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BRITISH
GO
 JOURNAL

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East meets West - Action from the London Open

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Cover photo: Terry Stacey
(Left), Liu Xiao Yuang (right)

All Photos by Harold Lee

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GLOSSARY OF TECHNICAL TERMS

AJI: Latent threats
ATARI: Immediate threat to capture
FUSEKI: The opening
GOTE: Not having, or losing the initiative
HANE: Bend round the opponent's stone
JOSEKI: Standard (usually corner) sequence
KAKARI: Approach move against a corner
KEIMA: A knight's move
KOMI: Points handicap to offset the advantage
of playing first
MIAI: Plays of equal value such that each
player should get one of them
NAKADE: Shape reducable to one eye
SEKI: Impasse in which adjacent eyeless
groups cannot capture each other
SEMEAI: Capturing race between adjacent
groups
SENTE: Having, or retaining the initiative
SHIMARI: Corner enclosure
TENUKI: Ignore the last play
TESUJI: A tactically skilful play
TSUKE: Contact play
YOSE: The endgame

LONDON OPEN

by Matthew Macfadyen



Concentration: Liu, the tournament winner, and Moussa

This year's London Open was held, as ever, just after the new year and attracted the usual assortment of nationalities, though the entry was slightly down on last year at 130.

At the top end of the tournament the home side were unable to fend off the Eastern invasion, and managed only to finish 3rd. 4th. and 5th behind Liu Xiao Yuang (currently of Dusseldorf - not to be confused with Liu Xiao Kuang, who still lives in China and is very strong indeed) and N. Hosakawa, a Japanese student who will be living in London for a while.

The Netherlands kept up their reputation for producing the most disgracefully undergraded first kyus in Europe with Marc Boon, who won 7 games out of 8 (this has never been managed before, though several 1 kyus have won 6 out of 8).

Other prize winners were: J. Rickard (Cambridge, 1 dan) T. Derz (Berlin, 1 kyu), A. Roché (Paris, 1 kyu), F. Habib (Paris, 2 kyu), S. Butler (Reading, 3 kyu), T. MacNeeny (Nottingham, 7 kyu), M. Clark (? UK somewhere, 12 kyu) H. Sthioul (Geneva, 3 kyu), and R. Burow (Dortmund, 4 kyu).

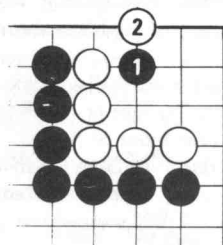
A departure from tradition was the introduction of the BGA's newly recommended 6 points komi, instead of 5 as before. Our resident statistician compares this year's results with last as follows:

	Black wins	Jigo	White wins	Total
1982 (5 komi)	188	6	206	400
1983 (6 komi)	174	6	210	390

(These figures come only from the top boards). He assures us, however, that these results are not significant. The BGA recommendation stands.



White stones are twice as strong as black - Marc Boon acquiring his only loss of the tournament against Gary Roberts



FAIRLY EASY PROBLEM

White's shape here is the notoriously tricky " Carpenter's square " and 1 is one of the sneakier ways to try to kill it. After White 2, however, it is not tricky at all, White has blundered. How should Black finish him off?

Answer on page 26

Part of the light entertainment on offer at the London Open is a lightning tournament held during the evenings. It is a reflection of the international character of the tournament that the finalists in the Lightning this year were two Japanese from Düsseldorf. Unfortunately one of them (Komori) had to leave the tournament a day early, and so was unable to play the match at the IVC where the tournament was being held. However the match was played on the tube train on the way to Heathrow airport, and the players even managed to record the game. In honour of this amazing feat of organisation we present that game below. Comments are by Matthew Macfadyen.

Picking Daffodils on the Piccadilly Line

Black: Y. Komori
(4 dan, Dusseldorf)
White: R. Moriyama
(5 dan, Dusseldorf)

3 Jan. 1983
Piccadilly line

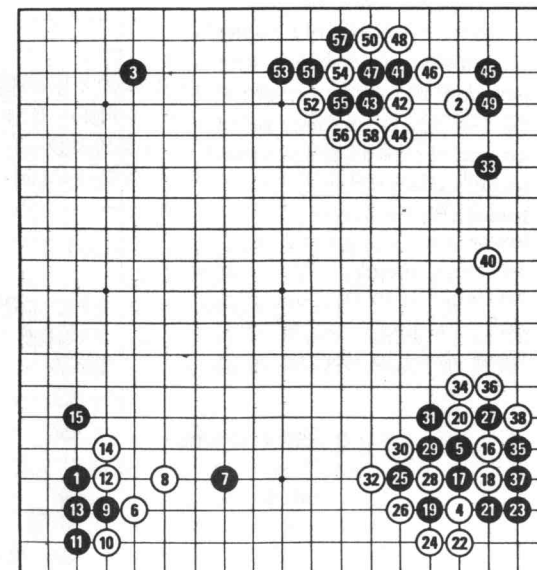


Fig. 1 (1 - 58) 39 connects

9 - 15 Joseki- both sides get strong positions, White's can expand more easily, Black's is more secure

16 - 32 Another joseki- usually Black captures at 34 with 33 but the game variation is playable.

- The result on the lower side makes the game rather difficult for White. He has two strong positions facing each other on the lower side, and has invested a lot of stones in them, but cannot make territory directly even with another stone here. The best plan seems to be to wait for Black to build a weak group in this area, and to prepare a reception committee for it on the other side of the board. White 52 is a sort of tesuji but Black could still get a reasonable result by playing 53 to the left of 52. In the game Black ends in gote and 53 is left on a silly point

White 66 invites Black to take his fourth corner so that the above mentioned reception committee can be formed.

Black 73: Very calm, very strong. By tidying up his own weaknesses in this way Black makes it very difficult for White to steer his weak group in the right direction.

White 74: The long awaited attack begins.

White 80, 82 spoils it all - this capture is far too small. He should be thinking globally, by chasing the whole black group across the board he could have a very good chance of capturing either this group or the lumpy one at the top.

White should have played 85, and the best play on the side was 83, not 80.

White 94 is good, but 96 must prevent Black from connecting. The simple way to do this was to play 96 at 132, a better way was to start with the tesuji one point above 65. When Black connects at 101 he is almost home.

White 116- 120 This yose tesuji is discussed in more detail in the Yose article on the next page.

Black 139, 141 look a bit risky but Black manages to hang on to everything.

Black 171: Black's connection is now absolutely secure, White resigned.

This game was played remarkably skilfully, in the circumstances. White's loss was due mainly to his plays 80 and 82. Up to that point he had followed a consistent, large scale strategy, and seemed to be moving towards a very promising splitting attack. Unfortunately he decided to stop and pick daffodils just when things were about to start working.

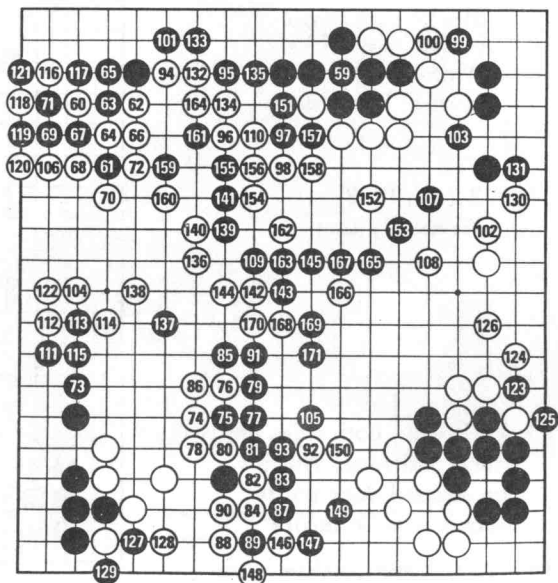
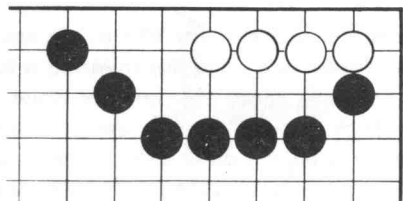


Fig 2 (59 - 171)



EASY PROBLEM

White to play and live

Answer on page 26

Yose Corner

by Matthew Macfadyen

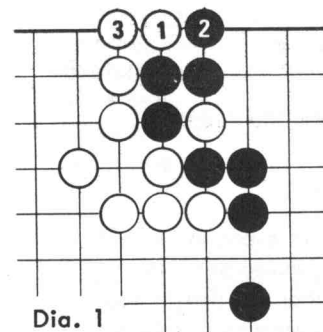
This position comes from the opposite page. Black threatens to play at 3 in sente, and white 1 and 3 are the sort of crass play which characterises much of British go.

A much better way to play is shown in Dia. 2. Here White is threatening to play at 'a', which would allow him to wriggle a lot further into the corner than in Dia. 1. This is still not the best way to play, however. Black may well be able to afford to play elsewhere.

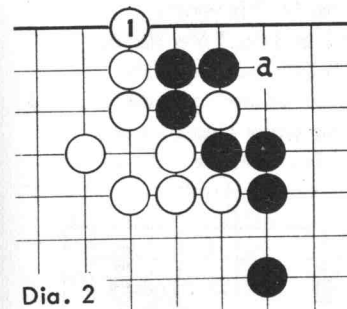
The sequence played in the actual game is shown in Dia. 3. Here it is much more difficult for Black to tenuki. Here White plays the threat (1) before the move (5) with the result that Black is already committed to playing at 4 and now White 5 becomes atari on 4 stones, and cannot be ignored so easily.

If Black insists on playing tenuki in Dia. 3 his best chance seems to be after White 3. this leaves White the threat of Dia. 4, which is clearly better for White than anything he could do after Dia. 2 since he does not need to play a stone at 'a'.

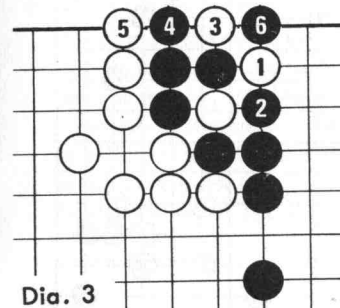
A word of warning though - the sequence in Dia. 3 makes Black extremely strong, and it should not be played until the yose, lest other possibilities like Dia. 5, which uses the same aji, disappear.



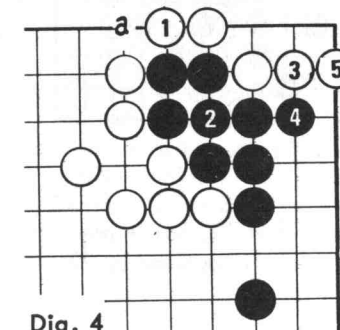
Dia. 1



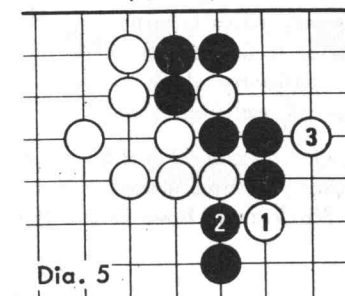
Dia. 2



Dia. 3



Dia. 4



Dia. 5

Oxford

by Matthew Macfadyen

The tournament at Oxford on 26 February was not the first event to be held there. One of the first British Go tournaments ever was organised at Oxford by Derek Hunter in the early 1960's. However it is intended that this should now become an annual event, and certainly the 72 players who supported it should suffice to persuade the organisers that their efforts were appreciated.

The tournament was won by Terry Stacey, and the places in this year's Candidates' tournament went to Chris Whitehouse (1 kyu) and Paul Maitland, whose Japanese shodan rating seems likely to be ratified by the BGA quite soon. For the remainder of this article, however, we turn our attention to an exciting little scrap between S. Noah, 2 kyu, who had the Black stones, and Steve Hughes, shodan, who's diligence in recording his games we commend to all our readers.

White 18. So far the game has been fairly orthodox, but White 18 and 20 are very vigorous plays, not given in joseki books but perfectly playable for all that. In the result to 37 Black has been bullied somewhat, and his four stone group on the lower side is subject to attack, but he has found time for 35, and has a reasonable position.

Black 49 seems rather slow - it would have been better to play on the other side of 41. White takes advantage of this extremely skilfully with the sequence to 56, which gives him a slightly wider group than he really deserved.

White's cut with 66 and 68 is a bit of an overplay, and 74 simply doesn't work. Actually Black could have forced this

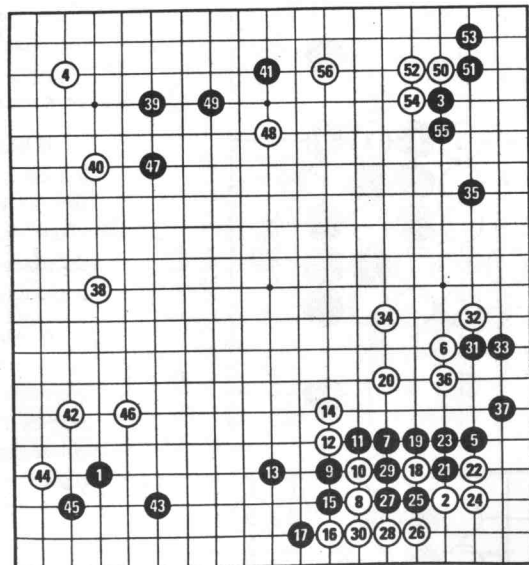


Fig. 1 (1 - 56)

result by playing 71 at 73, but in any case the white group is captured by 77.

White 78 - 88. Typical shodan thinking. White has found that his group is dead, and then studied the area to see what possibilities remain. Having read out, quite accurately, that he can cut with 88 he plays there immediately, instead of looking around the board first. In this case the cut is extremely risky, since it leaves White with three weak groups in the same part of the board (upper right, lower right, and the new group in the centre).

Black 95 is too blunt. Here it would be better to jump to the right of 93, then follow either by enclosing White's upper right group or by jumping to 97.

White 100 is an overplay. He has no reason to create extra weaknesses in his own position like this. It should be clear that Black cannot escape toward the bottom if White just keeps on extending with 100 at 101. White 106 seems extraordinary - 107 nearly works.

Black 113 is an attempt to cover all of his weaknesses at once, but he cannot find a suitable answer to 114. We leave as an exercise to the reader the question of whether the black group in the centre could have survived if 115 was played

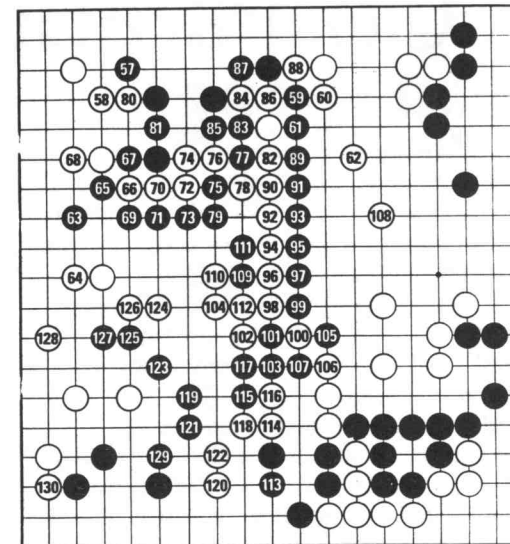
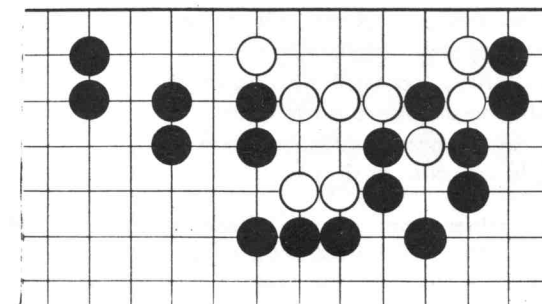


Fig. 2 (57 - 130)

at 118, but the game sequence was certainly insufficient. White 130 was intended as a declaration of victory, which seems reasonable, but Black must have erred further to allow the 20 point margin which resulted.

RATHER HARD PROBLEM

White's group is obviously in need of attention. What is the correct way for him to live? Answer inside back cover.



Go Paradoxes

by Andrew Grant

There are many types of repetitive position in go; the simplest is the good old common or garden ko. This article is about some less well known ones; first the infamous 'triple ko'.

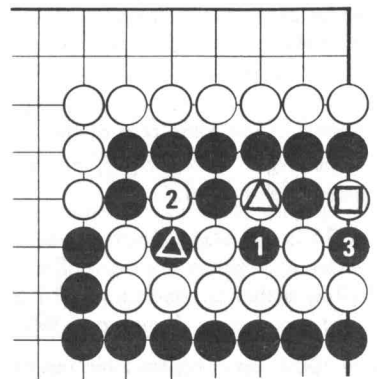
This is a quote from a best selling book on games: "If there are three ko positions on the board at any time, the game is declared drawn". This is a sadly all too common misconception among games writers who do not actually play go themselves, but it derives from a misunderstanding of a real rule. Dia. 1 shows an example: each move places a large group in atari, and the only way for either player to avoid losing his group is to take and re-take the three kos ad infinitum. The only way out is for one player to give up his group, but if the game is too close for either side to be able to accept such a large loss, there is nothing for it but to call a halt.




The Japanese ruling is that a game unresolved due to triple ko is cancelled - neither won, lost or drawn! In professional tournaments the game must be replayed - this happens about once a year.

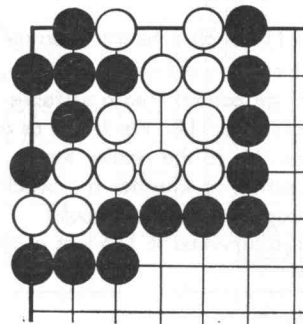
Triple kos are much rarer than this in British Go, probably due to the fact that players overlook the possibility, though the ruling in most British tournaments is not quite so perverse - games unresolved due to triple ko count as draws.

Another type of triple ko consists of an ordinary ko, with a double ko such as that in Dia. 2 on the board. This acts

as an infinite source of ko threats for both players. If these threats are large enough to require an answer, the ko cannot end unless one player gives it up.



Dia. 1
White 4 at 
Black 5 at 
White 6 at 



Dia. 2

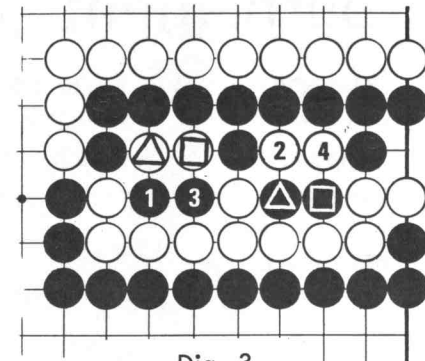
There are two other repetitive positions of note: Dia. 3 shows the rather artificial position known as 'junkan ko' (check for yourself that neither player can deviate from the sequence given without losing) and Dia. 4 shows the position known as 'chosei' (eternal life). Here, White 1 prevents Black from making an eye; Black 2 prevents White from playing there to make a nakade (one eyed block); and after White 3 and Black 4 the position repeats itself.

The ruling for these positions is the same as for triple ko. However, all these repeating positions could be dealt with much more satisfactorily by modifying the ko rule. Ko itself is, after all, a repeating position, which is resolved by requiring the players to play at least one move elsewhere before repeating the position. There is no reason why other repeating positions should not be treated in exactly the same way.

If the ko rule simply read 'no stone may be played so as to re-create a former board position' then triple ko, chosei, etc. would be just like ordinary ko. The Chinese do, in fact, have a rule to this effect, and the Nihon Kiin drafted one as long ago as 1963. It has yet to be adopted, however.

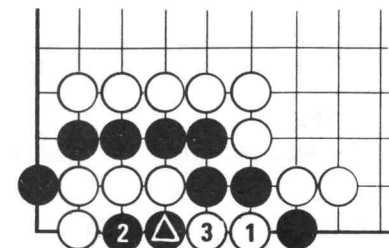
I'll finish with a problem. Dia. 5 is a small board position taken from "Go World" No. 5 (p. 36) and the text claims that this is a triple ko, with White to play. Is it?

Answer inside back cover.

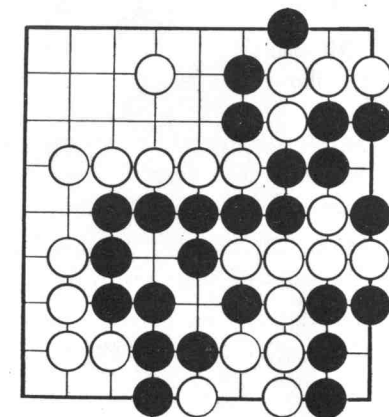


Dia. 3

Black 5 at 
White 6 at 
Black 7 at 
White 8 at 



Dia. 4 Black 4 at 



Dia. 5

Tournament Calendar

COVENTRY April 8 - 10 (British Go Congress)
Contact: D. Cann, 94 Elkington St. Coventry CV6 7GH

BUDAPEST April 29 - May 1
Contact: I. Rigo, Páfrany ut. 3/b, H 1026 Budapest II, Hungary

BRACKNELL May 7
Contact: V. West, 5 Buckingham Ct. Wokingham, Berks

AMSTERDAM May 12 - 15
Don't contact anyone, just turn up around midday on the Thursday at the Sporthall Oost, Oranjevrijstaatkade, Amsterdam.

CANDIDATES' TOURNAMENT (part 1 of the British Championship, by invitation)
IVC London, 28 - 31 May. Contact A. Grant, 1 Kent St. Plaistow, London E13 8RL

NOT THE CANDIDATES' TOURNAMENT May 28 - 31 (Open)
Contact T. Manning, 110 Moselle Ave, London N22

YORK June 19
Contact: M. White, 21 Westmoor Lane, Heslington, York YO1 5ER

KIEL June 25 - 26
Not yet the biggest European tournament, but they're working hard on it
Contact: T. Naumann, Blücher strasse 13, 2300 Kiel, West Germany

EDINBURGH July 23 - August 6 (European Congress)
Open to all nationalities, this year with no segregated European Championship.
Contact T. Manning, 110 Moselle Ave, London N22

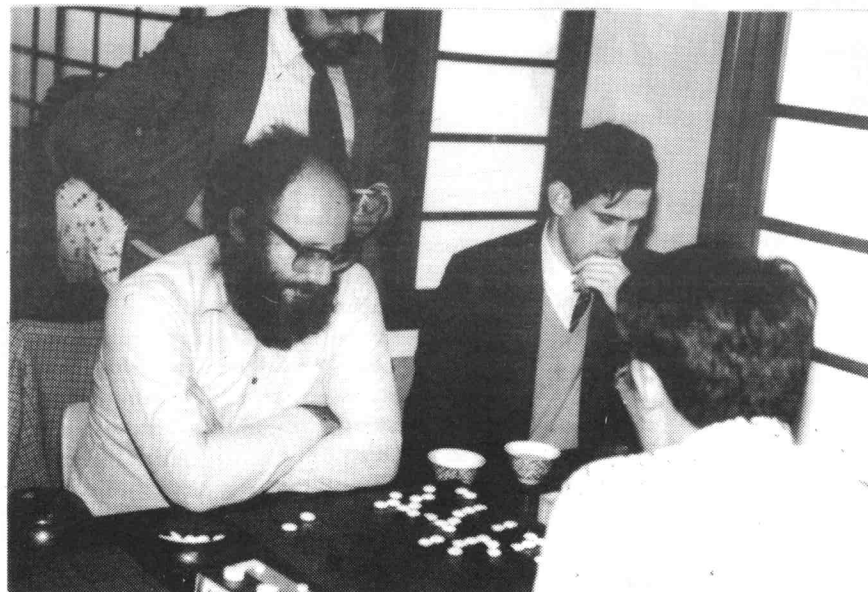
EDINBURGH July 30 - 31 (European congress weekend tournament)
For those with less than two weeks to spare; contact address as above.

HUNGARIAN SUMMER CAMP 8- 14 August
For those who find two weeks' continuous Go too short
Contact: I. Gács, Salétrom ut. 6, H 1085 Budapest Tel: 342 463

MARLBOROUGH October 23 (Wessex)
Contact M. Riggulsford, 170 Whitehall Rd. Bristol

BELGRADE October 28 - 30
Contact K. Andelić, III Bulevar 42, YU 11070 Beograd, Yugoslavia

KATOWICE October, but needs organising soon. Anyone interested in a visit to Poland contact M. Macfadyen as soon as possible at 44 Fitzalan Rd. London N3



Above: Frank May defending London's honour against the resident Japanese - but the London team's only successes were in the eating - Kiku restaurant won the Go. Below - Simon Clark finds himself short of hair against Anton Wirtz at the London Open.



NEWS

EDINBURGH: The tournament held over the 6/7 November weekend was won by Piers Shepperson.

LONDON: The Central London Club runs occasional weekend tournaments, the one over 20/21 November was won by Terry Stacey.

LEIGH SINTON The Handicap tournament held on 12 December and run by the Malvern club was won by Matthew Macfadyen. Players who find the large number of McMahan tournaments in the calendar to be too much of a good thing should look out for the next one of these.

PRAGUE: Only two British players made the pilgrimage this year, but made a valiant attempt to exceed the record for consuming the world's best (and cheapest) beer. Time was also found to visit the sausage eating festival in Nuremburg. This is another of the few handicap tournaments in the calendar, and was won by M. Rost, 1 dan from Bremen.

WANSTEAD: The British Small board Championship was only attended by 12 players, but was a thoroughly enjoyable day for all that. The great advantage of so small a number is that they can all fit round one table for the lunch time liar dice session. Ian Carson won the

liar dice, but Francis Roads won the go. Your Editor and British Go champion did not make his mark until the skat started in the evening.

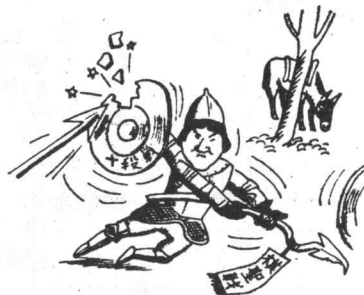
CAMBRIDGE The Trigantius tournament attracted the usual large and powerful entry. This year for the first time there was difficulty defining the top section due to the presence of more than eight players of 3 dan and above. Of these, Terry Stacey won all his games and so retained the cup. J. Rastall and G. Clemow won the places in the Candidates' Tournament, for being the most successful shodan and kyu player respectively.

HORNCHURCH The Schools' Championship was again won by Leeds Grammar school. This year's event was held at Campion School in Hornchurch. The entry was rather low due to insufficient advertising, so here begins the run-up to next year's event, which will be held in Leeds around the beginning of March 1984. Watch this space for further details.

PROMOTIONS Since our last issue, the BGA grading subcommittee have been quite busy. Gary Roberts is now 4 Dan, Simon Clark 3 Dan, John Rickard and Tim Hazelden 2 Dan, and Martin Lerner, Bill Brakes and Steve Hughes shodan. Also Jan Rüten-Budde, from Kiel, who is now a research fellow at Cambridge, has been promoted to British 2 Dan. Congratulations to all of these.

NORTH LONDON Since the closure of the Hampstead club, there has been a bit of a gap in that corner of London. In order to fill this, informal Go meetings are planned for Wednesday evenings in Finchley. Contact Eva Wilson (Tel 346 6464) or Matthew Macfadyen (346 6141). Kyu players especially welcome.

COMMITTEE. The BGA Committee have decided to pay half of the cost of any Go publicity activity in Britain. Clubs (or individuals) should contact the Treasurer before the expenses are incurred.



No rest for Cho- The spear says 'Kisei', the shattered shield is Kato's win in the first Judan game. (from Go Weekly)

OSAKA: The 1983 World Amateur Champion is Ma Xiao Chung. No surprises there - the kid has been beating 9 dans regularly and is due to become a professional as soon as he is old enough. Jim Barty, the British representative came eighth, and will tell how in our next issue.

NEW BOOK: There are rumours that a new Ishi Press volume, "Shimari Joseki" has been completed, though we have not yet seen a copy.

TOKYO: The Shuko fairy tale is over. This year he had to defend his Kisei title against Cho Chikun, Honinbo, Meijin, Judan and full of confidence. Fujisawa Shuko got off to a grand start, winning all of the first three games, but Cho went on to win the next four and take the title. The next few months will provide little rest for Cho, who has already started to defend his Judan title against Kato Masao (Kato won the first game by 1/2 point). The Honinbo league is almost complete, Kobayashi Koichi, last year's challenger, is leading with 5/5, and the Meijin league is under way, the only player with a perfect record so far (3/3) is Otake Hideo, last year's Challenger. So it looks as if Cho may be playing a series of matches against seasoned campaigners, each of whom will be playing the most important games of his year, if not of his life, while Cho will only have had a week or two to recover from the previous match. Still, Cho has been making ordinary 9 dans look weak for some years now, and no doubt has plans to be Gosei, Tengen and Oza as well.

Meanwhile, a new face has appeared among the titles. Kataoka Satoshi beat Kato 3-2 in the Tengen match.

Kato, however, has managed to keep himself among the title holders by re-dethroning Hashimoto Shoji in the Oza title.

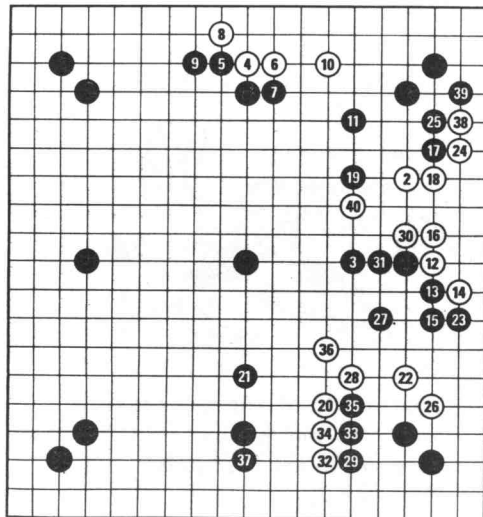
13 stones ~ Is it real go?

by Matthew Macfadyen

Last issue we mentioned a scheme to offer a large prize to the author of any computer programme which could beat the British Champion taking 13 stones' handicap. The game given below was not played by a computer, but by one of our newest 4 kyus. In the commentary I am mainly concerned to discuss how easily the various mistakes could have been avoided by a machine, and how easily the good moves could have been spotted. The game also serves, though as quite a good example of how to put up a fight with white against an extremely large handicap.

Fig. 1 (2 - 40)

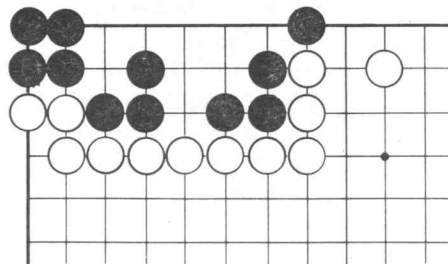
Up to Black 37 there are no bad mistakes. White has been split into three groups, none of which have secure eye space, and none of which seem likely to make much territory. Meanwhile Black builds much outside strength. The only problem is the lower right corner which has been cut off. A machine should be able to handle the direction of play as well as this, but might not be able to produce correct shape plays like 19 and 27 so easily. Counting how many eyes the lower right corner can make is also a difficult problem.



LUDICROUSLY HARD PROBLEM

These are the only stones on the board. White to play and kill all of them. Warning - on a 20 X 20 board it can't be done.

Answer inside back cover



With 40 - 60 White starts the fighting. The machine would probably be able to spot that White 60 kills two stones, and to prevent that from happening, but actually the game result is not bad for Black, who has almost completed a huge territory on the left side of the board.

Black 75 seems to complete a large territory in the upper left, but after 82 Black is unable to resist the cut at 83. The effect of this cut is to turn the game rather quickly into an unpredictable brawl, and I cannot see how any player around this strength, man or machine, can consistently keep out of fights. It is necessary to be able to hack one's way out.

Fig. 2 (41 - 83)

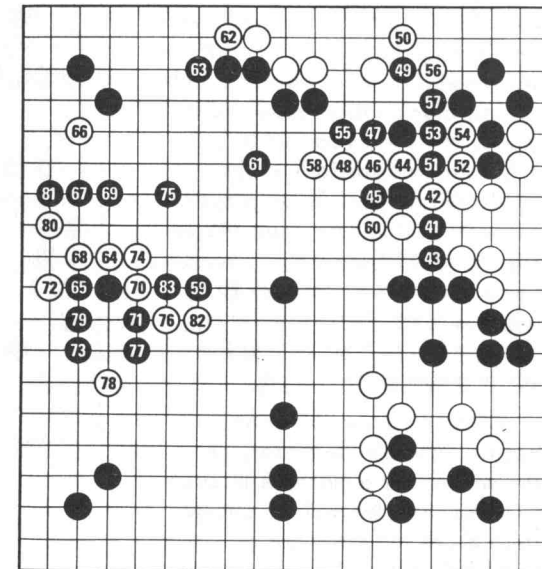


Fig. 3 (84 - 129)

This is the point at which the real test of go understanding begins. With the sequence from 84 - 129 White sprinkles stones lightly all over the Black territory and starts collecting things to aim at. The difficulty here is to have any idea at all what is going on, and I do not see how a machine could handle the problem without a pretty complete vocabulary of the things which happen in the middle game. In this game, Black continued to play pretty well, and the little inefficiencies which arose, like black 123 which could have saved a move by being 129, were all fairly small mistakes.

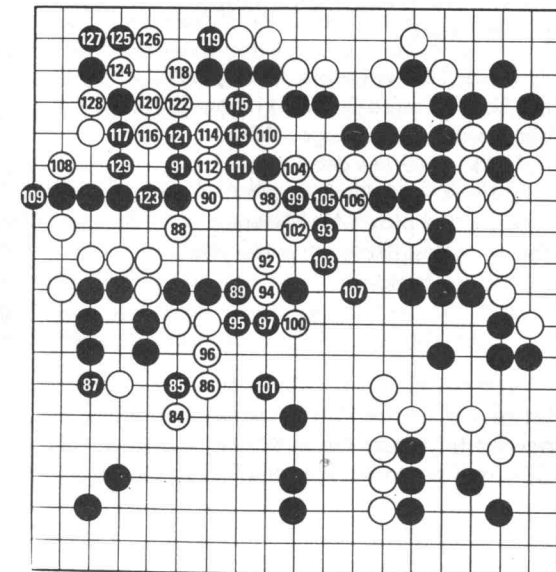


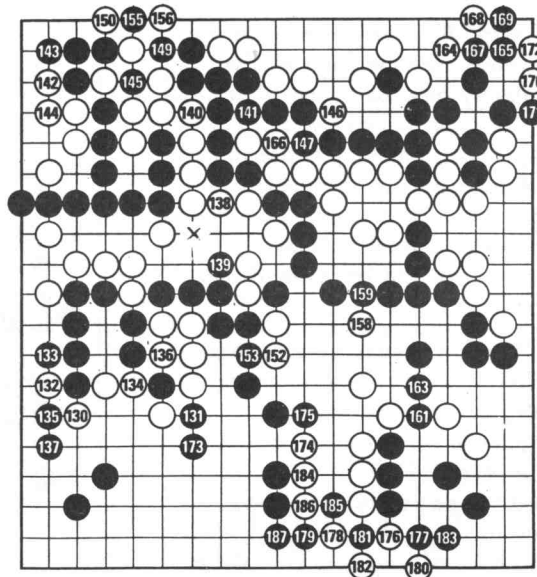
Fig. 4 (130 - 187)

White 130 was my first try - Black erred with 131 but recovered well enough to 137. White 138 and 140 made a gesture towards a fight against black's huge upper right group, but I was reduced to just about the last possibility when I tried 142 and 144. These plays do not work - Black can play 145 to the left of 143 and win the semeai, I would expect a computer to get this one right, but not to have come so far without letting the White group get any eyes.

With 145 a very large ko begins. It would be easier, on the whole, for a machine to come to terms with the radical change in status of the many groups involved, but a clear idea of which groups have how many eyes would be absolutely necessary in order to evaluate the ko threats and decide which one to ignore.

Black 161 was a big threat, but the ko, followed by 164 killing 25 black stones, was huge. After trying to save the dead group for a bit, Black went back to play 173, a very solid play which seemed to complete a sufficient territory to win at the bottom.

The cut at 'x' was obviously a bit of a worry for White, but I needed to live at the bottom to win, and set to work with 174.



- 148 ko
- 151 ko
- 154 ko
- 157 ko
- 160 ko
- 162 connects at 145

Black 181 was the first silly move of the game. My confidence that the machine would lose comes largely from not believing that it could last this long without doing anything at least as silly as this.

After 187 White has lived with sente. Had I connected at 'x' the game would now clearly be over. Actually I tried something rather more adventurous, and allowed Black to cut at 'x' and get a seki on the left side. Despite this I won the game by 8 points.

This game may not be a perfect example of handicap play by either player, but it serves, I think, to clarify the task involved in programming a computer to beat me on 13 stones. One of the problems is that White gets so many bites at the cherry. If he is losing by 20 points, he starts a fight about 21 points, if that fails, he starts another for 41 points. In this game the first real White territory to appear was one of about 145 points, which just reflects on how well Black played up to that stage.

One of the most difficult parts of computer programming is to develop effective pattern recognition techniques. In this game, Black's play was characterised by very good shape, but was somewhat lacking in detailed analysis when the stones came into contact with each other. If a large number of correct shapes and correct moves are learned, then they tend to be misapplied, resulting in mistakes like Black 181, which was meant to be an eye stealing throw in, but in this case helped White to make eyes. I expect that it will prove quite easy to write programmes to play the last few moves in a fight quite accurately, but by then it will be too late.

PRESIDENTIAL NOTES from Toby Manning

At the London Open Go congress, a serious attempt was made to obtain press coverage: a press release was sent to all the fleet street papers before the event and photographers from the Telegraph, Times and Mail turned up. Subsequently the Times and Times Educational Supplement each published a photograph, with a caption. Photographs of the winner and runner-up were also distributed to the press, and although none of the papers published the details we felt that the money was well spent.

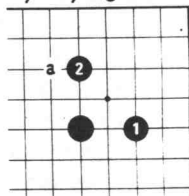
The BGA is planning another British Go Week in the Autumn of 1983. This is a chance to get both National and local publicity. Local publicity (and sponsorship) is, in fact, relatively easily obtained. Has your club held a match, run a tournament, had an open evening? Did you tell the local paper? They report details of local hockey results, the Women's institute jam competition and even who attended the Conservative Association Social, so surely Go is news.

We hope to make a large splash in 1983, but we need as many active workers as we can muster. Please consider what contribution your club can make to produce a really effective year for Go publicity in Britain.

Demystifying Joseki

by Terry Stacey
and Simon Clark

The conventional order of moves in fuseki is corner, side then centre. Classical Go stressed actual profit by playing on the third and fourth lines in the corner. In the 1930's some professionals experimented with openings on the higher lines such as the 5-5 point. This resourceful move depends on an influence orientated strategy, since whatever happens in the corner the 5-5 point produces a high position. Amateur practitioners of the 5-5 point may hope to exploit their opponent's ignorance of it. It is the purpose of this and any following articles to counter that justification by demystifying some unusual moves.



Dia.1

Dia.1: After playing the 5-5 point, Black aims at enclosing the corner with 1, then 2 or 'a'. White may prevent this by approaching before either move. First we present some representative joseki arising from White's immediate kakari. In part 2 we shall show how White can deal with a Black shimari based on the 5-5 point. Comments are loosely translated from those of Suzuki 9 dan in the "Igo Daijiten"

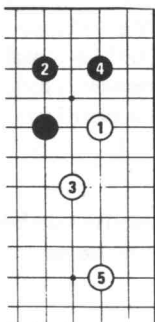
Dia.2: White approaches at 1. If Black 2, then 3 to 5 follow. If White plays 3 at 4, then Black 3 forces him into a low position.

Dia.3: If Black 1, then White 2 and Black extends along the upper side. The 5-5 point stone may then be preferred at 'a'.

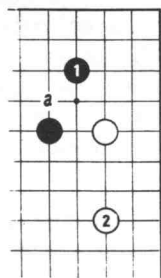
Dia.4: After the Black tsuke at 1 the continuation to 6 may be regarded as joseki. White 4 at 'a' is inferior.

Dia.5: If White attempts to take the corner with 1, Black counters with 2 to 8, obtaining a good result. If Black cuts with 2 at 5 or 7, White is satisfied with capturing the cutting stone.

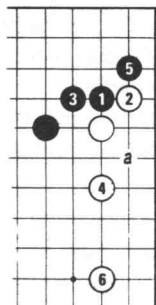
Dia.6: White 1 here may also be unsatisfactory because of White's low position after the continuation to 8 (Editors note: Dia. 6 seems much worse for White than Dia.5 since White 'a' in Dia. 5 poses some sort of threat to Black - also White's eye shape is more secure in Dia. 5 since he can capture Black 4 in sente)



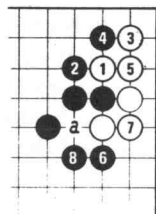
Dia.2



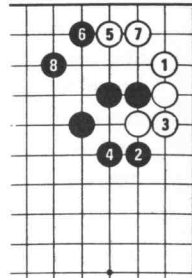
Dia.3



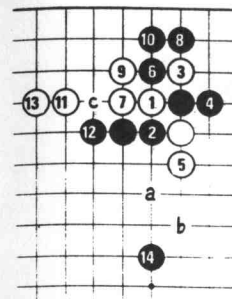
Dia.4



Dia.5

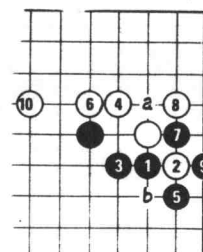


Dia.6



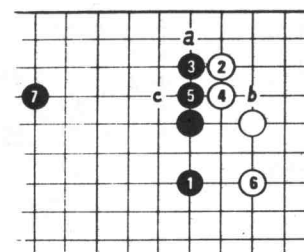
Dia.7

Dia.7: White can counter the tsuke with 1 to 13 but Black attacks at 14 and has a superior position. White continues with 'a' or 'b'. White 11 at 12 leaves a dangerous weakness at 'c'.



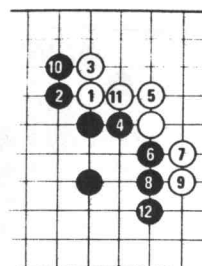
Dia.8

Dia.8: After the Black tsuke at 1, White 2, Black 3, White is advised to play 4, leading to the joseki to 10. If Black blocks with 5 at 6 White is happy to extend at 5. If White 4 is at 5 Black attaches at 'a', and if at 'b' Black cuts on the outside at 5 and secures a large corner when White captures the cutting stone.



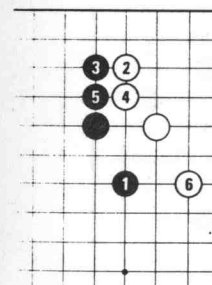
Dia.9

Dia.9: If Black 1, then 2 to 7 gives an even result. If White 4 is at 'a', Black counters with 4 and obtains a superior result. White 2 at 6 is countered by the tsuke at 'b'. Black 3 at 6 is also possible, White plays 'c'.

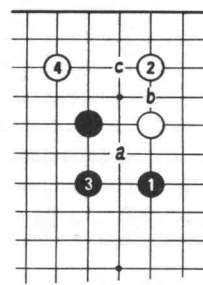


Dia.10

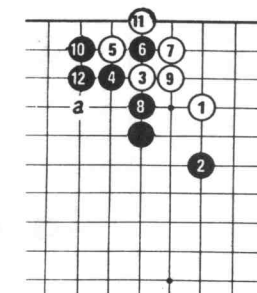
Dia.10: White 1 is possible, the sequence to 12 follows. It is important to force with 10 before extending at 12, otherwise White will play there.



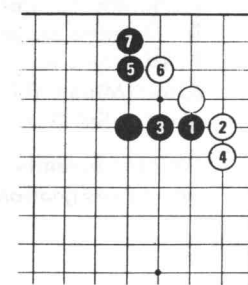
Dia.11



Dia.12



Dia.13



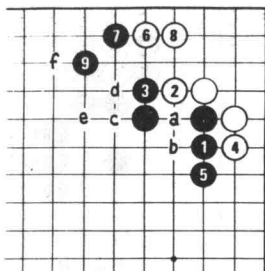
Dia.14

Dia.11: If Black 1 here, White 2 leads to a similar result to Dia. 9.

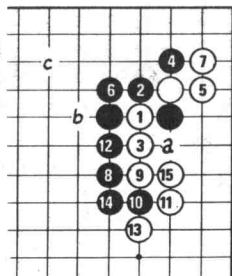
Dia.12: The pincer at 1 forces White into the corner, as playing through at 'a' leads to an unfavourable result when Black attaches at 'b'. 2 at 'c' is also good.

Dia.13: White tries approaching at 1. If Black 2 the result to 12 follows or Black can simply play 4 at 'a'.

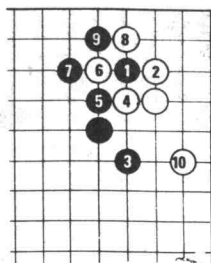
Dia.14: If Black attaches at 1 and connects at 3 in response to the hane, the continuation to 7 is equal.



Dia.15



Dia.16



Dia.17

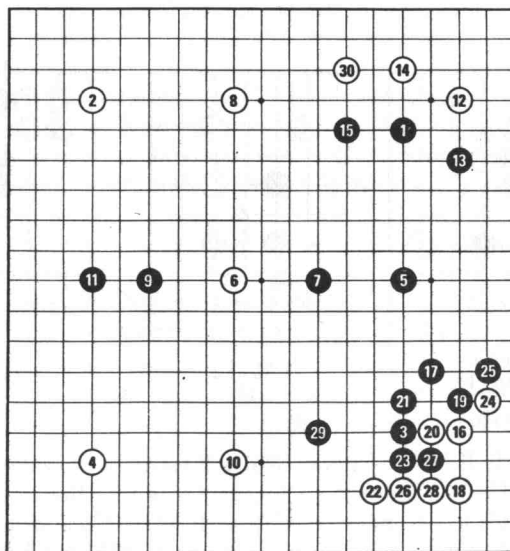
Dia.15: If instead Black draws back at 1, up to 9 is joseki. Note that Black 9 is correct shape. Black may also play 1 at 4, in which case White gives atari at 'a', Black connects at 1, then White 2, Black 'b', White 3, Black 'c', White 'd', Black 'e', White 'f'.

Dia.16: Wedging in at 1 is also possible. After the diagram Black will extend on the upper side. If Black 2 is at 3, White connects at 2, then Black 'a', White 6, Black 'b', White 'c' is satisfactory for White.

Dia. 17: If Black 1 here, White 2 is automatic. After Black 3, White captures a stone with 4 to 8 followed by 10, or playing 10 immediately may be preferred.

Figure: Some 5-5 point joseki are illustrated in this game played in 1934 between Kitani Minoru (Black) and Go Sei Gen.

White eventually won by resignation.



Shapes

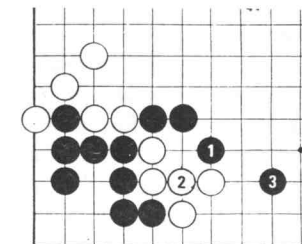
by Matthew Macfadyen

This issue I discuss another example of confining the opponent by keeping ones distance from him.

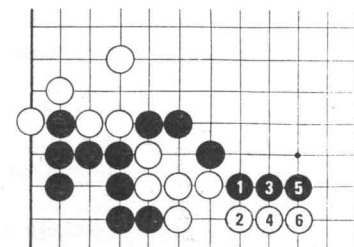
Black 3 in Dia. 1 is the basic shape. This confines the White group far more effectively than 1 in Dia.2, where White lives easily (check for yourself that Black collapses if he plays 5 in Dia.2 at 6 and White cuts at 5).

Black's position may look thin in Dia. 1, but he can hold it together as long as he knows about 2 in Dia.3. There is no hurry to cut at 3 since 3 and 4 become miai after 2. If White plays 3 before 1, Black still answers at 4.

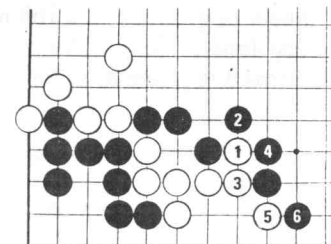
Although Black 3 in Dia. 1 is a very effective play, it does not capture White completely. Dia. 4 shows why. Here we have added the marked Black stone on the side, but this sequence works after a fashion in any case. The key play is the startling tesuji of Black 3, after which White cannot play 4 at 6 since that would allow Black to escape by playing to the left of 1. This is still far better for White than Dia. 2, but he may feel somewhat cheated. Actually Black should not play this way without the marked stone, after 9 he can escape, but only by crawling so ignominiously along the edge that he would be better off dead (note that White 'a' threatens to kill 5 stones).



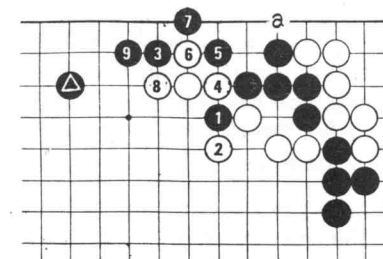
Dia.1



Dia.2



Dia.3



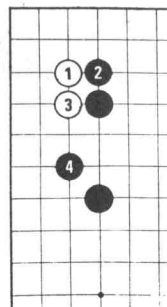
Dia.4

Another example of the basic shape is shown in Dia. 5. This combination was introduced recently by Kobayashi Koichi. Black 4 strives for maximum efficiency, which is what good shape is all about. It may be easier to understand what Black is up to if we consider some alternatives.

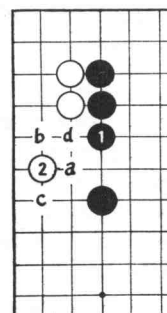
Black 1 in Dia. 6 is perhaps his most natural play, then White will play 2 and Black has no very attractive continuation. Certainly if Black plays 'a' he cannot expect White 'd' - but that is exactly the result White would get if he played the obvious push in Dia. 5.

Alternatively if Black 1 in Dia. 6 were at 'd', White would play 'b', Black 'a' and Black has two stones where he only needs one in Dia. 5. The more you look at Dia. 5 the more attractive it seems to be.

Dia.5



Dia.6



Questionnaire

by Richard Granville

Last March, Nick Webber sent a questionnaire to all club secretaries. The object was to gather information on the state of Go in Britain, so that the BGA might be better placed to improve its services and its effectiveness in promoting Go.

Of the 55 clubs in Britain, only 21 replied to the questionnaire. Here are some of the more interesting results:

Q: How many players, on average, attend a club meeting?

A: The answers varied from 2 to 30. However, it is worth noting that many clubs had an average attendance of 4 - 6.

It seems that go clubs do not have to be large to be worthwhile (although a cheap (preferably free) venue needs to be found).

Q: Please list all the services of the BGA that you know of.

A: British Go Journal	18
Books and equipment	16
Newsletter	10
Hire of clocks/sets	10
Dan Grading	8
Coordination of tournaments	7
Lists of clubs and unattached members	6
Publicity (including advertising material)	5
Liaison with European Go Federation	4
British Championship	3
Schools Championship	3

Plus one each who knew of: Allows hire of teaching aids; Organisation of Go in schools; Archiving of results; Brian Castledine trust; Maintains exhibition for libraries; Allows hire of starter kits.

In addition the following services not actually provided by the BGA were listed: Organisation of tournaments (14) - Actually the BGA organises only the British congress and the British Championship, all other tournaments are organised by clubs. Go Tutor (4) - Go Tutor is no longer distributed, although the 12 issues which were produced 2-3 years ago have been bound up and are available from the Book distributor.

Sends Matthew to Japan (1) - This is actually financed by Japan Air Lines.

There seems to be general ignorance about many of the activities of the BGA, especially as to tournament organisation. Incidentally, as BGA Tournament Coordinator, I would like all clubs to think about the possibility of organising a tournament; there are several large gaps in the tournament calendar for this year.

Q: Do you have any comments on the activities of the BGA? Specify any services that you think the BGA should provide.

A: More publicity - teaching, advertisements, posters, TV programme
Better communication with club secretaries.
British Go Handbook.

Notify schools that have a club near them.

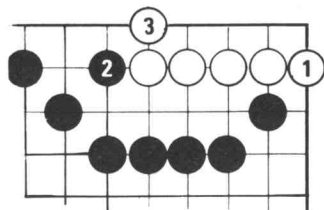
Concentrate on starting Go in schools.

BGJ: Should appear on time; more for 10 kyu and under; clearer game commentaries.

Several clubs mentioned publicity. This has been a particularly weak area of the BGA's activity, despite the allocation of a publicity budget for 1982. It is hoped that British Go week will make up for this. However, the success of this event depends on a concerted effort from all Go clubs and unattached members of the Association.

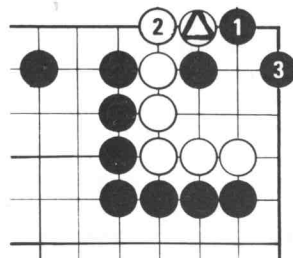
The comments on the BGJ are fairly true. One way to improve the situation is for kyu players to record their games and send the most interesting ones to the journal. Another way is for players between 10 and 20 kyu to write to the BGJ, describing the areas of the game that they find most difficult; if so, articles might well appear in the BGJ.

The British Go Organisers' Handbook is currently being printed and will be sent to all club secretaries as soon as possible.



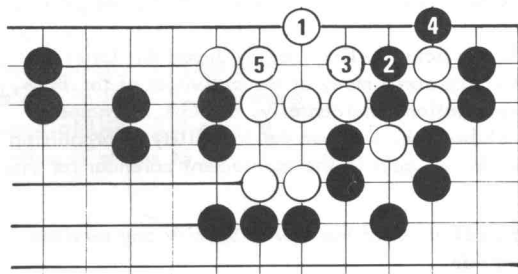
SOLUTION TO EASY PROBLEM

White 1 is the only way to make enough room for two eyes.



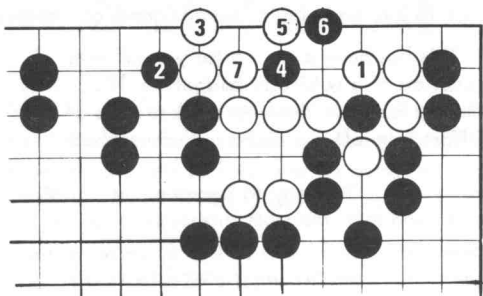
SOLUTION TO FAIRLY EASY PROBLEM

Black plays 1 and 3, leaving White helpless since he only makes one eye by capturing the Black stones. In case you wondered, White's marked stone should have been played at 1, a very hard play to spot, but it is only by eliminating the silly options that you can find the cunning ones.



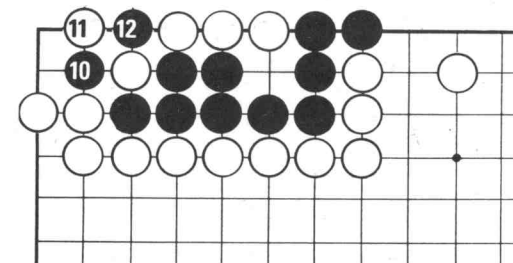
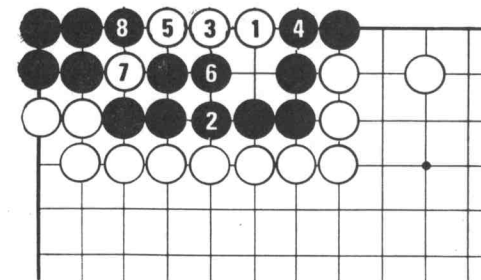
SOLUTION TO RATHER HARD PROBLEM

White 1 in Dia. 1 is the correct play. This way White lives unconditionally. Black has no improvement on taking two stones in sente with 2 and 4. Dia. 2 shows what happens if White tries to hang on to all of his stones. The shape after 3 is well known to be ko. The ko arises as shown. If you did not well know that this shape is ko, brush the cobwebs off your copy of "Life and Death" and spend a couple of penitential hours reading it.



SOLUTION TO LUDICROUS PROBLEM

White 1, Black 2, and White 3 are all hard to find, but they are best for both. After 7 Black dies in snap-back, but he persists by playing it out and. . . . Dia. 2: a ko develops. The correct way to play this ko is also very hard to find, and will be revealed in our next issue. The problem was once solved by a British Go Player.



SOLUTION TO PROBLEM IN "GO PARADOXES" ARTICLE

White is unconditionally dead. After he takes the first ko, Black wins by playing the lower right 2-1 point to make a five stone nakade and reduce White to one eye.

BOOK REVIEW Handicap Go

This is the final volume in the Ishi Press' Elementary Go series, and is the work of Richard Bozulich and Yoshiaki Nagahara 6-dan.

The early parts of the book consist of a series of chapters on such topics as securing territory, invasions and how to play handicap go as White; each chapter being divided into several subheadings with titles like "Keep White separated by moving out into the centre", "Play moves with more than one meaning" etc. All the basic traditional wisdom on using handicap stones is covered, with the emphasis on strategic principles rather than on learning tactical sequences.

The later parts of the book are somewhat patchy, however. A series of 3 stone games by Honinbo Shusai, played in the early years of this century against such rising stars as Iwamoto and Hashimoto Utaro are wonderful and exciting games, but appear with hardly any commentary, and the problem section at the end seems rather to have lost touch with the word "elementary" which appears on the cover.

Andrew Grant