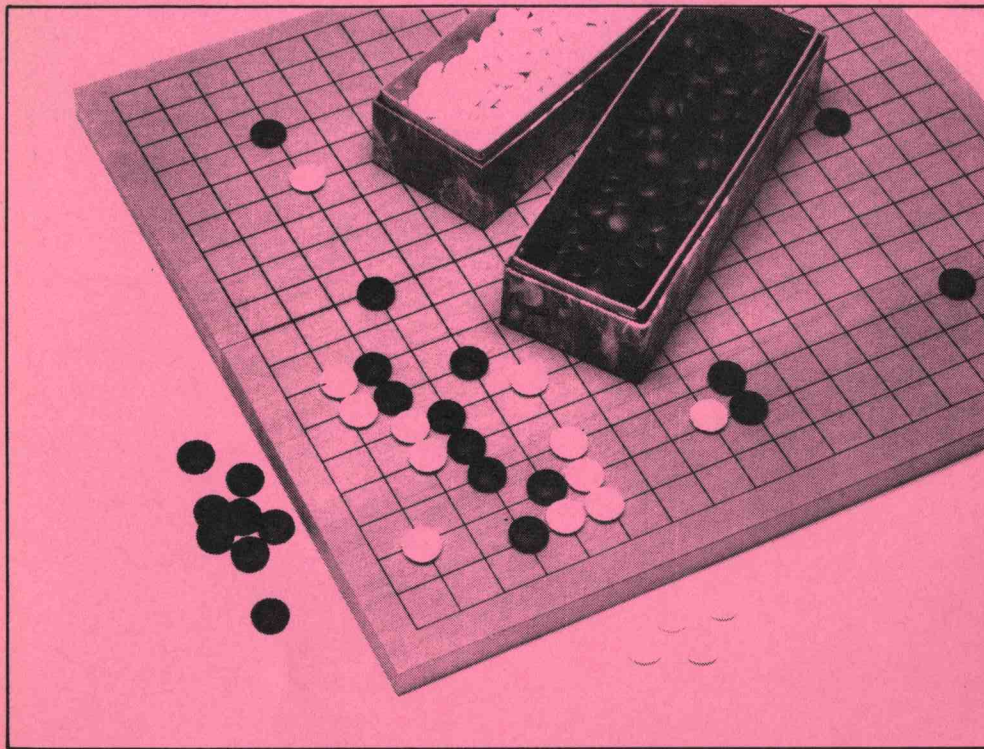


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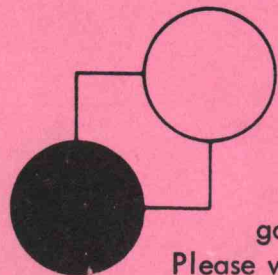
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GLOSSARY of technical terms used in this issue:-

AJI: Latent threats.
ATARI: An immediate threat to capture.
BOSHI: A capping play, one step above the opponent's stone.
GOTE: Not having, or losing the initiative.
HANE: Bend round the end of the opponent's stones.
JOSEKI: An established sequence of plays, usually in the corner.
SENTE: Having, or retaining, the initiative.
TENUKI: Ignore the last move and play elsewhere.
TESUJI: A locally skilful play.
YOSE: The endgame.

COVER PHOTOGRAPH:

Adam Pirani vs. European Champion Jurgen Mattern - the deciding game at Amsterdam.

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This issue was produced by Jim Barty and Matthew Macfadyen. Copy date for the next issue (No. 50) is 30 August, publication date 20 September. All contributions are welcome and should preferably be typed or written double spaced on one side of the paper only and sent to the British Go Journal, c/o 25 North Villas, Camden Square, London NW1 9BL. Tel: 267 5711 and ask for Alison Cross (in case you wondered, Alison is in Yugoslavia, getting acclimatised for the European Congress).

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EDITORIAL

OK OK. Back to square diagrams. Nobody seems to have appreciated the innovation of a little reverse perspective. As for the games themselves, we have worked out a new philosophy for putting games in the BGJ about which I will now enlighten you.

The BGJ serves, amongst other things, as a historical record and it is to this end that we show the latest clashes between Britain's strongest players or encounters with rivals from abroad. Now you can almost always learn something by playing through the games of players stronger than yourself but, as many readers have pointed out, most of their best moves would still be mistakes to a 5 Dan. The games of players in the kyu grades are full of simple mistakes, often conceptual in nature, which are comparatively easy to eradicate once they have been shown up in the first place. However, most of you don't normally get that sort of tuition but the BGJ can partway fill the gap by presenting games that the average reader could well have played himself, with commentaries that highlight the mistakes most commonly found.

So, from now on at least half the games in the BGJ will be of this type, and if you would like us to comment on your games in the journal please do send them to us.



Terry Stacey losing gallantly at Amsterdam - but a week later he seemed to have given up losing - and cleaned up the Challenger's Tournament with eight straight wins.

BRITISH GO WEEK

SUNDAY OCTOBER 26 to SATURDAY NOVEMBER 1st

The B.G.A. is planning a nationwide publicity drive unprecedented in British Go. We confidently expect that BRITISH GO WEEK will have more positive impact on our membership than any other single event. It is intended that go clubs all over the Country should run promotional events and, by attracting the interest of local papers, radio and Television stations, contribute part of a national media coverage. The aim is that by the end of the week over 80% of the British population will know something about the game of go.

Now is the time to plan your club's contribution - or to cash in on the general media coverage to help start a local club if you haven't one.

The general coordinator is Stuart Dowsey - write to him at 6 Belsize lane, London NW3 5AB or 'phone 01 - 794 9881.

Presidential Letter

An important sphere of the association's activities concerns go tournaments. The BGA itself only organises the British Go Congress and the British Lightning, but it has an important role to play concerned with other tournaments which are run by individual go clubs; in addition to offering advice on organisation and providing names and addresses for publicity, it can also lend the organisers a large proportion of the sets and clocks necessary.

A pattern of tournaments in the UK has emerged, with a single four day tournament (the London open) with two games a day, 1½ hours each; the British and the Northern (two days, six rounds, 1 hour each) and a number of one day tournaments with three rounds of one hour each (with the exception of the Wessex which squeezes four rounds into one day). There is, however, a possible tendency for the success of the one day, three round tournament to discourage people from experimenting with other types: handicap tournaments were run successfully by the London Go Centre, and the Central London Go club is contemplating resuscitating them, while the Woodford club ran a successful small board (13 X 13) tournament, the idea of which I commend to you (it will soon remove the belief that 13 X 13 boards are only for beginners). The British Lightning (15 minutes each) has been in existence for five years, but has not, perhaps, had the attendance one might have hoped for.

It is generally ensured that the organisation of the tournament is such that players of all strengths can enjoy playing in them; but there is sometimes an expression voiced that tournaments are only for strong players. If a player enters at (say) 20 kyu, the organisers try to give him even games against other 20 kyus: it is not the intention that he will be matched against a player that he has no hope of defeating. If you are in this category, ask other players in your club who will, I am sure, confirm this view; or alternatively just enter a tournament and be pleasantly surprised.

At one time byes (if necessary) tended to be allocated to the weaker players; this is obviously discriminatory and I personally prefer the system whereby they are allocated to the last people to enter.

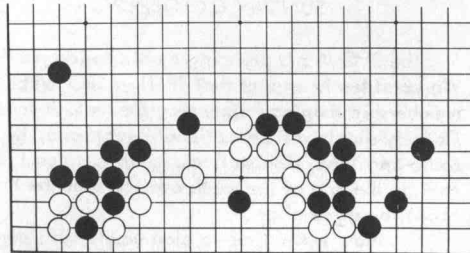
Have we got the format of tournaments about right? Are there any other innovations that you would like to see taking place? Tournaments should be run with the go-playing public in mind, and so we are interested in your views: please write to me at 110 Moselle Ave. London N22 6ET or to the BGJ.

Toby Manning

BAD AJI

Most readers can probably spot that White has let himself in for something nasty on the bottom edge, but how can black best exploit white's weaknesses? The problem is: Black to play and do a lot of damage, it is worthwhile spending some time finding the meanest variation...

Answer inside back cover.



1980 Challenger's Tournament

Report by Jim Barty

	S	M	B	R	A	P	J	D	P	R	B	M	M	W	M	M	F	G	B	R	Wins	
T. Stacey		W	W	.	.	W	W	W	W	.	W	W	8
F. May	L		W	W	.	W	W	.	W	W	W	.	7
R. Berry	L	L		.	.	W	L	W	W	W	.	.	.	W	.	5
F. Roads	.	L	.	.	W	L	.	.	L	.	W	.	W	W	W	5
M. Amin	.	.	.	L	.	.	.	L	.	W	L	W	.	.	W	.	W	.	.	W	.	5
A. Pirani	L	L	L	W	.		½	.	W	W	W	.	.	4½
D. Jones	L	L	W	.	.	½	.	W	L	W	W	.	4½
S. Dowsey	L	.	L	.	W	.	L	.	.	L	W	.	W	W	4
F. Pratt	L	.	L	W	.	L	W	.	L	W	.	W	.	.	W	.	.	4
G. Roberts	.	L	.	.	L	L	.	.	W	.	.	L	.	.	W	.	.	.	W	W	.	4
J. Barty	L	.	.	L	W	.	.	W	.	.	.	W	.	W	4
T. Manning	L	.	.	.	L	L	W	L	.	.	W	W	.	W	.	4	
C. Matthews	.	.	.	L	.	.	.	L	.	W	.	L	L	.	W	W	W	.	.	.	4	
N. Webber	.	.	.	L	.	.	L	L	L	.	.	W	W	.	.	L	.	.	W	.	3	
J. McLeod	.	L	.	L	L	.	.	L	.	.	L	W	.	W	.	W	3	
Q. Mills	.	.	L	L	.	.	L	W	L	.	L	W	.	W	3	
H. Fearnley	L	.	.	.	L	.	.	L	L	.	.	W	.	L	L	W	2	
D. Goto	L	L	L	.	L	L	W	.	L	W	.	2	
J. Bates	.	.	L	.	.	.	L	.	.	L	.	.	.	L	.	W	W	.	.	.	2	
P. Robinson	.	L	.	.	L	L	.	L	.	.	L	L	L	L	.	.	.	0

The Challenger's tournament is the new tournament to select a challenger for the British Championship match. In olden times there was a two tier system of tournaments modelling the Japanese Honinbo sen, but this has now been scrapped in favour of a single tournament. The tournament is run by the BGA and the theory is that invitations are sent to all British players of 2nd. Dan and above, and to the best 1 kyu and the best 1 dan from each of the main tournaments in Britain.

This year's tournament took place over four days, with two rounds each day, from the 24th. to 27th. May at the inter Varsity club in Covent Garden, where the central London club now meets.

The first day produced only one upset, when Robert Berry beat Stuart Dowsey, and it wasn't until the second day that the heavyweights started to clash on the top boards. Those of us who had seen Adam Pirani nearly clean up at Amsterdam expected him to do the same here, but it wasn't to be for in the third round he lost to Terry Stacey. The fourth round was equally critical, with Frank May also losing to Terry. At the end of the second day Terry led with four wins, chased by Adam Pirani, Frank Pratt, Frank May, Nick Webber and Robert Berry, all on three. Jim Bates was already out of the running, having been shipwrecked on both Dave Jones and Nick Webber.

The third day was interesting, with Robert Berry in excellent form, he beat Jim Bates in the morning but in the afternoon Frank May proved too much for him. Frank May also defeated Adam Pirani, but still nobody had stopped Terry Stacey. At the beginning of the final day those with four wins were Adam Pirani, Dave Jones, Francis Roads, Robert Berry and Jim Barty; Frank May had five wins and Terry Stacey six.

On the final day the tournament was without Jim Bates and Jim Barty, both of whom had scratched. Dave Jones and Adam Pirani managed the tournament's only jigo in the seventh round. Nevertheless the final round saw Terry Stacey needing only to beat Stuart Dowsey to avoid the possibility of a playoff. In the course of the round Robert Berry contrived to beat Adam Pirani, his second fourth dan, an "upset" that was almost expected of him by now. However Terry duly won his game, and so became the Challenger for the second successive year.

One pleasant aspect of the tournament was the return to form of Frank May, who chased Terry all the way to the end but couldn't quite overhaul him. Since you will be getting a lot of Terry Stacey games after the Championship match itself, we have decided to feature one of Frank's games; this one was played in the last round of the tournament. Comments marked 'J' are by Dave Jones, counter - comments and asides are marked 'M' and are by M. Macfadyen.

Black: F. May 4 Dan
White: D. Jones 3 Dan

Black 7 - 15: (J) This is a joseki. Frank regretted choosing the variation from black 9 and thought that Dia. 1 would be better for black as black 3 there is both an extension and a pincer.

(M) Yes - Dia 1 does leave black's stones working well together, but he has to give up the corner, and he leaves plenty of weaknesses for white to work on.

White 16 (J) Wrong order of plays - if 18 were played first, black would have to answer - in the game black can treat 7 lightly since he already has profit on the left.

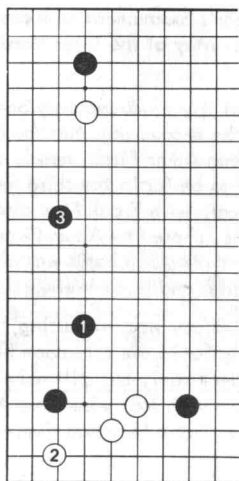
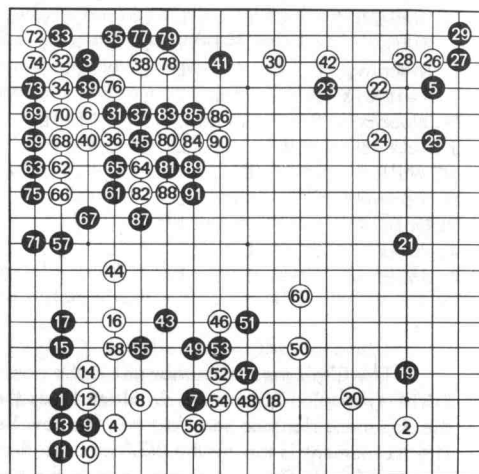
(M) Certainly black can feel that he's got his money's worth in this area, but that is because of white 16 being on the wrong point. With all that strength on the bottom white can afford to play 16 one point to the left, attacking 7 on a larger scale.

20, 21 (J) White 20 is a mistake - it should have been a pincer around 21 to push black towards the white strength - and 21 correctly takes advantage of the mistake.

(M) Black gets a satisfactory result on the side but what about the bottom? If 22 is at 52 white is threatening to take a 40 point side, at the same time as building strength to help later invasions on the right, which can't be all bad.

23, 24 (M) The players didn't like these plays, but they seem pretty natural to me - black 23 becomes a sacrifice stone helping black to move towards his weak stones on the right.

Fig. 1 (1 - 91)



Dia. 1

White 32 (J) 36 is more usual, but I decided that black was having too easy a game, and tried to create some complications.
(M) Good thinking, but what's this black 33? It isn't in the joseki books - how about playing 34 at 39? Black will probably answer at 76 - then cut to the right of 3. White 34 in the game doesn't look to me like the play of a man determined to cause complications.

32 - 40 (J) A reasonable result for both sides note the tesuji at 38 which helps give white an excuse to connect at 40.

White 42 (M) This is far too slow - white can't make territory here since black 29 ensures that he will lose it all in the yose - if he's worried by black 23 white should capture it by jumping into the centre from 30.

Black 45 (J) Apparently black was worried by the aji of White 38, but 46 is more important.

White 48, 50 (J) Both help black to make eyes.
(M) Yes, but not as much as 52 and 54 do. If White is to justify all the stones he has played in this area, he must come pretty close to killing the whole black group.

White 56 (J) A wasted move.

White 58 (J) My group at the top left was in more danger than I realised and I should have strengthened it.

Black 59 (M) This has been the outstanding weak point of white's group ever since white 40. The problem is that if white plays 62, black has a tesuji at 73, which cannot be disconnected from the corner. White should answer 59 at 69, to be followed by black 68, white 70, black 66, white 61 - a pretty poor result for white, but better than death.

White 60 (M) Not much of an attack.

Black 61 (M) Excellent - in complete contrast with white's small scale nibbling at the weak black group, black surrounds white on a large scale - forcing him into a fight which he can't afford to lose

White 64 (J) Maybe white could live by playing one point to the left of 61
(M) Yes - that looks a better bet, but black can always cut at 70 in sente and kill half the white stones - as soon as 61 is played white is assured of a disaster.

Black 67, 71 (J) Calm and safe - White has chances to kill three stones, but not to make two eyes by doing so. Up to 91 White thrashes around in preparation for resigning.

(M) Much can be learned from Frank's relaxed attitude to this game - look around the board in the final position. There is black 19, almost engulfed by a ring of white stones; Black 23, sacrificed not because it was hard to save, but because it was more important to do something else at the time; black's whole group in the lower centre, almost surrounded and by no means sure of eyes, but small enough that white would lose the game even if he killed it - how often have you struggled to save stones even less important than these? When black played 61, would you have cut at 70 instead? And at 71, when white's dying group threatened to kill three stones on the edge, would you have struggled to save them, leaving all sorts of weaknesses for white to wriggle with, instead of calmly finishing off the game?

THINKING OF STARTING A GO CLUB?

The BGA can help you, for example with a loan of sets to get you started. If you are interested, contact Brian Philp at 130, Woodacombe lodge Rd. Selley oak, Birmingham or 'phone 021 472 1890.

LONDON

Go in London is at last recovering from the closure of the London Go Centre; the Central London club now meets on Mondays and Fridays at the Inter Varsity Club, 2 the Piazza, Covent Garden (just opposite the new shopping centre). New clubs are expanding in Hammersmith and Croydon. Bob Ochser's Shusai association (advertised in BGJ 48) has attracted an impressive number of players. A new group organised by David Mitchell has just produced its first book.

BRITAIN

Meanwhile, out in the provinces, a third club has started in Birmingham and a full tournament calendar attracts an increasing number of players - 50 at Leicester, 60 at Bracknell - the only thing missing is clear signs of increasing BGA membership; hence the forthcoming " British Go Week ".

EUROPE

Looking farther afield, Amsterdam was the largest and strongest tournament ever in the West, which is fine for those who like tough opposition (two British players were involved in a tie for first place); others can take heart at thoughts of Italy, whence Mark Hall reports that there are tournaments which even he can win.

From Germany, we have news of a mammoth tome on " scientific go theory " from Dr. Klaus Heine - available from him for DM20 + p&p at : Fachhochschule Wilhelmshaven, Kleiststrasse 67, 294 Wilhelmshaven, FRG

JAPAN

Kato Masao is looking more fallible than he has done for some years - Otake Hideo beat him 3 - 2 in the Judan title match, and his fellow Kitani pupil Takemiya has taken his Honinbo title by the impressive margin of 4 - 1, this leaves poor old Kato with only two titles (Oza and Tengen). Meanwhile, Ogawa Tomoku has retained her Ladies' Honinbo title, beating Kobayashi Chizu by 2 games to 1. The meijin league is drawing to a close finish, with Cho Chikun guaranteed at least a playoff to become challenger to Otake.

NEWS

TOURNAMENTS

The BGA has a new Tournament coordinator. He is David Goto, of 11, Buxton Gdns. London W3 9LF (tel: 01- 992- 2000), and sends the following details of forthcoming events:

NORTHERN Congress (Manchester) Sept. 6-7
contact Andy Benyon, 28 Reddish cresc. Lymm, Cheshire WA13 9PT

DUSSELDORF Sept 6 - 7
Martin Stiassny, Schimmelbuschstrasse 49, D 4060 Dusseldorf (tel: 0211/42 26 25)

CHAUX-DE-FONDS Sept 13 - 14
Marcel Schweizer, Chapelle 12, CH2300 La Chaux-de-fonds (tel: 039/23 21 27)

GAMES DAY Sept 27
S. Dowsey, 6 Belsize Lane, London NW3

GERMAN OPEN TEAM TOURNAMENT
Bad Marienburg Oct. 3 - 5
H. Heidrich, Am Rittersburg 42 D 4000 Dusseldorf.

BRITISH GO WEEK Oct 26 - Nov. 1
S. Dowsey, 6 Belsize Lane etc.

WESSEX Oct 26
P. Atwell, 27 Marshfield Rd. Fishponds, Bristol.

BERNE Oct 26 - 27
Alan Held, Sidlestrasse. 5 CH 3012 Berne (tel: 033/ 43 59 64)

GENEVA Dec. 6 - 7
Marc Chirat, 18 Micheli-du-Crest, CH 1200 Geneve (022/20 20 92)

LONDON NEW YEAR Jan 1 - 4
J. Bates, Flat 4 Ale andra House, St. Mary's Terrace, London W2 1SF (tel:01 402 0324)

So much for the good news; for the bad news we refer you to a letter from David Mitchell:

Dear Sir Your graph showing the continued decline in BGA membership should come as no surprise to any long standing member. Whilst interest in go in Britain has never faltered in its upward trend, the activities of the BGA have not shifted from the bare necessities.

Ten years ago the BGA organised the British Congress, issued a BGJ and sent the occasional dan player to a distant club. Today the only marked difference is an increase in the size of the journal.

Ten years ago only one shop knew of the game, and they sold very poor equipment and no books; today there are over 30 shops up and down the country selling books and equipment.

Ten years ago few people knew what go was; today the public are aware that it is a game of skill, and some have played, even if it was only one game.

I do not doubt the good intentions of the BGA and its various subcommittees, but the results of their actions and inactions are undeniably devoid of help to go in Britain - otherwise membership would increase rather than decrease.

There is very little evidence that the BGA has ever really known what it was doing at a strategic level - it seems to be awaiting a metamorphosis that occurs through age rather than through effort or enterprise.

Changing the BGA into a working, expanding organisation is not going to be easy. The problems are deep rooted and can only be solved by determination, effort and a sense of purpose, all of which are lacking in the BGA right now.

Changes require effort; and a lack of willing volunteers to do BGA work has long been the excuse for BGA inactivity. This is rubbish: A group of ten people gave up a lot of spare time and £60 each to form the Go Press, which has produced its first book in less than six months; nearly 40 people have paid £15 to join the Shusai association, which organises regular tournaments and produces a bi-monthly magazine of British Games with professional comments; The clubs in the Severn Valley have formed an association which will run an area league; and the Hammersmith go club are currently producing a journal.

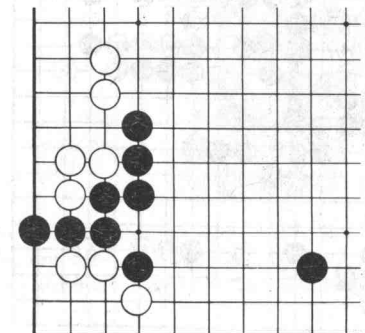
In contrast, the BGA cannot keep its own accounts properly, and what is far worse nobody at the AGM had the honesty or courage to stand up and propose a censure motion. Is that the state of affairs that we accept as normal? And how would you feel if you were Harold Lee, who donated £200 to the BGA, and found they could not tell him if the money was paid in, let alone on what, if anything, it was spent.

If the BGA were to change, there would be no shortage of help - I only hope the BGA realises its own predicament - otherwise it will not be long before the frustrations which many people feel lead to the formation of a rival association and Britain suffers the pathetic in - fighting which the Germans have.

Yours Faithfully David Mitchell

KILL EVERYTHING

The problem is: black to play and kill all three white stones in the corner. If you let the one on the second line get away, then you've got it wrong! Answer inside back cover.



Amsterdam 1980 - Dowsey and Moriyama analyse their game in the sun - the finger spots the losing move.



AMSTERDAM TOURNAMENT

This year's Amsterdam tournament continued their tradition by being the largest ever, with over 200 players for the first time. It was also probably the strongest ever gathering of go players outside the far East, with 88 players of 1st. kyu and above, including a British contingent of sixteen.

Judging by last year's European Championships, in which four of the top six players were Dutch, the home team should have expected to collect most of the honours. If so, they had reckoned without Adam Pirani, who beat three of the said four, as well as another Netherlander and a German, to record his most impressive tournament result to date.

The last, and most entertaining of these games is given below. Rob. van Zeijst is not much older than Adam, but he had won this tournament last year and must have fancied his chances if it is time when, after four rounds, he and Adam were the only players with perfect records, and he had already dispatched the European Champion. Comments are by Matthew Macfadyen; Adam has the black bits:

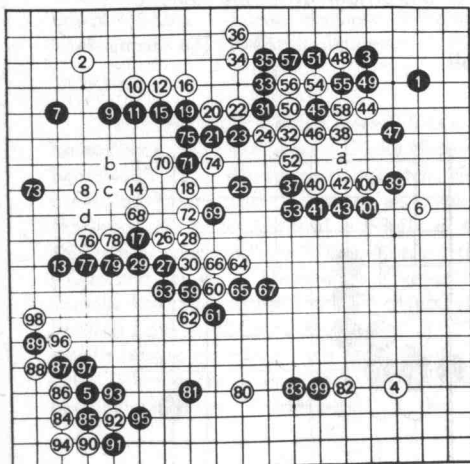


Fig. 1 (1 - 101)

Black 9, 11, 13: Highly unorthodox - if black intends to squeeze at 13 it is normal to play 9 at 11. In the game Black is obliged to push white along the fourth line in order to keep the momentum of his attack going. However Black 3 restricts White's development effectively, and the result is not disastrous.

White 24: Good - after this play, White is threatening to cut at 75, followed by black 71, white 74 - which leaves no good answer for Black.

Black 25 should be at 70 to prevent the above mentioned sequence (see the "revelations" article on page 22 for further information on the virtues of this play).

Black 31: Now that White has strengthened himself with 26 and 28, it is even more important to play at 70, however. . .

Black 39: Excellent, White is in terrible trouble.

White 58: Should play the 100 - 101 exchange first - a black play at 'a', stealing White's eye, may not quite kill the group, but it would be extremely hard to answer, and white 100 would save himself any worries.

Adam continues to attack with great vigour, acquiring excellent prospects on the bottom.

White 76, 78: Very painful, Black is being forced to build territory.

White 80: Again White plays tenuki from a group which is not obviously alive - black can play b - c - d, stealing one of white's eyes - but Rob. van Zeijst has great confidence in his capacity to wriggle.

White 84: More or less forced - he cannot afford to let black take all this territory.

Black 99: Poor - Black is concentrating too much on his own territory and ignoring white's - if White replies at 103 the exchange is good for him.

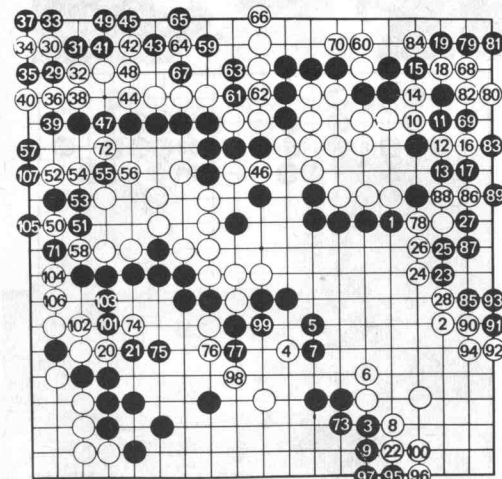


Fig. 2
(101 - 207)

This left Adam at the head of the tournament with five straight wins, but in the last round he lost to Jurgen Mattern, the European Champion, and the vagaries of the tie-breaking system left him third in a four way tie, behind Mattern and Mattner, both from West Germany.

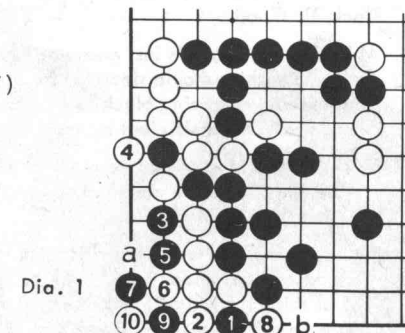
White 102: But he doesn't - Black correctly grabs the key point at 103, White 104 merely adds to black's territory, and many of the spectators were naive enough to suppose that the game was effectively over.

Black 131: The simple play was at 132, securing territory on the side and adding venom to the threat of b-c-d in Fig. 1. Adam chose a more exciting line.

132 - 169: Both players were running out of time (White went into byo - yomi during this sequence), and the fighting is very difficult. The turning point is at 160, which is designed to gain extra liberties for the white group in the corner, so that he can win the capturing race there. Black backed down from the fight with 161, and settled for a large scale exchange.

White 180: A very sharp tesuji - black has no answer.

Black 207: The record stops here, but the excitement doesn't - later on, with both players in byo - yomi, Dia. 1 transpired. Locally, white 2 should have been at 5, but when you're losing, correct play may not be enough - it is necessary to make something unlikely happen. Adam leaped at the chance of a ko, and played the sequence to 10. White eventually ignored one of his ko threats to capture at 'a', and then continued with 'b', destroying much territory on the lower side. Adam's ko threat was just big enough, however, and he eventually won by 9 points.



Dia. 1

LEICESTER

Despite the short notice, the Leicester tournament was well attended this year. Fifty keen go players travelled from Ipswich, Bristol, Manchester, London and other clubs nearer at hand to take part in the three round McMahon tournament on 6 July. The tournament was split into six flexible divisions, with a prize winner in each division. The prize winners were: J. Barty (3 dan, London), J. Hobson (1 kyu, Baldock), Cordiner (4 kyu, Birmingham Univ.), Hoddy (9 kyu, Bretby), Castle (10 kyu, Ipswich), Thomson (19 kyu, Manchester). Each of these received a copy of the latest Ishi Press book, "Attack and Defense". The two places in next year's Challenger's Tournament went to Bernard Uzzell and John Hobson.

Special mention should be made of Mr. Charles Mary, who had travelled all the way from Paris in order to participate.

The following commentary is by Jim Barty, who won the tournament. The game is by B.C. Timmins 5 kyu from North Staffs and S. Hughes 5 kyu from Coventry, both of whom finished about half way up.

Black: B. Timmins

White: S. Hughes

Black 13: Not good, the white stones have good shape and can't be attacked effectively, so black has played too close to his opponent's thickness.

Black 17: There is no hurry to play on this side, and this stone is also ineffective as a pincer, since it allows white a two space extension along the second line.

Black 27: This is bad as it encourages white to connect his stones together. It would be better to attach on top of the white stone and so break out into the centre.

Black 31: Good.

White 32: Feeble, this just encourages black to play 'a'; white should sieze 'a' for himself immediately, forcing black to live on the side in a small and inefficient manner.

Black 33: The kind of bad move which black would have been forced to play had he been surrounded. As it is he should play 'a'.

Black 35: The way white handles this play loses him his advantage. Black has a weak group and the vital thing for white is to keep it weak, to which purpose the three stones 4, 10 and 12 can be forsaken for the moment.

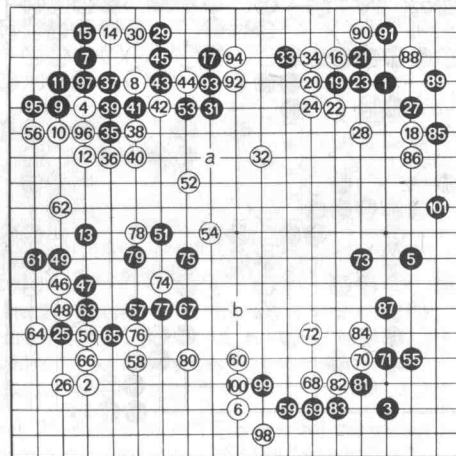


Fig. 1 (1 - 101)

White 36 - 40: These plays let black connect his stones and make territory while doing so. White should play 36 at 42, treating 4, 10 and 12 lightly.

White 46: Good attack.

White 50, Black 51: These plays should both be at 63.

Black 53: Rather slow, and lets white grab the initiative with the boshi at 54.

Black 55: A very large point, but patching up his weak group is more important.

White 56: Throws away his initiative. This must be at 62 to burrow out black's eyes and send him scampering into the centre.

White 60: Good answer to 59, building territory and preparing to attack.

Black 61: Doesn't do much for black's shape, 62 would be better.

White 66: Take the stone off!

White 70: If white wants to play here he really should leave out the 68, 69 exchange which throws away half of 70's potential.

White 72: Awful. Threatens nothing. Treat 68 lightly. Attack with boshi at 'b', then play 73 and make lots of points in the middle.

Black 73: Good, feels nice.

White 80: Very slow.

81 - 84: Boring, ineffectual sequence for both players.



Deep thought on the top boards at Leicester.

White 96, Black 97: Both very small.

White 98: A big point.

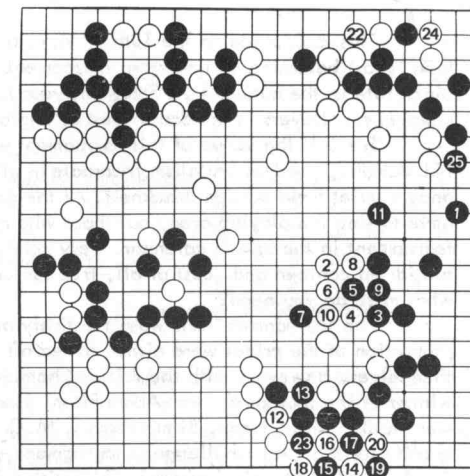


Fig. 2 (101 - 125)

Black 121 captures at 115

Black 103, 105: Not worth playing, they only help white to solidify his position.

Black 117: Should be at 119.

The record stops at 125. Black should count up at this point, realize that he is easily ahead, and secure two definite eyes for his centre group. This is the only group that white can conceivably kill, and therein lies his last chance. Black eventually won by 44 points.



BRACKNELL

This took place on the 10th of May, and although only the second event of its kind is fast becoming an important tournament. Like the Wessex tournament which takes place late in the autumn (26 Oct. this year), the Bracknell tournament is conveniently situated for players in the South West of England to confront those from the London area.

But it is the venue of this tournament which makes it unusual. It is played in the ICL building, modern brutalism incarnate in all its glass and concrete glory in what was once a quiet field outside Bracknell. At the door, security passes are issued and then you have to find the playing area, but those who make it are rewarded with the best provided tournament in the British calendar. Very comfortable armchairs for the players, a subsidised canteen and, best of all, free tea and real coffee throughout the tournament - what more do you need?

The tournament itself wasn't entirely an East meets West affair, indeed a fair proportion of the prizes were either carted off to Birmingham or guzzled by the locals themselves. However, with the British Champion having one of his rare off days, the winner of the tournament was Adam Pirani 4 dan, who won all of his games. Other prizes went to B. Philp (1 dan, Birmingham), M. Culver (1 kyu, Hammersmith) - these two qualify for the 1981 Challenger's tournament -, J. McNally (10 kyu, Manchester), S. Black (12 kyu, Birmingham), G. Smith (13 kyu, Reading), and R. Inglis (15 kyu, Bracknell), all of whom won all of their games, and to Gary Roberts, 1 dan from Hammersmith, who only won two games, but collected the final bottle of booze by virtue of the inscrutable Lyon tie breaking system.

Advertisement

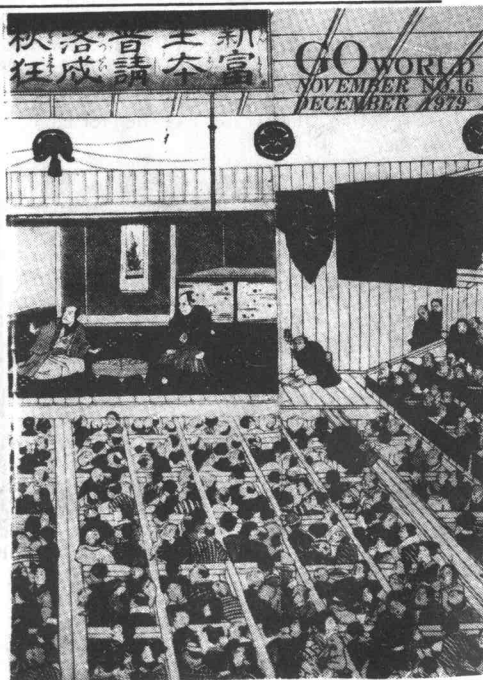
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NORTHERN

Report from Clive Fraser

LEAGUE

FINAL RESULTS

Congratulations to Canute, who are this year's Northern Go League champions. For once the strongest team has won! Although the league this year was rather smaller than usual, with only six teams competing, it proved to be very successful because every single match was played.

In previous years some teams had failed to turn up to matches and had consequently spoiled the league for the other teams who had travelled long distances to play them. I think that the present attitude of teams to being firmly committed to attending fixtures (there are only four fixtures per team) is likely to continue. This should encourage more teams to compete in the league in future years.

Team entries for the 1980 - 81 Northern League should be sent to me, Clive Fraser, at 35, Linton Rd. Leeds LS17 8QQ (Tel: 0532 683953). Entries must include a £2 registration fee and must be received by October 17th. The first round will be played on November 11th. when Canute Club will be presented with the Northern Go League Trophy.

The results of all games between players of 1 kyu or stronger will be submitted to the Grading Subcommittee. All games are played on a three- quarter handicap system.

	P	W	D	L	G	Points
Canute	10	6	2	2	24	14
Huddersfield&Bradford	10	3	6	1	22	12
Hull	10	4	3	3	22½	11
Leeds	10	2	5	3	19½	9
Manchester	10	2	3	5	17	7
York	10	1	5	4	15	7

(G = number of Games won)

British Lightning Championship

The British Champion made a clean sweep of this year's lightning tournament. Of the also rans, Simon Clark, 2 kyu from Hammersmith did particularly well and the eighth round saw him playing the Champ on board 1.

The tournament took place at Wanstead House, home of the Woodford Go club, and was organised with characteristic Woodford efficiency. Prize winners were as follows:

M. Macfadyen (Reading) 8/8; J. Barty (London) 6/8; S. Dowsey (London) 6/8; S. Clark (Hammersmith) 6/8; P. Neumann (Nottingham) 6/8; J. Newman (Chelmsford) 6/8; A. Neumann (Cambridge) 5½/8.

Those who thought that the McMahon system was something difficult should take heart from this event, for the organisers managed to draw eight rounds during the day, and there was still plenty of drinking time left when they had finished.

GRADING LIST

- 6 Dan: J. Diamond (Lon.)
- 5 Dan: A. Goddard (O), M. Macfadyen (Rdg), P. Prescott (Hitchin).
- 4 Dan: J. Bates (Lon), F. May (Lon), D. Mitchell (Lon), R. Ochser (Lon), A. Pirani (Ham), T. Stacey (Oxford).
- 3 Dan: J. Barty (Lon), A. Daly (O), S. Dowsey (Lon), T.M. Hall (O), D. Jones (Canute), C. Matthews (Cam), R. Moss (Bracknell), F. Roads (Woodford), D. Sutton (Rdg), D. Wells (Lon).
- 2 Dan: J. Allen (Lon), R. Berry (Huddersfield), C. Clement (Harwell), B. Chandler (O), P. Fage (Lon), J. Fairbairn (Lon), J. Faraway (Cam), M. Hollings (B'ham), D. Hunter (Rdg), P.T. Manning (Lon), J. McLeod (Lon), F. Pratt (O), G. Roberts (Ham), K. Seaman (Sot), P. Smith (Rdg), R. Smith (Cheltenham), A.P. Stout (O), J. Tilley (Lon), N. Webber (Man).
- 1 Dan: M. Amin (Man), S. Bailey (X), L. Bock (X), D. Cann (B'ham), P. Christie (Lon), J. Clare (Rdg), J. Cock (X), A. Cooper (X), A. Dean (Sot), P. Dunn (X), S. Fawthrop (O), H. Fearnley (Oxford), D. Goto (Lon), G. Grant (Lon), T. Goodey (O), W. Gregory (Lon), A. Hall (X), A. Harrison (Sot), H. Harte (S. Cheshire), J. Hawdon (Lon), R. Hitchens (Bri), R. Hunter (Lon), C. Irving (O), I. Meiklejohn (Croydon), Q. Mills (Monmouth), T. Oxenham (Lon), T. Parker (X), B. Philp (B'ham), J. Rastall (Croydon), Mark Roberts (Ham), Mike Roberts (Bri), A. Scarff (Rdg), J. Smith (Man), C. Stevenson (Nottingham), N. Symes (Lon), B. Uzzell (B'ham).
- 1 kyu: T. Ainscow (Man), G. Barwood (Cam), L. Bremner (Lon), A. Cross (Lon), J. Crow (Swale), M. Culver (Ham), B. Dackombe (Lon), K. Dean (Lon), G. Gray (O), A. Grant (Woodford), D. Harper (Cheltenham), T. Hazelden (Lon), P. Hinds (Lon), J. Hobson (Baldock), H. Lee (Lon), B. Lyon (Bracknell), L. Marks (Cam), J. Metcalf (Sussex), P. Minshull (Swale), T. Mitchinson (Oxford), L. O'Callaghan (Cam), J. O'Driscoll (Bracknell), J. Paterson (Edinburgh), P. Robinson (Cheltenham), B. Simmons (Leeds), R. Thompson (Lon), V. West (Bracknell), J. Welch (Bri), A. Williamson (X), I. Young (X), J. Dawson (Ham), B. Ellis (Ham), J. Green (Ham).

Abbreviations used: Lon: London; O: Overseas; Rdg: Reading; Ham: Hammersmith; Cam: Cambridge; B'ham: Birmingham; Sot: Southampton; Man: Manchester; Bri: Bristol; X: Not known to be playing go.

Note: The BGA only controls the grades of Dan players; the above list of 1 kyus is probably incomplete - anyone who thinks he's 1 kyu and isn't on the list should make himself known to the grading Subcommittee of the BGA - contact the BGA Secretary.

Other note: Dan grades are determined by a subcommittee of the BGA, which considers various subjective factors and gives different weight to different tournaments, but uses the table on the right as its main tool - if a player amasses enough promotion points (about 100) over enough games (about 12) in tournaments, then a promotion is in order. Kyu players and club grading secretaries are encouraged to use a similar system, giving greatest weight to games against players from other clubs.	Opponent's strength	Win	Lose
	+3	+35	0
	+2	+35	-10
	+1	+35	-25
	=	+25	-35
	-1	+10	-35
	-2	0	-35

The Pitfalls of Bad Shape

The players in this game are both about 10 kyu. The theme of the commentary is the mess that you can get into if you ignore the basic rules of good shape. The comments are by Brian Philp, shodan and Jim Barty, 3dan.

Black 19: Terrible move. There is a proverb: "At the head of two stones play hane." Black has played so as to force white to obey the proverb; after the 19 - 22 exchange black needs immediately to patch up his shape with the gote sequence in Dia. a. If white gets a chance, he will play as in Dia. b, after which black still has to patch up his shape. For 19 the correct way to play is shown in Dia. c where black settles his stones in sente; and having settled himself is seriously threatening to invade the white formation on the left.

Black 23: Black is threatening to finish up with all this quarter board.

White 24: Good, but a black invasion on the 3 - 3 point will soon be good, perhaps after a play at 86.

Black 25: This only helps White secure his territorial framework.

Black 27, White 32: Look again at the comments on Black 19. Black gets terrible shape here which white gleefully accentuates by again playing hane at the head of two stones with 32.

White 34: White seems determined to sacrifice this quarter board. If black played contact at 100 and then jumped to 104, white would be in severe difficulties.

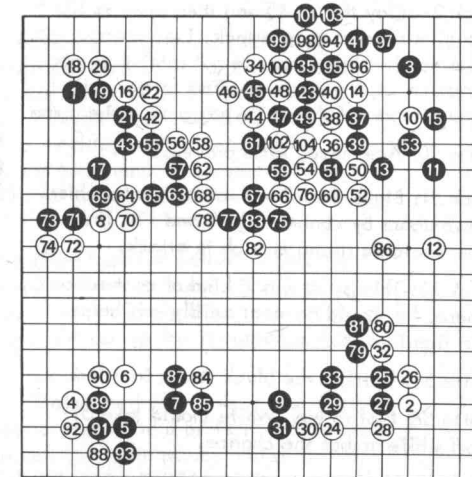
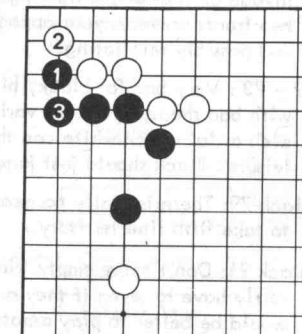
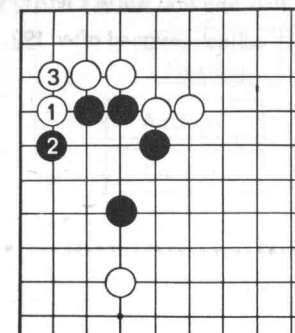


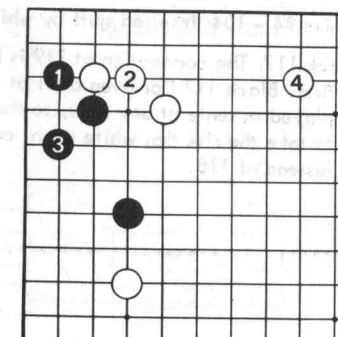
Fig. 1 (1 - 104)



Dia. a



Dia. b



Dia. c

Black 35: This gives white the opportunity to escape, so it is too slow.

Black 37: Play this at 45 and then jump to 102 to give black a good attack, i.e. press against the stones you are not intending to capture. It is a waste of effort to try and capture part of the white group as in the game.

White 50: Ace move, same proverb.

Black 51: Black should not cut but protect his own stones by connecting 39 and 13. Then he would be strong enough to attack.

Black 53: This is the wrong kind of connection here, he should connect solidly - it helps in fighting.

White 54: Catches the black stones in a ladder.

White 56: Not so big, White should take 51 off while he has the chance.

Black 59: Having strengthened his group on the left, now would be an ideal time for black to invade on the left, pinching 8. Attacking on two fronts prevents your opponent from relaxing and possibly retaliating.

69 - 73: Very bad for black, his group is riddled with bad shape; there are various vital points such as 'a' which white can think about at his leisure. Black should just jump into the centre.

Black 79: There is really no need to force white to take fifth line territory.

Black 91: Don't make empty triangles unless you really have to even if they are "sente". It would be better to play across at 92 and sacrifice the stone for aji, or even merely to play 93.

White 94 - 104: Inspired stuff by white.

Black 117: The connection at 119 is better played first. Black 117 (or even atari at 118) can be played in sente at any time, so there is no need to take the risk that white might capture at 119 instead of 118.

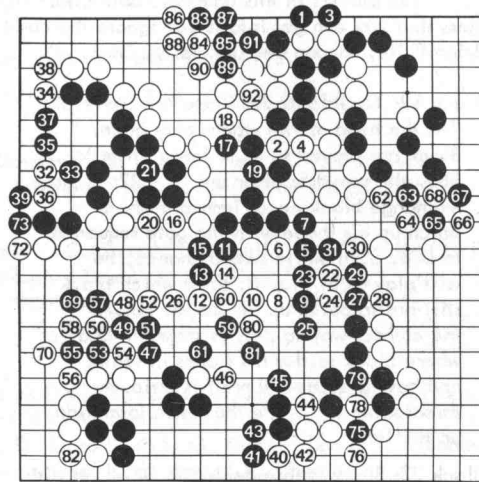


Fig. 2 (101 - 192)
171, 174, 177 take ko

White 132: A fair try, but 'a' was more promising.

White 146: 147 would have been much bigger.

Black 151: 152 is more effective.

White 162: The edge is usually bigger than the centre in the endgame - he should play 167.

White 172: Sente for both players - therefore very big.

White 180: If at 181, white can escape.

White 184: Should play the shoulder hit, there is nothing to stop black carrying on along the first line into white's territory.

Black resigned after 192.

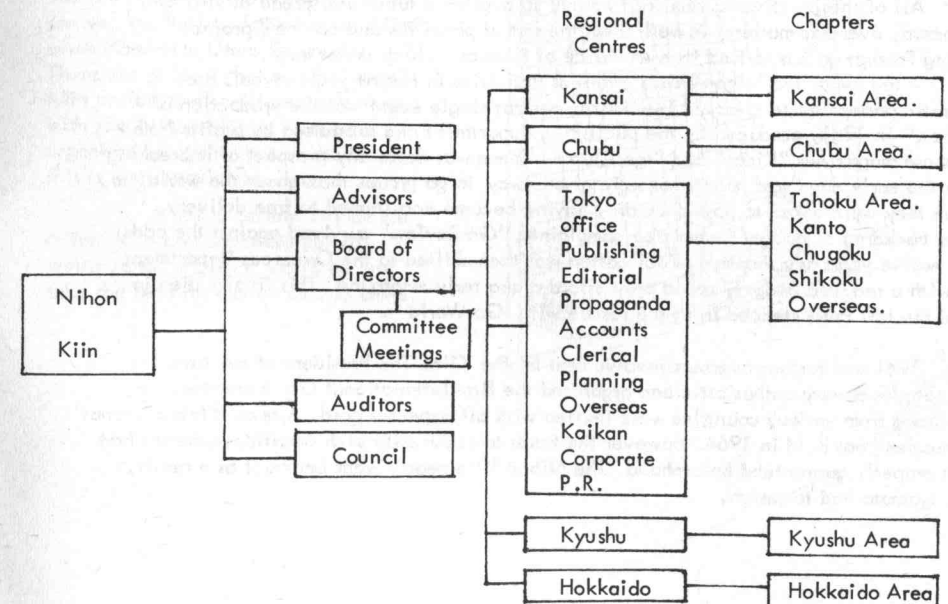
HOW THE NIHON KIIN WORKS

Stuart Dowsey concludes his four part series on the Nihon Kiin

Almost no go players outside Japan and precious few within have a real idea of what the Nihon Kiin is and does. This is regrettable in view of the pre-eminence of Japan in the world of go and the assumption by the Nihon Kiin of its role as the main controlling body of Japanese go. The Nihon Kiin's actions and attitudes affect go worldwide. Here in Britain we receive visits by teaching professionals while British players and organisers in their turn are invited to Japan. A constant dialogue continues between the Nihon Kiin and the B.G.A. to cooperate in the development of go for our mutual benefit.

Many European players are aware of the scope of professional activities and the large number of professionals in the Nihon Kiin (450 at the last count). But just as many will subscribe to the myth of the Nihon Kiin as an extremely rich organisation ready to dole out financial grants to all and sundry. Of course this is nonsense - let's have a look at some of the facts.

The Nihon Kiin is incorporated in Japan as a "Zaidanhojin". This is best thought of as a non-profit making corporation and is somewhat similar to a professional institute in this country. Under this title, the Nihon Kiin can both earn money and solicit tax-exempt donations to finance its activities. Few of the Nihon Kiin's activities actually bring in any profit (the main exception is publishing) so fund raising on an enormous scale is a constant necessity. All major industries, financial concerns, government ministries and go-playing philanthropists are regularly tapped for their contributions.



These funds go towards maintaining the impressive structure of officials, regional centres and chapters shown in the chart. The top official is the President, who is usually an amateur player with great influence in high places. The current president is Mr. Wataru Tajitsu, previously the Chairman of the powerful Mitsubishi Bank. He is the official representative of the Kiin in the public arena. The actual running of the Kiin rests in the hands of the board of directors. These are all professional players elected by their peers every two years. They fall into two types - the Administrative Directors in overall charge, and the Clerical Directors each of whom is responsible for a department. Day-to-day running of the Kiin is handled by an office chief employed specifically to supervise the clerical staff and other employees. He joins the board of directors at their Monday morning committee meetings where major decisions are taken and policy is set. The present chairman is Sakata 9 dan. However, the real effective power is wielded by two or three less well known professionals who sit as Directors on the Budget Committee. One of these is Oeda 8 dan, who has held his post for nearly fifteen years. You may never have heard of him but his approval is vital to any major project in the Nihon Kiin.

The main functions of the Nihon Kiin are to secure the livelihood of professional players, to develop the game of go, and to ensure its increase in popularity. To fulfil these aims the Kiin has a wide range of activities:

- i the administration of its own buildings in Tokyo and throughout Japan,
- ii operating district offices,
- iii forming chapters at home and abroad - there are now over 1000,
- iv provide services to amateur members,
- v arrange newspaper sponsorship of major professional tournaments and stage the Oteai,
- vi run amateur competition and promotion tournaments,
- vii issue dan diplomas,
- viii publish books and magazines,
- ix train young gifted players to become professionals in the insei system,
- x arrange overseas exchanges and
- xi teach go as an extra-curricular subject in schools.

All of these activities require finance, so available funds are spread thinly. Our main concern, overseas matters, is well down the list of priorities and any new project concerning foreign go has to find its own source of finance, which is not easy.

A review of the Nihon Kiin's overseas activities in recent years reveals the bureaucratic pattern quite clearly. The most important single event was the production of 'Go Review' in 1961, produced by the publishing department and subsidised by profits from the Japanese magazines "Kido" and "Igo Club". There was never any prospect of it breaking even. In the early days vast quantities were given away to go groups throughout the world, so that when they were asked to pay, few did, having become accustomed to free delivery. Against a backdrop of Budget Committee complaints, 'Go Review' survived against the odds for over twelve years as a monthly. Publication was then shifted to the Overseas Department which, with a reduced budget, could only afford a quarterly magazine. This finally died in 1977 and the Ishi Press stepped in to the rescue with 'Go World'.

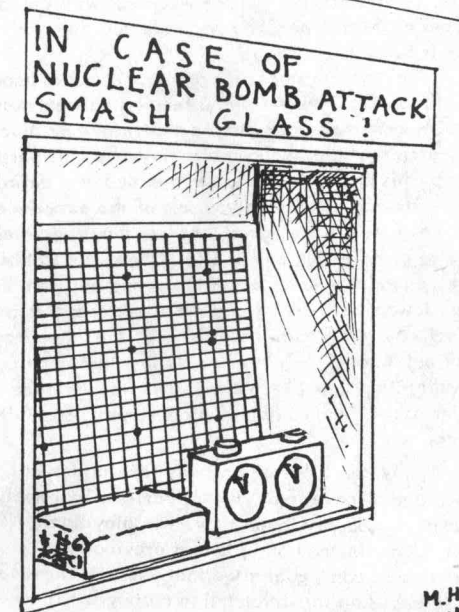
1961 saw further overseas involvement by the Kiin. The President of the time, Mr. Iyomoto, was very enthusiastic and organised the first International Go Tournament in Tokyo. Teams from various countries were invited with all expenses paid. A second International Go Tournament was held in 1964. However the funds to underwrite such ambitious schemes had not been properly guaranteed beforehand. The Nihon Kiin nearly went bankrupt as a result, and Mr. Iyomoto had to resign.

For several years after that, overseas go was not popular amongst Nihon Kiin directors. It wasn't until the early seventies that confidence was restored and fresh funds were made available. Now the main finance came from the Japanese Government in the shape of the Cultural office, the Japanese foundation and the Expo '70 memorial fund. Teaching trips by teams of professionals became a regular occurrence and reached all parts of the world. More permanent investment in foreign go became possible. The London Go Centre was started in 1975 with funds raised by Iwamoto Kaoru, 9 Dan. However it ran into difficulties and fresh funding was refused in 1978 by a newly elected Board of Directors. A recent attempt to found an American Go Centre in New York received Nihon Kiin approval but foundered on a lack of concrete plans from the American side.

The success story of the moment is Japan Airlines' sponsorship of the World Amateur Cup in Tokyo. The strongest representatives from go playing countries all over the world compete, and this looks like surviving for a long time.

Among future topics must be a truly internationally accepted set of rules, and the emergence of professionals in other countries - the Chinese are already toying with the idea of top players forming their own kiin (the Zhonggwo Quiyuen), while James Kerwin, the first American professional, is shortly to return to the United States. In Japan itself, the Oteai system has recently been changed and new ideas are constantly being brought forward. The great unanswered question is, of course, the future of the Kansai Kiin when Hashimoto Utaro 9 dan dies. There are rumours that the 89 Kansai Kiin professionals will probably merge with the Nihon Kiin to form one organisation again, but at the moment this is just speculation.

What is certain is that the Nihon Kiin and Japanese go will continue to influence world go and take the lead for many years to come.

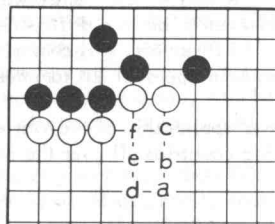


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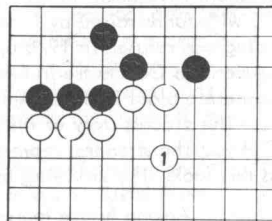
REVELATIONS

By Jim Barty

I have let Matthew Macfadyen take over 'Revelations' for this issue after he showed me the following splendid insight. Apparently he discovered it when he was about 10 kyu, and suddenly started to see it crop up in almost every game he played. . . .



Dia. 1



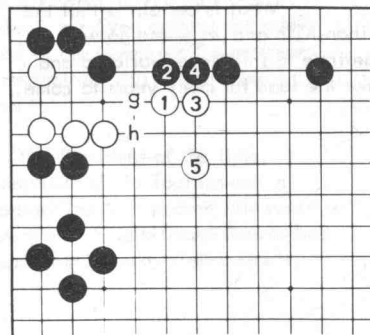
Dia. 2

"Dia. 1 shows the basic shape. White has a weakness at f and, apart from cutting there immediately, which depends on a ladder, Black can peep at b or e, spoiling White's shape. White can protect the weakness with any of the plays a, b, c, d, e or f; the purpose of this article is to persuade you that, other things being equal, much the best of these is b, or 1 in Dia. 2.

"The main virtues of b are that it makes good eye shape locally, as well as expanding the influence of the group and leaving no weaknesses for black to exploit. White's shape becomes extremely resilient, so that wherever Black plays to attack his group, White has a reply such that the exchange has improved his position - experiment for yourself and see - perhaps this property should be regarded as a definition of good shape.

"Having convinced yourself of the excellence of b given Dia. 1, the next step is to believe that it is so good that you should deliberately create positions like Dia. 1 in order to be able to play b. Dia 3 shows the sort of thing I mean. White's group is very weak, especially considering the strong position Black has on the left side, and he needs to run towards the centre and make eye shape as fast as possible. The sequence to 5 is the perfect way to do both those things. This shape may not look much like Dia.2, but if Black pushes at g, White h leaves just that position. Black will not want to give White such a perfect shape, but he has no other way to probe White's weaknesses (recall what I said earlier about the meaning of good shape), so White's group becomes extremely difficult to attack.

"When I started actively looking for this shape, and discovering that it is actually extremely common, I suddenly found that I was playing at about 6 kyu, instead of 10 kyu as previously advertised. I don't guarantee that you will improve four stones using this information alone, but it certainly felt like that to me. "



Dia. 3

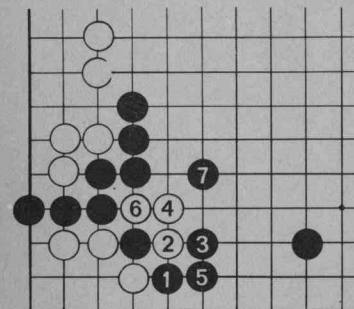
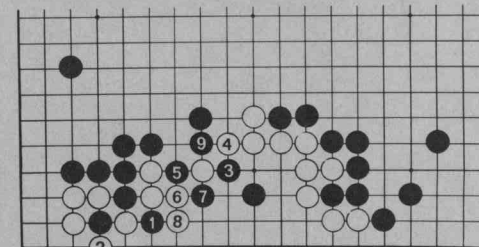
solutions to problems

KILL EVERYTHING - Answer

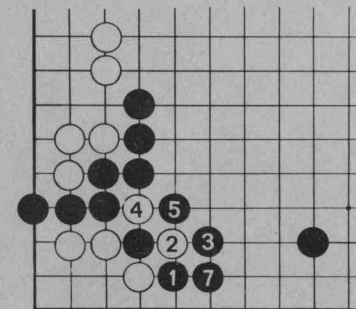
Black sacrifices a stone to seal white in. The group that white arrives at in the corner is the famous 'L' group which, as we all know, is dead. (in case you're not sure that the 'L' group is dead, put the stones on a go board, and keep on trying to make it live until you've convinced yourself). Whichever variation White chooses, he cannot escape.

BAD AJI - Answer

Black 3 is correctly timed - Black cannot be prevented from saving his isolated stone and cutting off the wall on the right.



Dia.1



Dia.2

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