts a squabble over nothing - there is no territory to be made here.

B85 must be played at 'd' and then White has no effective attack on the top black group.

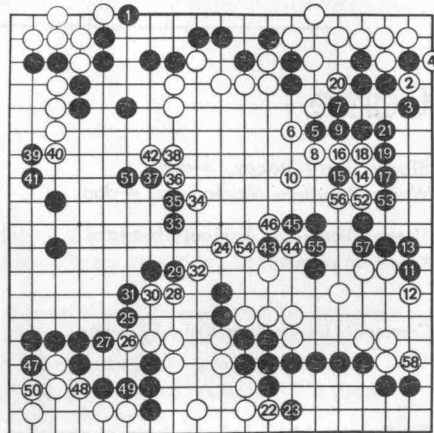
Black is worried about a cut on the second line to make a ko for White (White at 89), but what he doesn't seem aware of is that if White loses the ko he could lose his corner, making it a very unfavourable ko for him. Because of his fears, Black plays 85 to increase his own ko threats.

White realised he was a bit behind so he planned a sneaky rip by playing 86 in preparation for 92 - unfortunately, as he later saw, it doesn't work! This is another moment when Black should have ignored him and taken the opportunity to play 'd'.

He neglected to do this however, and after the geta of 92 White is slightly ahead, having captured two very important cutting stones.

B101: Black can tenuki, W100 doesn't threaten the life of his group, it only takes about 10 points, he should therefore play 108.

Diagram 2: 101-158



B107 is the game losing error, it must be played at 108. It is far too small for Black to rescue his stones, especially as there is an attack left on the corner.

B111 defends the side indirectly. White can only erase the side and capture two stones in sente.

B133: White can just protect against this, Black has lost. (Yoshida thought the game was over long before this!)

W150 is necessary or the corner dies.

W152 is necessary to protect the white centre from invasion.

White won by 12½ points

Overall, Yoshida thought that White tended to play a lot of vulgar moves, although he was sharp in the fighting where it mattered - after all, he did win....

Game 2

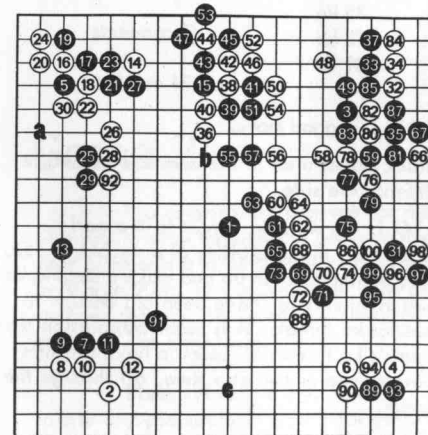
Black: Matthew Macfadyen
White: Terry Stacey

Comments by Yoshida Yoichi, 4-dan

In the early moves of this game, both players followed a consistent strategy.

W12 should be a keima, ie. one point loser.

Diagram 1: 1-100



B13 is also too close, it should be played on the hoshi. When this move is played too close, White can play 91 and take the mid-point facing a three-stone wall, this is very severe. However, after W24, B13 ironically seems to be in the right place after all. B25 should be played at 27 immediately, so as not to encourage White to invade the black moyo.

W30 should be played as kosumi downwards, otherwise Black at 'a' might become kikashi.

W36 must be at 37. It is hard for the corner stones to even scrape life after Black plays 37.

B39 and 41 are overplays, and in both instances Black should have first considered playing at 43. The fight that follows is unreasonable for Black.

White is not infallible, however, 44 is good but 50 is extremely bad, it should be at 51. This makes the capture of one stone sente because of the possibility of hane and geta.

B59 is a good move. It kills the corner unconditionally and patches the side.

B61 was the sealed move. It cost half an hour's thought and was a mistake! The correct play is 'b'.

White is a bit cowardly in answering the next few moves, he could easily have played 64 at 65, letting his group get cut off, he is quite safe. The whole sequence is just about OK for Black but it's a bit risky. White throws in a kikashi and makes a swift exit...

The fight started badly for Black but he's clearly still ahead after White gives up the corner. Unfortunately, B75 should have captured one stone in a ladder, he played what was meant to be a kikashi but White's counter attack at 76 was good. B77 was rather unreasonable as it's not at all clear who will win the fight that follows.

W86 must be at 87, even if he then intends to tenuki, as it gains him liberties. Black captures when he sees that White can force a direct ko in the corner. This enables White to save the ladder stone.

B91 should be at 'c'. It couldn't be killed and White doesn't have enough territory to win. However, Black mistakenly tries to build territory in the centre.

W92 should be at 122 to expand the side.

B95 is too optimistic. If White answers with atari, Black can live unconditionally in the corner instead of with ko. But White counter attacks.

When Black plays 101 to capture, Yoshida assumes he's misread the situation. To extend the other side and let White play at 101 with 102 leads to a ko which is probably best for Black. (If White plays atari downwards, etc., Black can't sagari to live in the corner.)

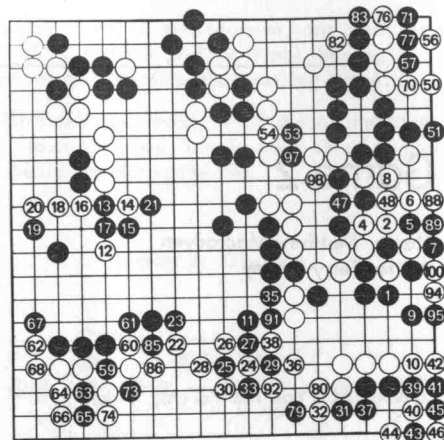
When Black lives he has given White three stones and his corner is dead.

Black still mistakenly kept trying to make territory in the centre. The sacrifice of two stones is fair for both sides, but the second line kikashi is bad, 119 is aji keshi.

Matthew felt he had to answer 122 defensively once he had committed himself to the middle, but it's rather an expensive sacrifice.

B135 is a blunder. It was played to stop White invading the middle from below, but Yoshida saw the centre as potentially small and thought Black should connect solidly at 192, keeping the game close.

Diagram 2: 101-200



- | | |
|-------|------------|
| 49 ko | 84 ko |
| 52 ko | 87 ko |
| 55 ko | 90 ko |
| 58 ko | 93 ko |
| 69 ko | 96 ko |
| 72 ko | 99 ko |
| 75 ko | |
| 78 ko | 3 connects |
| 81 ko | 34 at 25 |

W136 is a good move.

Black makes a ko in the corner when White defends the side.

B147 is the worst ko threat in the world - it destroys the possibility of a nozoki at 153, threatening to push up and make a second ko, which might even have been big enough to use for ko threats. It is scant consolation that Terry's ko threats all seem to have lost him points, one or two at a time, all through the game.

B159 is also a duff threat.

W168: The connection is extremely big, but if White just finishes the ko he is clearly ahead.

W182 is a very bad threat, it should be played as sagari one point to the left. The kosumi leaves the aji of 227.

B185 is a mistake because he could have played 238 instead, which threatens 209.

W192 should connect solidly rather than capture.

At some point White should have played 241 as a ko threat, it saves two stones and reduces the centre.

W222 must hane underneath.

Black thought that with 229 and the capture of two stones after 222, he might be able to catch up.

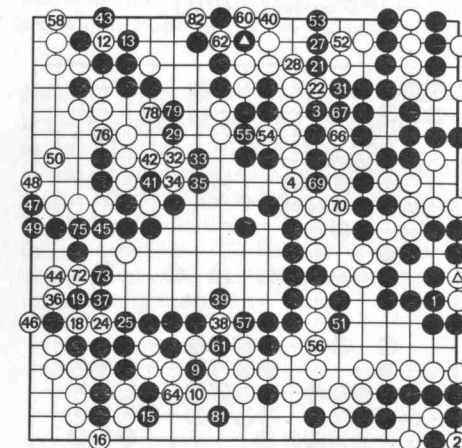
W236: Black has to capture the 2 stones or White can get in next to 123.

W240 is a bad error, it is not sente.

Black is 'seeking a way to resign', he is about 5 points behind.

He finds it with 281, a loony move, and resigns on 282.

Diagram 3: 201-282



- | | |
|------------|----------|
| 5 ko | 26 ko |
| 6 at 2 | 30 fills |
| 7 captures | 59 at 18 |
| 8 ko | 63 at 9 |
| 11 ko | 65 at 4 |
| 14 ko | 68 ko |
| 17 ko | 71 ko |
| 20 ko | 74 ko |
| 23 ko | 77 ko |
| | 80 ko |

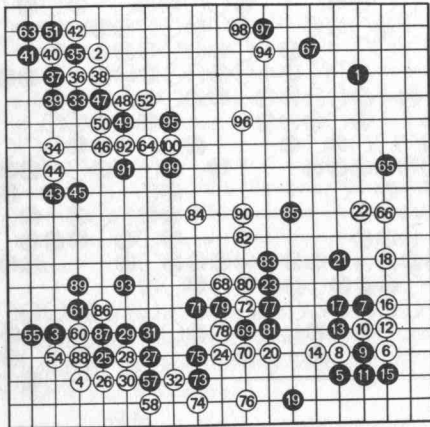
Game 3

No commentary is given for the third championship game. Instead, we would like you to play through the game yourself and (whatever your playing strength) write down your comments and/or questions and return them to the Editor (address inside front cover) by March 20th. The comments will be assessed and your questions answered (hopefully) by stronger players. Selected comments will be published, together with a full analysis of the game, in the next issue.

Please give it a try. Not only will it be good practice, it will also help us to locate any players with a flair for game commentary, who might be willing to repeat the exercise in some future issue.

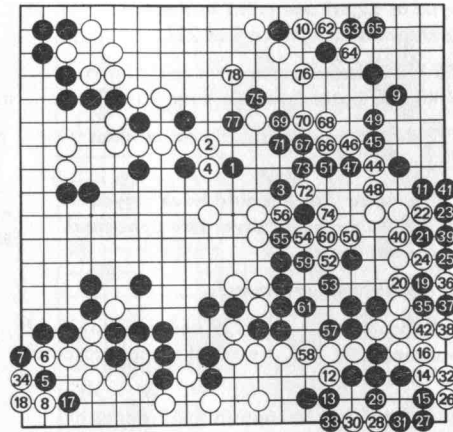
Black: Terry Stacey
White: Matthew Macfadyen

Diagram 1: 1-100



53 at 35
56 ko
59 ko
62 ko

Diagram 2: 101-178



43 at 36

Game 4

Black: Matthew Macfadyen
White: Terry Stacey

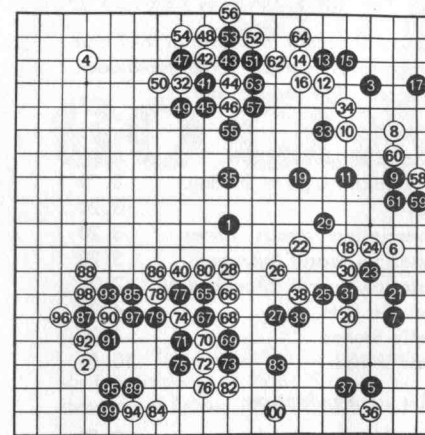
Comments by Matthew Macfadyen

This game is a good example of what should follow if Black starts at the centre point (tengen); Black controls the fighting throughout the game and leaves White no opportunities to make territory, since he is too preoccupied with keeping his groups alive.

W6 is a good move, but to be consistent he should play 8 at 9, which is slow but patient, waiting for opportunities to invade either of Black's corners later. After B9 White is split into two weak groups within the Black sphere of influence.

B29 was a bit generous, White ends up with very poor eye shape but his stones connect in sente and he gets to play 32. B29 might have been better at 43 or 41.

Diagram 1: 1-100



81 at 74

W40 is very important. The White group is not threatened immediately but Black must be prevented from building the lower side while attacking.

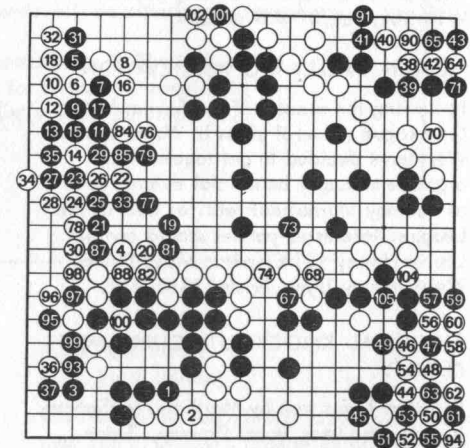
The fight from 41 to 64 favours Black, since the central group becomes completely secure and 64 does not threaten the corner. 65, however, was a gross overplay. I was trying to use my new found thickness to reopen the attack on the White centre group, building the lower side in the process. With 67 I committed myself to an unfavourable fight. Up to 104 I survived the immediate dangers, but had lost most of my prospects on the lower side, in particular the presence of W100 revived the possibility of a live White group in the corner.

However, White still had no territory to speak of, and I set about reducing his remaining potential with 105 and 107. It would probably have been sufficient to live in the corner by playing 109 at 110 but I felt that it must

be possible to do better than this. The big White centre group was still not completely secure and there were possibilities for a substantial Black territory in the centre.

After 133 White cannot save his two stones because of weaknesses in the lower group, so, after failing to kill the upper right corner (incidentally 143 is usually the best way to kill this shape quickly and efficiently) he tried to live in the lower right. Even unconditional life here would not be enough, and when another ko broke out on the left Terry resigned.

Diagram 2: 101-205



66 ko
69 ko
72 ko
75 ko
80 ko
83 ko
86 ko
89 ko
92 ko
103 left of 100

NEWS

WOODFORD 13x13 GO TOURNAMENT

This will be held at Wanstead Town Hall on Saturday 9th February. There will probably be about 8 rounds and it will start at 10 am. Further details from Francis Roads, 61 Malmesbury Road, E18 Tel: 01-505 4381.

JAPAN SERVICES: TRAVEL

J.S. TRAVEL sent us some interesting leaflets about travel to Japan and elsewhere. They might be worth a visit if you are planning any such trip in the near future. They are at 5 Warwick Street, London W1R 5RA, tel: 01-439 6452/4.

'SEVERN VALLEY GO ASSOCIATION'

Following the success of the Severn Valley Go League, several clubs in Wales and the West have decided to get together and organise mutually beneficial events, such as one day tournaments etc. as well as the League. Interested parties should contact Laurie Howe, 101 Charlton Mead Drive, Westbury-on-Trym, Bristol BS10 6LW.

NATIONAL KNOCKOUT TOURNAMENT RESULTS

Division 1 was won by Matthew Macfadyen, 4-dan, who beat Stuart Dowsey, 3-dan, in the final.

Division 2 was won by Desmond Cann, 1-kyu (Coventry, who beat Brian Ellis, 1-kyu, in the final.

Division 3 was won by Chris Whitehouse (Hammersmith).

SEAN GEGG

We are sorry to have to give another obituary notice. Sean Gegg, a promising newcomer at Cockfosters Go Club was killed in the Autumn of 1979 in a motorbike accident.

BGA STOCK NEWS

There is a new book from Ishi Press: "The Direction of Play" by Kato, £3.25.

Because of recent increases in VAT and postage rates, certain prices have been increased. The changes are:

Go for Beginners	£ .85p
Basic Techniques of Go	3.20
The Breakthrough to Shodan	3.20
Tesuji	3.20
Appreciating Famous Games	3.20
Gostellow Boards (plywood)	5.20
Gostellow Boards (blockboard)	7.00
Ariel Go Sets	4.20
Plastic Stones	4.20
Glass Stones	10.50

and a price reduction:

Gostellow Boards (chipboard)	2.50
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Stocks of the following items are running low, and further supplies are unlikely to be available:

Master of Go	(.75p)
Middle Game of Go	(£3.00)
Standard Boxed Set	(£8.00)

Please check with John Deaton before ordering these.

BGA PUBLICITY OFFICER CHANGE OF ADDRESS

Stuart Dowsey, Publicity Officer for the BGA, is moving from London to Brighton in January. Until his new address is published please contact him through Matthew Macfadyen, Secretary, (address inside front cover).

CENTRAL LONDON GO CLUB

The CLGC has fallen on hard times. A meeting is to be held on Wednesday 23rd January, at 7.30pm. at the King's Head, Swinton Street (near King's Cross) to discuss the future of go in central London. Decisions of the meeting will be published in the next Journal.

BRITISH GO CONGRESS

SATURDAY 29th and SUNDAY 30th MARCH

The British Go Congress will be held in Birmingham this year, on the weekend of 29th-30th March, with a lightning tournament on the evening of Friday 28th March.

The Annual General Meeting of the BGA will be held on the evening of Saturday 29th. Copies of the Agenda will be circulated to members.

Details of the exact venue and accomodation in Birmingham are not yet available, but the person to contact for further information is:- Brian Philp, 130 Woolacombe Lodge Road, Selly Oak, Birmingham 29 Telephone: 021-472 1890.

APOLOGY

In the last issue, (No.46) Frank Pratt, 2-dan, was quoted as 3-dan. Apologies for the error.

GO QUOTE OF THE CENTURY (Courtesy of D. Mitchell)

The award goes to Mr. J. Davies who translated these lines in 'Lessons in the Fundamentals of Go':- "When it looks as if you can capture something, hold up two fingers ..."

PLEA FOR ITALY T.M. Hall (Milan)

The Italian Go Association is really no larger than one of Britain's smaller clubs, where no player native to the area is stronger than 2 or 3 kyu and which has little or no contact with stronger clubs or players. Add to these the fact that there are no publications in Italian and you can see the problems besetting the spread of go in Italy. In spite of this a new club has opened in Milan and meets every Saturday.

Could the EGF be persuaded to establish a fund to help struggling new clubs and Associations on the fringes of the "Big Six"? Perhaps the BGA could propose it.

London Open Go Congress

The London Open Go Congress was held at the Inter Varsity Club over the New Year and was once again well attended, there were 124 entrants, many of them from France, Germany and Holland. The organisers would like to extend their thanks to David Vine of IVC who made the premises available and put in a lot of personal effort to make things run smoothly.

Results

The overall winner of the tournament was Robert Rehm, 4-dan of Holland who won all 7 of his games. Prizes were awarded to all those with 5, 6 or 7 wins, as follows:

With 7 wins:

Robert Rehm, 4-dan (Holland)
U. Olsson, 5-kyu
E. Shaw, 10-kyu

With 6 wins:

D. Cann, 1-kyu
J. Schiethart, 1-kyu (Holland)
T. Jacobs, 6-kyu
V. Morrish, 7-kyu
S. Clark, 12-kyu

With 5 wins:

M. Macfadyen, 5-dan
D. Mitchell, 4-dan
C. Muller, 4-dan (Holland)
J. Hubert, 3-dan (France)
F. Roads, 2-dan

K. Muto, 1-dan (France)
M. Roberts, 1-kyu
J. Smith, 1-kyu
J. Broekhuysen, 2-kyu (Holland)
P. Cavallier, 2-kyu (France)
D. Cornuejols, 2-kyu (France)
J. Dawson, 2-kyu
M. White, 3-kyu
T. Hermsen, 4-kyu (Holland)
M. Johansson, 5-kyu
T. Nozaki, 6-kyu
R. Sitan, 6-kyu
J. Boynes, 12-kyu

A Lightning Tournament was played over two evenings and was won by Adam Pirani, 4-dan, who beat Jerome Hubert, 3-dan of France, in the final.

Rehm v. Šuc

Black: Robert Rehm, 5-dan (Holland)
White: Lojze Šuc, 4-dan (Yugoslavia)

Comments from Rehm, Šuc and Macfadyen.

B13 chooses the sagari variation of the joseki, an alternative is to play 13 immediately at 17. However, 18 should be played at 23. Allowing Black to capture with 23 and 25 is too good for him.

It would be safer to play 26 at 28 as there is so much aji to live in the corner, but that allows Black to get a position on the outside, so White opted for 26. Having chosen his course, he should have captured two stones on the outside, letting Black make a small life in the corner.

W38 could connect and then play tesuji one point to the right of 54, but it's difficult to avoid the shibori by Black on the outside which gives him great strength in the centre.

W60. Matthew Macfadyen wanted to see a contact play against the corner stone here, on the grounds that they are the biggest ko threats when you are going to have two moves in a row.

B69 is very calm, it seems that Rehm plans to take everything.

White puts himself in a fairly weak position on the left side and perhaps Black should gain stability for his stones by attacking immediately rather than playing such moves as 77 and 79. B81 seems especially craven.

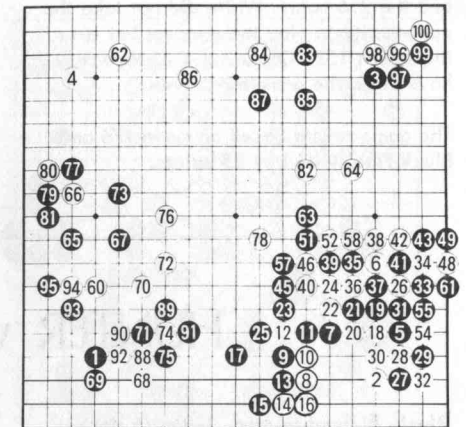
W78 and 82. After White has expended two moves to threaten the two black stones 63 and 51, they have already served their purpose and it is, at present, gratuitous to save them.

With the sequence 88 to 95, Black seems to be taking things very passively, allowing White to connect his stones in sente. However, the group is still weak as the later attack B111 to B123 shows. Black is now strong enough to play 125.

The kikashi at W128 seems misguided as the peep at 126, provoking 127, has successfully nullified any cutting aji.

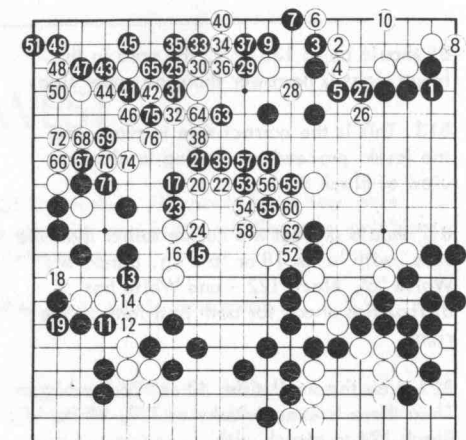
W142. White is in a difficult position. He has to give up something in the corner to protect his stones on the upper side.

Diagram 1: 1-100



44 ko 53 ko
47 ko 56 ko
50 ko 59 ko

Diagram 2: 101-176



183 ko

B151 is a strange move, it allows White to capture 4 stones and threaten Black's group in the corner with a ko, using the 2.4 point and the 2.6 point. White did not take the opportunity to play these moves but cut instead at 152. Capturing 4 stones would have made the game more even.

The game record ended on move 176 and Black finally won by 25 points.

To summarise: the ko at the beginning was a disaster for White and Black is clearly ahead by move 176. Black did not, however, use his attacking strength as much as he might. Moves like 77, 79 and 81 were rather protective in view of his position.

HUNTER v YOSHIDA

Black: Richard Hunter, 1-dan (6 stones)
White: Yoshida Yoichi, 4-dan

During his visit to England in the Autumn of last year, Yoshida, a Japanese Professional 4-dan, gave several teaching games with English players, and generally improved the quality of go-life in London and elsewhere for the duration of his stay. The game that follows is commented on briefly by Stuart Dowse, 3-dan.

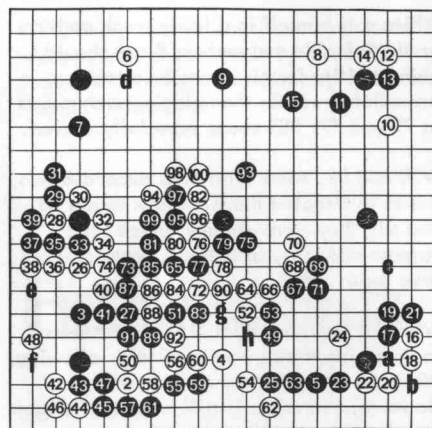
B5 should be at 135 or 9, the area in the lower right is narrower than the upper side.

B13. This is the correct side to play, and the joseki proceeds according to plan in view of Black 9.

B17 should protect the corner rather than the side, with 'a' or 18 or 'b'. Eg. Black 'b', White 'c', Black 122 - and White has difficulties ahead for both positions on the right.

B21 is on the small side; 43 or 126 are bigger. Then there is kosumi-tsuke at 179, White 'd', Black 124 to attack with.

B25 should connect at once for simple security.



B31 is an unfortunate move, as is seen in the following sequence: it is better to play atari at 35, White 39, then nobi at 31, White 33, Black 32, White 36, then Black 'e' to take away eyes and as White runs to 73, Black can match it with 99.

In the actual game Black was forced to use too many moves to capture one White stone.

W44-48 makes Black stronger and White's position on the lower edge becomes worse. White's best alternative is to play kosumi to 'f' and live without strengthening Black.

B49 is in the wrong direction. It is better to attack on a large scale with 'g'.

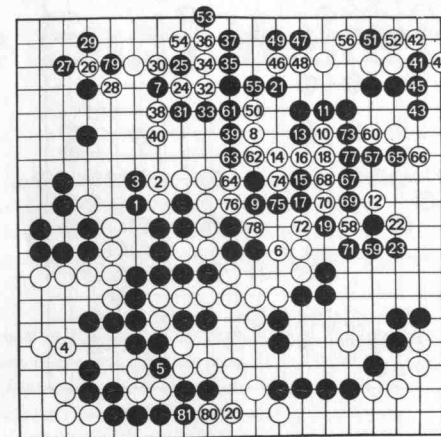
B55 is a good move. It attacks White's eye shape while searing Black's future.

B59 is a good move. The timing is perfect. White was wrong to play 58, he should have played 59 himself and obtained a better shape. This 59/60 exchange is the turning point in the game, giving Black a chance for victory.

B65 is another good move. It gives the possibility of a nozoki at 73 and a push through at 'h'.

B71 should peep at 75 to threaten the cut and create a false eye. When White connects, then Black can play 71.

W72 should have been at 75.



B115 should simply kosumi at 163.

Finally, Black sacks his centre stones for safety of the right hand side and when the game ends he is 10 points ahead.

MIURA v WEST

In July of last year the BGA fielded a team against a party of Japanese visitors at the Kiku Restaurant in London. The following game is taken from that match. Comments are by Matthew Macfadyen, 5-dan.

Black: T. Miura, 1-dan
White: V. West, 1-kyu

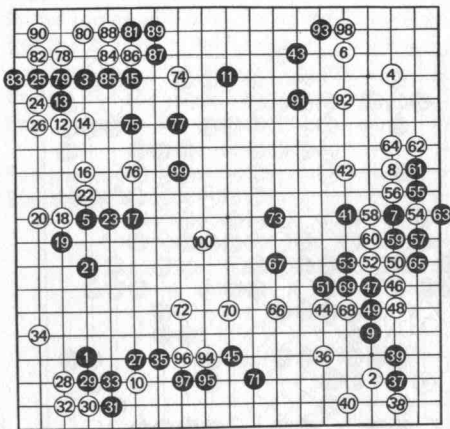
In the opening, White makes several small groups with no territory in them, so Black's strategy should have been to play on a big scale, but he doesn't do this.

B35 is too slow. He should have been able to take the lead in the middle game with his thickness.

After W44, B45 is very small.

White's attack, 46-64, is a great success for him, and leaves Black with a rather weak group in the centre.

Diagram 1: 1-100



However, after B113 the White group is also rather weak. (The reader may like to explore ways in which each could be attacked - eg. B145 could attack the White group - at this stage Black can certainly kill some of White's stones).

The White group remains weak until B169 forces White to live in sente with 170. (Is it clear that there was no eye on the side before then?)

There are many small inaccuracies in yose, but the largest was B189, an unfortunate blunder which probably cost Black the game.

White finally won by $1\frac{1}{2}$ points. The margin is close but it could have been larger (for either player) if they had both used their attacking potential more fully. For instance, a move like B153 at 154 would kill quite a lot of the White group

Diagram 2: 101-200

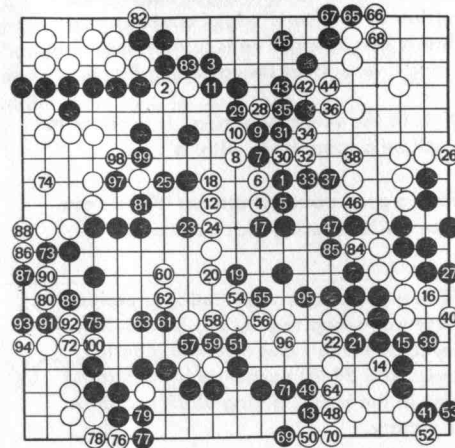
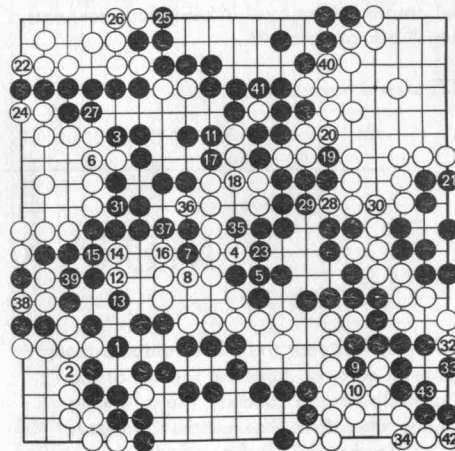


Diagram 3: 201-243



NIHON KIIN ~

The Early Years

BY STUART DOWSEY

It took nature, in the form of the Great Kanto Earthquake, to force the three main rival go organisations of Japan: Honinbo, Hoensha and Hiseika, to sink their differences and found the Nihon Kiin in July 1924. The new body, containing the largest number of professional go players ever gathered under one banner, set out from the start to dominate and control the conduct of go in Japan.

For the first time there were regular promotion games for professionals in the form of the 'Kettei Teai' (Fixed Matchplay) with two games a month. This was quickly upgraded with newspaper sponsorship to the 'Oteai' (Great Matchplay) which consisted of eight games in the Spring and eight in the Autumn. At first the oteai was modelled on ozumo (Japanese wrestling), with the participants split into teams representing East and West and into divisions A and B according to results. In 1927, during the heyday of this system, the East team led by Suzuki beat the Segoshi's West team. The individual prize of ¥500 (this was the time when you could buy a house and land for ¥1,000) for the best performance went to Maeda Nobuaki. It was through the oteai that new stars began to emerge; Murashima, Kitani, Maeda and later Go Seigen, who had been discovered in Peking by Segoshi. The East-West system did not last but the importance of oteai in professional life has continued until this day. It is the only way in which professionals can gain promotion and thus improve their earning power.

Soon after the founding of the Nihon Kiin, amateur dan levels were separated from and set considerably lower than professional dans. The Kiin granted itself the authority to issue amateur as well as professional dan diplomas. The cynical will point out that by increasing the accessibility of amateurs to dan grades the Kiin also increased its potential earnings in dan diploma fees. Still, amateurs were not treated badly and gained many benefits from the new organisation. There were new publications. Kido magazine, started by the earlier Chuo Kiin, became the Nihon Kiin's principal organ for informing the public on professional activities. Another magazine entitled 'Rakan' (Rotten Axe Handle) which became 'Igo Club' was written with the amateur in mind. By 1935 the first amateur national tournaments were being staged. In the Nihon Kiin headquarters, professional players were always on duty to play and instruct amateurs.

Of far reaching significance was the control the new Nihon Kiin appointed itself over the arrangement of newspaper sponsorship and the distribution of game records to the media. Three papers originally carried authorised game records but within three months of the foundation of the Kiin, five players: Karigane, Takabe, Suzuki, Kato and Onoda, were disciplined for making their own arrangements directly with the Hochi Shimbun. The five left the Kiin and formed their own rival organisation, Kiseisha. Although within a year Suzuki and Kato returned to the Nihon Kiin leaving just three members, Kiseisha was to have quite an impact. Public interest was aroused, and a man who sensed this was the managing director of the Yomiuri Shimbun. He proposed a match between the two groups and orchestrated a skilful publicity campaign in his newspaper to break down resistance within the Kiin, especially that of Honinbo Shusai.

The first game in the match was played in September 1926 between Karigane for Kiseisha and Honinbo Shusai for the Nihon Kiin. This was a battle to stir the imagination as these two had earlier been great rivals over the Honinbo succession. The game was followed nationwide and the sales of the Yomiuri Shimbun which carried it more than trebled. Karigane was actually ahead in the game when he lost on time. Honinbo Shusai declined to play again but instead the Kiin fielded a team of 15 players against the three members of Kiseisha. The outstanding player on either side was 18-year old Kitani Minoru. He was only the Kiin's 9th board but in ten games won eight and drew two. Only on his 11th game did he lose to Karigane. The full results for the Nihon Kiin were 26 wins, 14 losses and 2 jigo. Kiseisha was not quite finished, however, as the Yomiuri found another contestant, Nozawa, who was known as the 'hermit of Kobe'. He was persuaded to come out of hiding to play for Kiseisha and was promoted from 5-dan to 7-dan. The Nihon Kiin was astonished, 5-dan to 7-dan without even one game. To rub in their disapproval they selected Suzuki to play for the Kiin. He won convincingly and the conflict was over. The supremacy of the Nihon Kiin was now assured and the threat posed by Kiseisha faded away.

The next important event in Japanese go was the dramatic introduction in 1933 of Shin Fuseki (New Fuseki) by Kitani and Go Seigen. In September of that year, Kitani departed from the standard third line and komoku style of fuseki to play sanrensei against Maeda and Sonoda and even played sanrensei as White in his otea game with Hasegawa. At the same time Go Seigen was playing hoshi and san-san combinations. Amateur players followed developments with fascination and when Go Seigen collaborated with Yasunaga Hajime to produce a book on the subject entitled 'Shinfuseki Ho' (The Way to Play Shinfuseki) 100,000 copies were sold. Shinfuseki enjoyed a boom in the otea for four years from 1933 to 1937. After that things settled down to Shinfuseki being played alongside third line and komoku strategy. The effect of Go Seigen and Kitani's pioneering work is still felt and is responsible for the modern Chinese fuseki and Takemiya's style of play.

In 1937, Kitani dropped Shinfuseki completely and changed his style to that which he used for the rest of his life - a solid, rather heavy secure style coupled with savage fighting. Initially his game went into a slump lasting over a year. However, he established himself in time for Honinbo Shusai's retirement game. The process of selecting the challenger was a league of six players, Suzuki, Segoshi, Kato, Kitani, (all 7-dan) Maeda and Kubomatsu (both 6-dan). Kitani gained five wins beating all his opponents and became the challenger in the famous game vividly recorded in Kawabata's book 'Master of Go'. Upon Honinbo Shusai's retirement the name Honinbo was ceded to the Nihon Kiin to become a title competed for by all professional players. After 300 years of history, the name would be earned by the top player in Japan each year. Sponsorship was provided by the Tokyo Nichinichi Shimbun and the Osaka Mainichi Shimbun which later became the modern day Mainichi Shimbun. Thus the Honinbo Tournament, the forerunner of all the major tournaments played today, came into being. The new contest also featured the concept of komi, $\frac{1}{2}$ points given to White, for the first time.

A complicated system of four knock-out rounds between the eight top players was used to decide who would play the first title match. A point system was used to assess the results. In spite of winning two legs outright Go Seigen did poorly in the other two and so Sekiyama came top with Kato second. They played six games. Black won every game producing a three-all tie. Sekiyama was awarded the title because of his success in the preliminary contests. This match was held in 1941. The following year Hashimoto Utarō took the title after winning the first two games when the series was interrupted by the war.



Nihon Kiin, old building.

Young Go Seigen vs. Segoshi.

As the war intensified, attempts were made to maintain normal go activities. Magazines were still published and the otea continued. However, many players were called up and became scattered throughout South East Asia. By 1945, American B29s had penetrated the homeland on bombing sorties. The Nihon Kiin's headquarters was gutted by fire and affairs were managed from Iwamoto Kaoru's house. He, as a director of the Kiin, wrote dan diplomas by hand and even held matches in his home. The go magazines were hit by paper rationing and became slim volumes printed on rough newsprint. Finally, against all odds, it was decided to stage a proper Honinbo match again in the summer of 1946 even though the war was proceeding badly. Iwamoto became Hashimoto's challenger and because of the dangers of bombing in Tokyo it was decided to hold the games in Hiroshima. Iwamoto playing White won the first game. Then came an air raid warning and the rumour that a new type of large bomb might be dropped on Iwakuni Naval Base nearby, so the second game was moved to the outskirts of the city. It started on August 4th and continued into the 5th and 6th. The players sat down to continue the game on the morning of August 6th. It was 8 o'clock, the stones already played had been laid out and Iwamoto settled to think while Hashimoto strolled in the garden. Suddenly there was a bright flash, 30 seconds later an enormous boom, followed 5 or 6 minutes later by a terrible blast which shattered the windows, scattered the go stones and blew the doors of the house in. The first atomic bomb had just been dropped. The players survived, shielded from the full effects by a low hill. The game was almost over so they replaced the stones and played on. Iwamoto knew his position was bad and eventually accepted defeat at about midday. Still unaware of what had actually happened, the enormity of the tragedy sank in as streams of casualties and homeless began to pour out of the devastated city centre past the house they were in.

The third game and the rest of the series were postponed until the war ended shortly afterwards. Then the go world began the painful process of reconstruction. The postponed Honinbo Title Match resumed in November 1946. Under rather pressed circumstances the players agreed to play two games in the first week, rest for a week and play the final two games the following week. The result was 3-3 and in the case of split decision the Kiin was to adjudicate. Many people found this result unsatisfactory so in August 1947 the series was restarted. Iwamoto won the next two games and thus became the Third Honinbo and the first title holder of the postwar era.

The story of the Nihon Kiin from then to the present day will form the subject of the next and concluding article in the series.

TOURNAMENT DIARY

- Saturday February 9th: British Small-Board Championship. 13x13 board. Woodford. c/o F. Roads, 61 Malmesbury Road, London E18.
- 7th - 10th February: Prague Tournament (Czechoslovakia) c/o Dr. D. Prokop, Laubova 8, 1300 Praha 3.
- 8th March: Teach-in at Bristol: lectures, games, instruction. c/o L. Howe, (Provisional) 101 Charlton Mead Drive, Westbury-on-Trym, Bristol.
- March (Provisional): Trigantius Tournament (3-round even game), Cambridge.
- 5th - 7th April: French Go Congress, Paris, c/o F.F.G., B.P. 95, F-75262 Paris Cedex 06.
- 29th - 30th March: British Go Congress, Birmingham. c/o B. Philp, 130 Woodacombe Lodge Road, Selley Oak, Birmingham.
- 10th May: Bracknell Go Tournament. c/o V. West, ICL, Lovelace Road, Bracknell, Berks
- 8th June: Leicester Go Tournament. c/o J. Woolley, 12 Abbey Road, Narborough, Leicester.
- 26th July - 10th August: European Go Congress. Yugoslavia.

Presidential Letter

From Toby Manning

NEW ADDRESS: 16 Prestbury Crescent, Woodmansterne, Banstead, Surrey.
Telephone: Burgh Heath 54496

A pseudonymous letter in the last BGJ from 'Ilene Wright' prompts me to enlarge on the problems of communication within the BGA.

The majority of BGA members are club members and the normal channels of communication between the BGA and the club members are via the club secretary. Thus, for example, the BGJ and Go Tutor are sent in bulk to club secretaries for onward distribution to members; similarly, entry forms and other details about tournaments and other events should be sent to club secretaries. Individual (unattached) members pay a subscription which is 60% higher, get the BGJ sent to them directly but, by and large, tend not to receive information about tournaments and other events.

The reasons for the larger subscription are two-fold: firstly, it costs the BGA more to service individual members in terms of both money and voluntary effort (we may currently have a surplus of the former but the latter is in comparatively short supply) and secondly, the differential serves as an incentive to form and join clubs. We are intending to examine the possibility of sending out the BGJ individually, but a preliminary examination suggests that the voluntary effort will not be available and the cost of professional assistance would be high.

An experiment with a recorded information service (ansafone) a couple of years ago was a failure because there was a paucity of useful information on the pre-recorded tape and its usage by members was low. Information and news published in the BGJ is rarely up-to-date. Printing and distribution schedules, and the fact that the Journal is currently quarterly, mean that news can never be topical, and that advance notice of tournaments and other events needs to be sent to the editor at least 3 months before the event and preferably 6. This means that there is a responsibility not only on organisers to prepare well before the projected date so that an event can be properly advertised, but also on club secretaries to distribute Journals fairly rapidly.

The philosophy adopted at Bristol when I was club secretary there was that, if the Journals had not been distributed to club members within a fortnight of receipt (usually by personal contact at the club) they would be posted - at least, that was the theory! The club had an additional annual subscription of £1.00, in addition to the BGA subscription, which covered incidental expenditure on postage, a couple of newsletters, etc. However, not all clubs charge a club subscription, and hence are unable to operate such a system. The BGA is currently reassessing the BGJ. We would like to increase the frequency of the Journal, but this will depend on the availability of more voluntary effort. If this is forthcoming then the Association will be able to improve the information flow to its members, but the administration is only one link in the chain of communication, and any chain is only as strong as its weakest link.

WHY ARE DAN PLAYERS STRONG?

By DAVID MITCHELL, 4-dan.

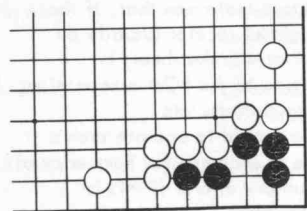
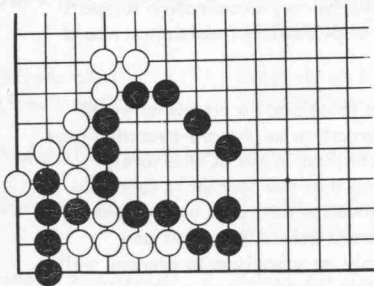
What makes a dan player stronger than a kyu player? Basically, it is his reading ability. Imagine that you worked on the Stock Exchange and that you could see just five minutes into the future, think of the advantage you would have. Well, dan players are effectively like that, they can see accurately a minute or two in advance. This constitutes their advantage.

This ability is not a natural gift, it is one which is earned through continual practice. If you want to get stronger you must learn to read accurately, so that you are never faced with the unexpected.

Don't just nod, glance at the following problems and then look up the answers. Read out all possible sequences until you know what the answer is - then you won't need to look it up.

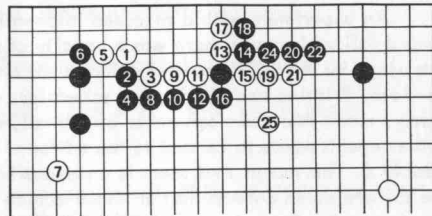
PROBLEM 1: White to play

(Question: can you use the special property of the corner to win this battle?)



PROBLEM 2: Black to play

There are many occasions during the course of a nine stone game when White makes a group like this one on the upper side. As all perennial 10-kyus know 'white stones never die', can you kill them?



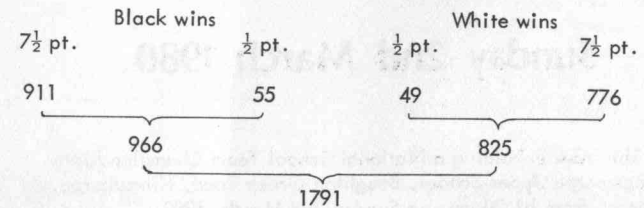
PROBLEM 3: White to play

(Answers inside back cover.)

FORUM ~ 5 POINTS KOMI?

There are many bones of contention among go players about how the game should be played and organised. This Forum offers the opportunity for an 'ongoing argument situation'. The Journal has received an interesting letter from David Goto. Your comments please

"Go World (No. 12 - March/April 1979) gives the following figures for newspaper tournament games played on 5½ points komi.



If black and white had an even chance of winning each game, the number of black wins would be distributed with:

$$\text{Mean} = \frac{1791}{2} = 895.5$$

$$\text{Variance} = \frac{1791}{4} = 447.75$$

For this number of games the distribution is well approximated by a normal distribution.

The event of black winning > 965½ games corresponds to:

$$\frac{965.5 - 895.5}{\sqrt{447.75}} = 3.31 \text{ standard deviations, ie a probability of } .00047 \text{ or } \underline{1 \text{ in } 2100}$$

Had the komi been 6 points, assuming the play of the games would have been identical, a similar calculation shows that the probability of so many black wins is .0207, or 1 in 48.

Had the komi been 6½ points, black would still have had an advantage, winning 911, losing 880, while the most even result could be expected with komi of 7 points. The conclusion therefore, is that the 5 points komi adopted by the BGA, and the 5½ adopted by Japan are inadequate. I think that the BGA should lead the world in advocating 6½ or 7 points komi.

BRITISH NATIONAL SCHOOL TEAM CHAMPIONSHIP

Sunday 2nd March 1980

The BGA is holding a National School Team Championship at the Kingsthorpe Upper School, Boughton Green Road, Kingsthorpe, Northampton, from 10.00 am. on Sunday 2nd March, 1980.

The Championship will be contested over four rounds in even game competition using the Swiss system, and between teams of three players representing each school.

Time limits are 45 minutes per player and 30 seconds byoyomi, with White receiving $5\frac{1}{2}$ points komi. The winning team will receive the Championship Trophy for their school to hold for one year and other prizes will be awarded.

Entry to the Championships is free. Lunch, tea and coffee will be provided for a cost of £1 per person, payable in advance. It is hoped that each team's travel expenses can be subsidised with part of the costs being met by the tournament organisers. Spectators and supporters are welcome to cheer on their teams and there will be ample opportunity for playing go outside the main event.

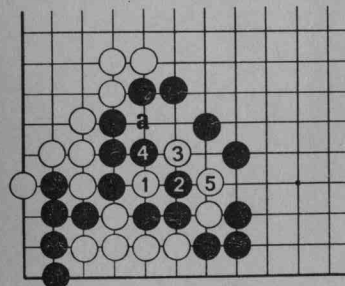
ENTRY IS FREE

Please arrive before 10am

ANSWERS (Problems on page 24)

PROBLEM 1:

No you can't, but you can live.
All European go players should get the answer in a flash 'cut first, think later'.
The sequence to 5 leaves Black in damezumari. If he tries to avoid this sequence and plays 4 at 5, White can cut at 'a' and force a snap-back.

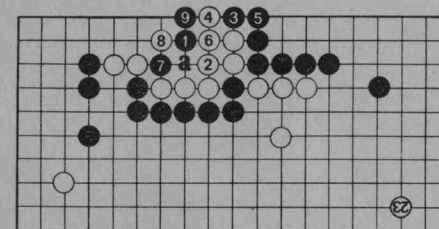


PROBLEM 2:

The sequence shown in the diagram is just one way to kill the group, there are many others.

The key to the safety of these stones is the 'centre of three' tesuji. Once Black strikes at the heart, White is doomed.

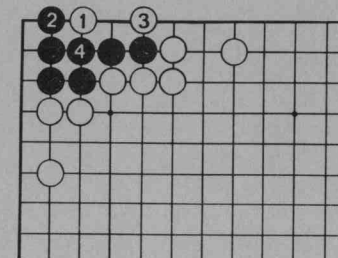
(One alternative sequence, following from a slightly different defence move, is as follows: Black 1 as before, White 6, Black 3, White 4, Black 7, White 8, Black 'a', and White cannot connect at 2 because of damezumari.)



PROBLEM 3:

I'm not sure you are going to like this answer.
The Black stones are alive.

Before you whip out your lighter and burn this Journal, think about what you have done.
If you are one of the few who tried to solve this problem, then you will have spent hours trying and failing - the best practice - because it is only once in 50 games that an undefended group actually dies.



BRITISH NATIONAL SCHOOL TEAM CHAMPIONSHIP:
Entrants contact: Stuart Dowsey, 6 Belsize Lane, NW3 5AB.
Telephone 01 794 9881