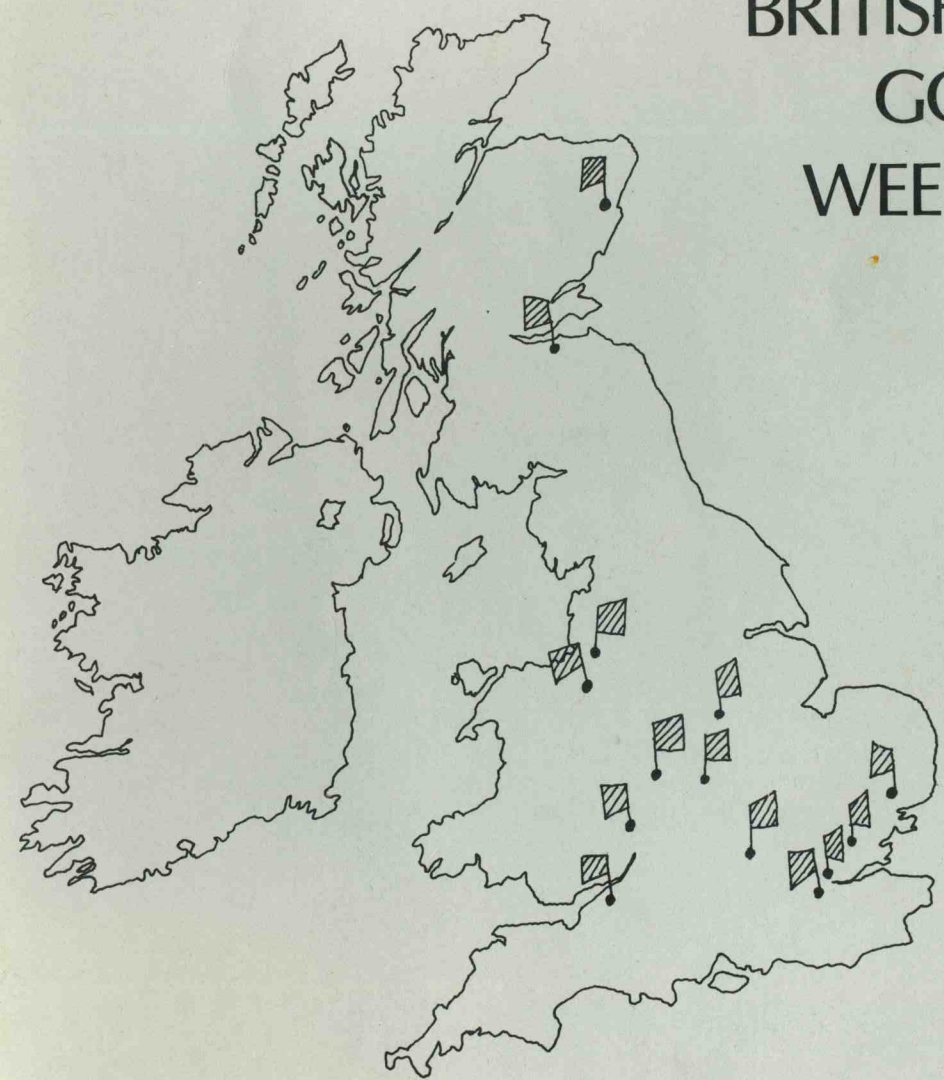


BRITISH
GO
JOURNAL



NO. 51
JANUARY 1981

BRITISH
GO
WEEK



MAGNETIC GO SET

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The British Go Association

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CONTENTS

British Go Week	5
British Championship	8
Katowice tournament	13
Shape - new series	16
London Open 1981	17
News	19
Life in the slow lane	21
Revelations	22
Solutions to problems	23

Glossary of technical terms

AJI: Latent threats
ATARI: Immediate threat to capture
FUSEKI: The opening
GOTE: Opposite of sente
HANE: Bend round the opponent's stone
HOSHI: One of the handicap points
JOSEKI: An accepted standard sequence
KAKARI: Approach move to a corner stone
KIKASHI: Forcing play
MIAI: Two moves of equal value
SAN - SAN: The 3 - 3 point
SENTE: having, or retaining the initiative
SHIMARI: Corner enclosure of two stones
TESUJI: A tactically skilful play
YOSE: The endgame

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EDITORIAL

With the New Year, no new era has dawned in British Go, but perceptible hiccups in its sluggish meanderings may be observed. We now have a second sixth Dan, the fifth in Europe, and with Andrew Grant and Bob Thompson clutching shodan diplomas there's surely hope for the rest of us.

Meanwhile, Ronald Schlemper, one time wunderkind from Holland, struggles to hold his place among trainee pros half his age in Tokyo, and Manfred Wimmer, Europe's first full professional, continues to make headlines in Osaka.

Tournaments continue to proliferate; the Hammersmith club intend to have them monthly, the small board championship moves to Malvern, and we are promised an annual event in Edinburgh. Looking farther afield, Poděbrady promises fair to be one of the most enjoyable, if one of the least sober events of the year.

BRITISH GO CONGRESS

SATURDAY 11th and SUNDAY 12th APRIL

The British Go Congress will be held at York University this year, over the weekend of 11 - 12 April. The main tournament will be a six round McMahon.

The Annual General Meeting of the BGA will be held on the evening of Saturday 11th. The Agenda will be included in the next issue of the Journal.

Full details of accomodation, costs etc. are now available from: M. Cockburn, Langwith College, University of York, Heslington, York

Presidential Letter

The membership figures for 1980 show a slight increase over 1979 - thus reversing the trend which has continued since the London Go centre closed in 1978. The turn round is not startling and a rise in all categories of Club Membership is balanced by a fall in unattached and overseas members. Most impressively, club junior membership has increased from 38 to 63, and this despite the new ruling by which school clubs need not register more than one member.

Hence things are looking up - particularly at the younger end of the scale. Building on this is not easy - but it is possible. From 1974 to 1975 both membership and the number of go clubs increased by 50%; the stimulus was believed to be the 'Open door' programme on television.

Such opportunities come up rarely, and British Go week was an attempt to do something different which would have similar results. There is an article about the response elsewhere in this issue, but the general conclusion is that when individual clubs put on events and tried for publicity, they were more successful than they expected to be. The BGA were not idle on a National basis either; most notable was an article on the Children's page of the Daily Express, which has generated a flow of enquiries.

An area where national publicity was not forthcoming (and should have been) was Matthew Macfadyen winning the European Championship. In retrospect, perhaps, the BGA did not try as hard as it might have done, but the European Championship was held on a Yugoslavian Island somewhat off the beaten track; to inform the British Press that the crucial game was about to take place (or had just finished) was not a simple matter. A press release was circulated when the players arrived back in UK, but by then the news was stale.

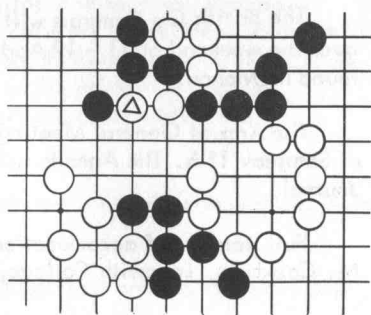
However, it is important to capitalise on successes, not bemoan one's failures, and I hope that every club will be able to capitalise on British Go Week. A large expansion is possible; but it is no good just sitting back and waiting for it to happen. Good luck.

P. Toby Manning

PROBLEM: MAKE IWAMOTO RESIGN

This problem comes from an old game between two rising stars. White (Iwamoto) was losing by a few points and had just played the marked stone to squeeze the most out of the position. Next move he resigned. Can you see where black (Go Seigen) played - both players were professional 5 dans at the time -

(solution inside back cover)



BRITISH GO WEEK

by Stuart Dowsey



Tense moments for Chairman Bruce Little and Dr. Brian Pamplin (1st. and 2nd. left) both from Bath while playing Alan Smith (standing) and Treasurer Paul Atwell (Right) from Bristol at Bristol Go Club.

AREA BY AREA

BRISTOL

Bristol Go Club runs the highly successful Wessex Go Tournament which was made the starting point of British Go Week. Recently the club acquired a highly gifted publicity officer Mike Riggulsford who spared no effort in obtaining media coverage of the Wessex and other events, namely an Open Evening at the club and a demonstration at Clifton Down Shopping Centre. A Press Release was issued by Bristol Go Club giving details of the Wessex, the Open Evening, a short description of the game and a photograph of players in Bristol.

Radio Bristol reacted with three mentions including a ten minute interview with Andrew Cates, club secretary. Articles using the photograph and other coverage appeared in several newspapers: the Bath and West Evening Chronicle, Bristol Journal and Swindon Evening Advertiser.

Overall, British Go Week for Bristol was a success; the Wessex attracted 91 players, the Open Evening produced new players and the prospect of a revival of the Bath Club and the demonstration in the Shopping Centre was watched by some 300 to 400 passers by.

CHESTER

A year ago, Chester had one known go player and is now expanding into double figures. The Open Evening held at Ye Olde Custom House Inn to inaugurate the club's meeting place drew several newcomers and a uniformed policewoman. Club secretary Steve Heavens produced an attractive poster which was displayed in many local shops and he is currently seeking a meeting place suitable for children for the weekend sessions.

MALVERN AND WORCESTER

Richard Granville turned himself into a one-man whirlwind during Go Week. Firstly he placed an article in 'Computer Talk' and then got another article in the Worcester Evening News. All this before the Go Week had even started. His own busy week of course led off with the Wessex followed by a go demonstration at Worcester and a simultaneous display at Malvern. The press kept up their attention with a story in the Malvern Gazette and follow-up articles in both the Worcester Evening News and the Malvern Gazette.

COVENTRY

The main event in Coventry was an Open Evening which was announced widely with posters placed in libraries, Warwick University, other colleges, large firms, sports and game shops. Articles also appeared in the Coventry Evening Telegraph and the event was covered by the local radio station Mercia Sound. This resulted in a modest attendance but significantly attracted two dan players from Warwick University who are now interested in reviving the University Go Club.

All over the country other events were held. Go clubs in Ipswich and Chelmsford arranged go displays in shop windows; Birmingham staged an outdoor exhibition; Woodford gave a teach-in at Harlow Technical College. Liverpool Go Club held Open House in Birkenhead and the Harwell Go Club advertised their Open Evening widely in research establishments in their area. Mike Brandt and other members of the Nottingham University Go Society used British Go Week as an opportunity to set up a new go club in the city of Nottingham.

Most successful in terms of national coverage was an article introducing go to the readers of the children's page of the Daily Express on the same day as Hallowe'en. This was accompanied by a photo of the National Schools Championships and produced a deluge of letters and phone calls from mothers and young children on half-term.

SCOTLAND

Scotland turned out to be the brightest area for go development during British Go Week. Up in Aberdeen, Keith Still got on Grampian TV to publicise the free lessons in go being offered every evening of the Week by the Aberdeen Go Club. For the events in Edinburgh see the article below by Diarmid Gibson.

LONDON

Saturday afternoon on November 1st found a group of sturdy go players from the Central London Go Club braving the icy wind outside the IVC to give go demonstrations to all comers. Given the superb location, this idea has proved worthy of repetition but next time will be held during warmer months. Further demonstrations were staged at CGLC meetings during the week and at Just Games in Picadilly and Harvey Nichols in Knightsbridge.

HARWELL

The Harwell club is one of the country's longest established, based on the various research establishments in the area. A specially arranged event at the Harwell Lab social club attracted an article in 'Atom News' (with photos) which is circulated to all of the nation's atomic power establishments.

GO WEEK IN EDINBURGH

by Diarmid Gibson

National Go Week did not pass unnoticed in Edinburgh. Steve Welch started the week by introducing the game to viewers of STV's early evening programme 'Scotland Today'. During the week several players contributed to demonstrations at the 'Games Gallery'.

The highlight of the week was a one day congress on the Saturday at the Edinburgh University Chaplaincy Centre. The competition was divided into two sections, one for beginners and one for established players. The event was organised at short notice by the Edinburgh Club but thanks to some enthusiastic publicity it managed to attract some visitors to the city. Despite limited resources and experience the tournament ran smoothly and the contestants appeared to thoroughly enjoy themselves. First candidate for surprise of the day was the catering; after a superb bowl of soup and accessories I felt able for any challenge in the afternoon session (unfortunately so did my opponents). Second contender and runaway winner was a very persuasive fire alarm (fortunately it had switched itself on without any help from fire); amazingly enough half the players were so unruffled as to go on and win their interrupted games.

Alan Sutherland won the beginners section with three straight wins; Nigel Kinnis came second; six players took part.

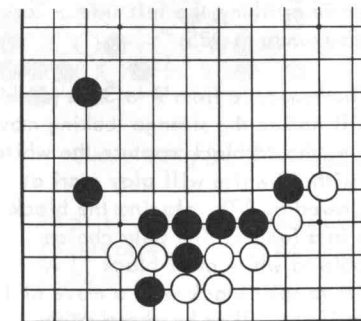
Gerhard Birk (2 kyu) was the only player to obtain three wins in the major contest; Jeong-Keun Lee (1 kyu) came second; twelve competed.

It is intended that this become the forerunner of an annual event in Edinburgh.

JOSEKI PROBLEM

This is a trick Joseki - Black has played the knights move to press white down, but he has only a two point extension in front of the enormous wall he seems to be building. White has fallen right into the trap, by playing the double hane into the centre, expecting black to continue at the three-three point. Black, however, can do better than that. How?

Since this is such a hard problem, we have given a hint at the bottom of page 15. The answer is inside the back cover.



British Championship

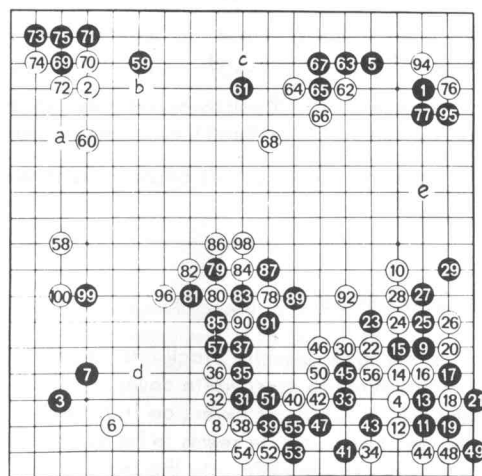
The final round of the British Championship is a five game match between last year's winner and the winner of the 'Challenger's tournament'. Last year was Terry Stacey's second attempt to take the title from Matthew Macfadyen, but he again managed only one win. The commentary below is by David Mitchell, who was unable to participate in the tournament, but might have done well if he had.

When Matthew played in the Go World Championship he created quite a stir with his ultra-modern fuseki, 10x10, 5x5 and so on. So strong was the impression that many reports assumed all British go players played that way. In this first game of the British Championship Matthew seems determined to destroy that image.

The cross-hoshi of 2 and 4 is an aggressive combination with which white prepares to start some complex fighting. The black response of 7 to the kakari of 6 is very solid, giving black a secure position from which to extend either into the centre or along the left side - or even to invade at 135.

The sequence from 9 to 30 is joseki, you will notice the strange looking move of 26 - should black capture the white stone with 28 white will play atari at 27 followed by 178, placing the black stones in a ladder. The only choice available to white after black 11 is whether to split black with a move at 13 or to build a wall as he chose to do with 12.

Black: M. Macfadyen 5 Dan
White: T. Stacey 4 Dan



Game 1 Fig. 1 (1 - 100)

88 at 80

93 at 83
97 at 79

Matthew's aggressive nature did not stay hidden for long. The shoulder hit of 31 is too soon. White has got himself into a strategically bad position with just one territory, black should make that advantage pay, there is plenty to do elsewhere without risk.

(I disagree totally, and still feel that 31 was ideal and correctly timed - for further remarks on this subject see the 'Revelations' article on page 22 - MRM.)

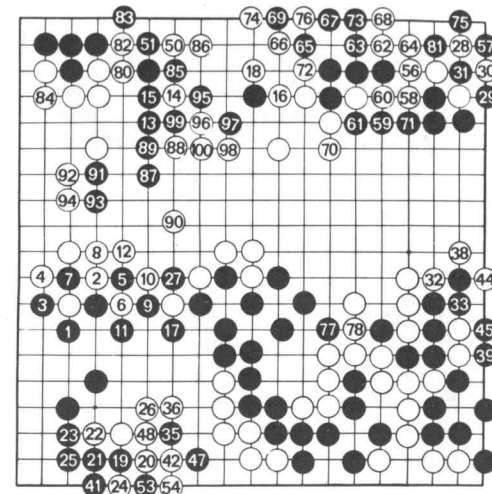
Attacks on either side of white 2 may be considered miai but black should play 'a', 'b', 58, white 'c', followed by 'd' or possibly 'e'. White's response of 32 allows black to push him around, had white played 37 he would have taken sente from black and started a running fight which could only do good to white's cause (excepting for blunders). As it stands, the response of white 32 will inevitably lead to black escaping relatively unscathed and white sitting there wondering what happened to his territory.

White 58 is undoubtedly large but black can take 59 and 61 which cannot be much smaller and white is still faced with the problem of doing something to rescue the game.

White's last chance (unless black helps him out) is a central area, but it must be quite substantial, at least 30 points. 76 did not help white in the centre at all, it would have been better at 77, or simply at 78 to see what develops.

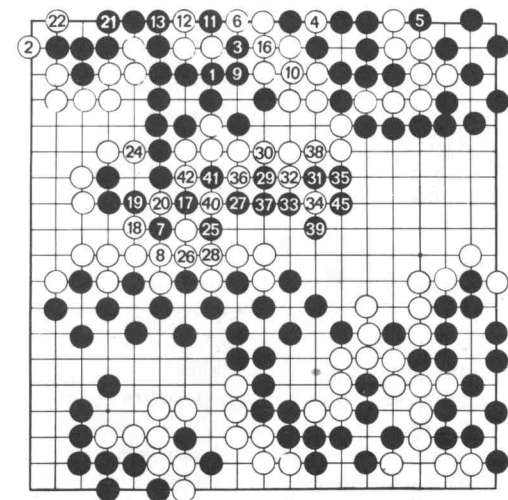
The final nail in the coffin is the sequence from 79 to 93. Black seizes his only weak group and destroys white's dreams of a central area in one blow.

White continues to 245 in the hope of a black blunder, but after several close shaves black manages to win.



Game 1 Fig. 2 (101 - 200)

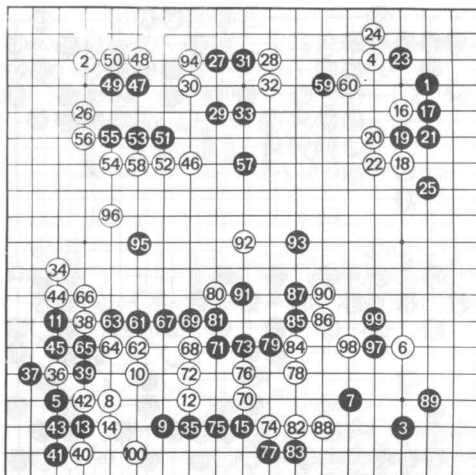
34, 37, 40, 43, 46, 49, 52, 55 take ko
79 ko at 69



Game 1 Fig. 3 (201 - 245)

14 at 11 43 at 40
15 left of 4 44 at 20
23 ko at 7

White resigns after 245



Game 2 Fig. 1 (1 - 100)

Black Terry, White Matthew

White's fuseki up to 14 seems a little ragged but when he gains sente his plan becomes clear. The sequence from 16 to 25 is joseki giving white a nice wall facing the shimari he makes with 26.

Black cannot allow white all this area so in he leaps. I cannot help feeling that the third line is somewhat too deep, the fourth line would create just as much disruption but with the added bonus of being one step closer to the centre.

White 28 forces black out into the centre and the onus is now placed on white who must justify his early fuseki sacrifices by making the running fight pay off.

There are several ways white can attack the four upper black stones, but a niggling worry to him, no matter how he attacks, is the group of four white stones floating on the lower side.

Black 35 robs them of their base and the interaction of these two weak groups sets the theme for the whole game.

By 45 white has two options, to secure his own group leaving black to defend his, effectively ending hostilities, or to attack, hoping to defend any weaknesses en route. White chose to attack, but by 60 black has stabilised the position, albeit temporarily, and now is free to attack on the other side.

At first sight it seems that white can connect by playing 64 after black plays 61, but when black cuts at 66 white will be unable to catch the stones in a ladder because of the tesuji at 63. Such a sequence may not end the fight but it would destroy a large proportion of white's area making it necessary for him to kill a black group - a near impossible demand at this stage of the game.

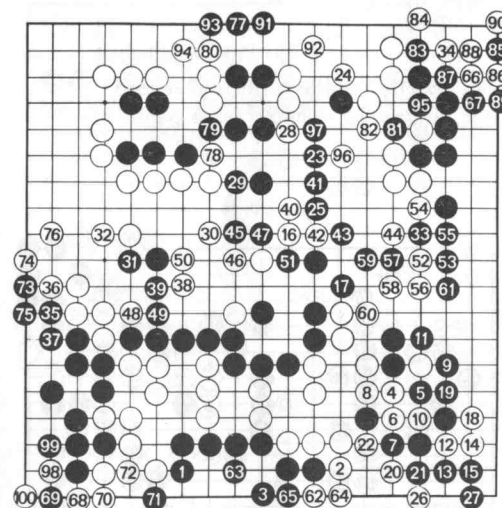
White 70 would normally be at 71, but black would then be forced closer to his weak group on the upper side without securing white's weak group on the lower side.

White 72 at 73 looks a clever 'shape' response to the hane of 71, but black would play at 72 leaving white no good shape possibilities, so white connects at 72 allowing black the key point of 73.

White pushes his way to some degree of safety by 90 and now has a chance to play the splitting attack on black's two central positions. 92 starts the attack but there is not much hope of creating a decisive opportunity while the white group on the lower edge is 'unsettled'.

94 lays on the pressure but black has some unfinished business on the lower side and changes the whole focus of the game away from his group and onto white's.

If your opponent can do this there is little hope of killing him and only a faint glimmer that you can reap profit from his weakness.



Game 2 Fig. 2 (101 - 200)

White divides the two black groups with 116 but again black forces him onto the defensive* on the lower edge and with the sequence to 125 it is white and not black who must take care in the centre.

(* I was hallucinating that I could make an eye around white 10 - MRM.)

White starts the yose with 126 - the game is still in the balance. The endgame is very complex so I will indicate some of the important points.

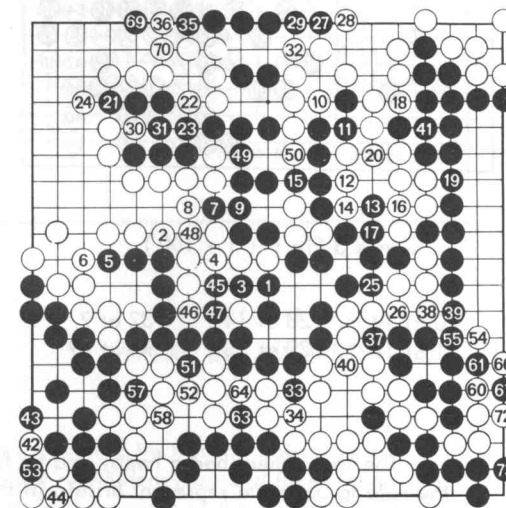
134 is very large and may be 1 or 2 points bigger than 133, undoubtedly considered as miai by white. 135 is bigger than it looks as it gives black further profit in sente at 173 etc.

White 138 seems to protect the stone at 116 should black attempt to cut with the sequence of 145 and 147 but this is quite simply an illusion, black can play at 248 if white omits 150.

The sequence from 145 to 151 chops off three white stones at the expense of 4 or 5 points on the right side. This was the crucial blunder and white never recovered from it.

Note the clever sequence in the upper right corner: by sacrificing with 185 black takes 1 point in sente instead of 2 in gote which costs nothing but gains a little by ensuring that white cannot spoil his shape by playing 219.

The final ko is not shown in full, but the result of the game was clear as soon as white played 272, a blunder which cost 2 points. Black eventually won the ko.



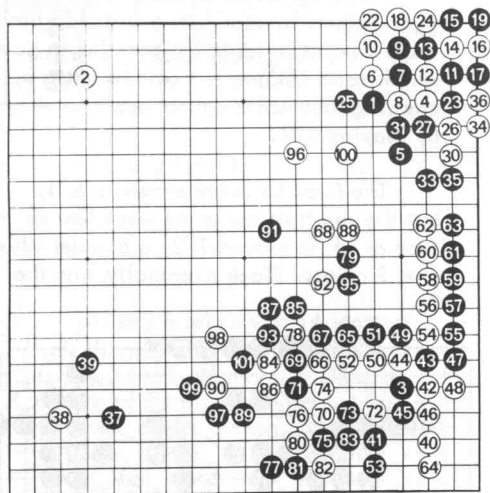
Game 2 Fig. 3 (201 - 273)

Black wins by 2½ points

- 56 ko
- 59 ko
- 62 ko
- 65 ko
- 68 ko
- 71 ko

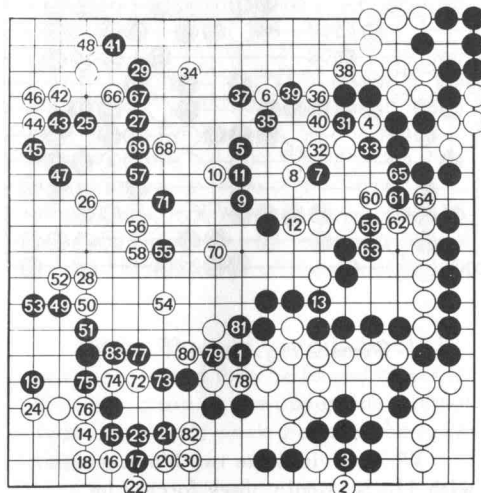
David suggested that we only publish these two games, adding that the third and fourth "leave quite a lot to be desired and, in my humble grovelling opinion are nothing short of (expletive deleted). Terry seems to have gone all to pieces in both games".

We append the scores of those two games, partly for the historical record and partly to give the reader a chance to decide how Terry might have gone slightly less to pieces.



Game 3 Fig 1 (1 - 100)

20 at 14 28 at 14 32 at 7
21 at 16 29 at 13 94 at 69



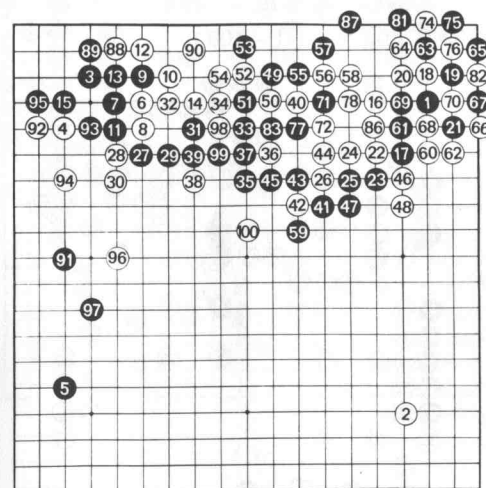
Game 3 Fig. 2 (101 - 183)

Black: Matthew. White: Terry.
White resigns at 183.

The tournament had a happy ending for Terry in one sense, however, since the ride to Japan to represent Britain in the Third World Amateur Championship, which was to have been part of the prize for the British Championship, goes to him in any case - Matthew is already going to Japan as European representative.

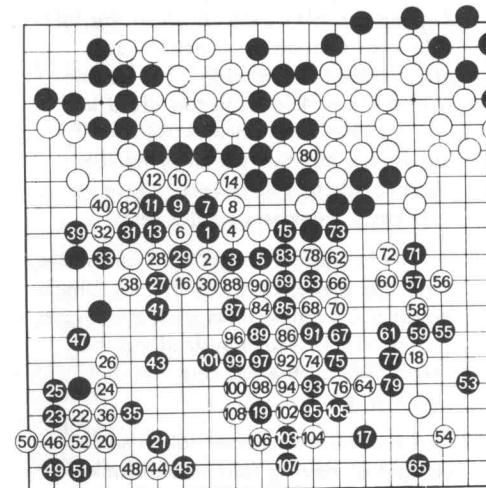
(Game 4 diagrams on next page.)

Black: Terry, White: Matthew



Game 4 Fig. 1 (1 - 100)

73 ko at 21 80 ko at 70
79 ko at 63 85 ko at 19



Game 4 Fig. 2 (101 - 208)

34 ko at 6 42 ko at 6
37 ko at 29 81 ko at 29

Black resigns shortly after 208

KATOWICE

REPORT BY JIM BARTY

Last September Chris Whitehouse and I travelled by train to Katowice in Poland. The Katowice Tournament is an eight round handicap and takes place on the very top floor of a large tower block in the middle of the industrial region of southern Poland. But don't let that put you off. The Poles are very friendly and every available moment was spent playing go. In the main tournament Chris won four games and I won all mine. The last four of these were two stone handicap games and I give the first of these below. My opponent, Istvan Rigo, is one of the strongest Hungarian go players.

W4-16: The 'Dutch' joseki, almost a cliché nowadays.

B17: Black usually extends down the left side with this move. Black 17 as played doesn't feel right, the reason is that black 4 is lying too close to white's thickness but after black 17, black now has two stones lying too close to white's thickness, while he still has a weakness on the left.

B29: This is another rather awkward move, after the sequence to 28 the two black stones are even weaker than they were, I think black should push along the fourth line on the top and connect everything up.

W30: I had become rather taken with the thought of having four weak black groups to attack so I played this to make the black stones heavy and give myself some thickness.

B33: Black is clearly thinking in terms of territory rather than his potential weak groups and gives white a chance to start the attack with 34.

B35: Even after this move, white 18 has a lot of aji.

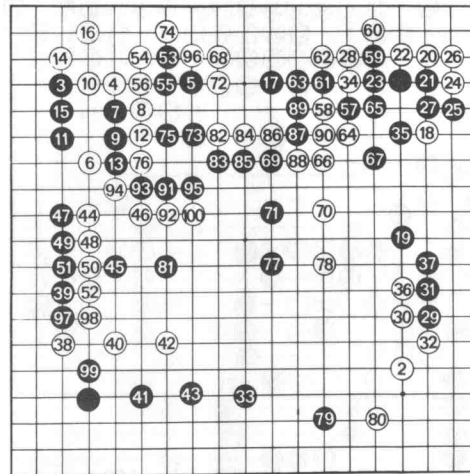
W38: This side of the board may seem big but it is probably bigger still to have round the outside of black 35 immediately, or make the one point jump to 64.

W40, 42: Jumping out is natural here because it makes it easy to pull out white 6. The 42, 43 exchange is also quite reasonable for white because black's row of one point jumps along the fourth line will be susceptible to peeps on the third and is thus not necessarily territory.

W44: Now the fun starts.

White: Jim Barty, (3 dan)
Black (two stones): Istvan Rigo (2 dan)

Fig. 1: (1 - 100)



B47: For some reason I thought this move did things so I quietly pushed through in the sequence to 52. But looking at the game afterwards I can't think of a good reason for not playing hane at 133, if then black 49 white connects solidly at 135.

B53, 55: Black is trying to settle his stones in sente, but the empty triangle is bad shape and rather heavy.

B57, 61: Istvan likes to play aggressive go.

W68: I thought I was losing and wanted to stir the game up a little, but even so this move is wildly premature. It would become the vital point if I first gave some body to 58, 64, 66 but as it is the invasion is liable to die without issue as black chases my weak group across the board.

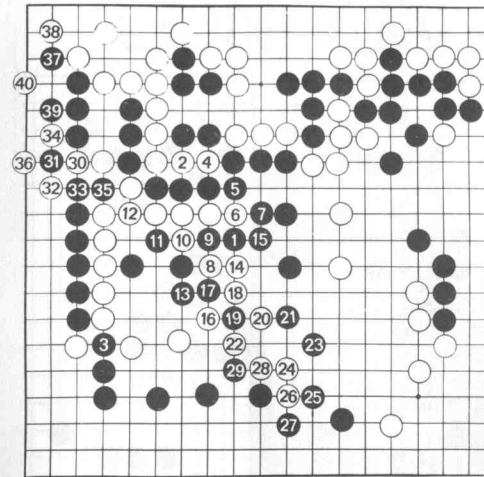


Fig. 2: (101 - 140)

W72: An overplay. If black was to hit white 70 on the nose where would my group go?

W74: For the moment, black can't cut off the connection because white has a fatal squeeze.

B77, W78: White is allowed to escape.

B79, W80: This is a poor exchange for black. It would be better to take gote by playing 80 first, if white san-san then black plays 79.

B81: Complete nonsense, now white has the initiative.

W96: This kills all the bad aji locally, now the game is looking good for white.

HINT FOR JOSEKI PROBLEM (on page 7)

The white stones in the corner suffer a two stone edge squeeze, now read on.

B99: This is such an absurd kikashi it really needs to be mocked, but I must have looked at it for too long; the correct way to mock it is to connect.

B111, B119: Istvan was running out of time on the clock and started to throw the game away, 111 is particularly disastrous for the left side.

W114: I missed a lovely opportunity to end the game here, W115, B114, white atari on seven stones . . .

B121: Black realises his entire central group will snuff it if he's not careful.

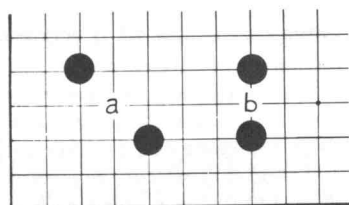
W126: Arghh!. Fallen right into the order of moves trap. 128 first and all is sunshine.

B129: A sharp move, now all is darkness.

W130-W140: The game had a rather curious ending. I read this all out very carefully even up to 140 which eliminates the possibility of a ko. Istvan was in byo-yomi and believed every stone I played but the 3 kyu who was doing byo-yomi for Istvan was astonished that two such 'strong' players could play such rubbish. The sequence is completely unplayable for white but can you see why? Answers inside back cover. Eventually the aji I'm referring to disappeared in the course of the yose and white won by a large margin.

We begin here a new technical series in which some little known or popularly misunderstood shapes will be studied in detail.

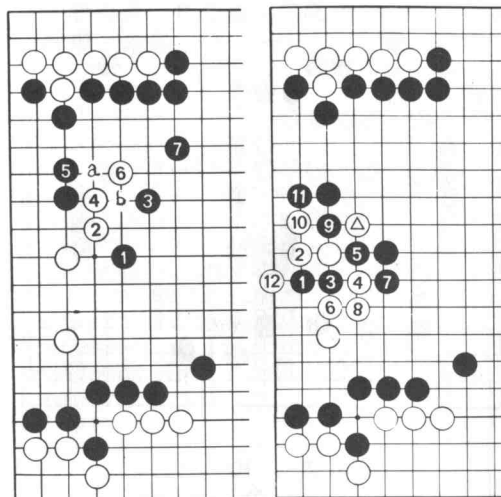
This article concerns the two point diagonal jump, or hazama tobi, shown in Dia. 1. Many players never use this pattern, feeling that it has a glaring weakness at 'a', with which the stones can be separated.



Dia.1

Dia.2

But cast your mind back to the time when, as a beginner, you thought exactly the same thing about white 'b' and theikken tobi in Dia.2. The pattern is similar and so are the arguments. It is just that in Dia. 1 they are not so clear cut. Let us examine a few sequences. Dia. 3 shows black attacking a weak white group with the hazama tobi, a reasonable approach in this position since black is very strong in the surrounding area. White escapes for a short distance up to 6 but black's wall is quite sufficient to contain him. Notice here that white does not even have the beginnings of eye shape. It is this complete failure to make eyes which makes 1 and 3 so attractive as an attacking combination.



Dia.3

Dia.4

Another possibility is shown in Dia.4. Black 1 often becomes tesuji when white is rash enough to poke through the hazama tobi. In this variation white may well lose his whole group but the point I wish to emphasise is the fate of the marked white stone.

Black 5 in Dia.3 is not the only possibility either, sometimes it is possible to enclose white completely by playing at 'a', then answering white 6 at 'b'.

With these variations up your sleeve white 2 begins to feel not like an obvious weakness so much as placing one's head in a lion's mouth. Only when you feel the ground resonating to the sound of your opponent's groups crashing about you, however, will you begin to appreciate that this is the most powerful attacking combination in the game.



Frank May (left) and Matthew Macfadyen at the end of the last round

At the beginning of January, 150 people collected at the Inter-Varsity Club in Covent Garden and played go together for four days; they also played other things, ate a lot, drank a lot and caroused generally and the following things happened:

- Matthew Macfadyen won everything
- None of the 1 kyus won a prize although their average performance was reasonable resulting in five promotions to shodan
- The shodans, who usually get slit up by ascending 1 kyus, acquitted themselves well and walked off with three of the prizes.
- The bar was set at 4 dan, thus causing the 3 dans to lose fewer of their first round games than if it had been set at 3 dan
- The little bird of 20 kyu who took 7 stones from a 12 kyu in round 1 and eventually played the same 12 kyu an even game in round 8 has been recaptured and caged at 12 kyu

Prizewinners were: M Macfadyen, 5 dan (GB); J Diamond, 6 dan (GB); E Novak, 4 dan (A); L Solleveld, 2 dan (N); H Fearnley, 1 dan (GB); D Goto, 1 dan (GB); A Levine, 1 dan (F); E Puyt, 2 kyu (N); W Brakes, 4 kyu (GB); A Cates, 6 kyu (GB); J Ingleby, 6 kyu (GB); J MacAnally, 6 kyu (GB); A Helmert, 7 kyu (D); B von Gersdorff, 10 kyu (D); P Spletstosser, 11 kyu (D); A Finch, 20 kyu (GB) The Lightning Tournament was won by M Macfadyen, J Barty, 3 dan (GB) came second and Lutz Mattner, 4 dan (D) was third. Overleaf we give a game from the tournament.

This game features two of Britain's rising first kyus. Indeed one of them has already risen, Harold Lee was promoted to shodan after the tournament. Harold has the white stones, black is Alastair Well. Comments are by Matthew Macfadyen.

White 8 is not joseki and not good. Black 13 was too generous, he can block white 12 and obtain magnificent influence whereas the result up to 19 is not much better than even.

White 34 was extremely ambitious. Black tried to treat this invasion with complete contempt by playing 35 but he might have done better to settle for mild derision by playing 38. It is very hard to see how white could live.

Up to 48 black succeeded in cutting white off, but also in forcing him to make two eyes, so white's impudent strategy had succeeded.

White continued to play as if the whole board was his by right, and indeed this seemed true as he captured the lower side at 80, lived on the left and survived in the upper right corner (a bit close that time, 99 is a smart tesuji which many shodans would miss).

By 130, black had lost virtually all his territory and the middle was simply not big enough to win even if he took it all. Harold was not content, however, to have his cake and eat it, he wanted to steal the other man's icing as well. This may seem a little greedy, but one cannot complain about a strategy which meets with such resounding success. Black resigned after 184.

In the localised fighting the players were quite closely matched. White's advantage lay in his colossal optimism. Harold believed in his groups, therefore they lived. There is much to be commended in this attitude, those who restrict themselves to attempting only those things which are possible often miss out on the exciting parts of life.

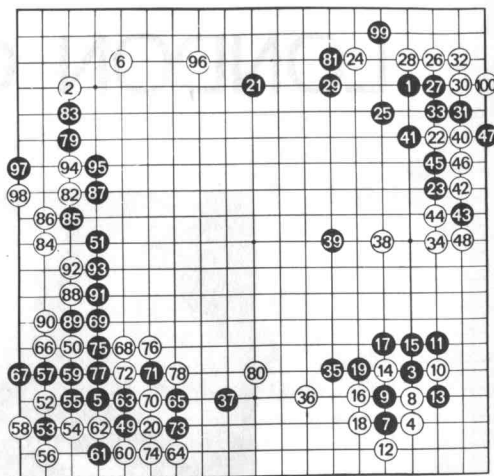


Fig. 1 (1 - 100)

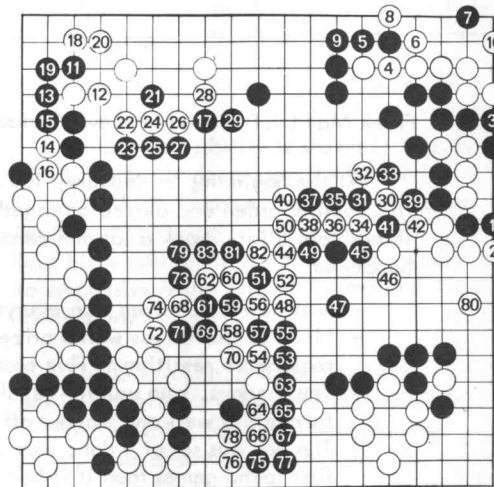


Fig. 2 (101 - 184)

143 connects
184 connects

NEWS

FROM JAPAN -

The dominant players last year were Cho Chikun and Otake. In games between these two Otake finished the year ahead by 7 - 6, beating Cho 2 - 1 in the playoff to challenge Fujisawa Shuko for the Kisei title. Among their more interesting encounters was a game in the Meijin title (which Cho eventually won 4 - 1) when Cho asked the referee whether it was his turn to capture a ko, the referee said yes, Cho took it, Otake said no - and he was right. No resolution could be agreed so the game was declared void.

The Oteai, the professional grading tournament, was to have been replaced by a new improved system in 1980. The decision has now been deferred to 1982, and meanwhile all the 1980 games are being crowded into a couple of months using the old system.

PROMOTIONS

A record 12 promotions were made after the New Year Congress in London. New Shodans are Simon Clark, Andrew Grant, Tim Hazelden, John Hobson, Harold Lee, Paul Robinson, Bob Thompson and John Welch. Three long standing shodans; Jim Clare, David Goto and Harry Fearnley, move up to 2 dan, and Matthew Macfadyen becomes the fifth European 6 dan (the others are Jurgen Mattern from Berlin, Manfred Wimmer - originally Viennese but now a professional 2 dan in Osaka, Ronald Schlemper from Holland and our own Jon Diamond).

ANGLO - JAPANESE MATCH

Every so often, the London Japanese challenge the locals to a go match. The 23rd November was such an occasion, and three rounds preceded an excellent meal at the Kiku restaurant in Mayfair. The match resulted in the narrowest of wins (32 games to 31) to the Japanese.

BORING WEEKENDS?

Sometimes - but not among your editors. Jim Barty and Matthew Macfadyen, perceiving this as a potential problem one weekend in November, drove to Berlin - only 20 hours each way - and picked up: some interesting multi-coloured East German visas; a puncture; a gear stick (this was meant to be attached to the gear box but it's all part of life's rich tapestry); another resounding win against J Mattern, the one time European Champion; first prize in the Berlin Tournament; and an entertaining interview with the Dutch police. Go is a fun game.

LOST

Some years ago the BGA was given six collapsible demonstration boards. These have been passed from club to club and resurface from time to time, but the present whereabouts of only two of them is known to the BGA committee. Can anyone who has one of these please let the secretary know?

NEW BOOK

The Proceedings of the 11nd Seminar of Scientific Go theory (1979) by K. Heine. A survey of state of the art Go theory, with contributions by Wilcox, Kramarczyk, Schilp, Colombera and many others. Now available from S. Dowsey, or direct from the Editor, K. Heine, Kleiststrasse 67, 294 Wilhelmshaven, West Germany.

TOURNAMENT CALENDAR

HAMMERSMITH 1 Feb. (3 rounds)
Contact: G. Kaniuk 35 Clonmore St. SW18
Tel: 01 874 7362

PRAGUE 12 - 15 Feb. (6 rounds)
D. Prokop, Laubova 8, 13000 Praha 3.
Czechoslovakia. Tel: 276565.

LONDON 14 - 15 Feb (5 rounds)
A. Grant, 1 Kent St. Plaistow London E13
Tel: 01 472 6073

MALVERN 28 Feb 13 X 13, 7 rounds
(British small board Championship)
R. Granville 11 Mulberry drive, Fruitlands,
Malvern Worcs.

BRITISH SCHOOLS' CHAMPIONSHIP
Birmingham, March 1
S. J. Dowsey, 6 Belsize lane, London NW3
Tel: 01 - 794 - 9881

CAMBRIDGE March 14 (3 rounds)
G. Stott, 22 York St. Cambridge CB1 2PY
YORK April 10 - 12 (6 rounds)
(British Go Congress)
M. Cockburn, Langwith Coll. University of
York, Heslington, York

LUXEMBOURG (5 rounds - 1st. prize:
ticket to Japan) 1 - 3 May.
R. Stoffel, 11 rue de la Liberation,
Mamer Luxembourg.

BRACKNELL May 9 (3 rounds)
V. West 5 Buckingham Ct. Wiltshire Rd,
Wokingham, Berks

PODĚBRADY 23 - 25 May (6 rounds)
V. Nechaničský, Gottwaldova 1590 176
28802 Nymburk Czechoslovakia

AMSTERDAM 28 - 31 May
P. Zandveld (020 - 152941)

LINZ (Austria) July 25 - Aug. 9
(European Go Congress)
A. Steininger 4020 Linz, Weinerstrasse 69



Various view from the London Open -
clockwise round we have : Berthelet (I)
v. Roads; a general view of the middle
playing room; Barty (I) v. Mattner with
van Grieken doing byo - yomi.



Life in the slow lane

This game was given to us by
Richard Granville, 1 kyu, he is giving
five stones to R E Newton, 9 kyu.

Comments by Jim Barty
and Matthew Macfadyen

W22: This is the first mistake in the game,
it is unthinkable not to play 23.

B23: Correct, white is now sealed in to
his considerable detriment.

B25,27: Big, but slow.

B41: Black really has to save the key
cutting stones 33 and 39, the stone 75
has done its work and is now
expendable.

W42, B49: This sequence is a resounding
success for black, catching the two
white cutting stones should be enough
to win the game.

W52: This move is small and inefficient
territorially and it allows black to seal
him in, white's group should leap into
the centre and join in the rest of the
game.

W56,70: White embarks on creating
another group and living with it
locally, again he gets totally surrounded
and his group can't join in the rest of
the game, this is very inefficient use
of stones. The group, in fact, is only
alive in ko.

W74: A deep invasion but it has become
necessary for white to overplay.

B75: May be better at 77 to force white
towards black's wall.

B77: A better move than the push is the
knight's move, see the start of the
new 'shape' series.

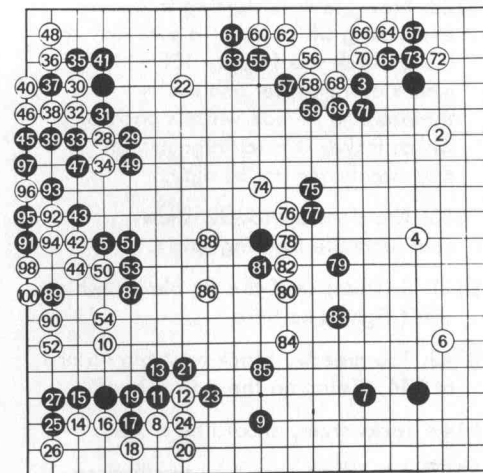


Fig. 1 (2 - 100)

99 connects at 96

B87,89: This shows excellent thinking,
black is keeping white's groups
separated and has a fair thrash at
killing the one on the side before
turning to white's liabilities in the
centre.

B91: Not best, if at 94 it would probably
have killed the whole white group.

W96: Maniacal, black should reply at
98 immediately.

B99: A wasted move, if white captures
two stones black can throw in a
stone and still take the eye away.

Continued overleaf

W108: The atari at 109 is better because there is then no possibility of black making the large territory which he completes with 117.

W116: Cowardly, should connect at 117.

W118: Too small, black can ignore this.

B123: Now black is starting to answer everything white does, a sure way to lose. Black should play 130 which makes a big corner and really threatens to invade white's position, which makes it much bigger than any merely territorial play.

B133: The right approach, shows commendable fighting spirit.

B141: Brilliant stuff this by black, white can't fight a ko here.

B143: Too greedy, black must play atari at 144, living on the side is hard.

B149: lacks style, should be at 150.

B157: Appalling, can't be worth more than about four points.

W158, 159, 160: Good sequence for white.

B163: Good thinking.

W182, 183: Losing this liberty on the four white stones gives black the chance to cut and capture, always think beyond the first atari.

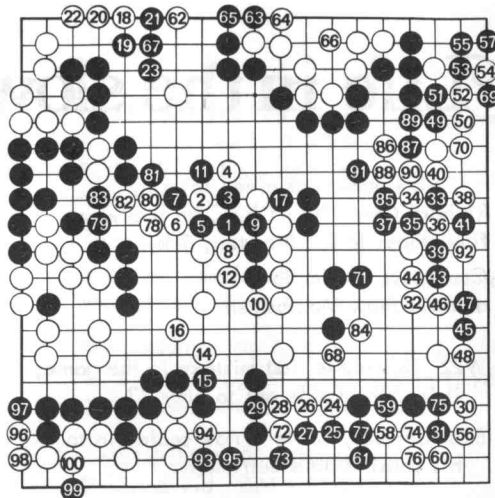


Fig. 2 (101 - 200)

113 at 102

142 at 133

W184: Why not kill the big black group by playing at 195 and extending upwards?

B193: Now black has two secure eyes and white has run out of ways to try and win. The final margin was six points to black.

Moves after 200 omitted

REVELATIONS

by Matthew Macfadyen

This article concerns a relatively recent insight into one of the mustier corners of go theory but contains, I hope, some remarks about the nature of fighting which will be helpful to a wide range of go players.

Ippo-ji is a Japanese term describing the situation where all your territory is in the same place. There is a go proverb which tells us that it is a bad thing to have. The question is why?

The simplest difficulty to understand is that, among mere humble amateurs who make mistakes, there is always a chance that your opponent will live inside. Having no territory elsewhere will be a major disaster. There are, however, subtler problems than this. With all your territory in the same place, your opponent's threats against it are likely to be bigger than any threats which you have, and this allows him greater flexibility in fighting.

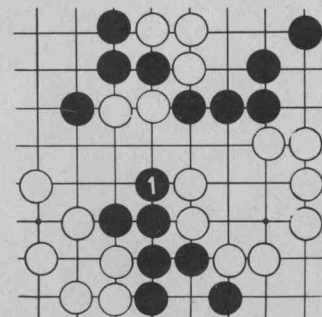
Of course, if there is a ko he has bigger threats, but the problem goes beyond that. Accurate fighting relies on correctly timed forcing plays. Suppose you are involved in some fight which you are going to lose if it is played in a straightforward fashion, then you make forcing plays against some adjacent position so as to make the fight favourable to you should your opponent answer directly. Now suppose that you are using an extremely large forcing move for this purpose - it will then be possible to play out the original fight for a few extra moves committing your opponent to that particular variation, before making the forcing play. Conversely, if the forcing play is small you have to play it very early, before the fight reaches a crucial stage, and it will be easier for your opponent to choose some other variation.

It is this kind of extra flexibility which is the real price of ippo-ji against which the proverb warns us.

solutions to problems

MAKE IWAMOTO RESIGN - SOLUTION

Black 1 is a strange shape, but it is necessary and sufficient to kill the two white stones.

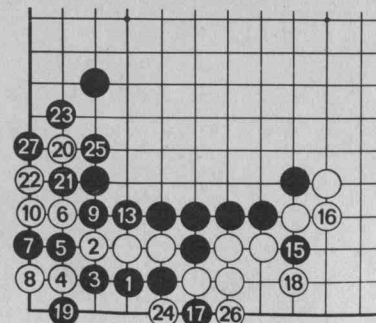


Solution to problem in the Barty - Rigo game:

Black should ignore the fight on the side, which he cannot win, and cut off the 12 White stones in the centre. These only have two liberties, white cannot escape, and his only honourable reply would be to resign.

Solution to Joseki Problem.

Black 15 and 17 are vital. "Two hanes are worth a liberty" as the proverb says - after 19 black has four liberties, not three and can capture White thanks to his original two point extension.



11 at 5, 12 at 7, 14 at 5