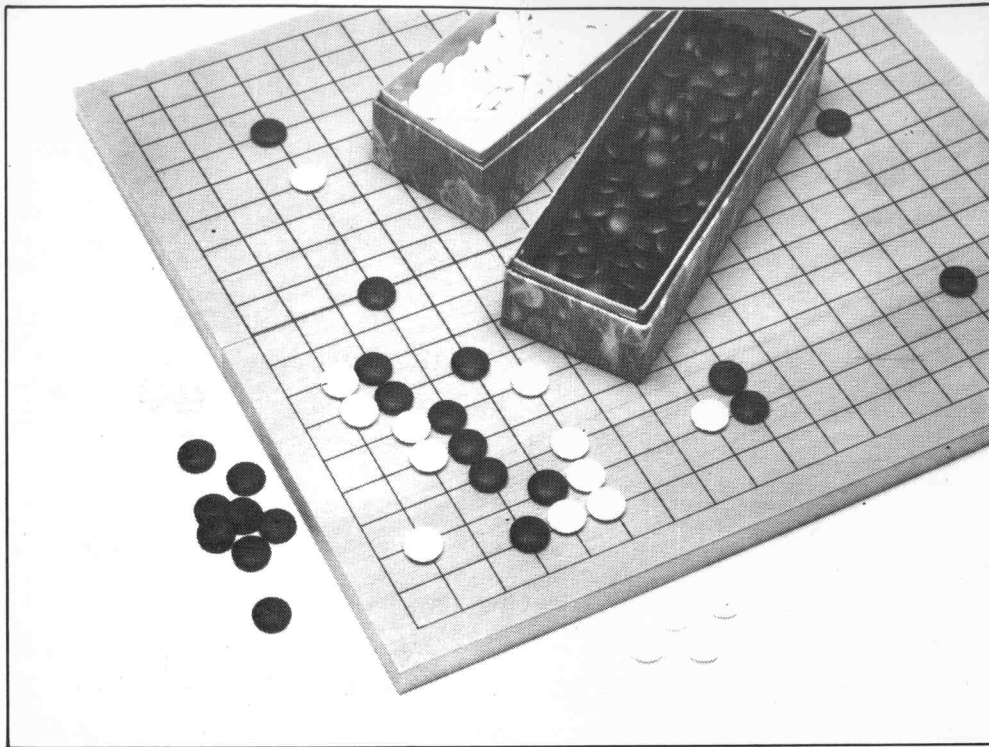


BRITISH GO JOURNAL

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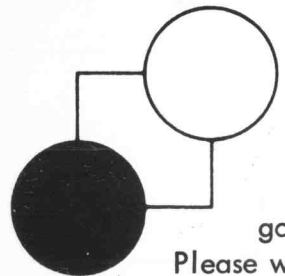
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This issue was produced by Jim Barty, Alison Cross and Matthew Macfadyen.

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EUROPEAN CONGRESS 1981

REPORT BY MATTHEW MACFADYEN

Those of you who have never heard of Apeldørn might like to know that it's a little dot just above the 'I' in 'Netherlands'. Those of you who didn't think they cared should take note that things have been happening there this year. Apeldoorn is, quite definitely, where it's at. Rob. van Zeijst, the new European Go Champion, is the star of the local club but now they've started cloning them. The brothers Westhoff, promoted to shodan just before the European Congress in Linz, finished equal first in the Shodan section and indeed, had it not been for the valiant efforts of our own Francis Roads, might well have won the main tournament.

The European Championship itself is restricted to European nationals who claim to be at least 4 dan. The other 100 or so players at the congress all compete in a separate tournament, which included two Chinese players this year, and so was a lot harder to win than the Championship. Predictably, no one managed to beat the Chinese (except each other) but Francis Roads did the next best thing by winning all his other games and so becoming the best placed European.

Apart from Francis' excellent result, the only really creditable British performances were by Eddie Shaw, who won the 2 kyu prize, and Steve Black (the new Birmingham club secretary) who won a 13 X 13 handicap tournament played during some of the evenings.

In the Championship, the British contingent did not do so well. Jon Diamond emerged from hibernation to play a very uncharacteristic tournament. Usually he finishes strongly after a shaky start, but this time he won four out of his first five games (including a good win over the French wonder kid Frederic Donzet who did extremely well to finish third in his first appearance in the Championship) but lost all of his last four. As to my own result - my go is often characterised by a desire to achieve the impossible. This year I did it again by losing to Sudhoff as well as to 5½ other players and I finished equal penultimate with Mark Hall (currently masquerading as an Italian 4 dan). It seems to have become a tradition that last year's winner does badly.

A GAME FROM LINZ

Richard Granville, one of our newest Shodans, did well in the main tournament at Linz, though not quite up to Apeldoorn standards. This game is from the second round, he has black against Pascal Reyssset, 2 Dan from Paris. Comments are by Richard, based partly on a discussion of the game with Jon Diamond.

Black 15: 'a' is a good alternative.

Black 21: Awful. This must be at 'a'.

Black 29: Capping at 46 is simpler. The reduction in White's territory would be adequate since Black can slide in from both sides.

Black 45: 49 would be better shape.

White 56: Should be at 58.

Black 69: A blunder. Black must extend to 150. (see 'shapes' - Ed.)

Black 83: Extending to 'b' is better.

Black 99: Premature. Black should defend around 100.

Black 105: Better one point to the right of 162 (White 104 was a threat to play 162, cutting Black off)

168 moves recorded. White resigned soon afterwards.

(The reader may be excused for wondering what, exactly the players were trying to do during the final fight. Here, for what it is worth, is an attempt to read their thoughts:

With 99 Black made a heavy group, so White sets up a splitting attack by chasing the lower black group towards the upper one (100 - 106) then cutting off the upper one

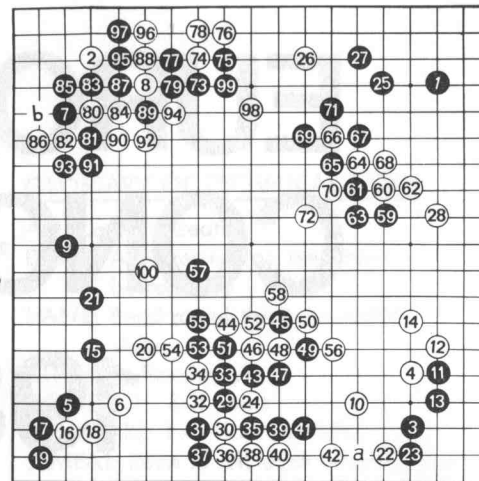


Fig. 1 (1 - 100)

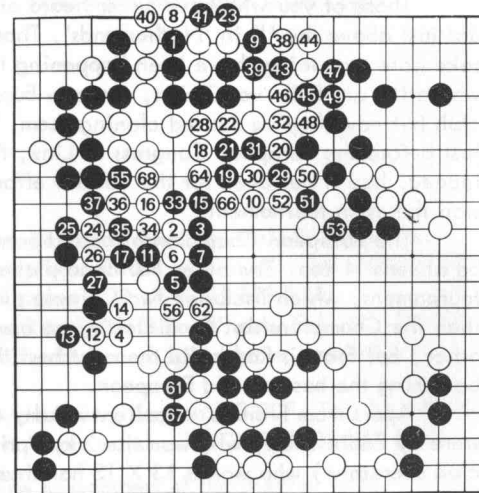


Fig. 2 (101 - 168)

- 142 below 141
- 154 ko at 150
- 157 ko
- 158 below 123
- 159 captures 2 stones
- 160 ko at 150
- 163 ko
- 165 connects at 150

(108). Black is not interested in simply making eyes and starts a counterattack (111) White replies by threatening the left side (112 - 114) keeping Black separated. Black decides to live on a grand scale by cutting off all White's upper stones (117). White keeps him separated (118 - 122) and then tries a probe on the left which doesn't work (124 - 127). Black cuts off the White group in sente (129 - 132) and sets about taking away White's eyes - he has decided that his group on the upper side is safe. White

tries to attack that group at the same time as gaining eyespace (or liberties - he may be able to win a huge semeai by capturing the big group in the centre). Black carries on taking away eyes (139) and keeps his own group alive by capturing three white stones (143 - 149). By now White's only chance lies in the ko (148 - 154). This ko is huge. White seems to get a bit confused during the ko fight, and ends up capturing only a few stones, while letting Black break into both of his large territories. (M. Macfadyen).

SOME REASONS FOR GOING TO A EUROPEAN GO CONGRESS -

YOUR OBJECTIONS COUNTERED

- It's not always a long way, Austria's a couple of days away by carload-of-go-players (or alternatively by trainload of go players) and that's the furthest away from London it's been. Nor is it too expensive when you travel together - the more/the merrier/the cheaper.
- You'll probably find when you get there that you already know several of the other players - many of them have been to the London Open - and if you don't you will in a couple of days. Sleeping, eating, drinking and playing go in the same place promotes a high level of social intimacy.
- Some people go every year. One of the pleasures of going next year is to meet the friends you made last year. The number of women who go is on the increase, making the balance of the sexes more normal (and more sociable).
- This year several players brought their families (including Francis Roads, and Jon Diamond) for whom day-trips and entertainments were laid on by the organisers. Everyone seemed to welcome the addition of an extremely youthful element - the 9 dans of the future.
- Go isn't the only game that gets played. Cards were very popular in Linz, and by the early hours of the morning most people will play anything ...
- The exchange rates are in our favour at the moment so you can exploit the culinary possibilities of local hostleries without severe depletion of the pocket. See you in Copenhagen next year.

ALISON

YOSE CORNER

BY JIM BARTY

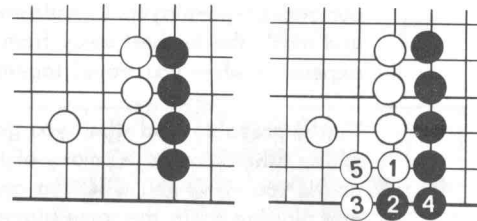
The endgame is the most consistently neglected aspect of amateur go. In an effort to remedy this defect a little we begin here a new series of articles which we hope will become a regular feature of BGJ. Each article will be dedicated to a particular yose position in which some skilful play or common mistake occurs.

We hope that these articles will mostly be written by people other than the editors. Yose is an area in which players of almost any strength can arrive at definitive answers with a little time and effort, and all our readers are encouraged to send in details of any discovery they make in this area.

We begin the series with the one point jump to the first line, a play that doesn't appear as often as it ought to in amateur games.

White is to play in Dia. 1 and protect his territory to the left.

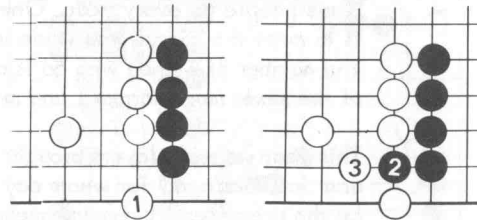
If he just pushes down with 1 in Dia. 2 as almost all amateurs do without thinking, then Black will play the hane (2) and connection (4) in sente immediately.



Dia. 1

Dia. 2

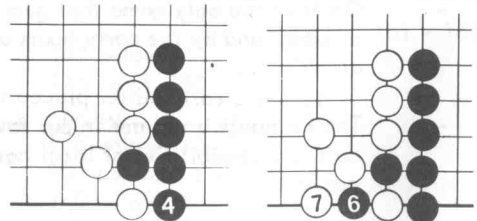
The correct move is to jump down to the first line immediately, at 1 in Dia. 3. Black will probably play the 2,3 exchange in Dia. 4 but black 4 in Dia. 5 does not now require an answer. The exchange of 6 and 7 in Dia. 6 is small, and if Black is foolish enough to play Dia. 5 White will be delighted to play elsewhere, having protected against most of the damage which Black could have done in Dia. 1 in sente.



Dia. 3

Dia. 4

The correct result is for Black to play elsewhere after Dia. 4, but in that case the exchange 5,6,7,8 in Dia. 7 will be sente for White. The difference between this result and Dia. 2 is two points, and that is the size of white's mistake in Dia. 2.

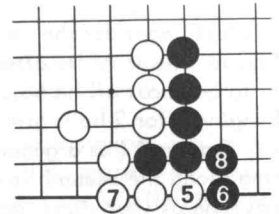


Dia. 5

Dia. 6

It is not always correct to jump to the first line but it is always correct to think about it, and you should never play Dia. 2 without a very clear idea of why you are giving up those two points.

Dia. 7



SHAPE

BY MATTHEW MACFADYEN

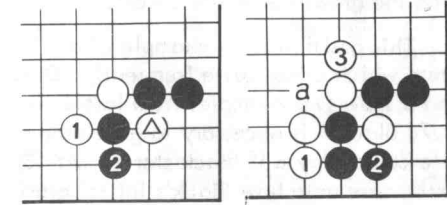
This issue we consider a pattern in which many players make the worst possible move and feel pleased with themselves.

In Dia. 1 White has correctly decided to sacrifice his stone Δ and take a position on the outside. He plays atari at 1, and the problem is what to do next.

All too often, we see Dia. 2 appearing. (one of our stronger 2 dans did it twice in a recent tournament game, which is what prompted this article). The player with the white stones feels pleased to have got in a good kikashi with 1. Actually, though, white 1 is awful - he should just play 1 in dia. 3. This is not sente - if he tries to save the corner stone Dia. 4 is the best bet but it leaves White with two eyeless groups which will be difficult to look after.

Where, then, is white's gain?

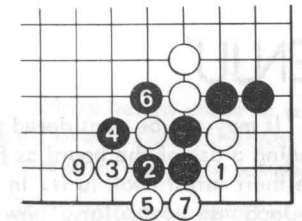
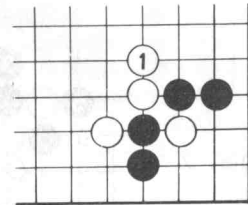
Firstly, consider the case where Black plays elsewhere - White can choose Dia. 5, in which White 1 is clearly better placed than in Dia. 2 but the result is otherwise the same, or, depending on the circumstances, he could play 1 at a, b, c or d - now you begin to see the virtues of leaving the aji alone - the choice of so many plays all of which are sente gives white enormous power in the area.



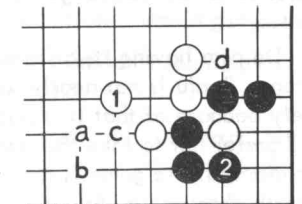
Dia. 1

Dia. 2

Dia. 3

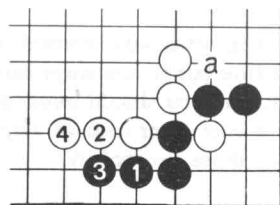


Dia. 4 (8 connects)



Dia. 5

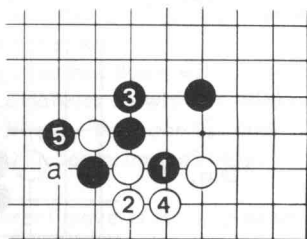
Next, consider the case where Black decides to answer White after Dia. 3 - Dia. 6 seems to be about all he has, but after exchanging 1 for 2 he is pretty well forced to play 3 as well (as a general rule, when pushing along the second line you should not stop as soon as your stones are alive, but add one more to stop the opponent from blocking in sente). The result of Dia. 6 is a disaster for Black. White's cutting stone is still causing trouble - White can play a in sente - and Black's gain in the corner is negligible beside the growth of White's wall.



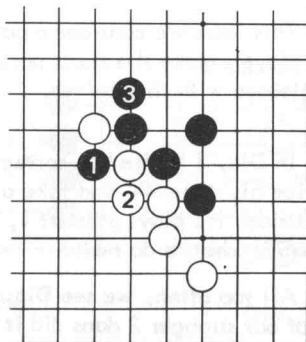
Dia. 6

stone is treated lightly, and how difficult it is for White to deal efficiently with the resulting position.

This position is an example of a pattern which arises quite frequently. Dias. 7 and 8 show two examples from joseki (in Dia. 7, Black 1 is necessary to gain time - White could play a if Black started with 3). In each case note how Black's initial atari



Dia. 7



Dia. 8

'RENJU'

REVIEWED BY MATTHEW MACFADYEN

It may not be considered proper for a go journal to devote space to so demeaning a use of the board as five-in-a-row but the Ishi Press have seen fit to devote their latest book to it. In some ways it's a bit like learning go again, - a new Japanese vocabulary, new tesujis - certainly the Ishi Press seem to have recaptured some of the turgidity of some of their earlier volumes on go. (The translator is not acknowledged.)

Despite having its rules carefully tuned to remove the first player's advantage, Renju is not nearly such a deep and meaningful game as go, but precisely because of that it is possible to become quite good quite quickly. I would prefer not to take the game as seriously as the authors obviously do, but their claim that the game is too deep ever to be analysed by computer seems well worth chasing up. Anyone with a go board looking for some light relief will find plenty of material in this relatively slim volume to keep him amused for a while.

NAGAHARA - HEAVENS

During his visit to Manchester Mr. Nagahara played simultaneous games against eight of the local players, winning seven of them. Steve Heavens sent us his game, with some comments as to how he could have avoided losing. Remarks by Steve are labelled H in the following text. Other remarks are by Matthew Macfadyen, and are concerned not so much with Black's errors as with White's skilful use of them.

White 12: Black 11 was a bit slow, though not bad. Black, however, is thinking defensively. White 12 offers him the chance to make a similar play (one point below 38 for instance) where it would definitely be bad.

Black 27: (H) 28 or one point below 28 would be more severe but would lead to complications.

- This is typical of the results of playing at 13, a move widely recommended in books but which usually leads Black out of his depth in a 9 stone handi cap game.

White 32: At this point many amateurs would feel tempted to try to save White 2 and 4, but actually White would be delighted to see Black play again in this area (where he is already overconcentrated) to kill them. Instead White makes Black even heavier with 32 and then switches to the urgent point at 34.

34 - 82: All too predictable - of course Black had chances to save both of his groups, but the fact that they ever got weak is a measure of his failure.

86 - 106: White adopts a blunt strategy - he wants to see how many eyes this group is allowed to get before deciding what to do on the left side. Little mistakes like 95 (which should be one point to the left) are a great help in such circumstances.

White 114: (H) Black should probably have played here instead of continuing to attack with 111 and 113.

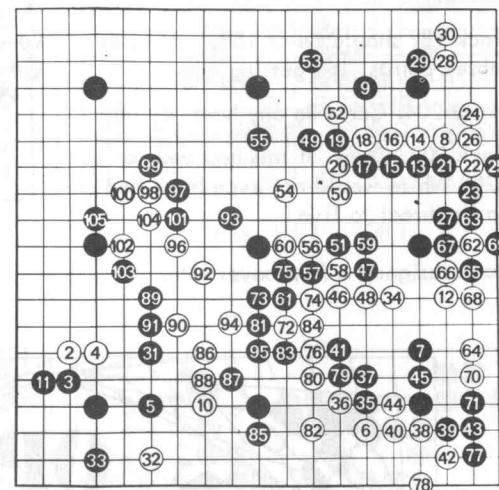


Fig. 1 (2-105)

- Certainly White has no cause to complain as he runs all over Black's potential territory - the eyes will come somehow.

White 128: There's always a tesuji when you know how (Black cannot reply at 130 because 166 would then be sente for White and five black stones would get cut off).

Black 139: (H) I couldn't see how to continue - 140 seems best.

Black 143: Commendably vigorous, but there's nothing like a ko for White to pick up odd points here and there.

Black 147 gives White an extra eye - it should be at 150; 161 gives up over 10 points - the correct threat here was to the right of 162, and by the time Black wins the ko the game is getting close.

Black 171: (H) Idiot - 188 is the tesuji for connecting.

Black 181: Good - White is completely dead.

Black 187 should be at 189, 187 loses three points, it's getting closer.

White 204: Can't do any harm trying.

Black 207: Oops. If this had been at 208 White would not even have had a ko threat to live

Black resigned a few moves later

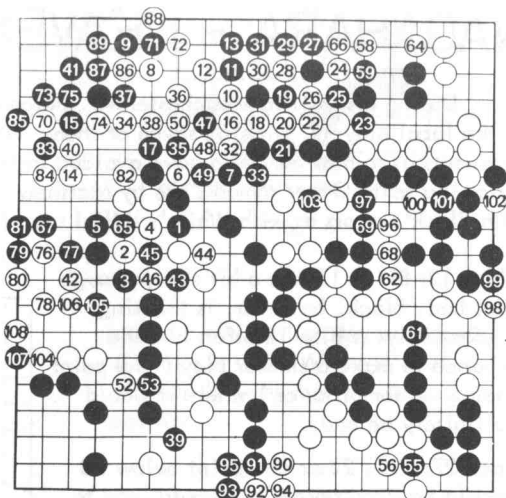


Fig. 2 (101 - 208)

151 ko at 145, 154 ko, 157 ko,
160 ko, 163 ko.

LONDON OPEN

1st - 4th JANUARY

The main event will be an eight round tournament open to all players.
Entry fee £7.50, £3.50 if you're 16 or younger, for further details see the Tournament Calendar in this issue.

EIGHTH CONGRESS

British Championship

We present here, without comments, the first two games of the five game match to determine this year's British Champion (and next year's British representative for the World Championship in Tokyo). The match currently stands at one game each, the remaining games will be presented in our next issue.

British Championship 1981
Game 1; played on 8.9.81

Black: T.W.Stacey 5 Dan
White: M.R.Macfadyen 6 Dan

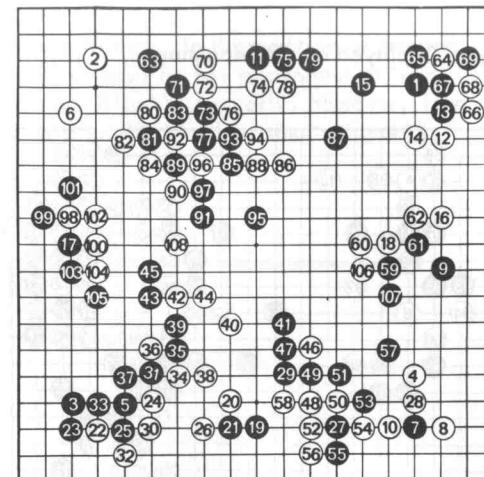


Fig. 1 (1 - 108)

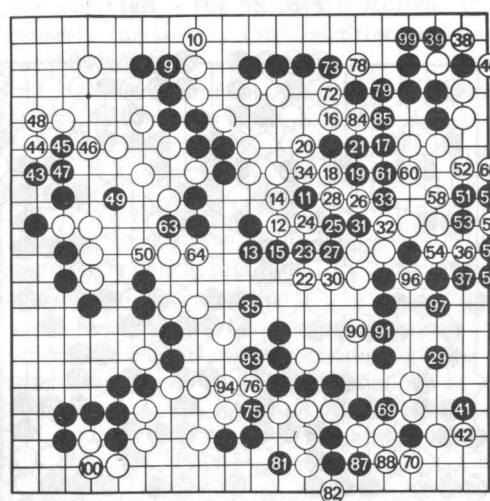


Fig. 2 (109 - 200)

162 ko below 139	180 ko
165 ko	183 ko
167 at 156	186 ko
168 ko	189 ko
171 ko	192 ko
174 ko	195 ko
177 ko	198 ko

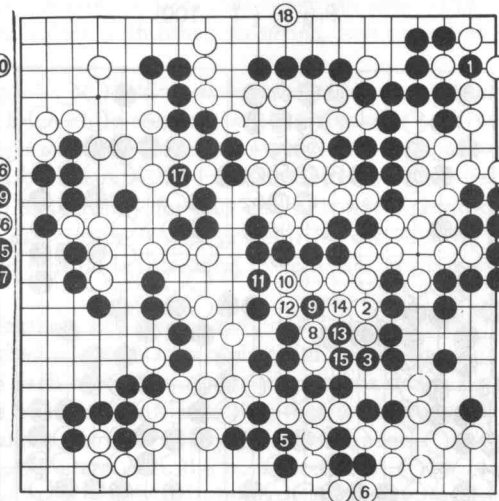


Fig. 3 (201 - 218)

204 ko
207 ko
216 ko

Black resigns after 218

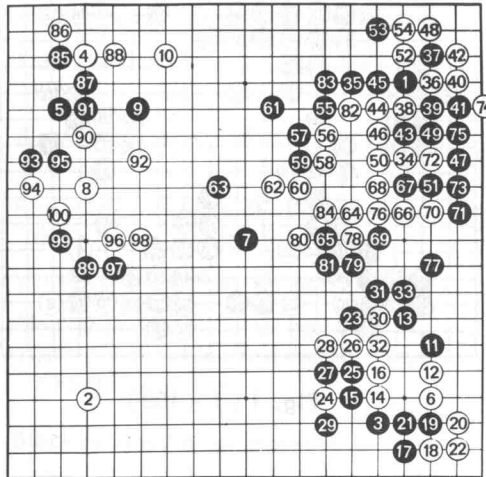


Fig. 1 (1 - 100)

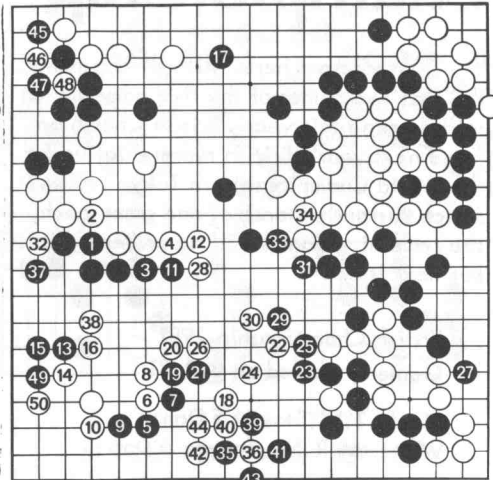


Fig. 2 (101 - 150)

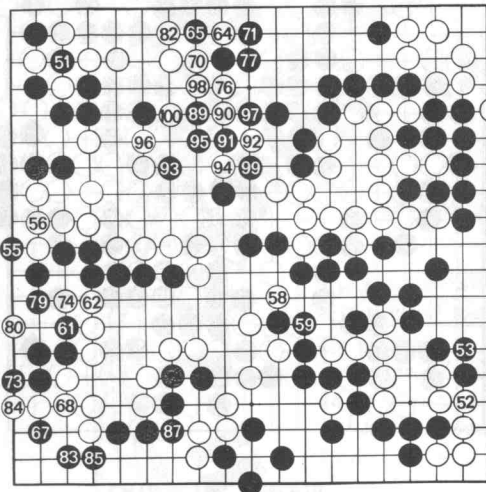


Fig. 3 (151 - 200)

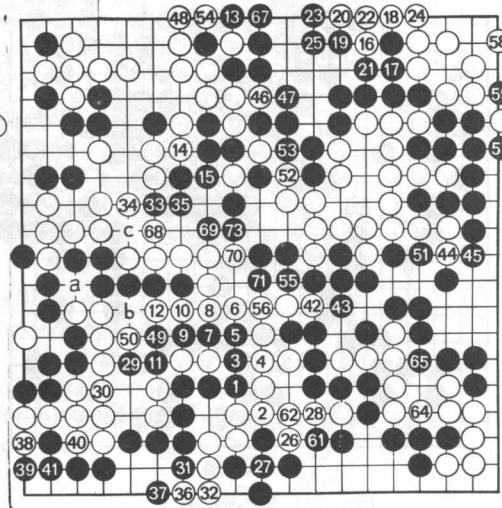


Fig. 4 (201 - 273)

154 ko	166 ko	178 ko
157 ko	169 ko	181 ko
160 ko	172 ko	186 ko
163 ko	175 ko	188 connects

260 ko (below 213)
263 ko
266 ko
272 connects ko

White wins by resignation

The second game ended in a somewhat perverse fashion. In the position at the end of Fig.4 the game is over, and White has won by $9\frac{1}{2}$ points (he has to connect at 'c' so as to be able to answer 'a' with 'b' when the dame are filled). Actually, however, Terry failed to spot this, and filled the last of these dame himself. Matthew then resigned, since that seemed the only decent thing to do.

Presidential Letter

TOBY MANNING

Although we try to keep the bureaucracy of the British Go Association to a minimum, it cannot be eliminated entirely. Our membership secretary keeps membership details so that you receive the British Go Journal. Our treasurer ensures that financial affairs are properly conducted. The Committee organises liaison with other countries, and organises publicity etc.

At the end of this year the Association will be seeking replacements for at least two of its officers - the treasurer and secretary. Brian Philp stepped into the treasurer's office after a period of financial problems; he straightened out the accounts and ensured that the Association's money was correctly and properly accounted for. His loss will be deeply felt. Similarly, Matthew Macfadyen, after acting as secretary for four years, is not intending to stand for re-election at the next AGM. The association is very grateful for the work he has done for it during this time, and I am pleased that he is intending to continue to serve on the Journal Subcommittee.

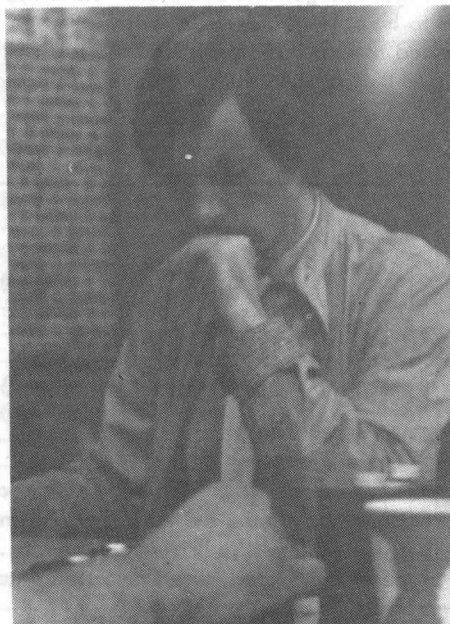
Replacements for the Secretary and Treasurer will be needed, and I appeal to all BGA members not only to consider whether they might be in a position to volunteer, but also whether one of their friends might be in such a position. (Experience has shown that many members are prepared to help but have been reticent in putting themselves forward)

In the past the BGA Committee has usually, but not always, met in London, because most of the Committee have been living there or in the home counties. Unfortunately this has led to a vicious circle, with members living outside London feeling deterred from standing for the Committee because it meets in London'. Artificially moving Committee meetings around the country is not really a good idea, but the Committee could improve its efficiency - and I include myself in this criticism- by getting the business over with quicker, thus requiring fewer meetings (currently it meets about every 6 weeks). This is something that I hope the committee will discuss at a future meeting; in the meantime, please would anyone interested in serving the Association but inhibited by distances discuss the problem with me or any other Committee member.

NEWS

BRITISH CHAMPIONSHIP

Matthew Macfadyen has won the British Championship for a third successive year. He beat Terry Stacey by a margin of 3 wins to 2. The first four games were played in London, the first two of which are published earlier this issue. The third game was won by Matthew, the fourth see-sawed wildly but was finally won by Terry by $3\frac{1}{2}$ points. The final game was played at Matthew's new home in Cornwall and on his home territory he scored a resounding victory by $20\frac{1}{2}$ points. A curious feature of the series is that all five games were won by white.



NORTHERN LEAGUE RESULTS TABLE

	P	W	D	L	G	Pts.
Leeds	12	9	2	1	$32\frac{1}{2}$	22
Huddersfield	12	8	2	2	33	19
Manchester	12	6	2	4	27	15
Hull	12	5	4	3	28	14
Canute	12	5	1	6	22	14
York	12	2	5	5	21	12
Nottingham	12	3	1	8	$18\frac{1}{2}$	12
Newcastle	12	1	1	10	10	4

BRITISH LIGHTNING CHAMPIONSHIP

The new champion is the same person as the old champion, namely Matthew Macfadyen. He didn't find it so easy this year as he lost a game to Simon Clark leaving him with only 7/8. Jim Bates was on the same score at the end so there was a playoff which Matthew won.

LEICESTER TOURNAMENT

Leicester is planning to hold a tournament in the near future, the person to contact is K. Green, 28 Sparkenhoe, Croft, Leics. LE9 6EP.

THE NOT THE EUROPEAN CHAMPIONSHIP

This was a three round tournament and took place at the same time as a more famous event reported earlier in this Journal. The venue was the elegant and exotic home of the Guild of Transcultural Studies and everything, including a splendid lunch, was organised by Judith Beck. The winner was Jim Barty 3/3 with Simon Clark second with 2/3 after a nine stone lightning game playoff.

NORTHERN CONGRESS

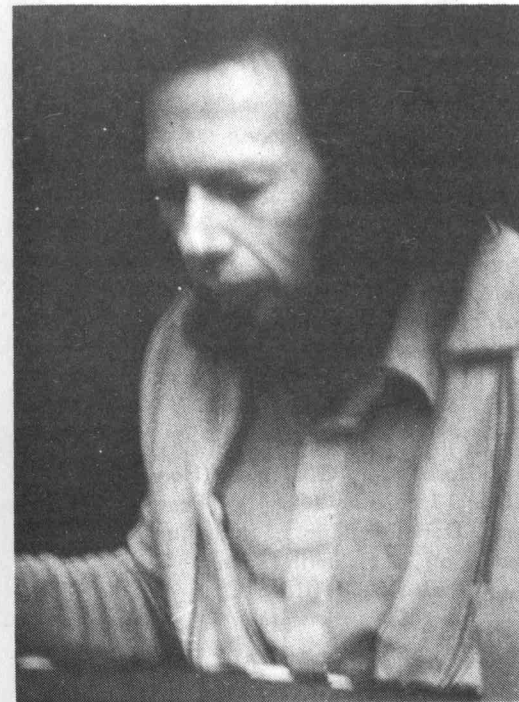
This was won by Matthew again, which was fortunate because he forgot to return the trophy from the previous year. Quentin Mills was the best shodan and Piers Sheperson the best 1 kyu.

LA CHAUX DE FONDS

This is a comparatively new tournament but the "big money" prizes attracted a very strong field. Mattern won with 6/6, 2nd came Nan of Korea with 5/6 and 3rd Dieterich on tiebreak with 4/6. The British contingent uniformly managed 3/6. Everything was very ably organized by Marcel Schweizer who obtained sponsorship from no less than 4 local companies.

CLGC AUTUMNAL TOURNAMENT

Organized at the IVC by Andrew Grant this attracted about 40 people. Winner with 5/5 was Matthew Macfadyen.



BGA SUBSCRIPTIONS 1982

Your BGA subscriptions for 1982 are now due, and should be sent to the membership secretary, Derek Hunter, at 60 Wantage Rd. Reading.

Rates are as follows:

Club Junior (16th. Birthday on or after 1.1.82)	£1.00
Club member, full rate	£2.00
Unattached member	£3.00
Overseas	£4.00

GRADING LIST

6 Dan: J. Diamond (Lon.), M. Macfadyen (Rdg).

5 Dan: A. Goddard (O), P. Prescott (X), T. Stacey (Ham).

4 Dan: J. Barty (Lon), J. Bates (Lon), F. May (Lon), D. Mitchell (Lon), R. Ochser (Lon), A. Pirani (Ham)

3 Dan: A. Daly (O), S. Dowsey (Hampstead), T. M. Hall (O), D. Jones (Canute), C. Matthews (Cam), R. Moss (Bracknell), F. Roads (Woodford), G. Roberts (Ham), D. Sutton (Rdg), D. Wells (Lon).

2 Dan: J. Allen (Lon), R. Berry (Huddersfield), J. Clare (Rdg), C. Clement (Harwell), B. Chandler (O), P. Fage (Lon), J. Fairbairn (Lon), J. Faraway (Cam), H. Fearnley (Oxford), D. Goto (Lon), M. Hollings (Malvern), D. Hunter (Rdg), T. Manning (Lon), J. McLeod (Lon), F. Pratt (X), K. Seaman (Sot), J. H. Smith (Brum), P. J. Smith (Rdg), R. J. Smith (Cheltenham), A. P. Stout (X), J. Tilley (O), N. Webber (Lon).

1 Dan: M. Amin (Man), S. Bailey (X), G. Barwood (Ham), L. Bock (X), D. Cann (Coventry), P. Christie (X), S. Clark (Ham), J. Cock (X), A. Cooper (X), M. Culver (Ham), A. Dean (Sot), P. Dunn (X), S. Fawthrop (O), A. Grant (Woodford), G. Grant (Lon), R. Granville (Malvern), T. Goodey (O), W. Gregory (Coventry), A. Hall (X), A. Harrison (Sot), H. Harte (Man), J. Hawdon (Lon), T. Hazelden (Ham), R. Hitchens (Bri), J. Hobson (Baldock), R. Hunter (O), C. Irving (O), H. Lee (Lon), I. Meiklejohn (Lon), Q. Mills (Monmouth), T. Oxenham (O), T. Parker (X), B. Philp (Brum), J. Rastall (Lon), Mark Roberts (Lon), Mike Roberts (Bri), P. Robinson (Malvern), A. Scarff (Rdg), C. Stevenson (O), N. Symes (X), R. Thompson (Lon), B. Uzzell (Brum), A. Wall (Huddersfield), J. Welch (Bri).

1 Kyu: T. Ainscow (Man), D. Artus (Lon), T. Barker (Man), S. Barnes (Lon), B. Bolton (Ipswich), L. Bremner (O), A. Cross (Lon), J. Crow (Swale), J. Dawson (Ham), B. Dackombe (Hampstead), K. Dean (X), B. Ellis (Ham), G. Gray (O), J. Green (Ham), D. Harper (Cheltenham), P. Hinds (X), A. Hosaya (Ham), C. Leedham-Green (Woodford), L. Manley (Lon), J. Metcalf (X), T. Mitchison (Oxford), L. O'Callaghan (Lon), J. O'Driscoll (Bracknell), J. Patterson (Edinburgh), E. Shaw (Ham), P. Shepperson (Ham), B. Smart (X), G. Stott (Cam), V. West (Bracknell), M. White, C. Whitehouse (Ham), P. Williams, A. Williamson (X), I. Yong (X).

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

Note: Several of the players marked as overseas are playing at grades different from those given above; in such cases the Grading Subcommittee only uses results of games against players already known to us (i.e. Europeans in most cases) and so the grades given are usually those with which the player left the country.

Other Note: The BGA only controls the grades of Dan Players; the above list of 1 kyu is almost certainly incomplete - anyone who thinks they're 1 kyu (or stronger) and are missing from the list should make themselves known to the Grading Subcommittee via the BGA Secretary.

TOURNAMENT CALENDAR

7th-8th November	Edinburgh Tournament. To enter contact Stephen Welch, 6 Orwell Terrace, Edinburgh II. Tel: 031-346 2332.
7th-8th November	Freiburg Go Tournament. To enter contact Hans Schrebe, Belfortstrasse 25, D 7800, Freiburg. Tel: 0761/39 4 48
14th-15th November	Berlin Tournament. 5 rounds. To enter contact Thomas Redecker, Suarezstrasse 43, D 1000 Berlin. Tel: 030/32 181 95.
21st November	Match with Japanese in London. 3 rounds. The teams are as big as we can make them. If you want to play contact Toby Manning, 110 Moselle Avenue, London N22. Tel: 01-889 5247.
22nd-23rd November	International Wiesbaden Autumnal Tournament. To enter contact Roland Grütten, Hallgartenstrasse 1, D6200 Wiesbaden.
5th-6th December	Tournament in Plzeň (where they make the beer). To enter contact Ing. Soukup Petr, Zelenohorská 12, 31704 Plzeň-Hradiste, Czechoslovakia.
5th-6th December	Geneva Go Tournament.
19th-20th December	Grenoble Tournament. To enter contact Philippe Bizard, 150 Galerie de l'Arlequin, F 38100 Grenoble.
1st-4th January	8th London Open. 8 rounds, 1½ hours each and 45 seconds byoyomi. Plus a lightning tournament on the evening of the 3rd. Venue: IVC, 3-5 The Piazza, Covent Garden. To enter contact Toby Manning, 110 Moselle Avenue, London N22. Tel: 01-889 5247.
11th-14th February	Prague International Go Tournament. 5 rounds with handicap. Organised on the 'Prague system' by Dr Dusan Prokop, Laubova 8, CS 130 00 Praha, Czechoslovakia.

EDITORIAL (... and LETTERS)

This issue heralds various events.

The Ishi Press publication 'Go World' has become a quarterly and we hope that the BGJ can fill the gap. To this end we have increased the amount of technical material and now have three series: 'Shape', 'Yose Corner' and 'Revelations', and an expanded problems section. We are also trying to make the BGJ a more commercial looking publication and are testing various glossy covers. Last issue had a laminated cover which added an extra £50 to the overall printing cost, the BGA Committee decided this was excessive and so this cover is on ordinary glossy card. We are also still seeking a business manager to handle advertising/PR, and indeed, would like to hear from anybody interested in working on the journal in any way, especially as Alison is withdrawing into the art world.

The impetus for these changes stems from our concern over stagnating membership figures and the simple fact that the only material benefit that the BGA offers its members is the BGJ. It's time that BGA membership gave good value for money.

(The letter printed below, received subsequent to the writing of this editorial, would seem to suggest room for improvement in other areas of the organisation.)

Dear Editor,

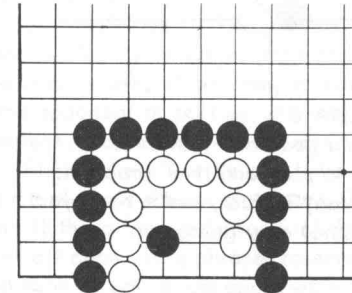
On the 5th May this year I wrote to the BGA book distributor requesting information on books and equipment. I got no reply, so I wrote again. Again I received no reply, so in desperation I wrote to the BGA secretary on the 28th August, and to date have had no reply.

If this is the sort of service we can expect from the BGA then it is no surprise that BGA membership is static.

John Owen, St Andrews Go Club.

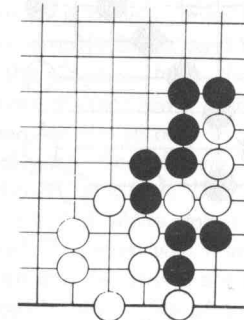
PROBLEMS

This issue we present a double page spread of problems to tax you. The range is considerable with some quite easy problems at the beginning and difficulty jumping up severely at the tail. Problem 8 looks really easy but in fact it is the hardest problem we've ever printed and may take you all evening to solve.



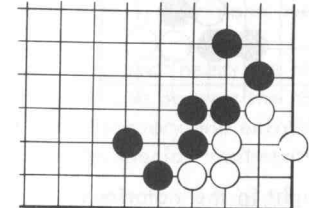
PROBLEM 1

White to play and live.



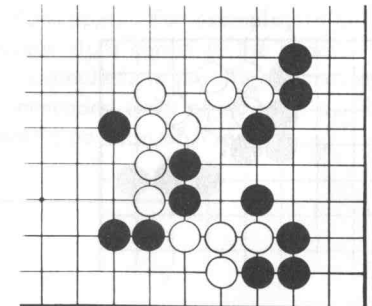
PROBLEM 3

Black to play. Things look desperate as black has only two liberties and white has three. However, this is the corner and black can find a move but he has to be very resourceful.



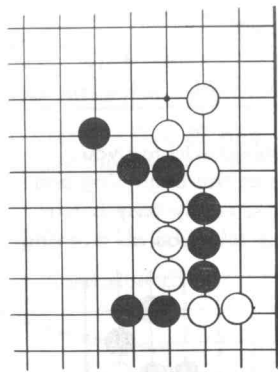
PROBLEM 2

This position regularly occurs in games between weaker players. Both sides tenuki, both being under the illusion that the white group is 100% alive. See if you can work out why it isn't.



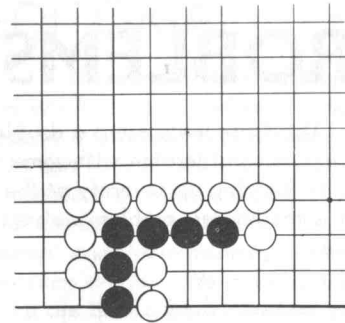
PROBLEM 4

White to play. The lower white group seems to be as dead as a dodo, as it is separated from the upper group by a very resilient looking black position. But appearances are deceptive here and black does have a weakness.



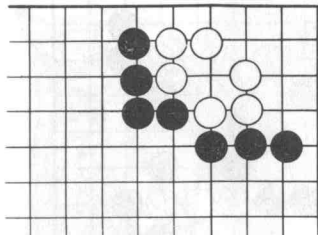
PROBLEM 5

White is caught in the notorious 'crane's nest' so he can't run away but must win the semeai locally. However, the white stone in pre-atari leaves white with a problem.



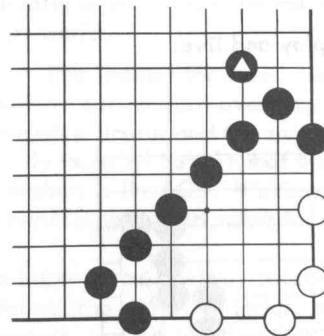
PROBLEM 6

This is a good old-fashioned 'black to play and live' problem. Black can, in fact, make two eyes, but it's not easy going.



PROBLEM 7

It looks as though white has plenty of room to make his second eye in spite of being open skirted. Black to play and prove that white is more vulnerable than he looks.



PROBLEM 8

Black to play and kill. This one is rather hard, but there are not many possibilities, so a bit of patience should suffice. You are warned that the marked Black stone is necessary.

The solutions to all these problems are to be found on pages 26 and 27.

ETIQUETTE, ATTITUDES & ADVICE

BY STUART DOWSEY

With 4,000 years of history, go has had more chance than any other game to develop customs and practises conducive to good play. The oriental and in particular the Japanese overlay given to the game is very significant. In some ways this distinctive cultural influence appears as ritual observances which stem from the profound philosophical approach to such disciplines as games, sports and martial arts found in the East.

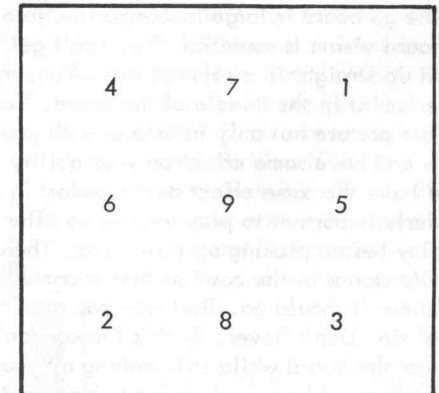
Go is a game for two players. Though in competition, each needs the other in order to play. This makes them partners in the exercise. If one accepts the notion that go is a beneficial pastime, a potential voyage of self-discovery and enlightenment, then the opponent or partner who makes this possible deserves special treatment and respect. You show this in a variety of ways.

Firstly there is etiquette, the code of behaviour at the go board. This is where ritual plays the greatest part. The Japanese bow to each other, enquire politely if the other would instruct them and ask if the other would please commence play - all done using phrases reserved for these special occasions when only the highest form of politeness and greatest deference is shown. Of course we don't need to go to such lengths but at least a friendly, courteous approach to an opponent is right. During play sit quietly and do nothing to upset him. If you must leave the table apologise politely before doing so. Remember that the other player expects as much from you as he does from himself.

At the beginning of a game certain conventions apply. For example, in an even game it is customary to play the first move in the upper right corner of the board. Should this be a komoku, then the right hand one is expected. In placing a handicap, which incidentally Black does for himself, the recommended order of moves is as shown in the diagram. Note that in the only assymetric position of three stones, Black leaves White's lower right corner open for him to play in.

With equally matched players, first move is chosen by nigiri. One player takes a handful of white stones from a bowl. The other will then guess odd or even and the stones are counted out in pairs. The player on the correct end of this little guessing game then automatically plays black.

There is more ritual at the end of the game. This comes when both players agree that there are no more points to be gained or lost for either side. Then the dame (neutral points) are filled, preferably alternately although in the Japanese method of counting this is not essential. What is important to remember is that the game has ended before the dame are filled. So you do not capture stones left in atari when the dame are taken. Instead you point this out to your



opponent and allow him to connect. The connection is a dame. Western tournament rules which were devised to avoid ambiguity at the end of the game insist that the game ends after the dame are all filled. On this technicality dame rip-offs are possible but are totally contrary to the basic nature of go. Such play undermines the spirit in which the game should be played and speaks poorly of players who perpetrate it.

Having filled the dame, each player then takes up their own captured stones which added to the prisoners in the lid they then place in their opponent's area preparatory to counting. Each player arranges and counts his opponent's territory announcing their score. Only then are the stones cleared away with each player putting away his own stones. This ensures there are no accidents as hands clash in mid-air en route to the same bowl. Of course you can help each other sort out the stones still on the board and push the opponent's stones towards him. Afterwards it is right and proper that you thank each other for the game.

Apart from good manners, there is another way in which you can show proper respect for the other player and that is by playing the best game possible. Playing rubbish is an insult to the opponent. Every player has his limitations but there are ways in which you can enhance your play without further study. Which takes us back to sitting quietly at the go board. Your mind performs well with the minimum of distraction and this includes the self-induced as well as any from your opponent or the surrounding area. It is best to promote a calm frame of mind, allowing the mind to think about the game with great clarity and in a detached way. Remember that you play into an existing position on the board there for all to see. What you do is up to you and you alone. All that matters is the position at that point and how you intend to play. In this respect you opponent may as well not exist. What I mean is of course that you should try not to play the person sitting opposite. Play the position not the opponent.

The go board is large in comparison to other similar board games and an overall board vision is essential. You can't get this by hunching over part of the board. Sit up straight in a relaxed way. Your eyes should be about one yard from the tengen point in the middle of the board. You need to scan the entire board without effort. Poor posture not only interferes with your view it also may constrict your bloodflow and have some effect on your ability to think. Tension and stress in your body will have the same effect as discomfort in disturbing the smooth flow of ideas. It is similarly important to play your move after due consideration. Decide where you wish to play before picking up your stone. Then play it with confidence. Don't rattle stones in the bowl as that is annoying. Don't play a move before you are certain where it should go. That way you aren't tempted to take the move back - a cardinal sin. Don't hover. By this I mean don't hold a stone in your hand and hover with it over the board while still making up your mind. Notice how much of the board surface is obscured by your own hand. You must have a clear view of the board at all times.

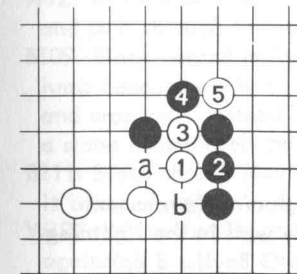
Get used to following these recommendations during play and improve both the quality of your game and the enjoyment and pleasure that go guarantees.

Every go player improves if he keeps on playing. This improvement is never steady and consistent, it occurs in jumps. Each jump shows that a go revelation has born fruit. But between the jumps are the plateaux where you plod along for months or maybe years always at the same depressing level. I remember being stuck at 2-kyu for a whole year; one of the insights that finally jogged me out of my rut was the significance of 'pre-atari'. Most go players, when they see an atari, play it immediately. Their reason seems to be that atari is a forcing move which compels an answer. If you have successfully forced your opponent into some particular response then you can bask in the illusion that you have control over what's happening on the board. However, the fact of the matter is that you may have destroyed all sorts of delicious aji. Why should this be? The explanation is disarmingly simple.

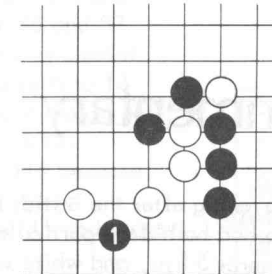
When a group has just two liberties you can put it into atari. We can describe this state as 'pre-atari'. But which liberty do you fill? If you fill one you can force one response, if the other you force the other response. The simple but crucial point is that there are two ways you can force your opponent. Two possibilities. Here we are very close to the root of the Japanese idea of 'aji'. Do you want to hit your opponent on the head or the backside? If you refrain from hitting him either way but probe nearby he may be forced into making a grovelling answer to your probe. You have forced him off balance because he can't just parry your probe but must shelter himself at the same time from both the blow on the head and the kick in the pants.

Let's look at an example:

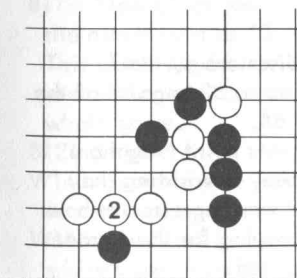
In Dia.1 White has spotted what he thought was a weakness in Black's shape and pushed with 1 and cut with 5. Now Black can play atari at either 'a' or 'b'. Whoa! Steady there, what should Black really do? He should think beyond the two ataris, and play 1 in Dia.2. White has to grovel and connect at 2 in Dia.3. Now Black can settle himself comfortably. If White tries to resist with 2 in Dia.4, Black can unleash one of the options he discretely refrained from playing before and humiliate White.



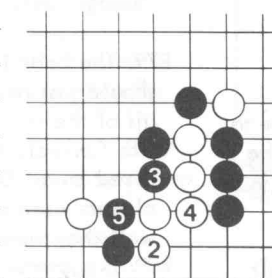
Dia.1



Dia.2



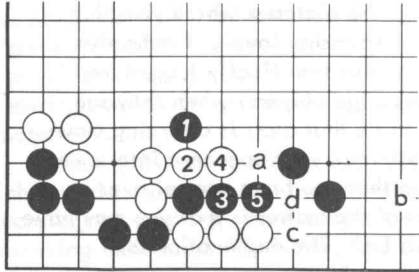
Dia.3



Dia.4

Examples of ataris that should be left alone are very common. Dia.5 shows another example. Black

has just played a rather flashy move at 1, tempting White into a tricky fight. White decides to simplify the position and sacrifice his three



Dia.5

Obviously if an atari is double sente then you can't very well avoid playing it straight away. However, if it is just sente for you then leave it alone because there are always TWO ataris. Try to find a sequence in which the other atari might be helpful. Even if nothing comes to mind now, 50 moves later things might be very different. If nothing comes of it you will have an extra ko threat or some yose in sente, or both at the same time.

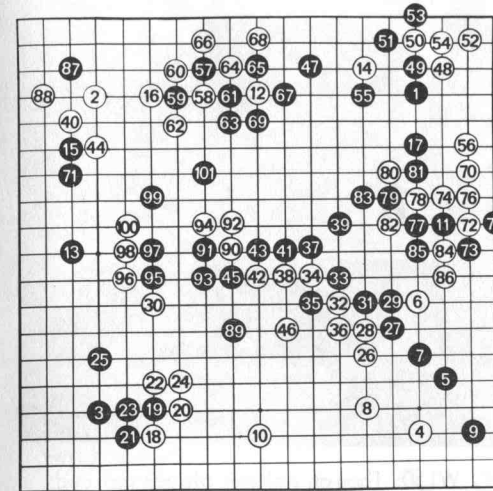
Professional Commentary

This game was played in the evening after the British Lightning Tournament. The players were two kyu players who had both done particularly well in the lightning tournament earlier. Black was R Borchers 5 kyu, and white was G Bayliss 3 kyu. They played on the back of the stage and Mr Nagahara, professional 6 dan visiting from Japan, commented on the game from the front of the stage, Stuart Dowsey translated. What follows is a reconstruction, so far as we can remember them, of Nagahara's comments.

- W26-B29: White should not play this exchange.
- B31-B39: Black should not force white to make territory but just hane round the top of 6.
- B39: Black should connect solidly.
- B55: It would be better to connect.
- B57-B69: White gets a very good result out of this sequence.

- B79: The hane is disastrous, black should just push up to 82 because of the aji of the cut at 84.
- W88: Correct. At this point Nagahara asked Stuart Dowsey how strong the players were and was impressed at how well they were playing for their grades.
- B89: Nagahara grunted.

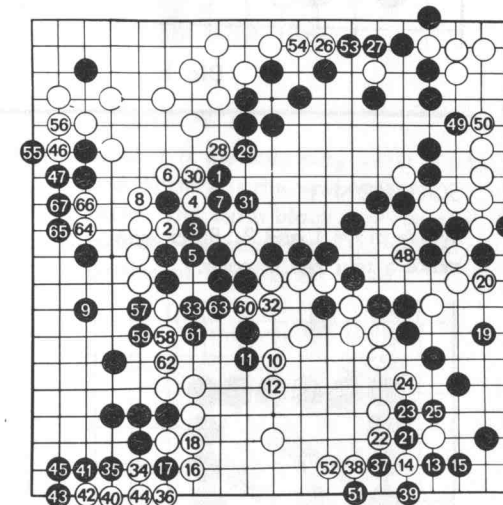
stones by pushing through with 2 and 4. But white should refrain from popping in the extra atari at 'a'. The reason is that he might later be able to play 'b', which threatens 'c' and after 'c' the two ataris at 'a' and 'd' really come to life. The conclusion is that White can play 'b' almost as a free move because Black can't respond aggressively. Had White carried on gleefully playing atari at 'a' the aji that lets him have such an easy time with 'b' disappears.



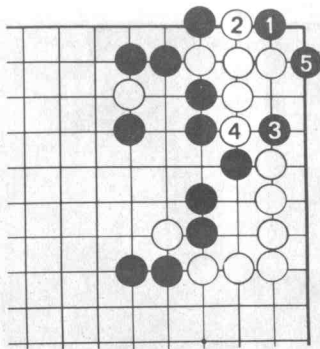
(1 - 101)



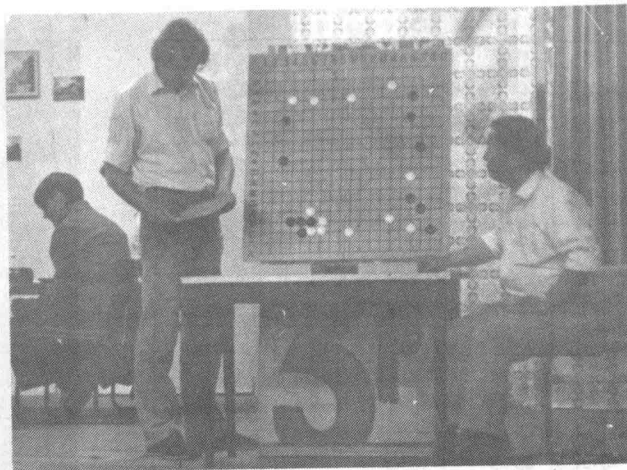
- W92: White should sacrifice this stone and push through between 45 and 89.
- B109: Black cannot make the one point jump because white can attach to 13 and cross cut. Instead black should put a stone immediately next to 13.
- B111: Black should play at 118 because it is very large.
- W122: White should ignore 111 and protect against 118.
- B113-B115: Large, but 118 is larger.
- W116: Should just connect at 118 because the hane and connection is sente.
- B119: Now black should protect against the attachment to 13 and cross cut. This is the big issue that both players are missing and continue to miss for the whole game.
- B121: Large.
- W140: Should be at 141, which either lives or connects up.
- W146: Very bad because it cuts down white's gain from the attachment and cross cut mentioned earlier.



(101 - 167)



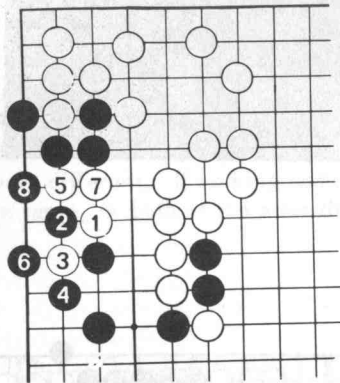
Dia.a



B149, W150: Though neither player noticed it, this exchange opens up the possibilities in Dia.a.

W166: White should cross cut as shown in Dia.b. It is several points better.

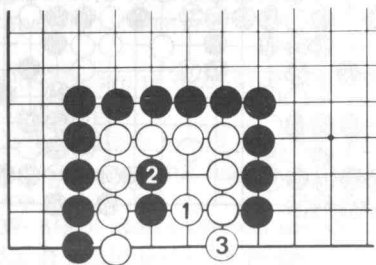
167 moves recorded.
White won by 3 points.



Dia.b

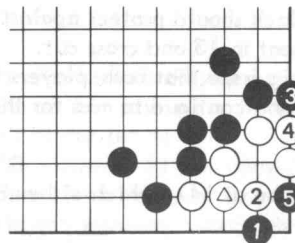
SOLUTION 1

White plays 1 and 3. Black can make a seki but in gote.



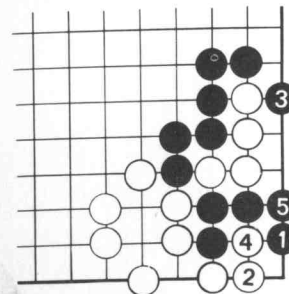
SOLUTION 2

Black can force a ko.



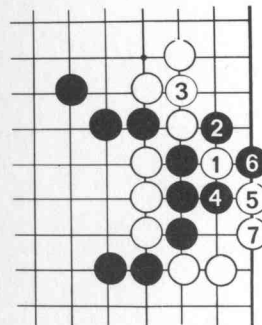
SOLUTION 3

Black 1 gains two liberties in effect, since White cannot play on either side after Black 5



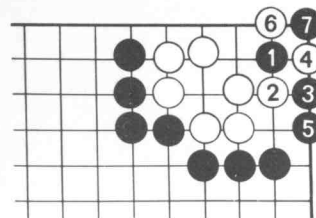
SOLUTION 5

White sacrifices a stone at 1, and now Black has no way to get more than two liberties.



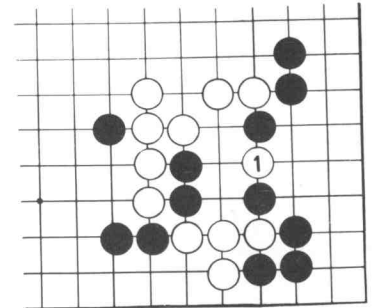
SOLUTION 7

Black 1 and 3 are the only way, then White throws in at 4, and the best result for both is a ko.



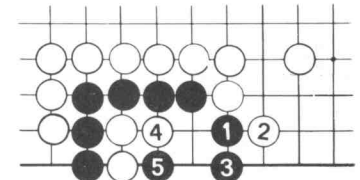
SOLUTION 4

White 1 is a famous tesuji and black cannot save his cutting stones.



SOLUTION 6

Black 1 and 3 may not look much good, but 5 is a tesuji, and however White answers Black can make two eyes.



SOLUTION 8

Black 1 is the only play which works, and White 2 is the most resilient reply. The extra black stone on the outside is necessary to stop White cutting at 'a' after Black 13.

