



Two old lions at the British and two younger ones at the Schools Championships.

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碁 50p



Right: Mr Nagahara Yoshiaki  
6 dan professional,  
visiting Britain in July.  
His itinerary is on p17.

Below: A shopwindow in Tokyo.





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## TECHNICAL TERMS used in this issue

ATARI: An immediate threat to capture  
 DAME: a neutral point  
 FUSEKI: the opening, or an opening strategy  
 GOTE: not having, or losing the initiative  
 HANE: bend round the opponents stones  
 JOSEKI: standard sequence, usually in the corner  
 KIKASHI: forcing play  
 KOMI: a points handicap, usually given to white to compensate for playing second  
 MIAI: two plays so closely equal in value that both become unimportant  
 MOYO: a loose territorial framework  
 SEKI: an impasse in which adjacent eyeless groups are unable to capture each other  
 SENTE: having, or retaining the initiative  
 TAISHA: a joseki notorious for its complexity  
 TESUJI: a locally skilful play  
 YOSE: the endgame

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# Challenger's Tournament

by MATTHEW MACFADYEN

Monday afternoon and still raining - a damp crowd clap unenthusiastically as the local fire eater completes his act, at least he's quieter than last year's one man band. Inside the Piazza, Jim Bates' attempt to become 1981 British Go Champion fizzles likewise, he has killed two groups of David Mitchell's stones, but lost all his territory in doing so and it isn't big enough. Terry Stacey keeps on fighting the ko, seemingly unaware that the tournament is over and he has won.

An hour later, Gary Roberts made the losing error, leaving Terry a perfect record for the second time, and challenger for the British Championship for the third.

Complete results are as follows:

T. Stacey	. 1 1 1 . 1 1 . . . . 1 . . 1 . . . . . . . . . . 1 . . . . . . . . . . 1	8
D. Mitchell	0 . 1 0 1 1 1 . . . . . . . . . . 1 . . . . . . . . . . 1 . . . . . . . . . . 1	6
J. Bates	0 0 . 1 1 . . . . 1 1 . . . . . . . . . . 1 . . . . . . . . . . 1 . . . . . . . . . . 1	6
J. Barty	0 1 0 . . 0 1 1 1 . . . . . . . . . . 1 . 5	5
R. Berry	. 0 0 . . 1 . 1 . 0 1 . . . . . . . . . . 1 . . . . . . . . . . 1 . . . . . . . . . . 5	5
G. Roberts	0 0 . 1 0 . . 1 . . . . . . . . . . 1 1 . 5	5
M. Hollings	0 0 . 0 . . . . . . . . . . 1 . 1 . 1 . 1 . . . . . . . . . . 1 . . . . . . . . . . 5	5
J. McLeod	. . . 0 0 0 . . . . . . . . . . 1 1 . 1 1 . . . . . . . . . . 1 . . . . . . . . . . 5	5
A. Wall	. . 0 0 . . . . . . . . . . 1 1 1 . . . . . 1 0 . . . . . . . . . . 1 . . . . . . . . . . 5	5
S. Dowsey	. . 0 . 1 . . . . . . . . . . 1 . . 1 . 0 1 1 . . 0 . . . . . . . . . . 5	5
M. Amin	0 . . . 0 . . . 0 . . . . . . . . . . 0 . 1 . . 1 . 1 . . 1 . . . . . . . . . . 4	4
S. Clark	. . . . . . 0 0 0 0 . . . . . . . . . . 1 . 1 . . . . . . . . . . 1 . . . . . . . . . . 4	4
R. Granville	. . . . . 0 . 0 0 . . 0 . . . . . . . . . . 1 1 1 . 1 . . . . . . . . . . . . . . . . 4	4
D. Cann	0 . . . . 0 0 . . . . . . . . . . . . . . . . 0 1 1 1 . . . . . . . . . . . . . . . . 4	4
H. Fearnley	. . . . . . . . . 0 . 0 1 0 . . . . . . . . . . . . . . . . 0 1 1 1 . 1 . . . . . . . . . . 4	4
W. Gregory	. . . . . 0 . 0 0 0 . . . . . . . . . . . . . . . . 1 1 . . . . . . . . . . . . . . . . 4	4
T. Manning	. 0 . . . . . . . . 1 1 0 . 0 . . 0 . 3½	3½
N. Webber	. . . . . . . . . . 0 . . 0 . 1 0 . 3½	3½
A. Grant	. . 0 . . . . . . . 0 . 0 0 1 0 . 3	3
T. Hazelden	. . . . 0 . . . . . . . 0 . 0 0 . 3	3
P. Robinson	. . . . . . . . . 0 . . . . . . . 0 0 . 3	3
P. Smith	. . . . . . . . . . 0 . 1 0 . . 0 0 . 0 0 . 2	2
J. Welch	. . 0 . . . . . . . 0 . 0 0 1 . . . . . . . . . . 2	2
J. Smith	. 0 . . . . . . . . . . 0 . 0 0 0 0 1 . . . . . . . . 2	2
J. Hobson	. . . . . . . . . . . 0 . . 0 . 0 . . 0 0 0 1 . 2	2
J. Rastall	0 . . . . 0 0 . 1 0 0 0 . . . . . . . . . . 1	1

The Challenger's Tournament has two main functions, one is to establish a pecking order among the country's top players, the other is to give first kyus and shodans who have done well during the year a chance to take on the establishment. This year there was actually only one first kyu in the tournament, all the others having been promoted since qualifying, but Alastair Wall's five wins out of eight ensured his immediate promotion to shodan.

This game was played in the last round of the tournament, Terry Stacey has the black pieces, Gary Roberts is white, comments are by Matthew Macfadyen.

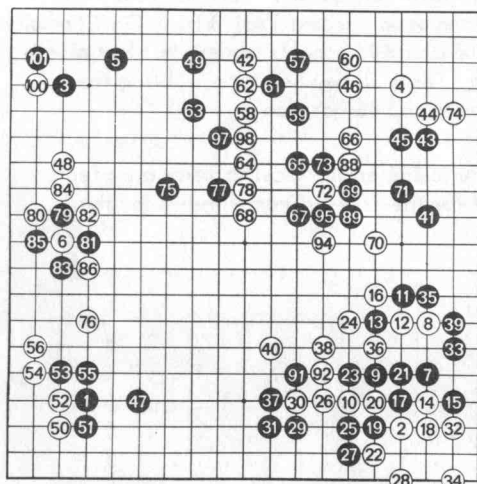


Fig. 1 (1-101)

87 ko	96 ko
90 ko	99 ko
93 ko	102 ko

White 14 is normally played before 12, while white 8 is still light. Terry tried to capitalise on this slight error by pressing hard against the corner at 15, but up to 24 his plan misfired - 25 is not big enough to compensate for white's strong central position

Gary wasted a move with 34 - the corner is already alive. Dia. 1 shows the usual way to kill this shape but it doesn't work. Black's weakness at 6 means that white can play 6 and 8 preventing black 'a' after 12.

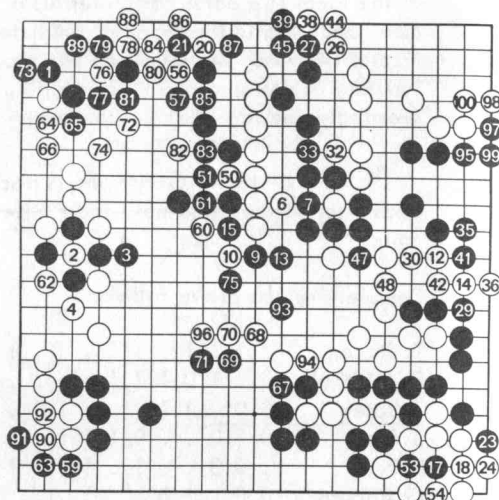
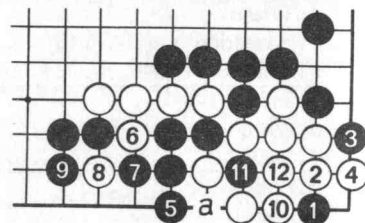


Fig. 2 (101-200)

5 ko		
8 ko	28 ko	46 ko
11 ko	31 ko	49 ko
16 ko	34 ko	52 ko
19 ko	37 ko	55 ko
22 ko	40 ko	58 ko
25 ko	43 ko	

Due to Gary's slow play in the corner, Terry was able to make secure positions on both sides and obtain a good result.



Dia. 1

Terry felt afterwards that 63 was too greedy, and should simply have been at 65 to keep well ahead in the race for the centre.

A large ko developed on the left and lasted for nearly 100 plays during which a huge exchange happened on the right. Throughout this process Gary was slowly slipping behind - 136 for example should have been at 141 to save two points, and 148 could have been one point to the left saving three or four points but conceding a ko threat.

Black could probably ignore white 150 and kill enough stones to win, but Terry kept calm and waited until he could be sure that a large gote move would do as a threat.

After 163 black is at least 10 points ahead and the game seems almost over. Gary was aware of this and tried something desperate in the top corner. The sequence from 172 to 189 is real handicap game stuff - neither player believed that white could live here until after it had happened, but somehow Gary succeeded in living in sente, thus gaining a slight lead.

Gary promptly threw away about half of his lead by playing 190 instead of 191, but he was still slightly ahead until 250 - this has to be below 249 to save two stones. He thought that the corner could be reduced to seki by playing at 'a' but it doesn't work.

Terry was now clearly ahead and gave Gary no more chances, winning the game by 4 points.

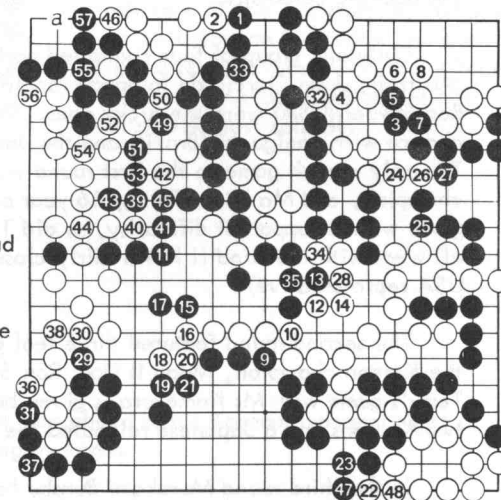
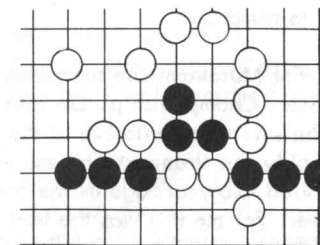


Fig. 3 (201-257)

PROBLEM 1

Black to play and catch the two white cutting stones. This is an old fruitgum of a problem. First believe it can be done, then follow the Holmesian dictum and eliminate the impossible. Whatever remains must include the truth. Solution inside back cover.



# JAPAN ~ and beyond

REPORT BY MATTHEW MACFADYEN

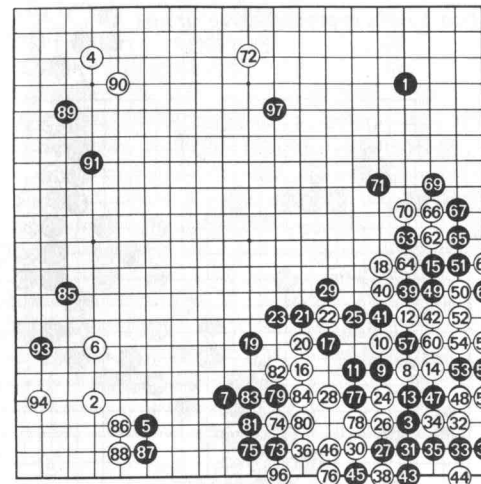
In the present state of world go the most that Western players can reasonably hope for in the World Amateur Championship is to survive to the third round. In order to do this it is necessary to be lucky in the draw, and accordingly interest was keen as the players drew numbered fans from the boxes provided at the opening ceremony.

Only one group of four contained no Oriental players - Helmut Wiltschek (Austria), Juan Garcia de la Banda (Spain), André Moussa (France) and Ron Snyder (USA) were the lucky ones. Terry Stacey also seemed to have some chance with Taniguchi (Brazil) and the Japanese ladies' champion to beat. The only crunch game in the first round was between Hirata Hironori, the Japanese champion, and Ma Xiao Chung, 16 year old boy wonder from China. Ma won his game without apparent difficulty, so did Terry. The various one sided encounters all went with the wind (I lost a fairly close game to Chen Hai Chow, the Western USA representative).

The second round featured three real games: Liu Xiao Kuang (China) beat the Korean champion, Moon Il Doo; Ron Snyder beat Helmut Wiltschek and Terry's game with Ms Kamekura is given below. On the other boards two Chinese, two Koreans and a Japanese relegated the rest of the West to the losers' tournament.

In the third round Murakami Bunsho had little trouble against Park Y. nor Park S. against Ron Snyder and Terry never really believed in himself against the irrepressible Ma. On the fourth board the other two Chinese, Shao and Liu had a surprisingly one sided game. Shao created an enormous moyo covering over half the board; then handled Liu's first invasion beautifully, forcing him to live on a very small scale. Liu invaded a second time but only found space for one eye and had to resign.

For Murakami the tournament was pretty much a replay of the first World Amateur Championship. On that occasion he found himself in the semifinal as the sole representative of the home team and faced by Nieh Wei Ping, probably the strongest Chinese player ever. This time his opponent was Ma, tipped by Nieh two years ago as the one most likely to succeed him as China's top player. For me this was the best game of the tournament, despite its being hopelessly one sided. The first 97 moves are given overleaf ....



Ma (black) vs Murakami, moves 1-97

59 at 53  
92 at 38  
95 at 45

On the other board Shao kept one step ahead of his Korean opponent right through the game and ended up winning by komi.

So, an all Chinese final. The sympathies of the crowd were mainly with the boy Ma, though Shao can hardly be termed a veteran at 22. The game will no doubt be reported in detail elsewhere. For the moment we just note that it was tough and close and, though Ma seemed slightly ahead most of the time, he ended up losing by half a point.

Meanwhile, the various playoffs for places down to 12 continued. Terry lost his remaining games and finished 8th. Moon Il Doo surprised many people by beating Hirata Hironori in the losers' section. Final placings down to 12th are:-

1. Shao (China), 2. Ma (China), 3. Murakami (Japan), 4. Park S. (Korea),
5. Liu (China), 6. Park Y. (Korea), 7. Snyder (USA), 8. Stacey (GB),
9. Moon (Korea), 10. Chen (USA), 11. Hirata (Japan), 12. Shimizu (Canada).



The following commentary is based mainly on discussions of the game with Takemiya Masaki, Honinbo, the chief referee at the tournament, and with Doi, 4th dan professional, who was the Nihon Kiin's representative at last year's European Championship.

White: Terry Stacey 4 dan  
Black: Kamemura Yoshiko 6 dan

White 12 is a good idea - Terry was trying to prevent black from expanding her lower left corner in sente.

Black 21 was too slow - locally it would be better to expand the moyo at 40, but a play at 187 on the top side would be even better.

White 24 was poor - this whole corner was handled badly by both sides - 187 was still the best play. Invading the corner is bound to damage white's prospects in the lower right.

Black 33 is not best - she should play 35 and then if white 36, black can play 64, capturing two stones in sente.

White 38. Both players apparently thought that the corner should become ko but in fact it dies unconditionally if black plays 63. Even if the correct result had been ko, however, it would have been better for white to protect his corner.

Black 43 and 45 were too small - black is putting far too many stones in this corner for the amount of territory gained.

The whole sequence from 52 to 57 was unimportant, both sides should play elsewhere.

White 58 is good and Terry at last got round to playing 60.

Black 63 is an error - it would also have been sente to descend to the

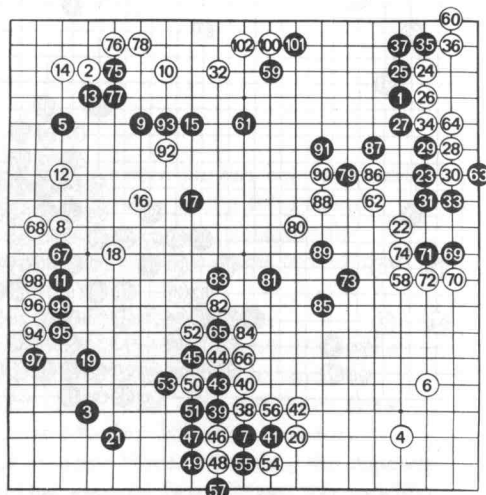


Fig. 1 (1-102)

first line (see problem on page 13 of this journal) and 69 was very conservative - a deeper invasion was surely possible.

White 80 was a bit off the point - Terry eventually had to go back and patch himself up at 88, after which 80 was badly placed.

White 94 was not quite the best invasion point - 95 would have been impossible to kill - and by 100 the major issues of the game have been decided. Black is slightly ahead in territory but her central stones are unsettled, and the result will depend on the extent to which white can use their weakness to reduce black's territories above and to the left.

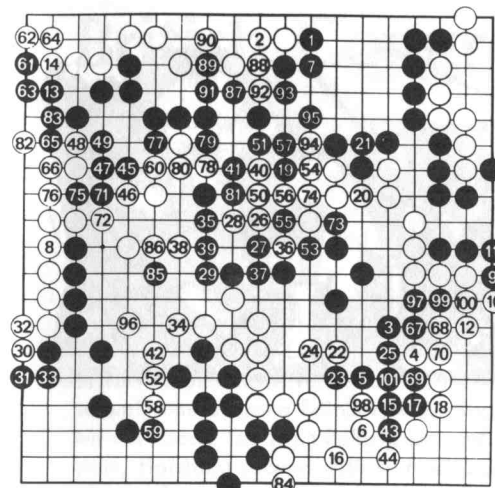


Fig. 2 (101-201)

Black 107 should be at 108 - if white answers then his group is weakened and black gains about 6 points in sente - if not then his sequence 94-98 becomes meaningless. When Terry played 108 he was sure that he was ahead - but by no means certain that he was going to win.

Black 115 was a slight error because 116 is a good answer to it, but on the whole the yose was played accurately by both sides. When Terry played 184, worth  $2\frac{1}{3}$  points in reverse sente, the result was clear.

White wins by  $4\frac{1}{2}$  points.

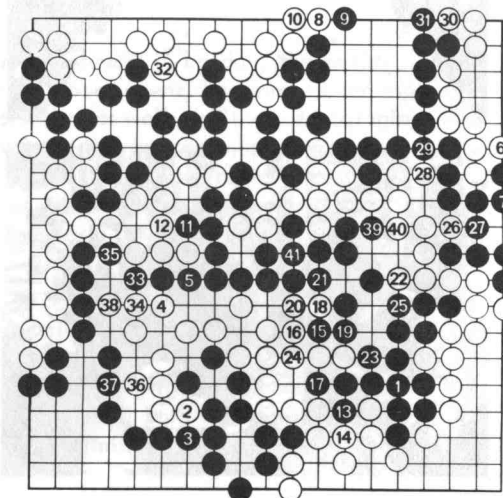
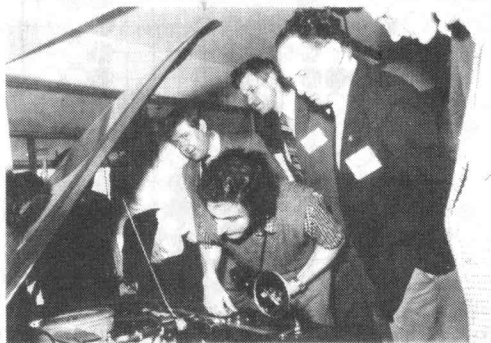
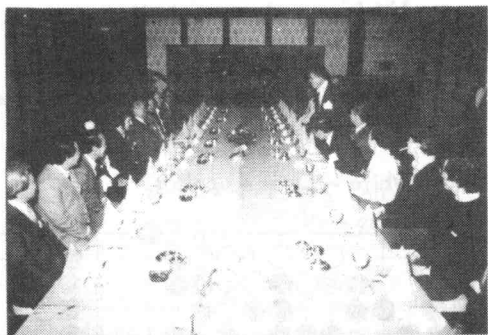


Fig. 3 (201-241)



Korea 1981 - Matthew losing to professionals (left), and amateurs (right)



Stopping points in Korea: Prelude to another banquet; scrutinising the innards of Korea's first home grown car; and eating traditional potato cakes in the open at a folk museum.

After the World Championship, a group of Europeans went to Korea for a week at the invitation of the Hankook Kiwon (Korean Baduk (go) Association) and sponsored by the Korean Economic daily newspaper. Language problems were mostly sorted out by our two delectable interpreters, though things sometimes got a little complicated (the Hungarian translating Russian into English so that the Czech could understand a Korean).

Korea is a very attractive country, though in March still somewhat brown at the end of a severe winter, and conveys a powerful impression of its furious (and very effective) struggle to join the industrialised nations of the world. The capital, Seoul, has doubled in population to around 8 million over the last ten years, and new buildings and machines are evident everywhere.

So far, however, the headlong rush into the 20th century has not succeeded in spoiling a tradition of hospitality on a grand scale which we were to sample to excess and with considerable enjoyment. A week is not nearly long enough to get the hang of so different and exciting a country, and several of us will be looking out for opportunities to go back there.

## British Congress

REPORT BY  
MATTHEW MACFADYEN

York University is a wet place, populated by many ducks. In between the ducks there are lakes, mostly, but also a few buildings and in some of these the 1981 British Congress was held. Those of us who prefer the wet bits in pint glasses were well provided for, but John Allen seemed to find the lakes irresistible and was still playing ducks and drakes with his wallet when most people were on their way home.

Since the initiative of the New Year Tournament in London, the British Congress has ceased to be much of an international event, and some of the top British players have left it out of their calendars as well, so it was encouraging to welcome a strong Edinburgh contingent including a German and a Chinese. Mr He Xiang Tao from Peking entered as 2 dan, but seemed rather stronger than that, finishing second with five wins out of six. I managed to keep my nose clean, though my game with Harry Fearnley was a bit of a struggle, and also won the lightning tournament.

Prizes also went to: K P Tsang 6 kyu, G A Bailey 9 kyu, J Portwood 12 kyu, G Hall 12 kyu, C Webb 18 kyu, D Hurd 19 kyu and O Pye 20 kyu, all with five wins. A special junior prize was won jointly by Nigel Alderman 15 kyu from Ipswich and Jason Grossman 20 kyu from Leeds, both with 4 out of 6. S P Smith from Newcastle was second in the lightning tournament and Malvern won the team prize.

## LUXEMBOURG

REPORT BY TOBY MANNING

What must be the smallest national go association in Europe bravely organised one of the largest go tournaments in Europe - second only to Amsterdam in attendance. The British contingent consisted of three people from the UK and four ex-patriots. Terry Stacey, with 4 out of 5 in the top division, had the best British result.

The venue was the small town of Mamer, and the tournament was notable for the background work of the organisers. Sponsorship was obtained from Korean Air Lines, Martini and a cigarette manufacturer; also there was a formal reception at which the Mayor of Mamer gave a speech. But most important, a good time was had by one and all.

The tournament was split into separate divisions as is common on mainland Europe. The top two divisions (1 kyu and stronger) played 5 rounds, 1½ hours each; the bottom two played 7 rounds with 1 hour each. This approach, with the stronger players having longer time limits than the weaker ones might bear further examination.

# PARIS

REPORT AND GAME COMMENTARY BY JIM BARTY

About a hundred people turned up to this tournament including a dozen British. Paris at Eastertime was a bit colder this year than it has been in previous years but we all made up for this by playing some pretty hot go. The tournament had a delayed start because all the lights fused right at the beginning, but with the help of an electrician everything got under way. It was rather a curious tournament, it was run on a McMahon system but without a bar at the top end. Prizes were given on the basis of number of wins. If players with differing McMahon scores were matched together then a handicap was given. The eventual winner of the tournament, Frederic Donzet, lost his first game, so that when he played Terry Stacey (3 dan vs 4 dan) Terry had to give him two stones. Donzet won by one point.

On the whole the British players did well, particularly in the early rounds and many chocolate rabbits came back with us.

David Walker started the tournament well and by the fifth round found himself matched against a 1 kyu, this is what happened.

Paris Round 5  
 Black: D Walker 4 kyu  
 White: Clemot 1 kyu  
 Komi: ½ point.

B21: This is not urgent. The whole point of playing a chinese fuseki is to destabilise the white group that forms on one side of the stone 5. This enables black to make territory the other side while attacking the weak white group. So 21 must be at 22.

B23: Two points about this move:  
 (1) locally it is correct because it secures a definite connection with 17 and is some help in dealing with invasions between 15 and 17. But

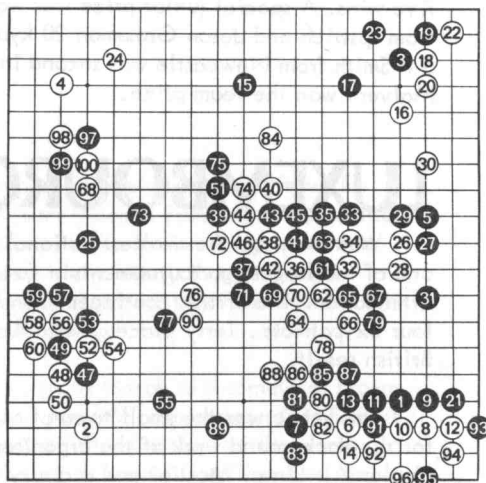


Fig.1 (1 - 100)

white must follow it immediately with the atari on 19 before black can hane at the 2-1 point.

(2) This area of the board is small so black should not be playing here at all. His only interest would be to destabilise the white group, but after 22 this can't be done.

W30: White can't afford the luxury of this move, black should respond by attacking the two heavy white stones vigorously with 32, 33 or 34.

W34, B35: Too heavy - a bad exchange for white.

B37: Correct!

B41: Awful! Immeasurably strengthens the white group and makes a nonsense of 37 and 39. The only gain for black is a chance to cut off four stones (by playing 61) which cannot be worth as much as the extra strength he has given white in the centre.

B53: The atari is bad (as usual), black should simply play 56 - 54 would still be the best reply for white.

B61: This is not very big and contradicts 51 because it strengthens white's group.

B69: A wild attack.

W70: Cut first, think later - he must play at 71.

W94: Suicidal. White must play the atari on 93.

B95: Fails to kill, the correct move is to extend from 93 to the 2-1 point, leaving insufficient space for white to make two eyes.

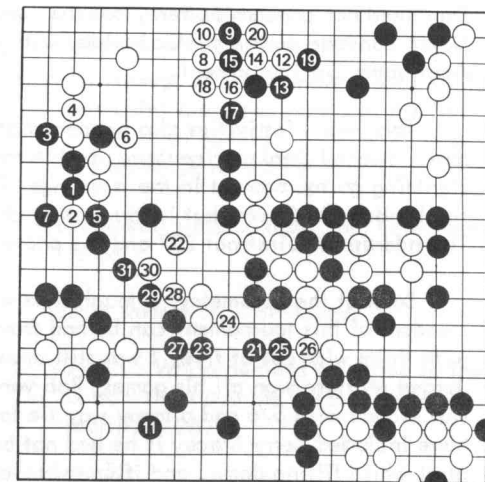
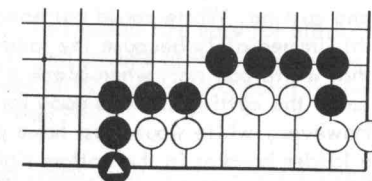


Fig.2 (101 - 131)

B131: The record stops here. The game is still quite close but white has rather the better of it unless he allows his centre group to die. Actually, black continued to attack it in the same blunt and hasty fashion, and lost some of his own stones in the process. White won by 34½ points.

## PROBLEM 2

In the commentary on Terry Stacey's game with Miss Kamekura we claimed that Black ▲ was sente against the corner - why? Solution inside back cover.





# AMSTERDAM

BY MATTHEW MACFADYEN

A couple of kilometres South East of the centre of Amsterdam there was once a gasometer. Nowadays it has a new roof and goes under the name of Sporthal Oost and is the nucleus of an annual festival. Why it is called Ascension Day need not concern us here, but the important feature is that this is where the Dutch convene on the public holiday with which they celebrate the start of the Amsterdam Go Tournament.

This year's festivities also happened at the other end of the town where the newly opened Denksportcentrum (denk = think) celebrated its existence with a lightning go tournament in the evenings. This is a venture along similar lines to the London Go Centre but incorporating chess, bridge, backgammon and two bars. The address is Tuinstraat 237 and the phone number (020) 250543.

Back at the gasometer, a tough time was had by all - some idea of the standard of this tournament can be had from the fact that after a fairly mediocre start with three wins out of five, I was still drawn against a five dan in the last round. Jurgen Mattern won all his games, Rob van Zeijst, the new Dutch champion, was second with 5/6 and a many way tie for third place included me and would have included Terry Stacey if he had not been so careless as to put his group in atari while filling dame, and if Ernst Novak had not been so rude as to take it off.

None of the British players did spectacularly well, despite frequent infusions of remarkably good coffee, but what can you do against 26 Dutch first kyus? ..... make them shodan and give them to Harold Lee - here is what happened to Mark Gooskens whose misfortune it was to suffer this treatment. Jim Barty takes up the thread:-

Black: Mark Gooskens 1 dan, NL  
White: Harold Lee 1 dan, GB

W12: It is odd to start the taisha with 10 and immediately chicken out with 12. the 5,000 variations start when white plays 12 between 3 and 11.

B17: This play stops white from pushing and cutting. White could not have done this immediately because the ladder that white can start when black tries to catch the cutting stone is good for black. However, white would just have played a ladder breaker in the bottom right hand corner which would have left black in a very awkward position.

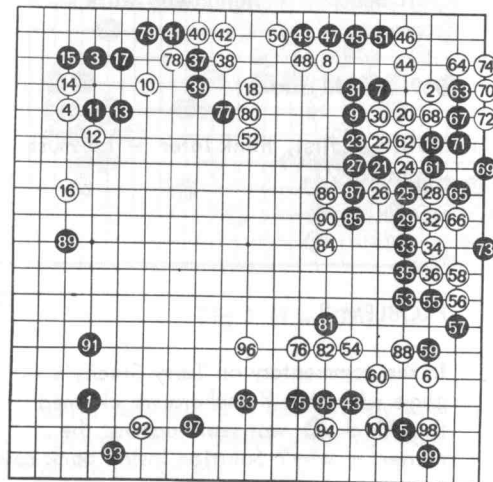


Fig.1 (1 - 100)

W18: This play feels bodgy and gives white a fragmented position. Because 6 is sitting sitting there down the bottom of the right hand side it would be sensible to develop the right side with a play at 62. The stone at 8 would remain a problem for black because he has no move to kill it cleanly.

W22 & 24: A horrible vulgar sequence which should have lost white the game. Correct play for white in this position is to push at 62, cut when black blocks and quietly capture 19. You may complain that black will build thickness in sente but there is still the weakness at the waist of the knight's move (ie at 23) to worry black while white has no worries.

W30: Ugh! Is sente really worth it? The answer is no. Erase such moves from your vocabulary and connect at 61.

B37: The momentum of the pushing struggle demands that black extend to 53.

W38: These stones are light so white need not answer 37 but should "hane at the head of 'n' stones", that is, play 53 immediately.

W44: A huge move but not as urgent as 53.

W54: Inventive play, no doubt white is aiming at pulling out 26, but this sort of move can easily end up on a dame.

W56-B69: This sequence leaves W6 and 54 in a pretty desperate plight, white's urge to take sente all the time is making life very easy for black.

W60: Since this doesn't prevent black from connecting his groups up ( by

playing a diagonal contact play from 5 to 6) it has the look of a dame to me.

B61-W74: Black burns off a few ko threats.

W78: This loses white the chance to play 79 himself later on, but weakens black in the centre.

W80: Heavy. A better move would be the one point jump two points to the left of 52 - in conjunction with 78 this leaves black no satisfactory reply.

B81: A well timed kikashi, not unrelated to 26.

B83: A smooth flow of moves.

W84-B87: White decides his group in the bottom right quarter is too weak so he sacrifices 26.

W88: Big but not so important now that the cutting stone is firmly in black's grasp.

B89: Good vigorous move. The white group is sufficiently weak to make this playable.

W90: Regal, but nonsense. Treat kikashi lightly! The best moves in this area are all one point jumps.

B91: Black, bewildered, sets about making territory. However, the correct play in this position is 96 which is the focal point of two opposing moyos.

W92: This makes life easy for black; why not invade at 93 which makes miai of 97 and the 3-3 point in the corner?

W96: Good calm move, white's problem is to stay in the game at all.



B109: A nice move, white is beginning to lose control completely.

W110: Bizarre, if black were to pull out his three stones then white would collapse.

B111: But black goes to sleep.

W120: Unlikely.

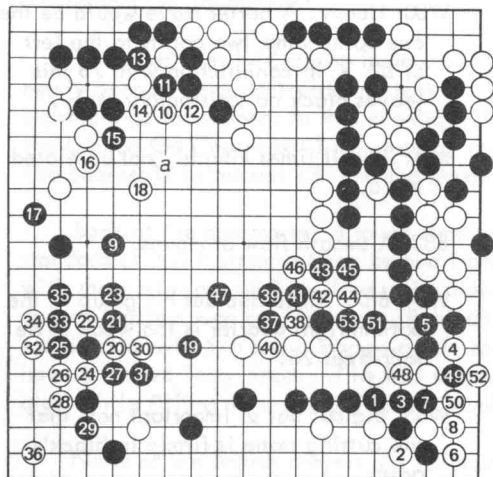


Fig.2 (101 - 153)

B121: If black were just to play 122, W120 would look very silly.

W122: 121 has given white a glimmer of hope.

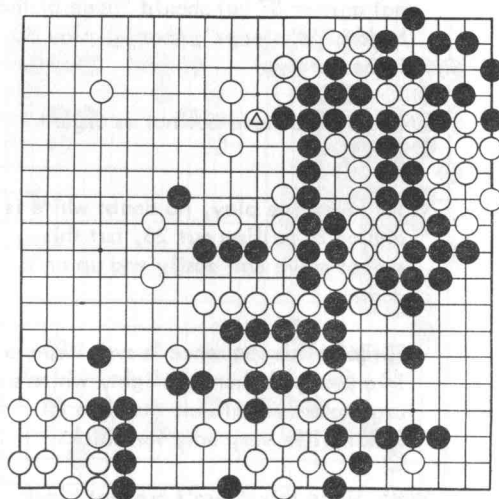
B123: Extend in answer to a crosscut, yes, but here black must extend to 125, then white would still have no good move.

W124-136: Easy, easy!

B153: The last move recorded, the game is close on the board now. Black has the more promising position with interesting possibilities like 'a' to consider playing (this might well catch four white stones as white still has to live with his group on the left). Though it may be that black was still suffering from shock after white lived in the bottom left corner for white went on to win the game by resignation.

### PROBLEM 3

This position comes from the first round of the losers' tournament in the World Championship. Black (Macfadyen) has killed an awful lot of stones on the right side and white (Lopez Herrero, Argentina) needs most of the upper left to compensate. He has just played  $\triangle$  threatening to make a seki in the centre - but black has a devastating reply. Can you see why white resigned two moves later? Solution inside back cover.



# NEWS

## CAMBRIDGE

Report by Graham Stott

There was a good turnout of 74 people for this year's Cambridge Trigantius tournament. The winner was Kong Ven-nien (Cambridge, 3 dan) a visitor from Peking who beat Shozo Toshioka (Cambridge, 3 dan) a visitor from Japan in the deciding game. This was the second year running that Mr Toshioka had lost the crucial game. Charles Matthews (a home grown Cambridge 3 dan) won second place on a tie-breaker.

Gary Roberts (Hammersmith, 2 dan) and Richard Granville (Malvern, 1 kyu) both caught the attention of the BGA grading committee with three good wins each. Other prize winners were Mike Cockburn (Hemel Hempstead, 3 kyu), Paul Smith (Newcastle, 4 kyu), Edward Blockley (Malvern, 5 kyu), Peter Hammerton (Norwich, 7 kyu), Colin Foster (Hammersmith, 8 kyu), Richard Borchers (Cambridge, 12 kyu), Graham Clemow (Cambridge, 13 kyu), Mike Terry (Cambridge, 15 kyu), Andrew Maclaren (Cambridge, 15 kyu).

### MATCH: OXFORD v CAMBRIDGE

This was played at Oriel College, Oxford, on Sunday 10th May. There were two rounds, played with handicap less one stone. The teams were 12 strong. Oxford won 14-10.

### CENTRAL LONDON

Monday meetings are being replaced by Saturday afternoons, featuring lectures on various aspects of the game.

## PROFESSIONAL VISIT

This year we are very pleased to welcome Mr Nagahara Yoshiaki, 6 dan, to our shores. The author of the famous "Strategic Concepts", Mr Nagahara has also shown great interest in the development of Western go. If you come along to his teaching sessions you will learn an immense amount about the game.

### Teaching Schedule:-

- Sat 4 July, 15.00 Central London Go Club IVC, 2-5 The Piazza, Covent Garden, WC2
- Tue 7 July, 19.30 Manchester Go Club, Manchester Bridge Club, 30 Palatine Rd, Manch.
- Wed 8 July, 14.00 Leeds Grammar School Go Club, Leeds Grammar School, Leeds.
- Thu 9 July, 19.30 Manchester Go Club
- Sat 11 July, 14.30 Manchester Go Club
- Sun 12 July, 14.30 Manchester Go Club
- Tue 14 July, 19.00 North Staffs Go Club, North Staffs Poly., Madeley, Cheshire.
- Thu 16 July, 19.00 Bracknell Go Club ICL, Lovelace Rd., Bracknell, Berks.
- Sat 18 July, 15.00 Central London Go Club
- Sun 19 July, 15.00 British Lightning Tournament, Hammersmith Go Club, Blythe Neighbourhood Council, 50 Milson Road, W14

For further information please contact the British Go Association Publicity Officer, Stuart Dowsey, 18a Parkhill Road, London NW3 2YN; telephone 01-267 1975.

## NEWS FROM JAPAN

No-one, it seems, can stop the inexorable march of Cho Chikun. Having won the Honinbo League 7-0 he is now 1-0 up in the title match against Takemiya Masaki. Meanwhile, Otake Hideo has successfully defended his Judan title against Hashimoto Shoji, by 3-0. At the other end of the professional scale, Michael Redmond from the USA has become the first Westerner to reach shodan without any string pulling, but Ronald Schlemper will need another year to fight his way to the top of the insei league. And down amongst the mortals, Louise Bremner has been catching the Eastern eye. Our cover photo shows her losing a four stone game to newly promoted professional shodan Ms Ninomiya in a Tokyo shop window - but losing in such exquisite style that she received a 3 dan diploma for it.

## ZURICH

Report from T Mark Hall

On 28 and 29 March the Zurich Go Club was the host for an international go tournament. There were players from most of the Swiss clubs and from Grenoble (France), Frankfurt (Germany) and Milan; the nationalities included Canadians, Americans and Japanese. Groups were all-play-all, six persons, five rounds. The top group was Hall, Takase, Urbainsky, Wakayama, Knopfle and Nakano who finished with scores of 4/1, 3/2, 3/2, 2/3, 3/2, and 0/5. I suppose it only goes to show that Zurich is just another tournament that "even Mark Hall can win"!

## BRACKNELL

Vince West Reports

This tournament has now become a regular event on the British Go Calendar and was held for the third time in the spacious and comfortable conference rooms of the International Computers building on 9 May. Most parts of the country were represented by the 53 players who included four from Manchester and a large party of 9 from Malvern. There was a good spread of grades, with 14 dan players and a welcome 12 of 15 kyu plus. Matthew Macfadyen (6 dan, Reading) was the overall winner for the second time (he last won in 1979). Other players who also received prizes for three wins were D Walker (4 kyu, London), J Hoddy (6 kyu, Bretby), G Bondar (14 kyu, Bracknell), R Inglis (14 kyu, Bracknell), I Rocke (18 kyu, Malvern) and T Glenton (19 kyu, Manchester). Among the dan and stronger kyu players the competition was particularly close and no-one else managed three wins, but R Granville (1 dan, Malvern) and M Cockburn (1 kyu, Hemel Hempstead) qualified for the 1982 Challenger's Tournament.

## EDWARD LASKER

On March 26, 1981, Dr Edward Lasker died in the United States at the age of 95. He learnt to play go in Germany in 1905 and emigrated to the USA in 1914. He wrote "Go and Go Moku", the first introductory go book in English, and he was one of the founders of the American Go Association.

## BUDAPEST

This was a handicap tournament and was won by Lado Omejec 1 dan of Yugoslavia with 6/6. Jim Barty 3 dan came second with 5/6. The other British presence was Matthew Macfadyen 6 dan who scored 3/6. Andras Gondör was the best Hungarian and will receive Austrian sponsorship to play in the European Congress.

## THE LEAGUES

London:-	P	W	D	L	P
Reading	4	2	2	-	6
Hammersmith 2	3	1	2	-	4
S London	3	2	-	1	4
Hammersmith 1	4	2	-	2	4
NW London	3	1	1	1	3
Central London	2	-	1	1	1
Cockfosters	3	-	-	3	-

(P-played, W-won, D-drawn, L-lost, P-points.)

East Anglia:-

	B	C	H	I	W
Baldock			4-1	4-0	
Cambridge				3-1	
Hemel	1-4				3-1
Ipswich	0-4	1-3			
Woodford			1-3		

## HAMMERSMITH

The March, April, May and June Tournaments were won by Jim Barty, Terry Stacey, Frank May and Desmond Cann. These are three round one day tournaments with prizes for everyone with three wins. These events are sponsored by Petcomm Services Ltd.

## PROMOTIONS

T Stacey to 5 dan, J Barty to 4 dan, G Roberts and X T He to 3 dan, J Smith to 2 dan, G Barwood, R Granville and A Wall to shodan.

## TOURNAMENT CALENDAR

HAMMERSMITH Sun 5 July, 3 rounds, 1½ hrs each, venue: Blythe Neighbourhood Council Hall, 50 Milson Rd, London W14. Contact: G Kaniuk, 35 Clonmore St, Southfields, London SW8 (01 874 7362).

BRITISH LIGHTNING Sun 19 July 8 rounds, 15 mins each, sudden death. Prizes for 6 wins or more. Entry £2.50. Venue etc. - see Hammersmith.

EUROPEAN CONGRESS at LINZ 25 July - 8 Aug. 10 round McMahon with many side shows. contact A. Steininger, Weinerstrasse 69, A4020 Linz, Austria.

GUILD TRANSCULTURAL STUDIES Sun 8 Aug, 3 rounds, venue: 21 Avenue Rd, St Johns Wood, London. Contact: P Blomburg, 01 907 4799

HUNGARIAN SUMMER CAMP 9 - 16 Aug. Contact Istvan Rigo, H1026 Budapest II, Pfrany u 3/B Hungary.

NORTHERN 6 and 7 Sept, 6 rounds Contact A. Benyon, 28 Reddish cresc. Lymm Cheshire, WA13 9PT

CHAUX - DE - FONDS 12 and 13 Sept. Group A (3-dan +) without handicap, other games with handicap. Contact: Go, rue de la Chapelle 12, CH2300 La Chaux de Fonds, Switzerland.

WESSEX 25 October (provisionally) (4 rounds) Contact: P. Atwell, 27 Marshfield Rd., fishponds, Bristol.

LONDON OPEN 1 - 4 Jan (provisionally), 8 rounds, Contact: P.T. Manning, 110 Moselle ave. London N22 (01- 889 5247)



## Presidential Letter from Toby Manning.

Sponsorship is a relatively recent phenomenon in the business and advertising world and so far it has, with one or two exceptions, eluded the British Go Association. We are in a poor position compared with mainland Europe, where there is much more go sponsorship around. The argument against sponsorship says that go is not particularly expensive and sponsorship often seems to go into large prizes which benefit a relatively small number of people. But there are many arguments for sponsorship. One is associated with publicity; any organisation offering sponsorship will be looking for publicity from its investment and publicity is badly needed by go in this country.

The question of how one can obtain sponsorship is difficult to answer. There are no simple ways; all important is the first introduction, and this is where every member can be of assistance. Personal contact with the representative of a potential sponsor is the ideal start; anyone can do this. If you think there is a lead worth following, please contact the Publicity Officer, Stuart Dowsey, now at 18a Parkhill Road, London NW3 (01 267 1975) or any other committee member. What is most useful to us is a first introduction, we should be able to do the rest.

## AGM Report

- Toby Manning, Brian Philp and Matthew Macfadyen were re-elected unopposed as President, Treasurer and Secretary.
- Only three candidates stood for the five remaining committee places. Stuart Dowsey, David Goto and Andrew Grant were elected unopposed.
- The subscription rates for 1982 were set at:
 

Club junior	£1.00
Club full rate	£2.00
Unattached	£3.00
Overseas	£4.00
- A repetition of Go Week was planned for the 1981 Michaelmas school half term week.
- There seemed to be some suggestion that the BGA might profit by doubling its subscriptions and spending all the surplus on publicity. This was not pursued at length but may well be raised again.
- The treasurer reported a surplus of £52.11 for 1980.

M R Macfadyen, Hon. Sec, BGA.

Leiden, 5th May 1981

Being a member of the British Go Association, I feel the moral obligation to reluctantly admit the rediscovery last Friday of the oldest mentioning of the game of go in the English language, barring possibly existent translations of Ricci and Trigault. Launched by the diligent studies of Theo van Ees, that eminent, distinguished and nevertheless renowned scholar, I was able to dig up the work of Samuel Purchas (Purchasius from our country as Hyde has it) in the introductory paragraph before the chapter on go which position may be the cause that Sam was never mentioned again by Falkner, Bell, Murray, Boorman nor Polkinghorne -- able to malignantly snatch away the work of Purchas from sight before the tremendous efforts of Theo, in the Leiden Universiteits Bibliotheek.

Don't thank us, don't even make us honorary Overseas members, just do us the return favour of discovering a more honorable 17th century Dutch quote than the 1665 goof.

Sincerely      Jaap Blom

The quote in question, from Samuel Purchas' 1617 'Relations of the world and their religions observed in all ages and places discovered..' reads as follows:

"They have another play which makes the skilful therein well esteemed, though he can do nothing else, with two hundred men, some white, some black, on a table of three hundred divisions. This is used by the Magistrates."

Dear Person

During the Middle Ages wei qi (go) was considered in China to be one of the four sublime pastimes, along with calligraphy, painting, and playing the qin (a stringed musical instrument). It seems, however, that such an opinion was not universally shared; e.g. Liu Pu, writing about 1000 years ago:

"All things of this world I can generally understand; only I cannot bring myself to be defiled by playing go."

He was not alone in this opinion. During the Ming Dynasty Yang Piao Cheng, having asked himself the moderately fatuous question: which is better, the qin or wei qi? answers as follows:

"The quadruplet calligraphy - painting - qin - wei qi has been used since the time of Hui-Tsung of the Sung Dynasty. But in reality the qin is an instrument that embodies Tao, and as such it is entirely different from wei qi. The qin is near to Taoism, it teaches one how to subdue the scheming mind. But for playing wei qi one needs just such a scheming mind. Wei qi experts often suffer from haemoptysis, and general decline in health. The qin on the other hand drives away sickness. . . therefore it is quite the opposite of wei qi."

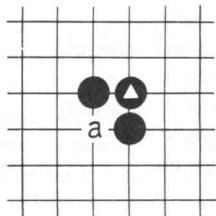
However, as the author was writing what was essentially an instruction manual for the qin, it is just possible that ulterior motives were colouring his judgement.

So perhaps we should not be too despondent if despite our efforts the BGA membership is not increasing exponentially. Things were just as bad in ancient China

Yours faithfully      Steve Heavens

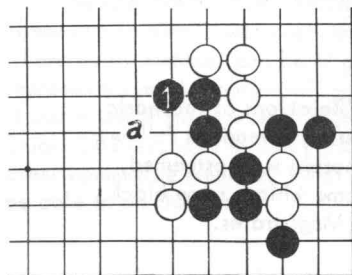
# SHAPE

BY MATTHEW MACFADYEN



Dia.1

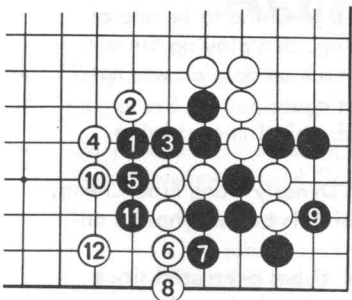
This issue we discuss the 'empty triangle' shown in Dia.1. This is a notoriously inefficient shape; the point being that the marked black stone is redundant unless white plays 'a'. It is nearly always bad to make an empty triangle. The remainder of this article is devoted to some of the exceptions.



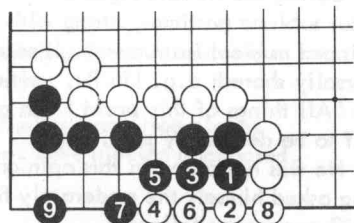
Dia.2

Black 1 in Dia.2 should strike you immediately as unnatural. It is usually better to play 'a' in this shape. White, however, has a nasty tesuji to cope with that. White 2 in Dia.3 allows him to capture the black stones, but only because of white 8, which threatens to throw in to the right of 7.

There are several cases in which it is correct to make an empty triangle on the second line, Dia.4 shows the most surprising of them. Clearly black must do something in reply to white 1, but if he tries 1 in Dia.5, white has the good yose sequence shown.



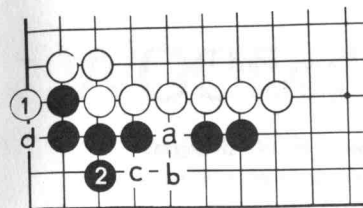
Dia.3



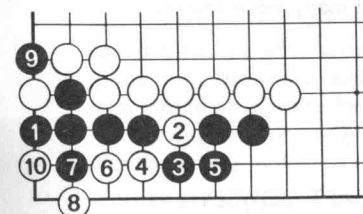
Dia.5

Dia.6 is another example, black cannot answer white 1 directly, since white will start a ko as in Dia.7, so he might as well play 2 in Dia.6, which prevents white 'd' from being sente as well as covering the cut at 'a', 'b', 'c'.

There is another case in which empty triangles are good - when liberties are vital. Dia.8 shows two examples. Black could play 2, killing three white stones in sente, but white would answer with 1,

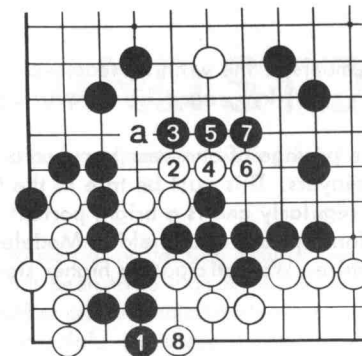


Dia.6



Dia.7

connecting along the edge, black's empty triangle at 1 is the only way to sever white's corner while retaining three liberties. Now it is white's turn and he has no time for the good shape move at 'a', but must plod laboriously towards the open space with 2 and 4. After 7 white has gained an extra liberty and can come back to 8, killing the black stones.



Dia.8

By now you may be feeling that empty triangles are not so bad after all, but the above diagrams contain almost all the examples which exist. In almost every case, when you make an empty triangle it is either a mistake or your previous move was. Empty triangles are bad; never play one without first considering both of the one point extensions (1 and 2 in Dia.3) and convincing yourself that they are worse.

## Schools Championship

FROM STUART DOWSEY

The Second British Schools Go Championships were held on Sunday 1 March, 1981, at Kings Norton Boys School, Northfield Road, Birmingham. Eleven schools with twelve teams competed in the four round tournament. In addition, the Birmingham Go Club gave simultaneous teaching sessions for the many supporters who came to cheer their teams on.

Last year's champions, Leeds Grammar School, managed to hold on to their title by winning all four matches fending off a strong challenge from Richard Huish College from Taunton, the host school Kings Norton and Monmouth School, all of whom had three wins. Leeds Grammar once again are the proud holders of the Castledine Trophy for the Champion School.



Members of the winning team were: Robert Burgess, 8 kyu, aged 16; Robin Pye, 11 kyu, aged 17; Tarquin Grossman, 13 kyu, aged 16.

The passage of one year has seen a distinct improvement in the strengths of the players. This must be true in the forty schools where go is now being played regularly and is a bright portent for the future. Next year's Championships are to be held at Madeley Secondary School, near Crewe in Cheshire. We anticipate a higher standard of play and many more teams.

## Leeds ~ a club in profile STUART DOWSEY

The British Schools Champion Go Club started in 1976 when Clive Fraser moved down from Edinburgh to take up a teaching post at Leeds Grammar School. From a nucleus of 15 players, the club grew steadily in both numbers and strength. The first boy to play at a British Congress was Colin Williams who won four games out of six at Leicester in 1977. Boys from the school have attended every Congress since then and have won the prize for best under-16 performance on several occasions.

Leeds Grammar School has supported John Pindar's Northern Go League from the start. Clive Fraser takes his three man team to each fixture and they relish the external competition, strong though it may be. The School Club has probably benefitted more from the Northern League than from any other factor. Other club members are keenly aware of their team's successes and failures and the status of the game is enhanced within the school.

Last year the School Club entered a team in the first ever British Schools Championships and to everyone's surprise and delight, the team of Robert Burgess, Mike Bramson and Tarquin Grossman returned to the school victorious. Since then, Robin Pye came home from a year in Japan which had seen his strength rise seven grades to 11 kyu. This year the team of Robert Burgess (8 kyu), Robin Pye (11 kyu) and Tarquin Grossman (13 kyu) narrowly defeated Richard Huish College to bring the Castledine Cup back to the school for a second year. The presentation of the Cup by the headmaster and articles in the local press have once again sparked off interest within the school and in Leeds City.

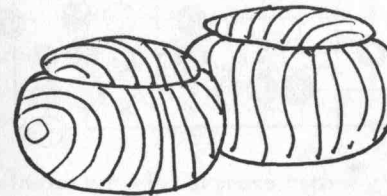
Although there is a wide range of after-school activities, some 40 boys are now members of the club which meets on Wednesday afternoons. A ladder system operates which has introduced a competitive element into the club and promises a steady stream of young improving players.

# WOOD, SHELL AND STONE

STUART DOWSEY concludes his series on go equipment with a brief survey of the bowls.

Go stones are best kept in sturdy containers as protection against loss or breakage. A far wider range of materials has been tried than for other go equipment. Plastic, glass, heavy felt, leather and ceramic bowls have all been produced, but wood remains the standard material. Japanese wooden bowls are turned on a lathe from solid blocks. The best quality examples are made by hand with such a high quality finish that polishing becomes unnecessary. For the wider market, bowls are mass produced on fully automatic lathes.

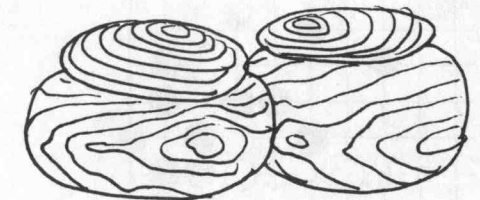
The cheaper bowls are usually of Japanese chestnut. Other woods with attractive grain include Cherry, Chinese Quince, Ebony and Mahogany. The prince amongst woods is Mulberry with its regular grain and honey colouring. The finest Mulberry grows on Miyakejima and Mikurajima, two islands in the Izu Seven Islands chain which stretches out from Tokyo Bay into the Pacific Ocean. The price range we are considering is from £15 to £150 per pair.



KOGUCHI DORI

The grain contributes to the quality. Finer quality grain is termed 'Koguchi dori' with regularly spaced smoothly curving patterns.

The cheaper variety as exemplified by chestnut belongs to the 'Shinmochi' type and has irregular patterns of contrasting lines and circles.



SHINMOCHI

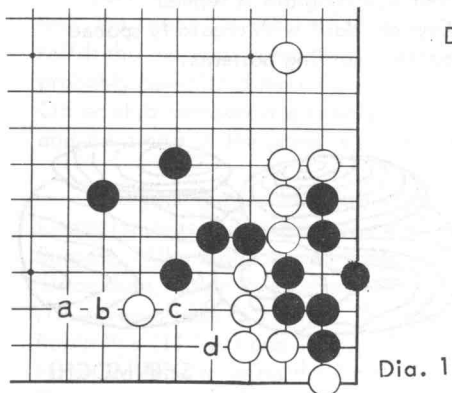
The most imaginative bowls are hard to come by. They are made in China in Yunnan Province, the home of the best quality Chinese go equipment. Although of conventional shape with high lipped lids, these bowls are entirely hand-woven from bleached cane. Perhaps we will see such bowls in Britain in the future so that you too can enjoy their unique appeal.

# REVELATIONS

by Toby Manning

Those people who have been playing go for some years may remember (or even own) "Go Proverbs Illustrated", not to be confused with David Mitchell's excellent "Go Proverbs". Here I want to concentrate on the proverb "beware of going back to patch up your plays" which was incomprehensible to me when I read it, but when I understood it I felt my play showed a radical improvement.

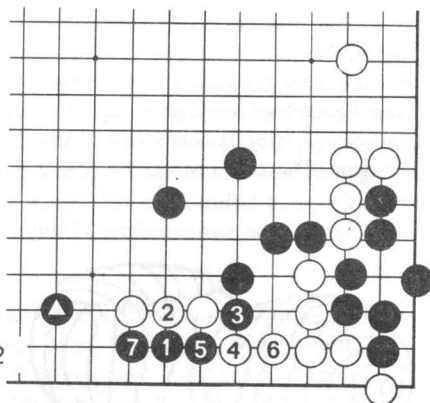
My interpretation of this proverb is perhaps best explained by some examples. Dia.1 comes from a (mis-played) joseki, black is alive in the corner, white has a reasonably settled group on the right side and a weak group on the lower side. Black has floating stones in the middle, it is white to play.



Dia. 1

An exhaustive analysis appears to show that white 'a' cannot be cut off, and that in response to white 'a', moves like 'c' or 'd' do not achieve anything. Thus 'a' would appear to be a move that 'works', but it is the type of mistake the proverb is warning us against.

The point is that white 'a' creates a very fragile group held together by pieces of string. Almost any black move in the area alters its status, eg Dia.2 where black's triangled move threatens the sequence shown. White has a weakness at 'c' in Dia.1 which will be a perpetual source of trouble in the future. Instead, white should play at 'b' in Dia.1. This move is slow and solid, but has none of the problems associated with Dia.2 and similar sequences. It is not a grovelling connection (such as 'c' for example) and it develops his position without leaving any glaring weaknesses.



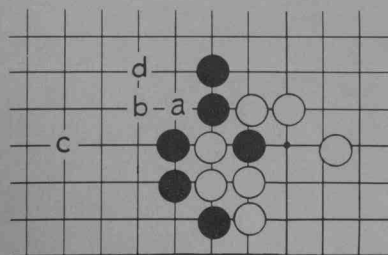
Dia. 2

My second example is from a recent game of mine. Black to play, he has a weakness at 'a' (in Dia.3) to protect.

He can protect it in many ways. Consider the ladder starting with black at 'b', or the loose ladder in Dia.4. We see that this sequence is a failure for black, but add another stone on any one of a large number of points and it will work.

Black actually played at 'c' in Dia.3, but when white played 'd' he had a problem. Should he connect at 'a' or 'b'? In either case his position looks over-concentrated and the stone at 'c' is too close. Or should he allow white to cut at 'a' and start a fight? It was a difficult choice, but one which need never have arisen.

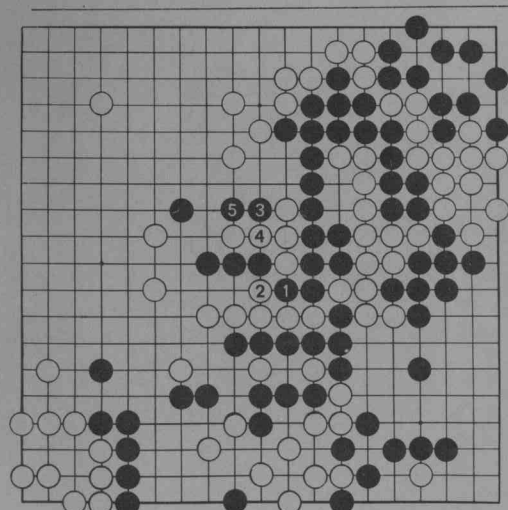
What black should have played was 'd' (do you remember the revelation in BGJ 49?). This may look slow, it is, but it is very solid and prepares the way for a much better extension on the lower side - at least twice as far away as 'c'. White now has no local move which damages the black group, certainly nothing which will force a grovelling response, and hence black's shape is much better.



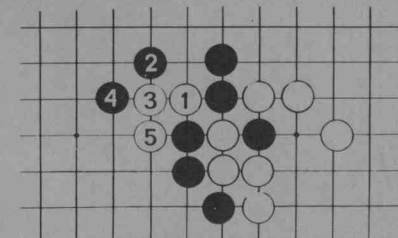
Dia. 3

## SOLUTIONS TO PROBLEMS

2. The best white can manage is the ko in Dia.1 - if he plays 1 in Dia.2 instead of fighting the ko, black throws back in at 2, and answers white 5 at ▲ leaving white unconditionally dead since he can't play atari on either side.

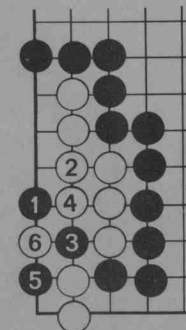


3. Black 3 is the tesuji - white resigned immediately since he cannot save his three stones.

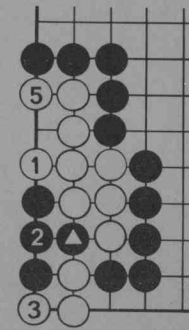


Dia. 4

It is not easy to tell when a move is being slow and solid - the Japanese is honte or 'proper move' - and when it is being too conservative. I think the lesson here is that, firstly, you should decide whether or not a weakness needs protecting, and then, if it does, protect it properly. Don't make pathetic half-hearted moves; either protect properly or suffer the attack.



Dia. 1



Dia. 2

1. Black 1 can be arrived at by elimination without much difficulty, but following it with black 3 is very hard to swallow. This is, however, the only way.

