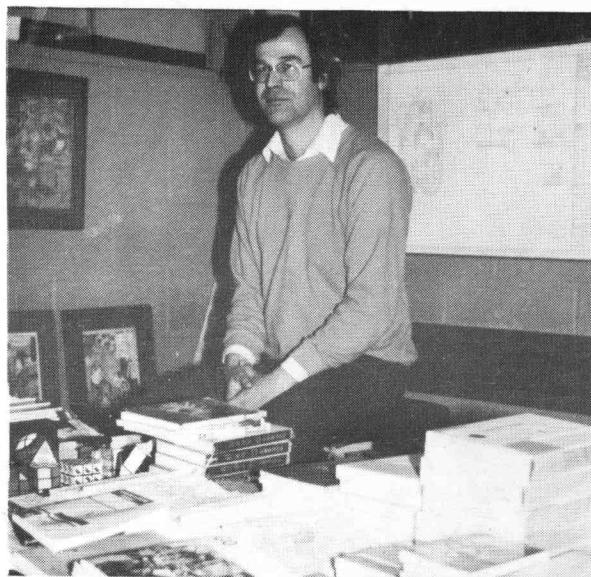


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BRITISH
GO
JOURNAL



Stuart
Dowsey
-
waiting
for
something
to turn
up

nottingham

THE FIFTEENTH BRITISH GO CONGRESS

March 19 - March 21

At Willoughby Hall, University of Nottingham

Entry £32.75 inclusive for full board from Friday dinner,
various reductions and cheaper options available.

Entry forms and further details from :

A.J. Atkins, Willoughby Hall, University Park, Nottingham.

EIGHTH LONDON OPEN

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GLOSSARY OF TECHNICAL TERMS

ATARI: Immediate threat to capture
BYO-YOMI: Penalty period in which a player has e.g. one minute for each move.
HAMETE: (three syllables) A tricky, but theoretically inferior play.
HAZAMA TOBI: A one point jump diagonally
IKKEN TOBI: A one point jump in a straight line
JOSEKI: A standard sequence, usually in the corner.
KAKARI: An approach to a corner stone.
MIAI: Two plays of equal value such that each player will get one of them.
SEKI: An impasse in which adjacent eyeless groups are unable to capture each other.
SENTE: Having, or retaining the initiative.
TENUKI: Ignore the last play and play elsewhere.
YOSE: The endgame.

THE BRITISH GO ASSOCIATION

Membership Secretary: Derek Hunter, 60 Wantage Rd. Reading. Tel: 0734 581001
 Secretary: Norman Tobin, 10 Westcommon Rd. Uxbridge, Middlesex. (see page 11)
 President: Toby Manning. 110 Moselle Ave, London N22. Tel: 01 889 5247
 Treasurer: Bob Thompson, 4 Arncliffe, Wildridings, Bracknell, Berks. Tel 0344 22502
 Book distributor: Toby Manning, address as above.
 Tournament coordinator: R. Granville, 11 Mulberry drive, Fruitlands, Malvern, Worcs. Tel: 06845 67494
 Publicity officer: Stuart Dowsey, 18a Parkhill Road, London NW3. Tel: 01 267 1975
 Archivist: Keith Rapley, Lisheen, Wynnswick Rd. Seer green Bucks.

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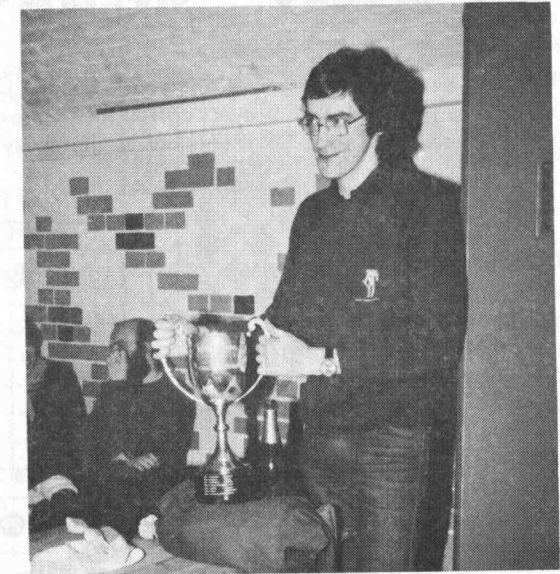
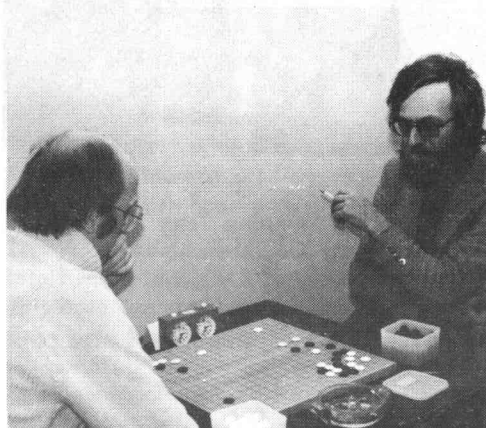
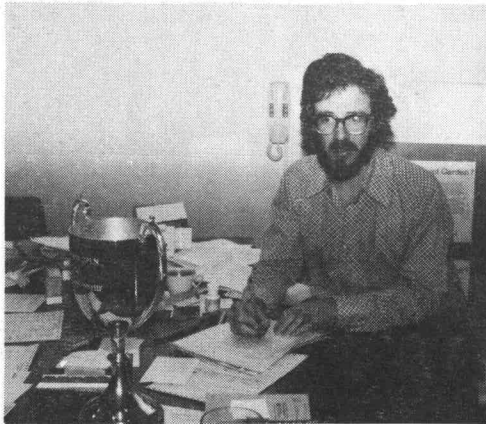
Here are four of the prizewinners. Clockwise from the top left we have Terry Stacey who won the tournament with a splendid 8 wins out of 8, Tony Goddard who was second with 7/8, Quentin Mills and Eddie Shaw who both scored 6/8. Giving the prizes are Jon and Peter Diamond.

Third place went to Jean Michel from Paris with 6/8. Other prizewinners were as follows:

Jeremy Hawdon (1 dan)	6/8	Simon Buckler (9 kyu)	6/8
M. Rost (2 kyu)	6½/8	Tony Atkins (10 kyu)	6/8
Dave Buckle (8 kyu)	7/8	R. Loughrey (17 kyu)	6/7
J. Rickard (4 kyu)	6/8	C. Houghton (18 kyu)	6/8

The lightning tournament was split into two sections. Winner of the top section was Peter Zandveld from Amsterdam, Simon Clark won the losers' section. Winner of the lower division was C. Bagot and David Hall won the losers' section.

This page of photos shows, again clockwise, the intrepid organiser, Toby Manning, 2 views of the playing rooms and the great clash between Cas Muller (Amsterdam) and David Schoffel (Cologne)



Terry
Stacey
-
smiling
at last

TOURNAMENT COORDINATOR

Please note that I have taken over the position of Tournament Coordinator from David Goto. My address and telephone number are inside the front cover. Anyone who is considering running a tournament in Britain during the next two years should contact me as soon as possible.

I am now also a member of the Grading subcommittee, and curator of the "black book" which contains all tournament results of 1 kyu or stronger. I would appreciate it if tournament organisers could send me their results as quickly as possible.

I am also trying to compile a complete list of British players who consider that they are 1 kyu or stronger. Some of these are listed in the last issue of BGJ. Some more are listed below. Please write to me if you are 1 kyu and do not appear on either list.

P. Atwell (Bristol), P. Bloomberg (London), W. Brakes (Hemel Hempstead), M. Cockburn (Hemel Hempstead), M. Cumper (London), S. Heavens (S. Cheshire), M. Hinsley (Woodford), S. Hughes (Coventry), J. Ingleby (Hammersmith), R. Jackson (N. Staffs), B. Lyon (Bracknell), I. Phillips (York), K. Rapley (N.W. London), B. Simmons (Leeds), A. Thornton (Hemel Hempstead), A. Warburton(?)

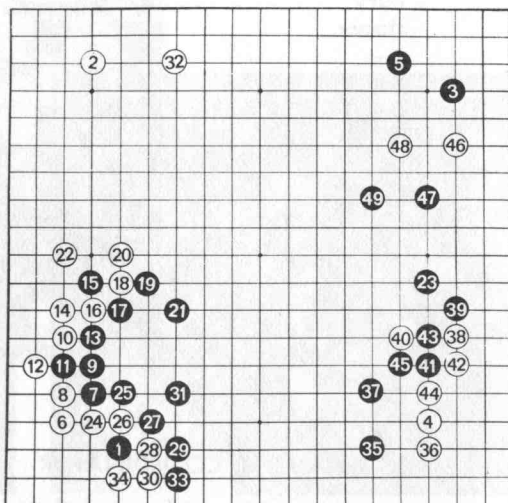
Richard Granville

PASTURES GREEN

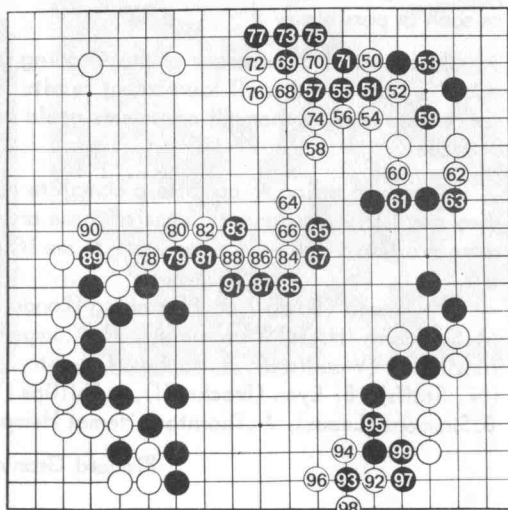
This is the game we are featuring from this year's London Open, and a very entertaining game it is too. Both players called themselves 8 kyu at the time but are now stronger than that. Comments are by Jim Barty and Matthew Macfadyen.

Black is Bob Scantlebury
White is Steve Brooker

- B21: Should connect solidly there are too many cutting points here.
- W22: The atari from above is more solid.
- B23: Wrong direction, should be 35 which makes better use of the wall.
- B25: Bad shape.
- W32: Better at 35.
- W42: White should connect regardless of the consequences
- B45: Black has a splendid result.
- B59: Too slow.
- B65: Better at 84, both to surround black territory and to invade White.
- B73: Must be at 75.
- W76: This sequence from 68 is excellent play by White.
- B77: This is too slow, Black should play 80.
- W94: Nice idea but it doesn't work, Black can simply play atari above 94 and catch the stone on the edge.



dia 1



dia 2

W100, 101: This makes it much harder for White to live in the black territory.

W104: Bad, eyes happen on the edge. White should also play the kikashi on 108 first, Black will reply with 110 and then 116 looks hard to kill.

W118: Should play 119, Black 118, White 121, Black 128 and White gives atari under 115 starting a ko.

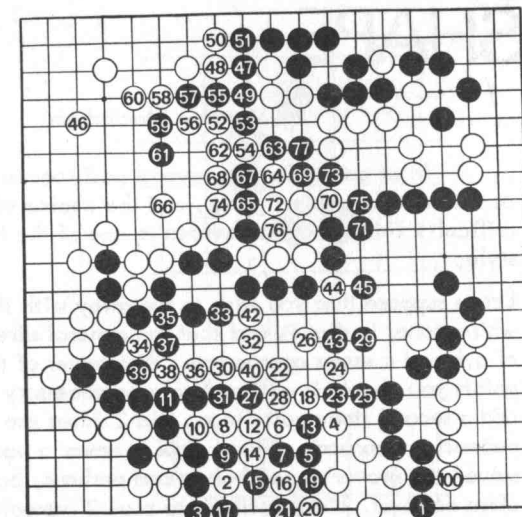
B127: Vulgar, should be at 140.

W146: White should count the game now, to win White needs all his moyo as territory, so he must block at 151 and hope he can kill a black invasion.

W148: Should be at 155 which would enclose much more.

B153 to 169: Brilliant play, White is destroyed.

B171: Aargh! Must capture at 172 killing the White bits.



dia 3

B 141 connects at 134

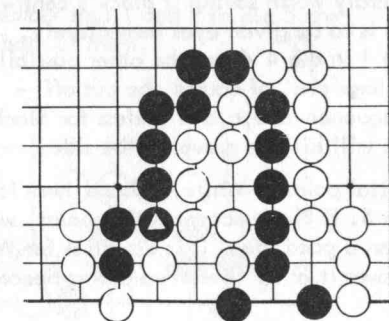
W174: Must play the double atari at 177. White's only chance to escape.

B177: The last move recorded, Black eventually won the game by 48 points.

PROBLEM 1

Black has just played ▲.
How should White reply?

Solution inside back cover.



SHAPE

by Matthew Macfadyen

Most games contain several positions in which it is necessary to run out into the centre with an eyeless group, and the choice of exactly how to run out is often very difficult. This article is devoted to one of the lesser known ways of running in good style.

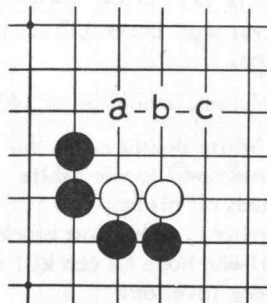
Let us suppose that you wish to run away with the two white stones in dia. 1, and that the general direction of a, b and c seems appropriate. Whichever of these points you choose it will probably be necessary to add a second stone quite soon. Dia 2 shows the pedestrian approach. "Ikken Tobi is never a bad move" the proverb says. Never bad perhaps, but often not best. Black is likely to play 2 immediately, forcing 3 and now White would prefer to have his stone 1 at a.

The point is that, given that you are going to have to play two of the points a, b, c in dia 1, it is better to play a and c than any other pair.

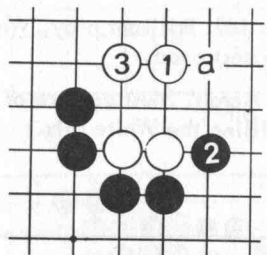
One possibility is to play 1 in dia 3, and indeed this is often the best move. Black can push through and cut with 2 and 4 but White gets good shape with 5 and 7. In many cases dia 3 will be good for White and so Black will not play 2 and 4 there. Dia 4 is an example where this is not true.

Black would be delighted to see the sequence of dia 3 in dia 4 - the white cutting stones are hardly worth saving if Black's centre group is to be given eyes immediately. White 1 in dia 4 shows the other possibility. This stone can, of course, be cut off - but the sequence a, b, c, d is useless for Black, White will kill his group on the side.

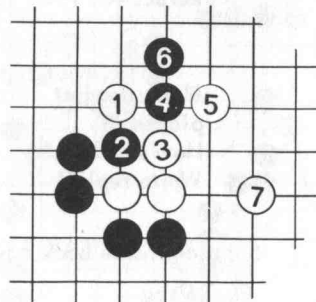
The vital point of White's shape here is 1 in dia 5. If Black occupies that point, which is often a good idea, it is essential for White to answer it at 2. These two points become miai.



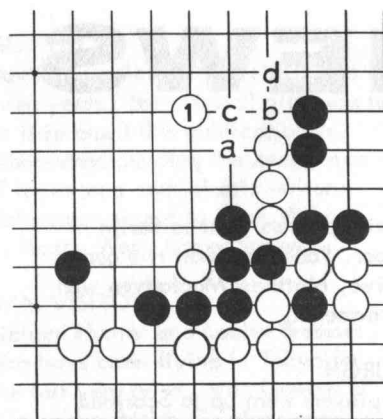
dia 1



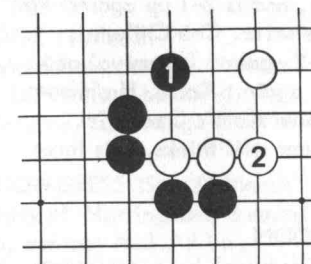
dia 2



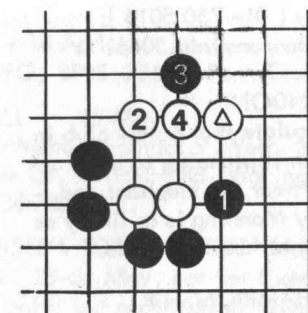
dia 3



dia 4



dia 5



dia 6

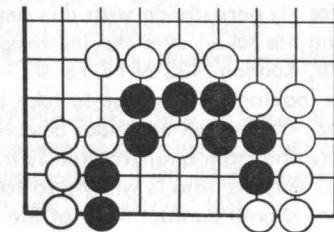
Dia. 6 shows Black's other choice. After exchanging 1 for 2 there are weaknesses in the white shape, but often the best Black can do is to make White heavier by forcing 4 with 3. Now this result is just dia 2 with the addition of Black 3 and White \triangle . In most cases \triangle will be slightly more valuable than 3 and this difference is the measure of White's gain.

To recap then: White a, b and c in dia 1 are all possible. a is only good when dia 3 is bad for Black: b is safe but a bit slow, it is only best if the exchange of 3 for \triangle in dia 6 is good for Black: c is fast, light and dynamic but it does leave weaknesses. You have to check that the cut a, b, c, d in dia 4 doesn't work, and you have to remember that 1 and 2 in dia 5 are miai, Black must not be allowed to play both of them.

PROBLEM 2

Black to play and live unconditionally

Answer inside back cover



JAPAN

Fujisawa Shuko has started well in the Kisei match, and is 2-1 up against Rin Kaiho as we write. Cho Chikun is Honinbo (4-2 against Takemiya) and Meijin (4-1 against Kato). Hashimoto Shoji has taken Kato's Oza title. Louise Bremner still thinks she's three dan.

N.W. LONDON

The N.W. London club now meets at Dave Artus' home; 14 Braintree Rd. South Ruislip (Near S. Ruislip tube) on alternate Wednesdays starting on 13 Jan. Contacts are: daytime - Keith Rapley (01-750 5016); evenings - Beaconsfield 5066.

SOUTH LONDON

Rumours circulate that a new club in South London is planning to meet on Wednesdays near the Elephant and Castle. Toby Manning is as likely as anyone to have further details.

WORLD CHAMPIONSHIP

The BGA committee have changed the rules so that the same player may not represent Britain in successive years. Thus for 1983 Matthew Macfadyen is ineligible and the winner of the Challenger's Tournament can go to Tokyo whether or not they win the match.

BGA BOOK DISTRIBUTOR

Brian Bolton has had to relinquish the position of BGA book distributor. The association is most grateful for his persistence with this somewhat thankless task.

Toby Manning has taken over the job temporarily, and orders should be sent to him at 110, Moselle Ave, London N22 6ET (Tel 01-889 5247) until further notice. Meanwhile the association is looking for someone to take on the job more permanently.

This would not involve an enormous amount of work, but rather a small amount at frequent intervals. The main qualification is the possession of about half a spare room to keep the stock in. Anyone who is willing to take over, or who believes he knows someone else who might be, should contact Toby at the above address.

NEWS

BERLIN

Two British players went to Berlin in November. Paul Fage won two games out of five, Matthew Macfadyen won the tournament.

EDINBURGH

Twenty players went up to Scotland in November, but none strong enough to beat X.T. He, the local Chinese, who won the tournament.

WOODFORD

Very capably organised by Francis Roads this took place on Saturday 13 February at Wanstead house, home of the Woodford Go club. There were three rounds and about 40 people turned up. Overall winner was Jim Barty, 4 Dan.

PRAGUE

Despite being the tournament with the cheapest beer in Europe, there was only one British representative this year. M. Macfadyen won all his games and the first prize. Poles were conspicuous by their absence, but the East Germans now have two 5 dans and four 4 dans

GO TUTOR

Having completed its twelfth issue in three years (the original plan was to do it in one) this publication is hibernating pending the emergence of a new and enthusiastic editor. Volunteers please to Nick Webber, 1, Hazon Way, Epsom Surrey.

DAN VISITORS

Richard Hunter and Louise Bremner, who have been living in Tokyo for the last year or so, are planning a tour of the British Go clubs some time this Summer. Anyone interested in being included in the tour should contact Stuart Dowsey at 18a, Parkhill Rd. London NW3 2YN.

BGA TREASURER

Brian Philp has resigned as BGA Treasurer with effect from the end of 1981. Bob Thompson has been appointed acting treasurer, and will stand for the post at the AGM.

BGA SECRETARY

M. Macfadyen is resigning as BGA Secretary from the time he leaves for the world championship in Japan. Norman Tobin will be acting secretary until the AGM, and is intending to stand as Secretary next year. His address is 10 Westcommon Rd. Uxbridge Middlesex. Meanwhile, Derek Hunter will continue to handle membership matters and general enquiries.

PROMOTIONS

November: S. Clark, W. Gregory, R. Granville and D. Cann to 2 Dan; M. Hollings to 3 Dan.
January: E. Shaw to 1 Dan, Q. Mills and J. Hawdon to 2 Dan.

TOURNAMENT CALENDAR

CAMBRIDGE 13 March
3 round McMahon; contact Graham Clemow, D3 Wolfson building, Trinity College, Cambridge CB21TQ

BRITISH CONGRESS 19 - 21 March
at University of Nottingham; 6 round McMahon; contact A.J. Atkins, Willoughby Hall, University park, Nottingham.

HAMBURG 9-12 April
(3 Dans and above only)

PARIS 17 - 18 April
contact: FFG, BP95 75262 Paris Cedex 06

BRACKNELL 15 May
3 round McMahon; contact V. West, 5 Buckingham Ct. Wiltshire Rd. Wokingham, Berks (0734 780709).

CHALLENGER'S TOURNAMENT May 29-1 June
(or possibly 28-31 May, not yet fixed) - by invitation only, but a concurrent open tournament will be held. At IVC, London; contact Andrew Grant, 1 Kent St. Plaistow London E13 8RL

BUDAPEST 30 April- 1 May
contact K. Vékey H 1223 Budapest XXII Rózsakert ltp. Névtelen u. 13. Hungary

AMSTERDAM 20 - 23 May
contact R. Koopman Tel 020 366379

NYMBURK 22 - 23 May
contact V. Nechanický, Gottwaldova 1590/76 28802 Nymburk, Czechoslovakia

LEICESTER 4 July
3 round McMahon, contact E. Smithers, 15 Coxley drive, Melton Mowbray Leics,

COPENHAGEN July 25 - Aug 8
(European go congress); contact M. Aalund, Malmøgade 6, 1 DK 2100 Copenhagen Denmark. Tel 01 267 801.

newsletter

By the time they read this, most members will be aware of the introduction of the BGA Newsletter. The idea of a cheaply and quickly produced broadsheet is not a new one, and when in early January I offered to edit such a broadsheet for the BGA the committee accepted my offer with what I regarded as commendable alacrity.

For various reasons it has never been practical to publish the BGJ within a short enough time of the copy date for the news it contains to be anything like up to date. For a time a recorded telephone news service was made available, but so few members chose to use it that it was discontinued. This Newsletter is a new attempt to improve BGA communications.

The Newsletter will contain no technical material. This will remain the province of the BGJ, as will detailed reports of congresses and other activities. Its function will be to publish, in descending order of priority:

- 1) Details of forthcoming events.
- 2) Brief reports of recent events.
- 3) BGA contact addresses.
- 4) Editorial material and letters to the editor.

Copy dates will be Saturdays near to the ends of odd numbered months and will be published well in advance. The intention is that members should receive the Newsletter within a week of the copy date, and for this reason it will be strictly adhered to. Information may be posted or telephoned, but I do not promise to be at home near the copy date to receive 'phone calls.

The Newsletter offers the following services to clubs inviting entries for tournaments:

- 1) Brief details will be included in every issue of the Newsletter from my first receiving the information until the date of the event.
- 2) Your entry form can be sent out in the same envelope as any issue of the Newsletter.
- 3) Your entry form can be part of the Newsletter.

Service 1) is free of charge to BGA affiliated clubs, and so is 2) provided that extra postal charges are not incurred. For 3) there is a charge of £5 for a quarter-page tear-off entry form printed on both sides.

Brief non-commercial advertisements will be published free of charge.

As I write the committee has yet to finalise its policy on how many copies are to be sent each club, and towards sending copies to unattached members*. As you might imagine, the determining factor is postal charges. The production costs are quite low (£12 for 500 copies).

Another matter under review is how the existence of the Newsletter should affect the frequency of the BGJ. If you have an opinion on these matters please don't keep it to yourself.

The address for copy is 61 Malmesbury Road London E 18 2NL.
Tel. 01-505-4381. Copy dates: Issue 2; April 3. Issue 3; June 5.

Francis Roads.

* The position is now that clubs will receive the Newsletter automatically, while unattached members will receive a copy if they send a supply of unstamped, addressed envelopes to Francis.

AGM

Notice to all members of the British Go Association.

The AGM of the BGA will be held on Saturday 20 March 1982 at 7.30 p.m. at Willoughby Hall, University of Nottingham during the British Go Congress.

The Agenda will be:

1. Election of tellers.
2. Reading of minutes of the 1981 AGM at York, and discussion of matters arising.
3. Receipt of and consideration of Officers' written reports.
4. Address by candidates and election of Officers.
5. Address by candidates and election of ordinary committee members.
6. Election of honorary auditor.
7. Consideration of, and voting upon, the motion received from the BGA Committee that the subscription rates for 1983 be:

		(1982 rate)
Student member (in full time education)	£2.00	£1.00
Club member	£4.00	£2.00
Unattached member	£6.00	£3.00
Overseas member	£8.00	£4.00
- 7a. Consideration of, and voting upon the motion received from the BGA committee that, in the event that the motion under item 7 is rejected, the subscription rates for 1983 be:

Student	£1.50
Club	£3.00
Unattached	£5.00
Overseas	£6.00
8. Any other business.

M.R. Macfadyen, Hon. Sec. BGA

Faced with a small surplus in 1981, the reader may look somewhat askance at the proposal to be put to the AGM by the Committee that subscriptions for 1983 should double. This article explains the Committee's reasoning.

Broadly speaking, the BGA's income comes from four sources: Subscriptions (55%), surplus on sales (35%), interest (5%), and tournament levies (5%). This was balanced, in 1981, by expenditure on the Journal (60%), other printing costs (15%), surplus on the year (10%), and a number of small items.

The Committee has already adopted two measures which will increase expenditure in 1982. These are the production of a bimonthly newsletter, and an improvement in the quality of the journal. These items alone would have wiped out our surplus in 1981.

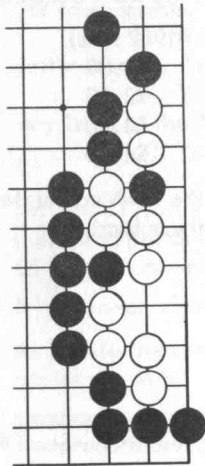
In addition our income in 1981 included a large contribution from the sale of magnetic sets, purchased at a bargain price and sold at 100% profit margin (still cheap at £5) instead of our usual 20 or 30%, and this exceptional item may not be repeated.

In the past, the BGA Committee has had a financial policy of making a small surplus each year. This may be an adequate policy in a non-inflationary world, but the Association's assets (about £4000) are being whittled away, and we ought to aim at a surplus of around £400 just to maintain their real value.

The Committee would like to expand services in two areas: The production of a handbook, containing advice on how to run clubs, ladders, tournaments etc.; and an improvement in our publicity material. Our experience of running stalls at events such as games day has identified several deficiencies in this area. Both of these will cost more money.

These factors together imply a doubling of subscriptions, roughly one third of the extra money going towards improved services, one third towards maintaining the real value of our assets, one sixth towards publicity improvements, and the remaining sixth covering the effects of inflation on our running costs.

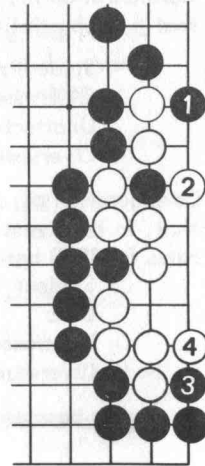
P.T. Manning, Hon. President, BGA



PROBLEM 3

In the position on the left, White has a fairly healthy looking group. Black can, however, do rather better than the sequence on the right. What is his best combination?

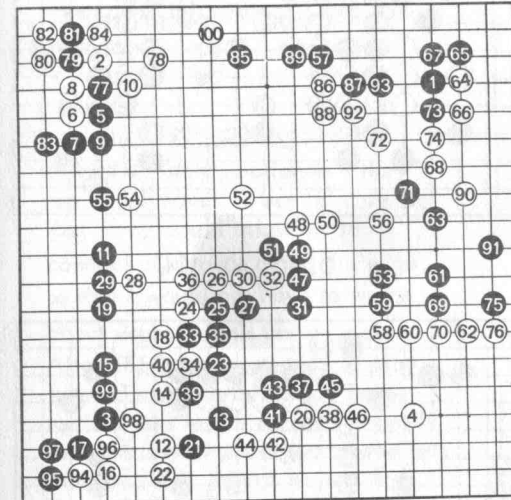
Solution on page 26.



BRITISH CHAMPIONSHIP

by Matthew Macfadyen

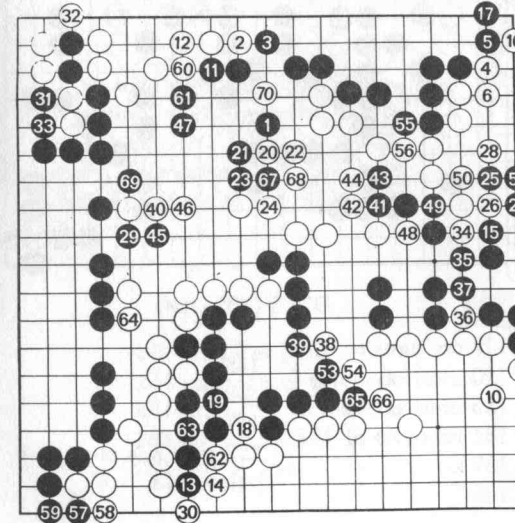
This was the third year in which Terry Stacey had challenged me for the British Championship, and the match was our closest one yet. The first two games were presented in the last issue of BGJ, readers may recall that I won the first game, and Terry the second. Here we give the remaining games.



Game 3: 5.10.81
Black: Terry
White: Matthew

Dia 1 (1-100)

The third game was my most clear cut win. Terry handled his weak group 13, 21, 23 etc. clumsily, and almost forced me to make a huge territory in the corner. After this his best chance lay in finding an effective attack on my invading group 64, 66 etc. but nothing turned up.

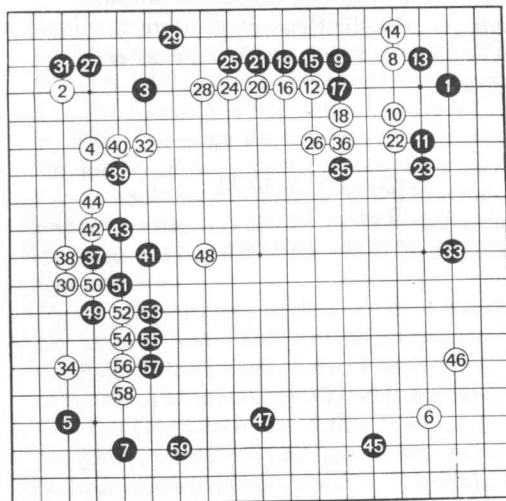


Dia 2 (101-170)

White 152 connects two stones below 132

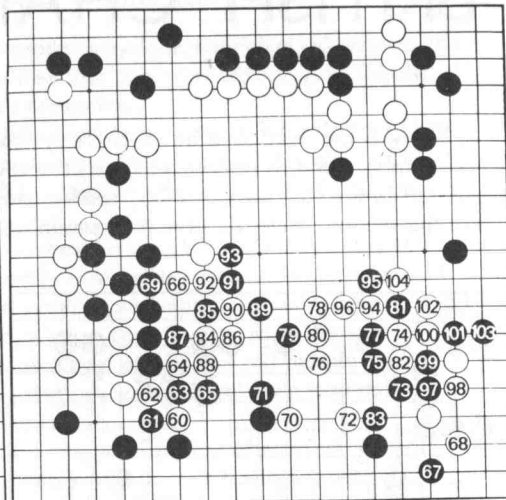
Black resigns after 170.

Game 4: 6.10.81
 Black: Matthew
 White: Terry

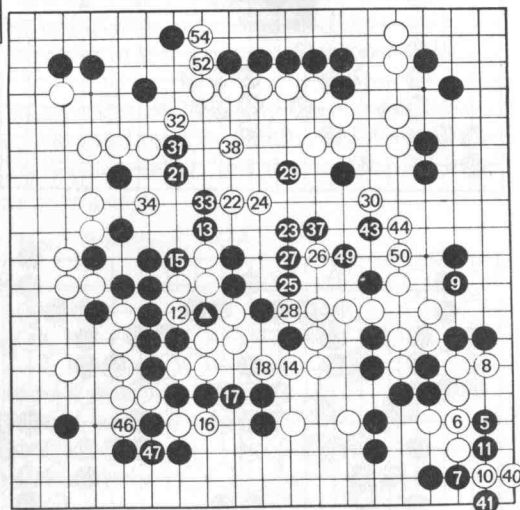


Dia 1 (1-59)

The fourth game was the most spectacular in several ways. Up to Black 33 Terry uncharacteristically gave up a lot of territory for a huge central wall, but then something seemed to go wrong - I suggest 34 at 58 as a better alternative, but I have no idea what would have followed. Anyway with the sequence 35 - 44 White's central prospects seemed to have evaporated. Black 93, which captures at least four stones, seems to assure the black central group of life, and when Terry's corner died at 111 I was beginning to feel pretty complacent.



Dia 2 (60- 104)



Dia 3 (105-154)

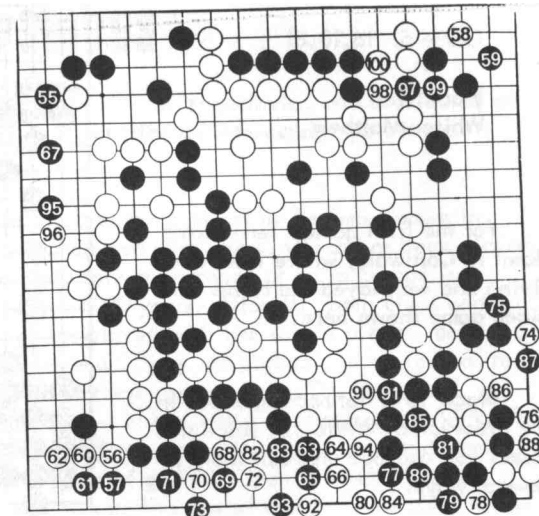
119 captures at	▲	145 "
120 atari above	●	148 "
135 atari above	▲	151 "
136 takes ko at	▲	112
139 ko		153 captures one stone
142 "		below 113

There should have been no trouble living with the centre group, but I made a bad mistake at 133, losing the possibility of an eye by playing 134 instead, and then lost my nerve and started fighting the ko. Terry's threat at 152 was big, but even after this disaster I was ahead.

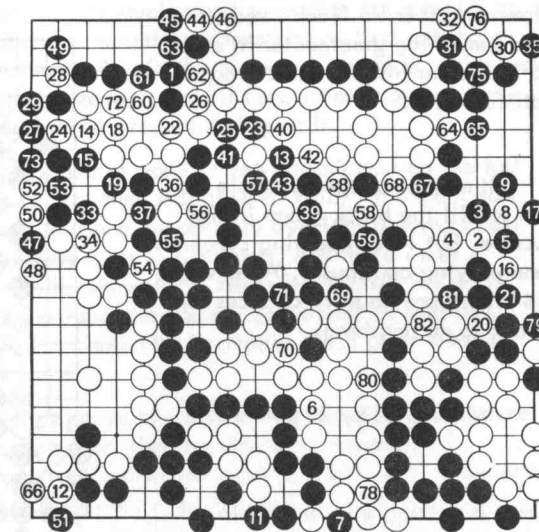
Black 163 and 165 are the reward of Terry's patience - they are awful moves. I was idly hoping that Terry would allow me to connect my groups along the edge, so that I would not have to worry about capturing his corner stones. After 166 it was necessary to play another move in this area. Terry made a seki in the corner (actually 194 was unnecessary) and moved into the lead, though he was now in byo- yomi.

I made up some of the difference by getting in 225 in sente, but it was not enough. Terry won by 3½ points. This game is an object lesson in the art of not resigning.

210 captures	207
274 connects at	247
277 at	207
283 left of	207
284 left of	254



Dia 4 (155-200)



Dia.5 (201-284)

White wins by 3½ points.

Game 5: 16.10.81

Black: Terry
White: Matthew

For the fifth game, Terry came down to Cornwall, where I am now living and we played the rather one sided game shown here.

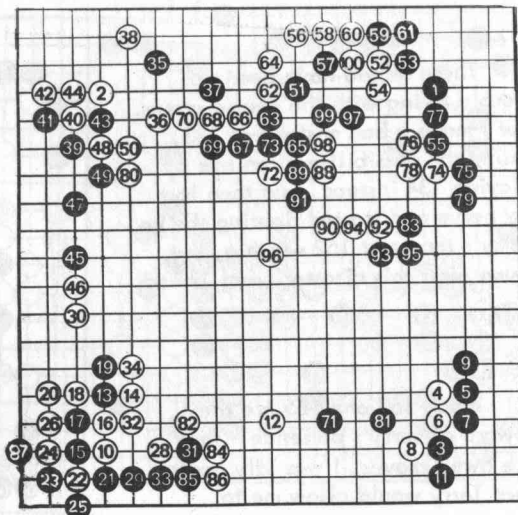
Black 15 is not recommended in the presence of White 12, since this joseki can explode unpredictably in several ways.

Black 53 might have been played more vigorously at the point above 97 but 77,81,83, and 95 were all very slow and after 96 Black needs to find something spectacular in order to look after his two weak groups satisfactorily.

It may have been possible for me to kill the black group in the centre, but I was counting carefully and playing cautiously. After white 144 there are no more chances for Black to do anything.

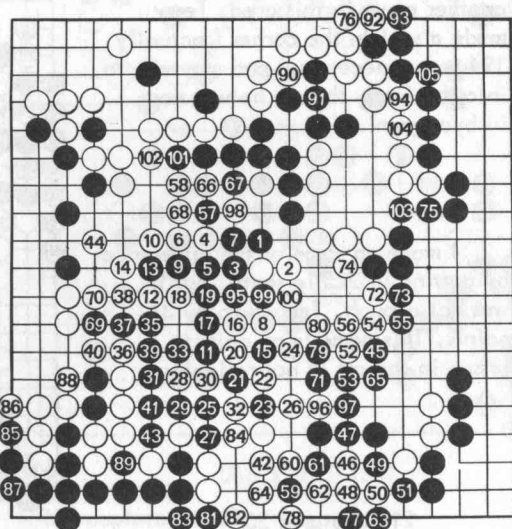
White wins by 20 points.

Terry is getting a lot harder to beat than he used to be. At London he won his first large international tournament. This year's match may well be closer still.



Dia 1 (1-100)

B 27 connects at 22



Dia 2 (101-205)

W 134 connects at 121

a page from the archives

This article was written by the late Ervin Fink of Yugoslavia, and distributed at the European congress in Zagreb in 1974. It contains an interesting eye witness account of the origins of go in Europe.

"We cannot be much in error if we say that the game of go became known in Europe at the beginning of this century. Compared with chess, which has been played in Europe for some 400 years, the relatively late appearance of go in Europe is surprising, since its origins date back about 4000 years. After all, both chess and go have much in common: both are board games played with two sets of pieces, both are games of intellect, and both originated in Asia. There are probably many reasons for the late appearance of go in Europe. One of these reasons is, as Dr. Emmanuel Lasker, the famous Chess Champion, mentioned in his book " Brettspiele der Völker", that the mobility of chess pieces suits the European mentality better than the immobility of go stones - although we know that the game of go is not less (probably more) dynamic than Chess. Anyhow, it was only toward the end of the 19th. century, when Japan opened her frontiers, first to the ships of Commodore Perry and then to trade, diplomacy, science and arts of the western world, that Europe learned of arts and customs of Far-East, and of their game of games.

Certainly there were more attempts at introducing and spreading the game of go in Europe, but most of them are forgotten. It would be interesting to find out those actions, those efforts, that left deeper impression in the history of go. Due to the lack of reliable information on more important attempts, I shall recount only one of these, which happened over 50 years ago, and which I myself took part in.

In 1914, just before the beginning of World war I, I was midshipman on the fast cruiser "admiral Spaun". My ship was at that time stationed at Pula¹, the main port of the Austro - Hungarian Navy. I used to spend my off duty evenings playing chess in the Navy club, where there were always a lot of Kibitzers, and there I met Lieutenant -Commander Artur Jonak von Freyenwald²). He rather praised my game, and invited me into his ship to show me a Japanese game - go, which he said was more interesting than chess. Of course I accepted his invitation, and after a series of lessons I daresay I improved rather quickly.

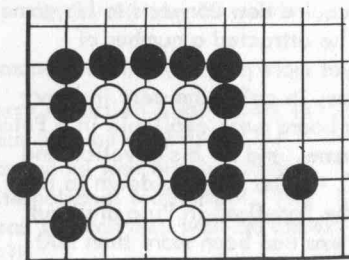
With great will and energy did Jonak strive to acquire new converts to his game, mostly among younger Navy officers. In a short time he attracted a number of enthusiastic go players. They in their turn attracted yet more players, until it became rather like an epidemic. Go was played on board ships, in coffee houses, in Navy clubs etc. Soon go sets with glass stones and a folding board were available in a Pula bookshop. It was Jonak who did most to spread the game, and for his devotion and tireless activity he got the name "Jonak, god of Go". - After Jonak's death in the war, our go club had no leader anymore. Flames of the "go-fire" in Pula died out and winds scattered the sparks of the glowing fire. There had been more than 200 active go players in our club, and I think it was the strongest, and certainly largest go club in Europe, at least before 1918.

Although the "go fire" in Pula went out, some sparks survived.³⁾ One of these glowed on in its country - trying to light a new fire. Many a success of our chess players convinced me that there was the interest and necessary talent for games of intellect in Yugoslavia. This fact strengthened my conviction that in my country favourable grounds for go exist and that is why I decided to try to spread the game of go in Yugoslavia. I tried to make a breakthrough in many ways: articles in newspapers, pamphlets, lecture Radio-television, contacts with chess clubs, making improvised go sets etc. At last I found by accident a group of students of Ljubljana University, who were playing go. They had learned the rules and not much else from an article I had written for a weekly "Tedenska Tribuna" in December 1960. They were very enthusiastic, found many new players, mostly "converts" from chess and they eagerly studied those few books on go that I had. In 1961 we founded "Go-društvo Ljubljana", the first go club in Yugoslavia. We strived and succeeded in spreading go, and after a while there appeared many go clubs in all parts of Yugoslavia. At the same time, we tried to improve our skill and to come even with the best European players, and I think we did it. Of course, we hope to achieve more than that. - And that is how from the beginnings in Pula the game of go established itself in Yugoslavia.

- Notes: 1) Pula is a well known Yugoslav port in the North Adriatic
 2) Lieut. Cmdr. Artur Jonak von Freyenwald was born in Salzburg (Austria) When I met him, he was first officer on the minelayer "Kameleon". In 1914 he was on the cruiser "Kaiserin Elisabeth" in Tsingtau, where he became addicted to go. In 1918 he died in Boka Kotorska (now in Yugoslavia, South Adriatic coast) when some mines accidentally exploded during a minelaying operation.
 3) One of many go players was one Lieut. Cmdr. Fröschl, a close friend of Jonak. He was very active in Go in his native Vienna. Of the activities of other go players from Pula I unfortunately do not know anything.

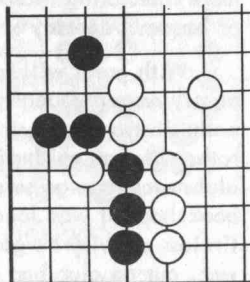
PROBLEMS

PROBLEM 4



Black to play and kill White unconditionally.

PROBLEM 5



White to play. What is his best yose sequence in the corner?

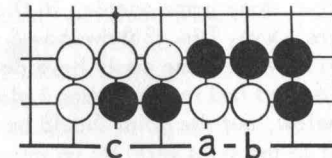
Answers inside back cover

YOSE CORNER

by Jim Barty

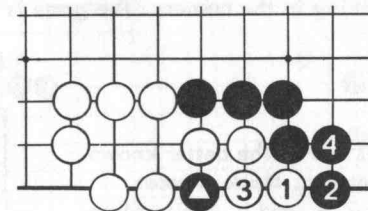
This article is about how to capture stones. Don't expect wonders from knowing the right way to capture, it doesn't make a lot of difference. For years I had never noticed that there was a right way and a wrong way until finally I was shown the error of my ways after a cafe game in Switzerland some months ago.

I have kept the example very simple, though the principle applies in lots of different positions. Look at dia 1, Black is to play and capture two white stones. Should he play 'a' or 'b'? Whichever he plays, White 'c' will be sente. However White won't play 'c' straight away because it is a potential ko threat.



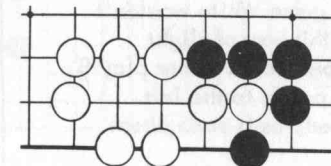
Dia. 1

If you look at 'c' as a ko threat then the difference between 'a' and 'b' becomes much clearer. Diagrams 2 and 3 show the positions after the ko threat 'c' has been ignored and White has captured two stones. 'a' gives Dia. 2 where White has captured the stone and can play the hane and connection at 1 and 3 in sente. All this adds to the size of the ko threat. If Black had played 'b' then the position after he ignores White's ko threat is Dia. 3 where White gets no more points in sente.



Dia. 2

So if Black plays 'a' the ko threat he leaves behind is four points bigger. The principle is always to play from the inside 'b' rather than the outside 'a' in positions where you are catching stones on the edge. The difference will rarely be exactly four points in the size of the ko threat but it will always be at least two because of White's capture of the stone.



Dia. 3

Revelations

by Charles Matthews

This piece of enlightenment crept up on me a couple of years ago, when my 3 Dan diploma was still wet behind the ears. I'd been told by a strong player that my game was good locally, but that I lacked overall vision. Trying to figure out what I was missing, I came up with a slogan about balance. We all know that we are supposed to maintain balance between the third and fourth lines during the opening (even if some prefer to balance between the fifth and tenth!). My newly discovered Go proverb was "balance between corner and side is as important as balance between high and low". A bit verbose, but I am sure the Chinese could boil it down to four characters.

My illustration of this is a handicap game, since the point is even more crucial there. The two stone game opening in Dia. 1 was played in a recent match; my opponent was 1 kyu. Dia. 2 shows how I might have played before my revelation. Dia. 3 shows how the game could have developed along very orthodox lines, and was the sort of thing I had in mind when I played 6, the critical move. I give some detailed comments below, but the point should be clear. In Dia. 2 White controls two corners, but only got to the sides with 14; an invasion of the top right seems both necessary and unappetising. In Dia. 3 White controls one corner but two sides, as does Black, so that if White manages to gain in the fighting in the top left he is in with a good chance. It would be too much to say that White has pulled back some of the handicap in Dia. 3, but in practice this style of rapid development on the side offers more hope than slower profit-taking in the corners. The game is better for White than Dia. 2.

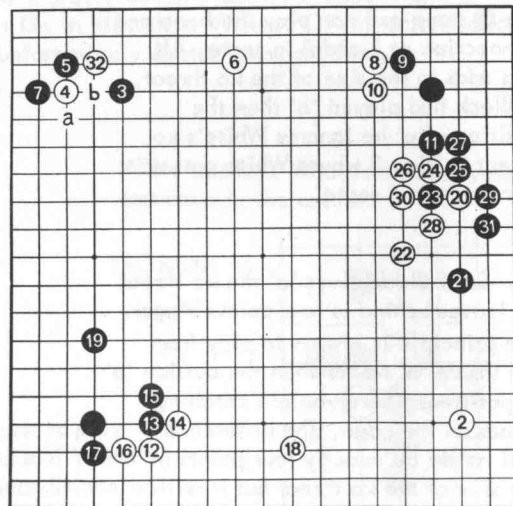
Dia. 1

6: This is one of the better known tenuki josekis. Black chooses between 7, a, and b. White plays this way to get established on the top side.

8: In an even game Black would now invade between 6 and 8 and a hard fight would ensue ... but in an even game White wouldn't be making this sort of slight overplay, but would rather play 8 one or two points to the left.

9: This is bad, as it strengthens White.

18: Joseki is one point to the left this is played to balance with the stone in the corner. Again a slight overplay, but if Black ever pushes above 14 it will be in a better position.



Dia 1

19: This must be further up the side, on the star point or one point to the left; balance between corner and side again!

22: The notorious hazamatobi (see BGJ 51). Basic Techniques recommends black at 28 in reply in a comparable position.

25: The toughest reply is 26, White at 25, Black at 28.

31: This end result is good for White

32: The right way to revive 4.

White's upper formation eventually turned into a large central territory which won him the game.

Dia. 2

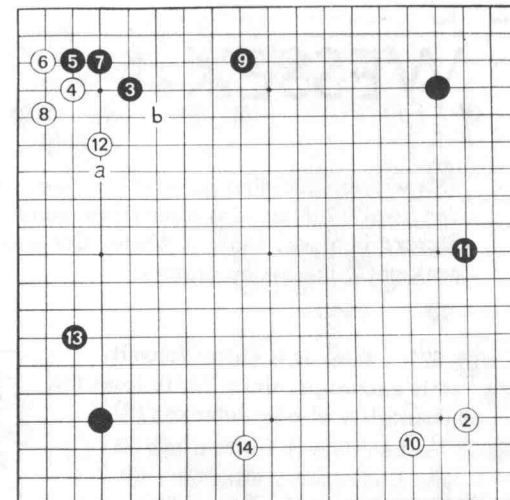
12: This is an urgent point - Black here would press White very low. White could play at 'a', but the chosen play gives White a pressing move of his own at 'b'.

Dia. 3

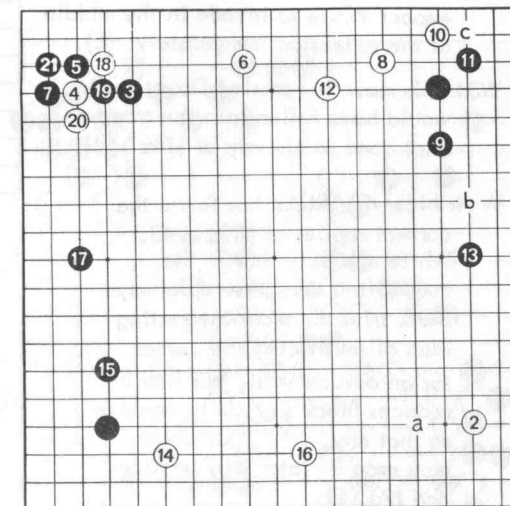
12: White's shape on the upper side is ideal.

13: This is the proper way to finish the joseki. Black might feel like playing a kakari at 'a', but if White managed to play at 'b', Black's corner would be cramped and he would probably have to defend at 'c'.

21: This is a joseki continuation, leaving White with the tricky decision of how to play on the left side. In the real game my opponent played 33 at 'a' rather than 'b', and ended up with an inferior result.



Dia 2



Dia 3

WESSEX

This was the deciding game of last year's Wessex tournament. Mark Hall, 3 dan, was on three wins after three rounds as was Richard Granville, 1 dan. Richard is Black, Mark is White. Comments marked (R) are by Richard, others marked (E) are by the editors.

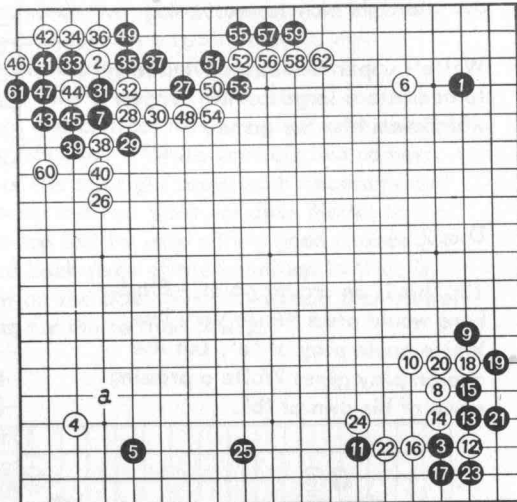
W18-B21: I think it is better to omit this exchange, since White loses the possibility of a ko later on. (R)
The ko arises if White plays 20 one line higher, after the exchange to 24. Then if Black extends 9 along the third line White can pull out his dead stone 12 in the corner. (E).

B25: This move is OK but Black should expect White to invade in the middle of the extension immediately. (E)

W34: This move is hamete. Doubtless I would have fallen into the trap had I not done so already at Linz'. (R)

W44: Now that Black has found the correct replies at 41 and 43, White can only live in the corner in a very miserable way. Mark tries the more interesting idea of sacrificing the corner for an outside wall, but first he reduces Black's group to one eye so that any ko which may crop up later will be nice and big. (E)

B53: A small mistake- Black should simply play 55. If White replies with 56, then the cut at 54 looks better than 53; if White 53 instead, then Black 57 moves



Dia.1 (1-62)

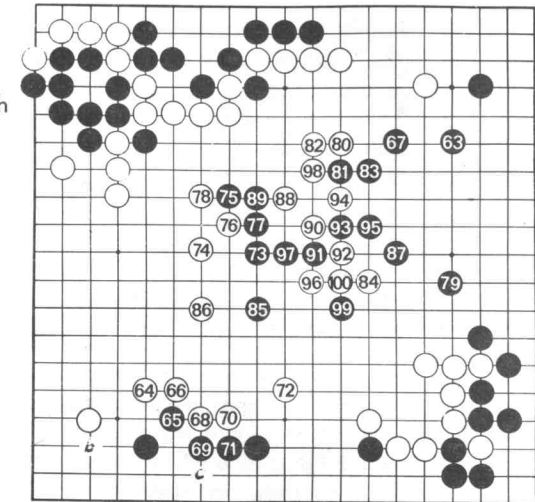
out slightly faster along the side. (E)

W62: This is a reasonable result for White as Black's corner is about 25 points and White can start a multi step ko by playing on the corner point. (E)

B63: Awful - 'a' is the only move. White cannot achieve a great deal in the top right. (R)

B65: A bad exchange for 66. Black should reduce the left side (where?). If White invades at 69, Black can handle the situation with moves such as 'b' and 'c'. (R)

B73: Too deep. It is important for both players to count the game before this kind of play. Black would discover that a shallower invasion was sufficient, and White would discover that it was necessary to capture 73 by replying with 91.. Therefore
W74: Too slow. He must play 91 and try to capture 73. Eventually 73 did die, but more by Black's efforts than White's. (E)



Dia.2 (63-100)

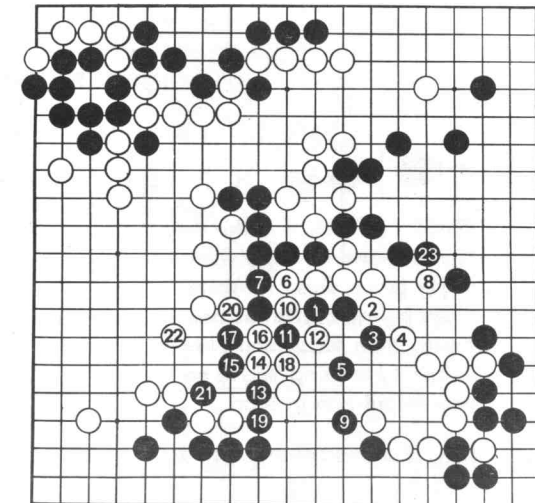
W84: It should be clear that White has to cut off Black's centre stones to win. The next few moves show White successfully persuading Black to let this happen. (E)

B89: Rash.

B101: Very slow. By now Black needs something more imaginative. (E)

I think the outcome of the game is decided by 123, although I played out the game right to the end. White could afford to relax in the yose and eventually won by 13 points. (R)

This game is a good example of a method of winning not so much by playing better than your opponent as by inducing him to play worse than you do. Mark has much experience of this approach. (E)



Dia.3 (101-123)

The Cornerstone

Pity the Club Secretary sitting all alone.
 Go is meant for two: you cannot play it on your own.
 "I couldn't get along last week."
 "I went to hear Roy Jenkins speak."
 "We all would certainly have come if only we had known."

Pity the Club Secretary putting out the sets.
 Will there be two, or four, or six tonight? He'll take no bets.
 "I had a spot of work to do."
 "I think I've got a touch of 'flu."
 "There's badminton on Channel 2."
 But rooms cost rent, and even good excuses don't pay debts.

Pity the Club Secretary's two hours of despair.
 Yet still he hopes and wonders, but can only sit and stare.
 "This club is just a hopeless mess.
 Where are they all? I couldn't guess.
 Shall I resign, and take up chess?"
 But no, however much you let him down, next week, he's there!

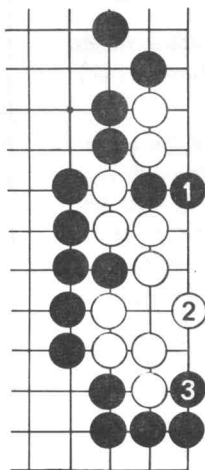
Francis Roads

SOLUTIONS TO PROBLEMS

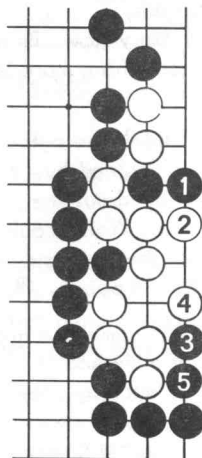
3 (Page 14)

Black 1 in Dia. 1 is the way to start, and now the whole white group dies. If White plays below 2 with his next stone, then Black can play below 1, leaving White no way to put him in atari.

Dia. 2 shows another way to fail.



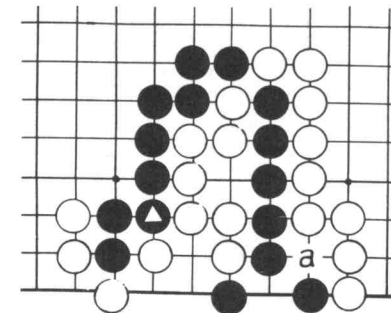
Dia. 1



Dia. 2

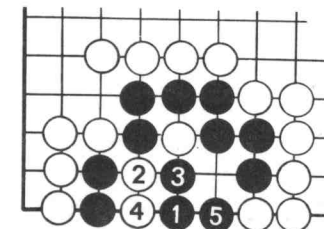
1 (Page 7)

White 'a' is the only play.
 Now whatever cunning combination of throw-ins Black tries he will be unable to put the seven white stones in atari.



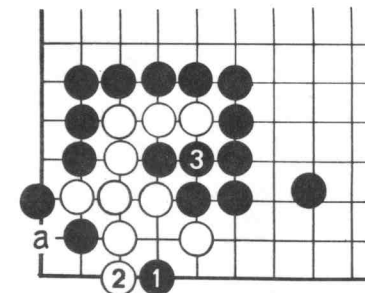
2 (Page 9)

Black 1 lives unconditionally. If he plays plays 1 at 3 White replies at 1 and the best Black can get is a ko with 5.



4 (Page 20)

Black 1 is the move, now after 3 White 'a' is no good because he is short of liberties. If Black starts at 1 at 3 then White 1 threatens either 'a' followed by a ko or else to make a second eye on the side.



5 (Page 20)

White 1 and 3 reduce Black to a horrible dango and make a few points in the corner.

