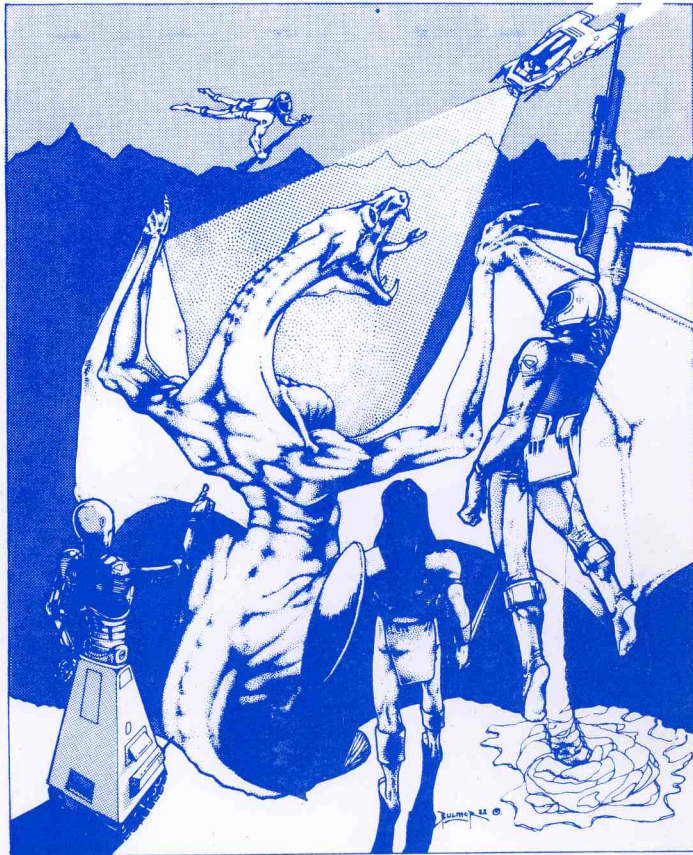


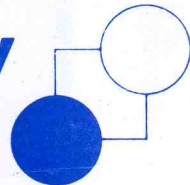
# New Worlds of Fantasy unfold ...



## SCIENCE FICTION & FANTASY GAMES

From:

**Dowsey  
Games**



18A Parkhill Road,  
London NW3 2YN  
Telephone: 01-267 1975

**Send for free Mail Order Price List / Order Form**

No. 56 JUNE 1982 60p

BRITISH  
**GO**  
JOURNAL



WORLD AMATEUR

AMSTERDAM

PARIS

BRITISH CONGRESS

CHALLENGER'S



# CONTENTS

World Amateur Championship	3
Honourable Defeat	8
Challenger's Tournament	10
News	14
Tournament Calendar	15
Nottingham- British Congress	16
Yose Corner	17
Paris	18
Revelations	20
Amsterdam	22
Shape	24
Solutions to problems	25
Do you play boring Go ?	26
Book Review - Invincible	27

Cover: Osaka 1982, Shiraishi Yutaka 9 Dan vs: Mattner (D), Macfadyen (GB) and Lopez-Herrero (Argentina)

## THE BRITISH GO ASSOCIATION

Membership Secretary: Derek Hunter, 60 Wantage Rd. Reading. Tel: 0734 581001  
 Secretary: Norman Tobin, 10 Westcommon Rd. Uxbridge, Middlesex. Tel: 0895 30511  
 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: Andy Finch, 63a Russell Rd, Moseley Birmingham B13  
 Newsletter editor: Francis Roads, 61 Malmesbury Rd. London E18. Tel: 01 505 4381  
 Tournament coordinator: Richard Granville, 11 Mulberry drive, Fruitlands, Malvern, Worcs. Tel: 06845 67494  
 Publicity Officer: Stuart Dowsey, 18a Parkhill Rd, London NW3. Tel: 01- 267 1975  
 Archivist: Keith Rapley, Lisheen, Wynnswick Rd. Seer Green, Bucks.

THE BRITISH GO JOURNAL is distributed free to members of the BGA or costs 60p. retail within the UK. Opinions expressed are not necessarily those of the BGA. This issue was produced by Jim Barty and Matthew Macfadyen. Copy date for the next issue (No. 57) is 28 August for publication 13 September. All contributions are welcome, and should be sent to the British Go Journal, c/o Matthew Macfadyen, 9 Bodmin Hill, Lostwithiel, Cornwall. Tel: 0208 872530.

ADVERTISING RATES are £40 per page and pro rata. Technical and series discount details available on request.

PUBLISHED by the British Go Association. © Copyright and translation rights reserved.

## GLOSSARY OF TECHNICAL TERMS

AJI: Latent threats.  
 DAME: Neutral point.  
 FUSEKI: The opening.  
 GOTE: Not having, or losing the initiative  
 GYAKU YOSE: An endgame sequence which is gote for you but sente for the opponent.  
 HOSHI: One of the handicap points.  
 JOSEKI: Standard (usually corner) sequence.  
 KAKARI: Approach move against a corner  
 MIAI: Plays of equal value such that each player should get one of them.  
 MOYO: Large potential territory.  
 NIGIRI: Decide who takes black by guessing odd or even for a handful of stones.  
 SEMEAI: Capturing race between adjacent groups.  
 SENTE: Having, or keeping the initiative.  
 SHIMARI: Corner enclosure, usually two stones  
 TAISHA: A joseki with many variations.  
 TESUJI: A tactically skilful play.  
 YOSE: The endgame.

# japan 1982

report from Francis Roads

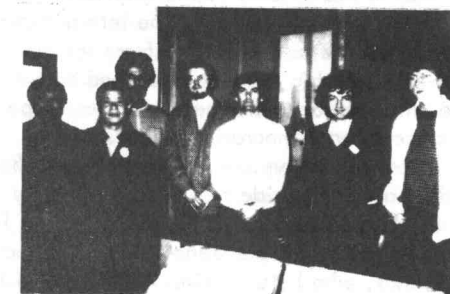
In August 1981 the EGF did me the honour of appointing me European Team Captain for the WAGC 1982. I arrived at the Shinjuku Prince Hotel, Tokyo, at 00.30 a.m. on Monday 15th. March after a very fraught journey via Anchorage. My ideas of what Team Captains do at what is basically an individual competition were still rather hazy. Here is a Japan diary.

Mon. 15th: I seem to be the last to arrive, but, very sensibly, we have no morning commitment. My room-mate Matthew Macfadyen ( the British representative) and I stroll in one of Tokyo's few parks. Lunch in a Japanese style restaurant. You'd better know how to use chopsticks, and there's no English on the menu, so you take the waiter outside and point at a plastic replica of what you want. The portions are generous and surprisingly cheap.

In the afternoon we are taken by coach to a posh hotel for "orientation". This turns out to be mainly instructions for the Opening Ceremony. For this we are lined up by continents behind banners and marched in to the strains of "Land of Hope and Glory" (I jest not). Huge room, cameras a-flashing, TV crews operating, jostling with press and Go dignitaries, including ex-prime mimister Fukuda. Lots of speeches in formal Japanese. We Team Captains are introduced on stage.



Professional Commentaries: Above ( L to R seated) R. Tames (NZ), Otake 10 dan (then) Murakami, John Power, Pang(Singapore). Above Right ( L to R) Gueco (Philippines), Cho 10 dan (now), Lopez Herrero (asleep), James Davies, Venczel (Romania). Right: visiting the Jakkoji temple (see p.6)



Then the draw. Each contestant takes a fan from one of four boxes and displays to all the number written on it. This determines his place in the draw. But he is directed to one particular box, and it becomes obvious that the draw ( 32 player knockout ) is rigged so that at least four occidentals will appear in the last eight.

The food and drink are lavish, but at a given moment we are lined up again in mid-mouthful and marched out, to be driven back to our hotel by 8.30 p.m. Not all of us were sure we wanted to return that early.

Tue. 16th: We are shown how to use the railway to get to the Nihon Kiin. All the stations etc. are given in Roman letters as well as Kanji so the Tokyo underground is a good way to get about. This is just as well, as even the Japanese find the buses difficult, and taxi drivers expect you to tell them where to go, preferably in Japanese.

I watch Matthew beat Paul Selick ( Canada ). Not much for Team Captains to do yet. I go shopping and discover that the story that all Japanese speak English is a big lie. On the 'plane out I met a very friendly Japanese ( Mr. Asahara ) who taught me some useful phrases. I have good reason to be grateful to him.

Wed. 17th. Tournament Committee meeting. That's us Team Captains. We are informed of the arrangements for next year's Championship - Osaka, 14th - 20th Feb., with 32 countries participating ( adding Mexico, USSR, and GDR to this year's 29. I have doubts about those last two actually reaching Japan).

I try to push two points at this meeting: (i) they should use the MacMahon system instead of their very complicated multi-round knockout, which has already matched a 7 dan with a kyu player on evens, and (ii) that if the N. and S. American and Oceanian Team Captains have each only two players for whom to be responsible, it's tough on the European Team Captain who ( this year ) had fifteen. But Japanese Committee meetings work on the principle that all the major decisions have already been taken. If you want to influence them, you must get at the right people beforehand. I just hope I have planted seeds that may germinate in years to come.

Meanwhile Matthew has lost to Aguilar ( Argentine ). A prophetic loss? He now goes into a 16-player losers' tournament, together with today's winners of yesterday's losers, if you see what I mean. There is also an eight player losers' losers' tournament.

In the evening we are invited to his "Tengen" go salon in the Ginza by Mr. Nakanori, a generous patron of Go. Plenty of Sushi to eat and Sake to drink, and we are all found opponents. Am impressed that the background music is Mozart's 40th and 41st symphonies, and not the usual rubbish. Somewhat less impressed when I have heard each symphony five times. A Japanese version of the water torture.

Thu. 18th. : Matthew has two rounds to play today. He beats Siivola ( Finland ) and loses to Na ( Korea ). No surprises there.

In the evening we found the International Go League. It is clear that its main function will be as a publicity front for the Nihon Kiin within Japan, and that since Japan is producing the money we had better do things their way. This seems to me quite an acceptable arrangement. I just hope no Westerners spoil it by trying to introduce alien democratic notions.

Later we receive our greatest honour. Some of us ( those who happen to be standing standing around outside the Kiin at the right moment ) are taken out to dinner by Eio Sakata. Later we go to his Go salon. There I meet and lose a game to Michael Redmond, the US born 2 dan professional. Matthew and I sing "The Weak Kneed Dans" to Sakata and friends, who listen politely. At the end there is a chauffeur driven car to take us back.

Fri. 19th: Matthew beats Nakatsui ( Brazil ). In the afternoon we have a "friendship match" with a team of Japanese business and professional people associated with go. In the evening to Tengen again, Brahms symphonies this time. Matthew tries the Tokyo taxi service after missing the last train back.

Sat. 20th: Last round. Matthew loses to Lam ( Hong Kong ). The two Chinese battle it out for first place. In the afternoon Otake gives a commentary on their game - the words "direction of play" feature in it prominently.

The evening brings the closing ceremony and prize giving, followed by press interviews in which the contestants are lined up in the final pecking order and asked to say a few words each in English. Quite an ordeal for some. Then a farewell party when your Team Captain takes his reputation in his hands and gives a speech of thanks in Japanese ( previously written for me by Mr. Asahara and memorised during the week ). I wonder just how polite that applause was.



The British representative in action: Left, beating Paul Selick of Canada under the watchful eye of Cho Chikun; Right, taking two stones from the legendary Yasunaga Hajime in a friendly game at the Nihon Kiin.

In the evening I meet Mr. Shirakami from Kansai Kiin. He has invited all the Europeans, Oceanians, and S. Americans to Osaka as guests of Kansai Kiin. Organising this trip has caused me more trouble than all my other duties as Team Captain put together - and from Nihon Kiin's point of view it is quite unofficial.

Sun. 21st: Panic! Having exhorted all the twenty people coming to Osaka to be in the lobby promptly at 9.00 a.m., I wake to find the alarm wasn't set. It's 9.00 now, so no breakfast, and a 4 minute pack. Matthew is a good nurse-maid and picks up the bits I've forgotten and tries to calm me.

We catch the 10.12 "Bullet Train" for Osaka. They really do run every 12 minutes, but I reckon our 125's are as fast and as comfortable. There is a coach waiting at Osaka to take us to Hotel Seriyu, at Ishikiri, on the outskirts. ( You can probably work out that 'ishikiri' means 'stone cut', and masonry is indeed the local industry ) Professional players, including Shoji Hashimoto, from Kansai Kiin play us two or three at a time,

and then we meet some amazing children aged 10-15. They visit the home of a sensei called Minami for three hours four times a week to learn Go. A four dan twelve year old girl gives me black and wipes me round the board. The others fare little better.

Later there is a banquet, speeches, and more games with the youngsters. They are lovely children, polite, cheerful, and not showing any signs of repression from their intellectual hot-house.

Mon. 22nd: It is Bank Holiday, and we experience a traffic jam Japanese style on the way to visit the Todaiji temple and a museum at Nara, the most ancient capital city. In the afternoon many leave the party at Nara station.

Seven of us remain, and have a vast meal of Nabe with Mr. Shirakami. Later your Team Captain got a bit sloshed on Sake.

Tue. 23rd: Team Captain decides on a leisurely start to the day. We see off three more people from Osaka. After wandering ( and getting lost ) in Osaka we end up at the castle, and are suitably impressed.

Quiet evening at the hotel. Our room is Japanese style, i.e. shoes off at the door, tatami mats cover the floor, no drawers, chairs etc., and you sleep on the floor on futons. We enter further into the Japanese spirit by taking a traditional hot spring bath. You prance naked into this communal bath, almost too hot to bear. Supposed to be very relaxing.

Wed. 24th: To an art gallery nearby. Matthew and I return to Ishikiri for a walk in the woods that cover the nearby hills, the others revisit Nara. Wonderful to leave cities for a day. Matthew spots many birds. Later we walk through Ishikiri itself. Not a beautiful town, but free from the studied ugliness of the concrete jungle of the big cities.

In the evening we meet Minami sensei and three of his children. He stands us what Matthew terms an 'n+1' meal - 'n' is the number of dishes on the table so far, and 'n+1' is the total number.

Minami teaches by insisting that a beginner learns 80 moves of a professional game before having the rules explained. I can't see this working in Europe, but the kids seemed to have done well on it. The three he brought with him sat quietly and patiently through three hours of adult chat in a foreign language. Mind you, they tucked the food away.

Thu. 25th: Two rejoin the party as Mr. Shirakami shows us round Kyoto. Highlight is the Jakkoji temple, where the Honinbo house has its origin. We are shown the Go ban of 1st Honinbo Sansa and other antiquities. I am allowed to beat the huge temple drum. Can you imagine a church dedicated to chess?

In the evening we are allowed to eavesdrop a rehearsal of Gagaku, the Imperial Court Music - reckoned to have survived 1400 years. Very thrilling - could write pages about it.

Fri. 26th: Back to Tokyo. Matthew and I get in a slow train having paid for a fast one, and miss a lunch appointment. Must learn to read some kanji.

We arrive at the flat of Richard Hunter and Louise Bremner. They have "gone native"; i.e. shoes off, sleep on the floor, etc., but make us very welcome. Out to dinner with my cousin, who is prospering by selling European Archaeological art works to the Japanese.

Sat. 27th: Lazy morning. Flying visit to Mr. Iwamoto's Go salon, then to a Noh play. All in mediaeval Japanese, and unbelievably slow-moving, but very satisfying in retrospect. Out to dinner again.

Sun. 28th: We visit Mr. Asahara at Takao on the outskirts. He is a youngish engineer at a sewing machine factory, but his house is quite traditional. They build small and light partly because of high land costs, but also because of earthquakes. We felt a couple of little 'uns during our stay.

There is a traditional meal, with Mrs. Asahara waiting on us. Then he drives us out into the mountains to see Mount Fuji.

In the evening he feeds us much more than we can manage and we return bearing many gifts.

Mon. 29th: Last day for me. Louise helps me shop for presents. I meet Geoffrey Tudor, who was the BGA's first contact with JAL. Reach airport painlessly. Find my neighbour in the 'plane is a 2-dan. Good journey home.

My first impressions of Japan were coloured by the ugliness of the cities - mostly concrete blocks arranged higgledy-piggledy with few open spaces or old buildings of any kind ( thanks to the earthquakes ). Everywhere is crowded and commercialised. But you soon discover the compensations. Almost no vandalism or graffiti, little litter, little crime. Plenty of time to cross at crossings. Very reliable transport. And very polite, courteous and generous people. I had to buy an extra bag to bring home all my presents.

If you are patient you can find the traditional Japan which is not so deeply buried under the Western exterior. And it is well worth finding.

Looking back, the results of the WAGC seem about the least important detail. The final positions were poorly related to actual performance, e.g. to come 8th you win two games then lose three, but the ninth player must win five out of six. Further details of the draw are not worth giving, but here for what they are worth are the final results:

- |                         |   |                          |
|-------------------------|---|--------------------------|
| 1. Tsao (China)         | 2. Yang (China)                               | 3. Hirata (Japan)        |
| 4. Kim (Korea)          | 5. Aguilar (Argentina)                        | 6. Kobashigawa (USA)     |
| 7. Mattner (W. Germany) | 8. Tomes (New Zealand)                        | 9. Na (Korea)            |
| 10. Kanno (Japan)       | 11. Novak (Austria)                           | 12. van Zeijst (NL)      |
| 13. Lam ( Hong Kong)    | 14. Macfadyen ( UK )                          | 15. Hansen (Denmark)     |
| 16. Nakatsui (Brazil)   | 17. Selick (Canada)                           | 18. de la Banda (Spain)  |
| 19. Donzet (France)     | 20. Poliak (Czech.)                           | 21. Rigo (Hungary)       |
| 22. Siivola (Finland)   | 23. Venczel (Romania)                         | 24. Gueco (Philippines)  |
| 25. Ekart (Jugoslavia)  | 26. Johanssen (Sweden)                        | 27. Pang (Singapore)     |
| 28. Burlini (Italy)     | 29. Smythe ( Australia)                       | 30. Safrasiantz (Switz.) |
| 31. Skogen (Norway)     | 32. ( Moszczynski, Poland, could not attend ) |                          |

---

BOOK DISTRIBUTOR - - - NEW ADDRESS - - - PLEASE NOTE

Andy and Stephanie Finch have taken over the task of delivering the BGA books. Orders should be sent to them at: 63a Russell Rd., Moseley Birmingham B13.

# HONOURABLE DEFEAT

by Matthew Macfadyen

This is my game from the second round of the 1982 World Championships. I had black ( the ninth time out of 9 that I had won the nigiri in a world championship game) Comments are by me, but draw heavily on a discussion after the game with Shiraishi Yutaka, 9 dan.

Black: Matthew Macfadyen 6 dan ( UK )  
White: Fernando Aguilar 5 dan ( Argentina )

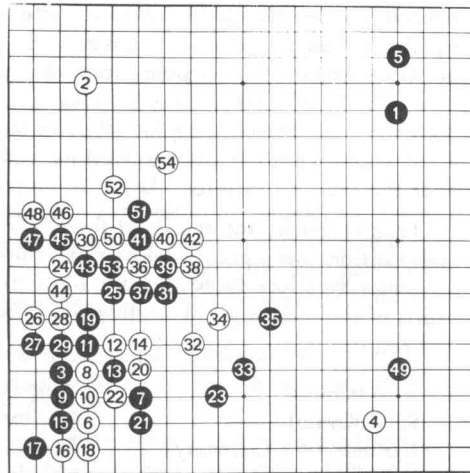


Fig.1 ( 1 - 54 )



The flag still flying, but the game slipping away - looking for a reply to White 140.

- Black 9: My favourite line of the 'taisha' - black 7 is well placed to spoil the eyeshape of White's group.
- Black 19: It would be nice to play 21, but white would cut at 29 and win the capturing race in the corner.
- Black 23: Leaves many weaknesses, it would be better to play one point to the left.
- Black 35: I was planning to build a large moyo on the right but this is pushing too hard - better would be to extend to 51 or to play on the third line on the lower side.
- White 38: Overplay - he is trying to shut the black group in to make me add an extra stone in the corner but this is unreasonable - 38 should be one point to the right.
- Black 43: Better at 50 - Black is straining too hard to get sente.
- White 44: Better at 51 - white is straining too hard to make Black add a stone in the corner.
- Black 49, White 50: Both better at 51.
- White 52: 53 is impossible since Black would cut above 30 and kill many stones.

White 62: He has to play here - the white group dies first if he starts a semeai. The result is not bad for White, though - even after 65 Black's lower side is weak.

Black 75 - 99: Both sides strain as hard as possible - the issue is not so much whether Black lives in the corner as what happens on the outside while he is doing so. If 98 is at 99, Black plays below 91 saving his two stones 93 and 95 and getting a big centre.

White 100: Both players have been waiting for this one- Black's overplay at 23 comes home to roost.

Black 105: Misses the best play - this should have been at 133, White cannot reply one point above (Black would descend at 106 and kill)- so he would have to cut at 145, allowing Black to cut through the centre, securing his stones absolutely. This would separate six white stones in the centre, and with weakish stones in the centre White would be unable to invade the right side deeply. Thus Black would get compensation for sacrificing his two stones.

White 114,116: These two stones are White's profit from his attack, now 118 becomes a severe invasion and Black has little chance of getting enough territory.

White 140: Very solid, and almost sente - now White is definitely winning.

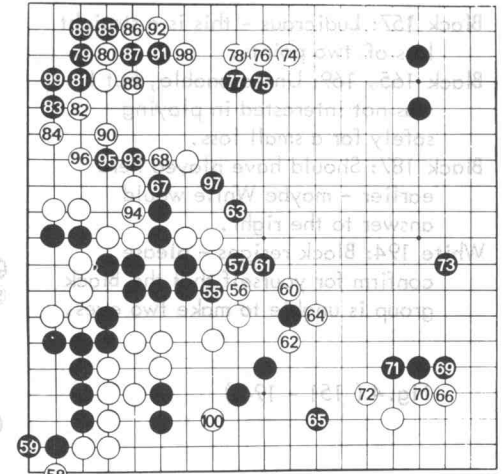


Fig.2 ( 55 - 100 )

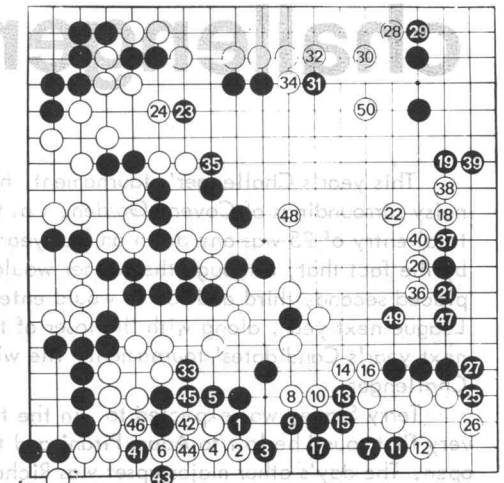


Fig.3 ( 101 - 150 )



The first prize, the 'Geoffrey Gray Go Ban', was eventually won by Mark Cumper ( 1 kyu, Hammersmith ), who will keep it for one year. An Honourable mention should go to Tim Hazelden ( 1 dan, CLGC ) who won his first four games but then had to be transferred to the Challenger's tournament as a replacement for the official reserve, who had scratched from the tournament.

The main problem with this tournament was the near-total absence of anyone weaker than 8 kyu, showing yet again the regrettable attitude that tournaments are only for strong players.

Finally, thanks are due to David Vine and IVC for the use of their premises for both this and the Challenger's Tournament.

This is one of the 'crunch' games from this year's Challenger's Tournament. The protagonists are two Jims, Bates and Barty. This is the only game the latter lost, though he lost it very thoroughly. Comments are by Jim Barty.

White: Jim Bates 4 dan  
Black: Jim Barty 4 dan

B33: If Black plays 35 and White replies at 33 the black stones seem to be on dame points, so black 33 was played to push White down and give Black some shape in the centre. But having played this way Black should carry on pushing. When White plays 36 to 39 the black stones become desperately overconcentrated. In retrospect it is probably not a very good idea to force White into a strong position facing the black hoshi stone. After 26 and 28 the corner is small and perhaps Black should play 29 on the star point in the middle of the top side.

W44: This is a good move and Black should answer at 46 not 45, even though it is usually bad to let White push through at 45. If Black can take a solid 10 points of territory in the corner with sente with which to reduce any emerging White moyo then the game is still playable.

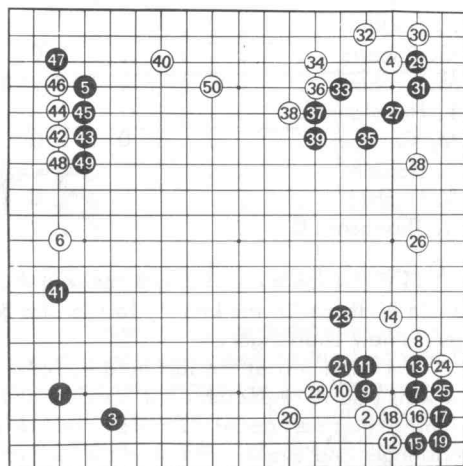


Fig. 1 ( 1 - 50 )

B47: Again Black is obsessed with the corner rather than the overall position; Black must hane on the outside at 48 and again at 52, this way he might keep the corner and still get to invade around 50.

W48 and 50: Natural. Black has been completely outplayed here., the wall is useless.

B51 to W56: 53 is a useful aji stone and makes it harder for White to invade the lower left corner.

B57: However, Black is losing and the aggression unleashed from this move onwards is Black's best effort to catch up.

W76: A long time later White remarked " When I played this move I wasn't sure if it was a brilliance or an overplay and I'm still not sure! " Black simply saw a target.

B83: The severest move Black could think of.

B85: Black thought that if 85 had been at 86 White could live. Whether this is true or not is left as an exercise for the reader.

B87: Abysmal- Black is very likely to want to play 88 himself later.

B91 - W96: I had a blind spot here and did not see 96 coming at all. Black now has the problem of finding 20 points somewhere,

W122: This is a good move and 123 is an inadequate reply.

B125: Should be at 126 but Black is still not going to make much territory here,

B137: an overplay.

B143: Black was afraid of a white play here, but the corner has less scope for thrashing about than the centre group.

B145 to 159: This is all nonsense. If 158 had been at 159 the corner would die.

B171: Sente to kill the white group, but a bit too obviously so.

W178: A play at 179 would leave the black group dead.

B179: Actually Black can still be killed. See if you can read it out.

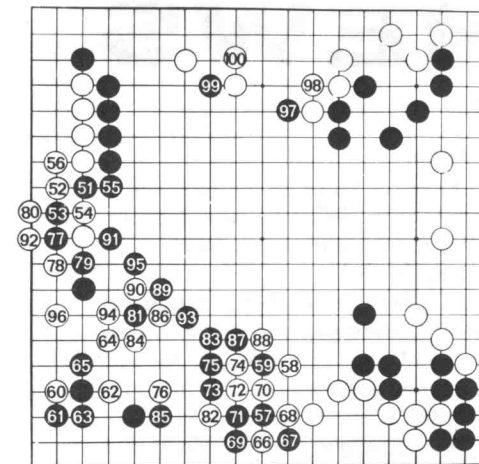


Fig. 2 ( 51 - 100 )

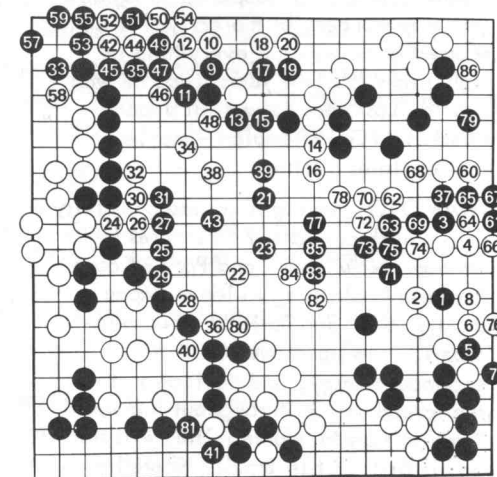


Fig. 3 ( 101 - 186 )

W56 at 51

W186: Black resigned on seeing this. The game is irretrievably lost. Black has been outplayed in just about every phase of this game.

# NEWS

## JAPAN

A brief run down on the top people:  
SHUKO: Fujisawa has won the Kisei title for the sixth time, beating Rin Kaiho by 4-3

CHO: beat Orake 3-1 in the Judan match, becoming the first man ever to be Meijin, Honinbo and Judan simultaneously.

KOBAYASHI: Koichi has won the Honinbo league with 7/7, and is 1-0 up against Cho in the match. He is also doing well in the Meijin league and has reached a playoff with Cho to become Gosei challenger.

ISHIDA: Whatever happened to Ishida you may wonder. In the early '70s he seemed to be winning everything in sight, now it's five years since he won a title. Last year he was all Japan

MAH JONGG champion - maybe that explains a little.

IWAMOTO: Having tried unsuccessfully to establish permanent go centres in London New York, and Paris, Kaoru Iwamoto is planning to leave Japan shortly to set one up in Sao Paulo in Brazil. Now aged over 80, his enormous energy, and dedication to the spread of Go throughout the world show no signs of waning. This will not be his first visit to Brazil, where he lived for some years between the wars.

## OXFORD vs CAMBRIDGE

This annual event took place on 28 February at Emmanuel College, Cambridge. Two rounds were played with one hour time limits. The result was an 11-7 win for Cambridge.

## CAMBRIDGE

73 People turned up for the Cambridge Trigantius tournament on March 13. Terry Stacey won the trophy for the second time, beating last year's winner, Kong Ven-nien and Jon Diamond. Other prize winners were: Martin Lerner ( 3 kyu ), Stewart Hinsley ( 5 kyu ), John Portwood ( 8 kyu ) all with three wins, and Steve Hughes with 2 wins and a jigo.

## BRITISH CHAMPIONSHIP

The rules have been changed again. Next year there will be a Candidates' tournament, open to all 2 dans and above, and with qualifying places for shodans and kyu players, the top four players go on to the Challenger's league, with 8 players ( the other four being the loser of this year's match and those placed 2,3,4 in this year's Challenger's tournament ).

## BRACKNELL

This year's Bracknell tournament was attended by an impressive 74 players. Terry Stacey won the first prize with a perfect record. Others with perfect results were S. Hughes ( Oxford ), I. Marsh ( Bracknell ), A. Summerville ( Reading ), I. Roche ( Malvern ), S. Winter and M. Talary ( S. London ) and M. Trent. The two places available for next year's Candidates' tournament went to Steve Hughes and to Ian Meiklejohn, for being the best 1 kyu and shodan respectively. The club with the most suspect grades was South London, who won 73% of their games.

## MOSCOW - LENINGRAD

A trip is planned to both these cities from 5 September for a week, playing lots of Go and meeting players from Osaka ( Japan ) as well as Russia. Price DM 1,180 ( from Frankfurt ), contact A. Steininger, Weinerstrasse 69 A4020 Linz, Austria.

## CLUB SECRETARIES' FORUM

It is still planned that this event should happen during this year's Northern Congress ( Sept 4 and 5 ). Contact Toby Manning. ( 110 Moselle Ave, N22)

## WORLD CHAMPIONSHIP

A slight change in the rules for selecting the British representative. It remains true that noone can go to Japan in successive years ( so that in 1983 Jim Barty will be the British representative whether or not he wins the title match ) but now the Committee reserve the right to select the representative, stating that this will normally be done on the basis of the British Championship.

## NETHERLANDS

Ronald Schlemper is the new Dutch champion, having returned from Japan to complete his medical degree. His one year sabbatical was not quite enough to become professional, though he did reach first place in the insei league ( for trainee professionals ).

## PROMOTIONS

Since our last issue, Piers Shepperson, John Rickard and Mark Cumper have been promoted to shodan, Harold Lee to 2 dan, and Richard Granville to 3 dan. Congratulations to all these.

## TOURNAMENT CALENDAR

COPENHAGEN July 25 - Aug. 8 ( European Go Congress ); contact: European Go Congress, Postbox 2691, DK 2100 Kopenhagen O, Denmark.

BIRMINGHAM Aug 22 ( British small board Championships) Eight rounds, 13 X 13 boards, contact: A. Finch, 63a Russell Rd. Birmingham 13

MANCHESTER Sept 4-5 ( Northern Go Congress ) 6 rounds, MacMahon, contact:A. Benyon, 28 Reddish cresc, Lymm Cheshire WA13 9PT. Tel: Lymm 3041

LA CHAUX DE FONDS 12-13 Sept M. Schweizer, La Chapelle 12, CH 2300 La Chaux de Fonds, Switzerland.

DUSSELDORF 12 - 13 Sept. ( teams of four, main event for 3dans and up ) H. Baumstark, Witzelstr. 46 D4000 Dusseldorf W. Germany. Tel: 0211/32 26 51

LONDON Sept. 25-26 ( provisional ) Contact: Toby Manning, 110 Moselle Ave, London N22. Tel: 01- 889 5247

APELDOORN 26 Sept. ( Teams of five ) G.M. van Zeijst, Arnhemsweg 196 NL 7335 EH Apeldoorn, Netherlands

WOODFORD Oct 9 ( British Lightning ) F. Roads, 61 Malmesbury Rd. London E18

BERNE 17 - 18 October Alain Held, Sidlerstr. 5 CH3012 Berne, Switzerland.

MARLBOROUGH Oct 24 ( Wessex ) M. Riggulford, 170 Whitehall Rd, Whitehall Bristol. Tel: 0272 554941

LONDON Nov. 13-14 ( provisional ) Contact Toby Manning, address above.



# nottingham

BRITISH GO CONGRESS

The 1982 Congress was held at Nottingham University over March 19 to 21. The normal 6 round MacMahon tournament was held, with a lightning tournament on the Friday evening (won by Jim Bates, 4 dan from London in the upper division and by Tony Atkins, 9 kyu from Nottingham in the lower division).

The main tournament was won by Jon Diamond, 6 dan from London with a perfect record of 6/6; Jim Bates came second. Other players with 4½ wins or more were: Y. Nakamura, 2 kyu, Sheffield (5/6); J. Rickard, 2 kyu, Cambridge (5/6); D. Buckle, 6 kyu, Reading (4½/6); M. Starkins, 6 kyu, Coventry (5/6); D. MacMarfane, 12 kyu, Notts. (5/6); O. Pye, 18 kyu, Leeds (5/6); A. Cannel, 20 kyu, York (6/6).

The team tournament was won by Sheffield.

The congress was very competently organised by Tony Atkins, Robert Loughrey and Toby Manning.

## AGM

The AGM of the BGA was held as usual at the British Go Congress, on the 20th. March 1982. There were 24 members present.

The item that occupied most time was a long discussion of the Committee's proposal to increase the subscription rates for 1983 to £2, £4, £6, £8 for Student, Club, Unattached and Overseas members respectively.

In justifying the increase the Treasurer, Bob Thompson, mentioned growth of activities, inflation, reduced membership and investment for the future. Some members wanted the Committee to specify in advance what the extra money would be spent on. The new rates were eventually accepted by 15 votes to 9, after amendment of the overseas members' rate from £8 to £7.

In the election of Officers, Toby Manning was reelected unopposed as President. He said he was standing for the office for the last time, so presumably we shall have a new president by this time next year. Bob Thompson, who had taken over as acting Treasurer, was elected unopposed as Treasurer and I was elected unopposed as Secretary. There was an actual election for the five Committee places, in which those elected were Stuart Dowsey, Matthew Macfadyen, Richard Granville, Andrew Grant and Mike Cockburn.

There was some discussion of Go Tutor. Everyone seems to think the series is very good, but although everyone wants to read some more no-one wants to write them. This is a common feature of all our publications (please note - Ed.)

Mention was made of the European Go Congress for 1983, which will be held in Edinburgh, and the British Go Congress for 1983 which will be held in Warwick.

This brief account of the meeting cannot, unfortunately, convey any of the real flavour of the event, which was one of the most entertaining AGM's for some years.

Norman Tobin, Hon. Sec, BGA

## YOSE CORNER by Jim Barty

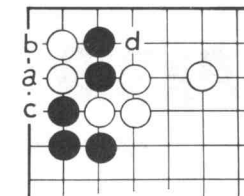
It is possible to use the aji of captured stones to glean the odd extra point or two in the corner.

Black is to play in Dia. 1, many players hane at 'a' only to be surprised by White responding at 'b' forcing 'c' before adding 'd' to take the necessary liberty from the black stones.

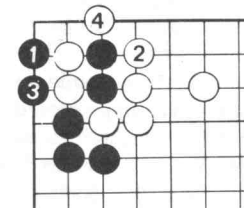
Correct play for black is that shown in Dia.2 where Black's result is three points better. White can prevent Black's gain by playing 2 in Dia.3 but then he has to fight a ko for his entire corner.

A similar position is shown in Dia.4. Correct play for White is as in Dia.5 where White 1 threatens to capture three black stones. Going back to Dia.4, because white 'a' is sente the white hane  $\triangle$  is a play worth seven points. (assume for counting purposes that a player will always achieve his own sente moves) - seven and not six because if Black were to play this move, 'b' will eventually be his sente forcing White to connect at 'c'.

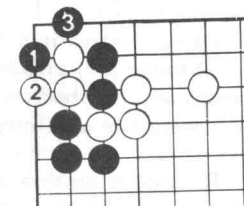
If Black wants to take away White's sente of 'a' after  $\triangle$ , then his best move locally is to play 'a' himself. When the dame are filled Black will then have to go back and take a liberty from the three white stones. If you do the sum, you will find that a black play at 'a' saves three points, thus white  $\triangle$  in Dia.4 is worth either seven points in gote or four in sente. Usually Black will prefer to let him have the seven in order to play elsewhere (on the basis that elsewhere is worth about seven points at the time when White should play at  $\triangle$ .)



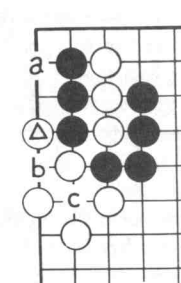
Dia.1



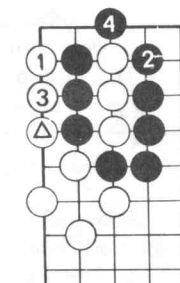
Dia.2



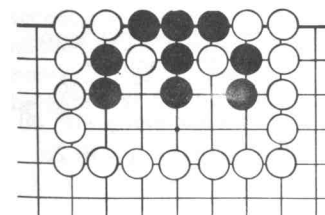
Dia.3



Dia.4



Dia.5



### PROBLEM

White to play and kill - you should be able to guess the answer, but please read it out to make sure.

Answer on page 25

# PARIS

report and photo by Ian Meiklejohn

This year's Easter tournament in Paris proved easy pickings for Dutch ex-wunderkind Ronald Schlemper. Showing the benefit of his recent spell in Japan, where he was on the verge of being promoted to professional shodan, Schlemper coasted to six wins, including victories over Korean 5 dan K. Lim, Terry Stacey and Jim Barty.

Mr. Lim has been living in Paris for many years, and most of the best French players have been taught by him. This was, however, the first time he had played in a tournament in Europe. He lost to Ronald, and then to local man André Moussa, who finished second with 5/6. Third and fourth were Lim and Terry, both with 4/6.



Mr. Lim - Patriarch of Parisian Go

The shodan section was won by Levy ( France ) with 7/7, second was Dutchman Puyt on 6, whilst among those on 5/7 were Ian Meiklejohn ( 1 dan ) and Dave Walker ( 2 kyu ). The slightly chaotic French organisation is illustrated by the fact that Ian not only benefitted from one of the defaults that were going, but that he also had to give another shodan a two stone handicap at one stage.

Best quotes from the tournament . . . " What do you know about this game " ( 12 kyu to passing kibitzer - who turned out to be Schlemper ) . . . " I got a bit desperate so started a five step ko " ( Alastair Wall )

Here is a game from the tournament - comments are by M. Macfadyen.

One of the marks of a strong player is the ability to recognise a won position when you have one, and to play in such a way as to give your opponent no chance to come back. Honinbo Shusaku is supposed to have been able to play for a safe win from the first move when he had black. Lesser mortals need larger margins or points nearer the end of the game. This game from the Paris congress had to be won three times. Richard Granville had black against Mr. Huang.

White 6: Richard criticised this play, though White could still get a fair result with 8 at 9. Allowing Black to play 13, nullifying the wall, is bad for White.

White 26,28,34: Highly unorthodox and not very convincing - usually White plays 26 at 39, then pushes black along with 38 and 41 before cutting with 26 and 28.

White 38: Up to 37 White seems to have collapsed totally but with this ingenious play he achieves a non-resignable result ( though it's not clear what he intends to do if 41 is at 42 )

Black 45, 47: It is hard to imagine a combination more helpful to White. This is the point at which Black should be playing solidly to simplify the game. Instead he generates three weak groups out of nowhere, and has to win the game all over again. He should have run into the centre with 17, hoping to attack White's wall later.

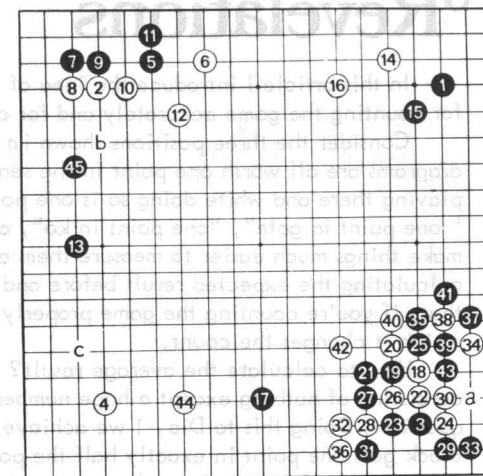


Fig. 1 ( 1 - 45 )

White 50 is a good move. Black should be able to settle himself without much trouble, but he plays some very clumsy moves here:

Black 59: Awful - he must cut at 60. This would bring 17 back into the game and leave no good continuation for White.

Black 69: Careless - he should play 73 first. Fortunately for Black, White believes his pseudo tesuji at 71 and doesn't play 74 at 77.

White 78 and 80 lean on the left side to prepare an attack on the right, then he seems to change his mind and try to kill the left group. Black lives easily, and then adds an unnecessary stone at 103.

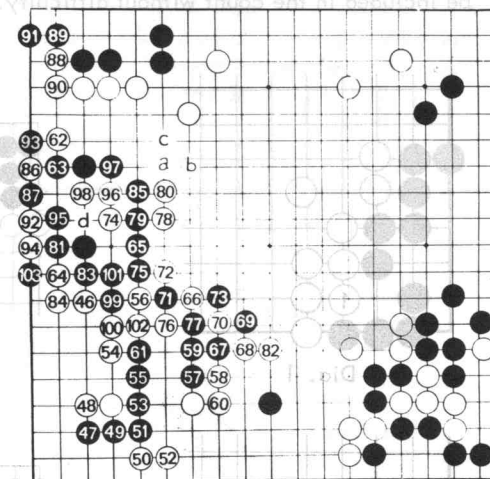


Fig. 2 ( 46 - 103 )

The record stops at 103. Black seems to have finished winning the game for the second time, but he apparently let White kill part of the group in the lower left, and needed to do it again - this time by killing the five stone group in the upper left corner. Some opponents are less generous than this, and you have to make do with being given only one chance to win.

# Revelations

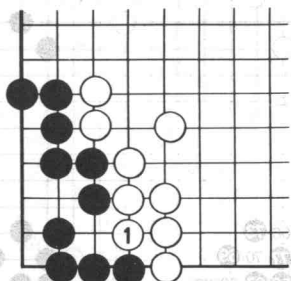
by Matthew Macfadyen

In this article I introduce the idea of "average result" which is a powerful tool for counting the game accurately and for calculating the value of yose plays.

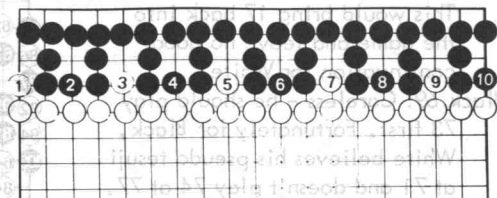
Consider the three positions shown in Dias. 1, 2, and 3. The white plays in these diagrams are all worth one point in the sense that the difference between black playing there and white doing so is one point. Some texts distinguish between them as "one point in gote", "one point in ko", and "one point in gyaku yose", but it can make things much easier to measure them all on the same scale. This is done by calculating the expected result before and after the move. One advantage of this is that, if you're counting the game properly, the value of the move is the amount by which it changes the count.

How to calculate the average result? The simplest way is to consider a game consisting of nothing except a huge number of positions equivalent to the one in question. Doing this to Dia. 1 we achieve Dia. 4. Playing the "game" out we see that Black gets one point in exactly half the positions. The "average result" is thus that Black gets half a point in each such position.

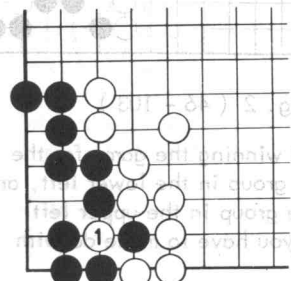
The vital intellectual leap is to think of this, not as a position in which Black "might get a point", but as one in which he already has half a point. This way of thinking makes counting easy, and lets positions involving kos and other complications be included in the count without difficulty.



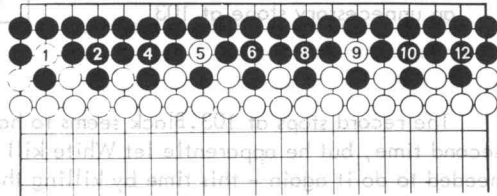
Dia. 1



Dia. 4

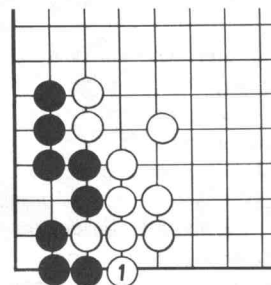


Dia. 2

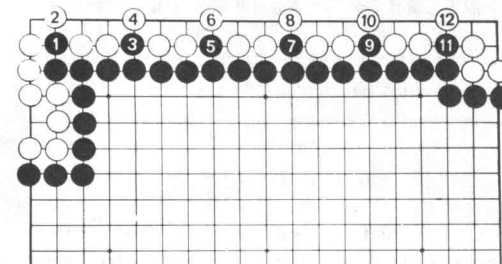


Dia. 5

White 3 fills below 1  
 White 7 " " 5  
 White 11 " " 9



Dia. 3



Dia. 6

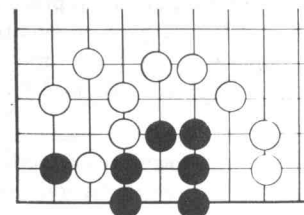
Applying the same arguments to Dia. 2 we get Dia. 5, in which White gains one point in just  $\frac{1}{3}$  of the cases. Thus the value of the position before White 1 in Dia. 2 is  $\frac{2}{3}$  of a point to White. After playing White 1, the value is  $\frac{2}{3}$  to White (or one prisoner to White and  $\frac{1}{3}$  to Black, which comes to the same thing).

In Dia. 3 we have an altogether different situation. If Black plays here white will have to answer. The calculation "game" now looks like Dia. 6. The expected result is that Black gets all such points, so white 1 in Dia. 3 is worth a whole point, i.e. twice as much as in Dia. 1, and three times as much as Dia. 2.

## PROBLEMS

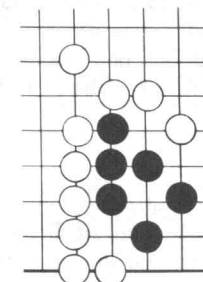
Black to play and live—you will probably need lateral thinking with this one.

Answer on p. 25



White to play and kill the black group. This is not so difficult but you will need to read out all the variations to the end.

Answer on p. 25



# AMSTERDAM

Report by Matthew Macfadyen

Things have always been pretty tough at the top of the Amsterdam tournament, which seems to attract all the strongest players around in a way that no other European tournament has quite succeeded in doing. This year it became the first European event to include more than one player of professional strength. Ronald Schlemper had done almost everything necessary to be a fully fledged pro on his recent trip to Japan. Manfred Wimmer, now resident in Berlin, was a professional in Osaka for five years, and no-one seemed to know much about a Korean called Yoo except that he had beaten Manfred by two points at Hamburg. In the end, Yoo won all his games, and the other two had to be content to share second place with Terry Stacey, Bernd Wolter and me, all with 4/6. With Helmut Hasibeder ( from Austria ), and Rob van Zeijst ( Netherlands ) both spending protracted periods in Japan at present, it seems likely that it will soon become as difficult to win the European Championship as to become a professional.

Geoff Kaniuk had a surprising success at Amsterdam ( at least he seemed surprised ) winning the 3 kyu division with six straight wins. The game below comes from the last round, Geoff was already almost sure to win the division, since everyone else had lost at least one game, but he didn't let that worry him.

Commentary by Jim Barty

White: Gunter Klemm ( 3 kyu, Hanover )  
Black: Geoff Kaniuk ( 3 kyu, Hammersmith )

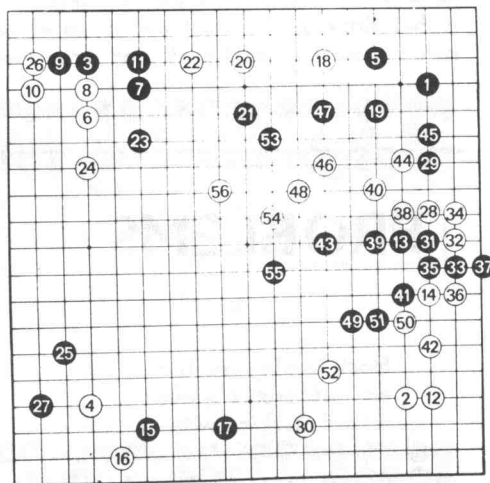


Fig. 1 ( 1 - 56 )

These are big points but protecting 6,8, and 10 is urgent. Preventing the opponent from taking the initiative is more important than territory.

B 13: Much the same remark applies to this and a lot of the following moves.

B5: Black should make the other shimari, preventing White 6 which is a better move for White than the other kakari because it is an extension from a white position.

W3: With black 7 already on the board the exchange of 8 for 9 is bad for White. White should attach at 9 instead.

W10: Too slow, White needs to extend along the side to give his group a base, with 10 White has given Black a target to attack and a splendid opportunity to seize the initiative thereby.

B11: Not yet necessary.

W12: A more normal move would be to extend to 31 in front of Black's shimari, or make a shimari himself.



Left: Manfred Wimmer, back in Europe and proving too much for Terry Stacey - but not enough for Yoo and too careless for Matthew. Right: Geoff Kaniuk collects his goodies. ( photos: Harold Lee )

W18: White should pincer 15 and 17 which would also be an extension.

B21: Black should protect 15 and 17 first because White can make territory while attacking them.

B23: Black's worst move so far, White should have been very relieved to be able to play 24.

W26: This move and a further extension from 24 are miai of sorts but it would seem better to play the extension as it is also a pincer on 25.

W28, B29: Black should cut off 28 by playing at 31. One reason for this is that if white answers 29 at 31 himself then 13 is left on a silly point.

B53: This is an attack from the wrong direction, Black should play 54. Black 21 does not need strengthening, White will probably force that himself if Black attacks from 54.

B57 to 63: The attachment and cross-cut is a useful tesuji, but Black would do better by playing 57 at 58 to take the eyes out of the whole group.

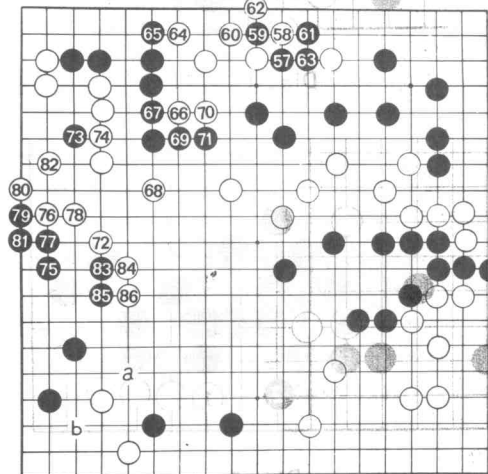


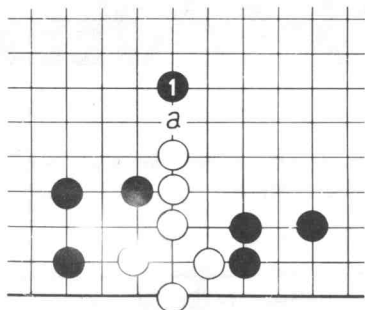
Fig. 2 ( 57 - 86 )

W86: The game record ends here, Black chose to play at 'b', taking away the eyes of White's group, but it might have been better to shut it in with 'a', securing his two stones on the side while attacking.

Geoff eventually succeeded in cutting the White group in the centre in half and killing part of it. He won by 20 points.

# SHAPE

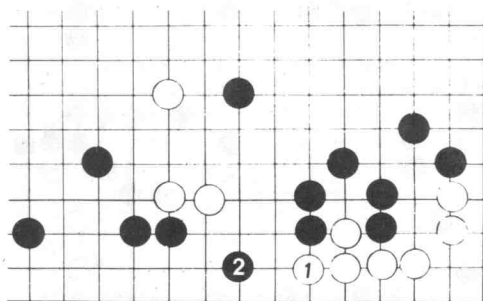
by Matthew Macfadyen



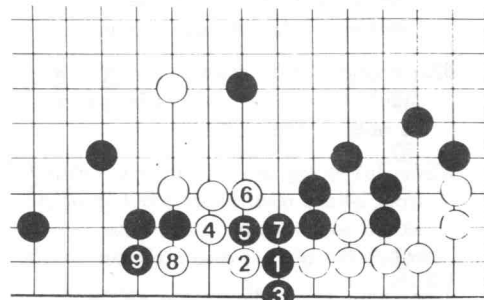
Dia. 1

Many players are aware that among the most effective ways of blocking the progress of a group is the capping move ( boshi ), as shown in Dia. 1, and know also that White can escape relatively easily against the direct contact play at 'a'. When the situation is transferred to the second line, though, the same players who would find 1 in Dia. 1 very easily tend to overlook what is effectively the same play.

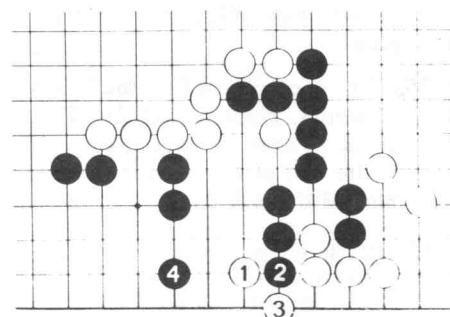
Here are two examples from a recent game of mine. White 1 in Dia. 2 threatens to connect up with his weak stones in the centre. It may seem natural to block at 1 in Dia. 3, but that leaves white 2, after which the sequence to 8 is just one way to exploit Black's weaknesses.



Dia. 2



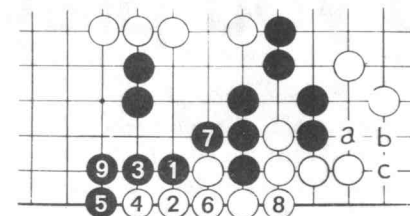
Dia. 3



Dia. 4

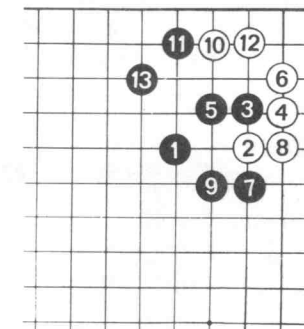
Dia. 4 shows another example. The lower side is Black territory, and white 1 is a large yose play reducing it. Black 4 is an effective way to minimise the damage.

Dia. 5 shows the common mistake in action again. Black cannot play 3 at 4, since he risks a huge loss in the ko when white cuts at 3. Black loses two points ( at 5 and 9 ) compared with Dia. 4. Note that black 7 here, which may appear to gain points in the centre, actually loses more on the edge since it wastes the opportunity of throwing in at 8, forcing White to protect against c after a,b when the dame are filled.



Dia. 5

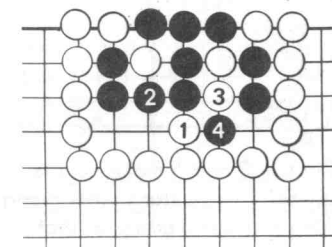
Incidentally, for curious readers, the rather odd shape which occurs in both these corners arises from the "joseki" shown in Dia. 6. ( I omitted 11 and 13 in the second case ) White's position is solid but awfully low, and I do not recommend this way of playing for White.



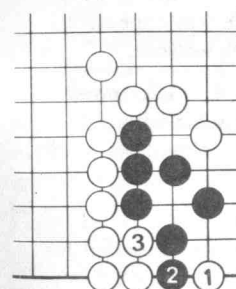
Dia. 6

## SOLUTIONS TO PROBLEMS

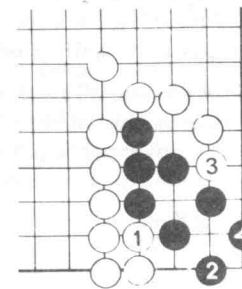
White 1 is the centre of symmetry. After 4 White throws in at 3 and Black can't connect.



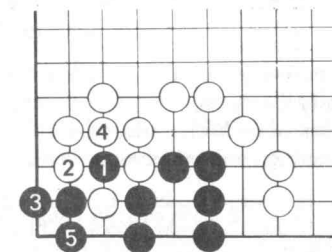
White must lob in a stone at 1 in Dia a, if he first plays 1 in Dia.b Black can live since 3 and 4 are miai.



dia a



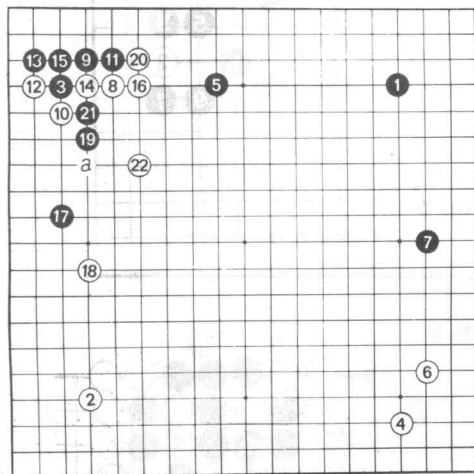
dia b



# do you play boring go?

On occasion, most players find themselves in a position where their games seem very predictable. Perhaps because we always play the same people, or perhaps because we have all read the same books. We all have a tendency to learn joseki parrot fashion, and because most people's repertoire is limited the same joseki come up time after time. This article is an attempt to give you some new ideas of looking at moves - it is a sort of case study of how one can play interesting, and not necessarily bad moves.

The opening moves of this game ( it was a friendly played at the club ) are shown in Dia.1. Please play through it, and concentrate particularly on moves 10,17,18 and 20. None of them was what the other player expected, and the choices made altered the whole character of the game.



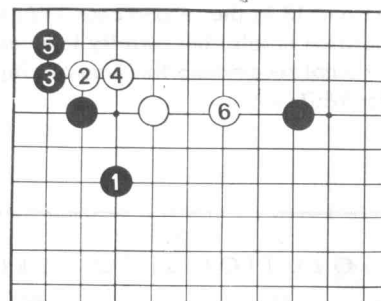
Dia. 1

Black 1,3 and 5 make up the " Chinese fuseki ". The idea is similar to that of San-ren-sei ( three star points along a side ); Black encourages a white invasion, which gives White a weak group so that Black can take profit by chasing it.

White plays one of the standard invasion points. I was expecting Dia.2, or something similar, a sequence which I have played fairly often ( I was white ). But, instead of playing as in Dia. 2, Black played the diagonal move. He was expecting Dia.3. which is better for him than Dia.2 because the white group is weaker.

I naturally refused to follow Dia.3, and the moves 10 to 15 in Dia. 1 followed naturally ( although one suspects that Black is being just a little too submissive ). However when White played at 16 in Dia. 1 he was expecting the continuation in Dia.4 and Black gave him a rude shock.

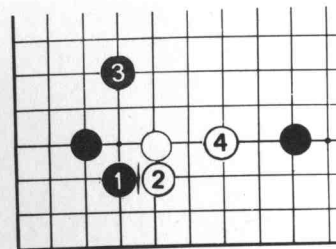
In refusing to submit by playing Dia. 4 ( and moves like Black 2 in that diagram appear in all the joseki books ) Black wrested the initiative, and instead attacked the white wall which was significantly without shape. Black was prepared for Dia. 5 but now it was White's turn to play something unexpected.



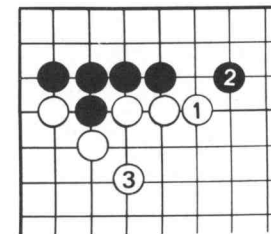
Dia. 2

White 18 in Dia.1 was an experimental move, designed to expand his framework on the lower side. To have submitted to the peep at 19 ( Dia.1 ) by connecting would have been very submissive, so White played at 20. Black cut, giving him a large corner, and White made shape with 22 ( aiming at 'a' later ).

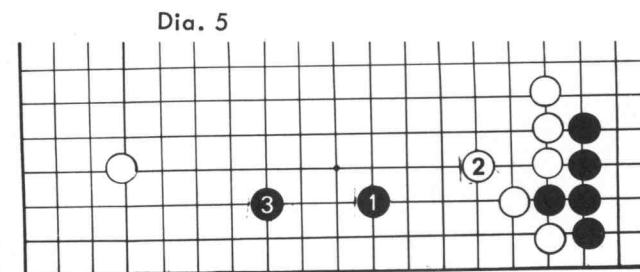
Please note that I am not necessarily saying that any of the moves are either particularly good or bad but more trying to stress the philosophy behind them. Don't always respond directly to your opponent's move ( note that none of the moves discussed was actually ignored, more that it was answered in an indirect manner ). Such play has a threefold advantage; it tends to put your opponent off, it makes you think about your moves, and I can assure you that it leads to much more interesting games.



Dia. 3



Dia. 4



Dia. 5

by Toby Manning

INVINCIBLE Book Review by Matthew Macfadyen

This is by far the largest and most beautiful go book ever produced in English, and so it should be at around £25.

Honinbo Shusaku is popularly regarded as the best Go player ever. The book contains as many of his games as John Power could find records of ( 142 ) with professional commentaries on 80 of them. The commentaries are a bit of a patchwork, being translated from an assortment of articles in different magazines, but the wealth of historical material provides an excellent introduction to the organisational structure of 19th. century go.

Shusaku's games are regarded as essential study for all aspiring professionals, and this book is highly recommended to anyone who finds himself getting stuck on grades above shodan. The historical material is good but not worth the money by itself and I would recommend the book to weaker players only in proportion to their affluence and their love of beautiful books.