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Acomsoft and "A&B Computing" Magazine, in cooperation with the British Go Association, are pleased to announce a competition to find the best Go playing program for the BBC Microcomputer. The ultimate winner, to be decided by a play-off at the London Open Go Tournament in January, 1984, will win a cash prize of £1,000.

For full details, program specification and how to enter, see the July / August issue of "A&B Computing" Magazine, or write to the tournament Coordinator, Toby Bailey, at 3 Olney Ct. Marlborough Rd. Oxford.



23 July to 6 August

Contact Toby Manning, at 110, Moselle Ave, London N22

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GLOSSARY OF TECHNICAL TERMS

AJI: Latent threats
ATARI: An immediate threat to capture
JOSEKI: Standard (usually corner) sequence
KAKARI: Approach play against a corner
KOMI: Points handicap to offset the advantage of playing first
SEKI: Impasse in which adjacent eyeless groups are unable to capture each other
SENTE: Having, or retaining the initiative
TESUJI: A tactically skilful play
YOSE: The endgame

WORLD AMATEUR CHAMPIONSHIP

by Jim Barty - British representative in Osaka



Round 2 - Carlos Torres, the Mexican shodan, still in a trance after losing to Jim Barty

This year the World Amateur Championship moved to Osaka for the first time. The venue was the Hotel Nikko - a huge new building constructed by JAL and shaped like a chimney for earthquake protection. So vast is this building that it would have been easy to spend the entire tournament inside it, with shops on the lower floors, our accommodation at the top, and the playing space in the banqueting halls in between.

The tournament is organised by the Nihon Kiin and JAL, and in order to ensure thorough press coverage an enormously lavish opening ceremony took up much of the first day. I particularly recollect the entrance of the European players being clapped enthusiastically by several of the best known 9 Dans. I was encouraged by their optimism, no-one having yet played a stone.

The tournament itself began the next day. In the first round I was drawn against Roberto Alaluf 3 dan, the Argentinian representative. The media presence was considerable, and playing in the heat of the bright lights was a novel experience. In the early stages flashlights popped continuously and a couple of TV cameras roved around the hall peering myopically at the games and the players. You soon learn to leave a pause between moves - the slightest hint of a flurry of stones causes hordes of predatory cameramen to descend. This game was duly noted as an example of go fostering international friendship, it was full of mistakes on both sides, but I contrived to win.

In the second round I was up against Carlos Torres 1 dan from Mexico. He played with a fine sense of direction and an alarming lack of mistakes. Before long I found myself trying to win with a moyo that never looked like becoming big enough. I kept the game close though, and my opponent let his lead slip away in the endgame. Readers who have learned to beware of the Dutch first kyu should be warned that, although a somewhat rarer animal, the Mexican shodan should be treated with at least as much respect.

The next round produced my best game of the Championship. We present a record of that game below. My opponent was the No. 1 Japanese Amateur Imamura 7 Dan. Er. . . no I didn't win. After this I moved into the playoff section of the tournament and my go went downhill - I lost to Vladimir Danek 4 dan of Czechoslovakia and to Helmut Wiltschek 5 dan of Austria.

The best feature of the tournament was the analysis of games provided by a team of top professionals in a back room. These people worked extremely hard and although it was hard work getting game record, spare board, professional and interpreter together in the same place at the same time, the rewards were considerable.

The end of the tournament was not the end of the trip. The European players were taken around the Kansai area on a trip lasting several days. This was organised by the overseas director of the Kansai Kiin and allowed us our first glimpses of traditional style Japanese culture. This trip was very enjoyable and historically interesting. Several friendly matches were played against local teams.

A group of western players were invited to Korea afterwards, and proved to be a most enlightening experience. The Hankook Kiwon (The Korean equivalent of the Nihon Kiin) is evidently a highly influential organisation. We were entertained royally and provided with plenty of go - a game from one of the matches with local players is given below. I gained the impression that go is played even more widely in Korea than in Japan. A particularly impressive example of this was a rather short street in Seoul which contained three go clubs.

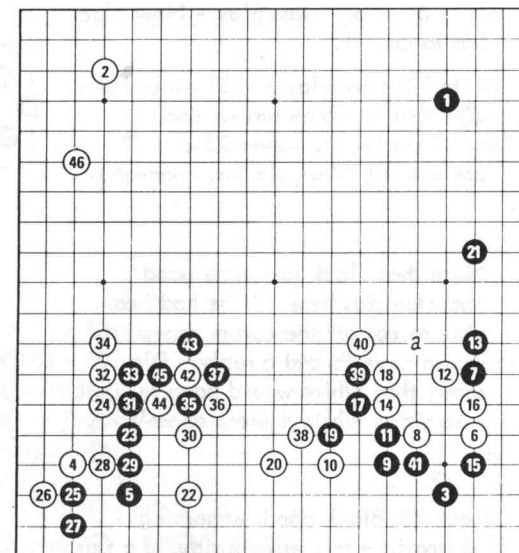
The final finishing order is all a bit arbitrary, especially around the middle of the list, but just for the record it was: Ma (China); Miura (Japan); Imamura (Japan); Li (China); Kim (Korea); Danék (Czech.); Wiltschek (Austria); Barty (UK); Schlemper (NL); Flusser (Brazil); Choi (US); Aroucheff (France);

Del Rio (Spain); Blair (NZ); Torres (Mexico); Parimbelli (Italy); Tsang (HK); Hahn (Australia); Dietrich (Germany); Alaluf (Arg.); GÖndör (Hungary); Gostelli (Switz); Lindstedt (Sweden); Chan (Singapore); Kraszek (Poland); Kim (Canada); Siivola (Finland); Belsnes (Norway); Jukić (Yug.); Sandbeck (DK); Dalisay (Philippines). The Romanian failed to turn up.

A TOUCH OF CLASS

This game was my high point of the tournament, although I would have needed several stones to win. Comments are based on those made after the game by Ishii Kunio (not a weak player - he eliminated Cho Chikun from this year's Tengen).

Black: Jim Barty 4 Dan
White: Fumiaki Imamura 7 Dan
1983 World Championship round 3



Black 15: This is the wrong order of plays; 15 and 16 should both be at 17

Black 21: Ishii thought Black could have played at 'a'

Black 23: After white 22 the white group is stable, so this area of the board is small and Black should play in the upper left corner. If White continues at 1 in Dia. 1, Black can get a good result as shown.

Black 25: Should be at 30 - White will probably answer on the lower side and Black can then play a kakari in the top left.

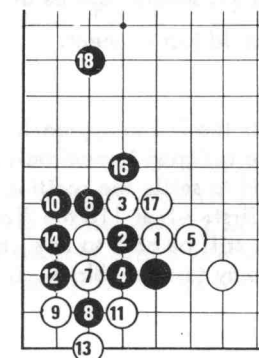
White 26: Should push through at 28

Black 31: Should be at 35, which is tesuji in this shape, the game gives White an easy time on the left.

Black 35, 37: Good.

Black 41: Very good, White's mischievous intentions are refuted.

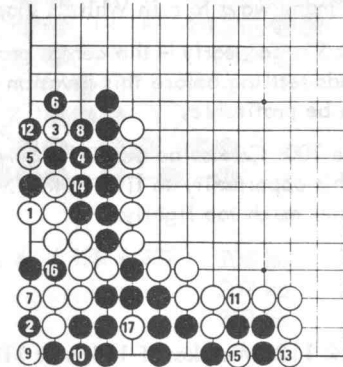
Fig. 1 (1 - 46)



Dia. 1

Blood & Thunder

Just in case BGJ readers are coming to think that I never win games of Go, here is one that I won. It was played in the Hankook Kiwon in Seoul as part of a friendly match between local Korean amateurs and the visiting European team. My opponent is a local businessman.



Dia. 1 The triple ko

Black: J. Barty
White Y.C. Hong

White 6: Starts the "taisha" joseki.

White 16: Plunges into one of the trickier lines.

Black 23: Should play at 38 first.

Black 24: People who like analysing these things should consider 24 at 40

Black 25: a bit of an overplay - it should be at 32. Black is trying to kill the white group.

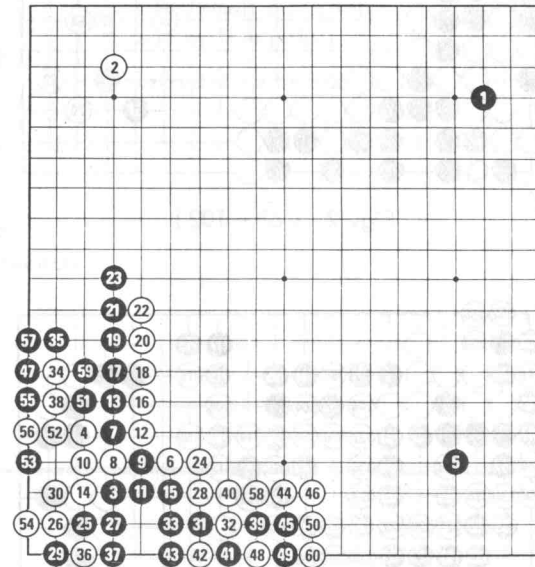


Fig. 1 (1 - 60)

White 54: Wrong order of plays - Dia. 1 shows a better sequence (if 2 is at 5 in Dia. 1 then White 2 wins simply) the result of Dia. 1 is a triple ko, and we think it is best for both sides after 53.

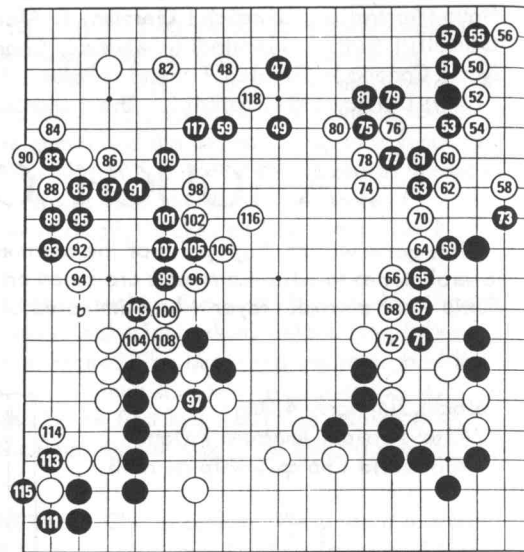
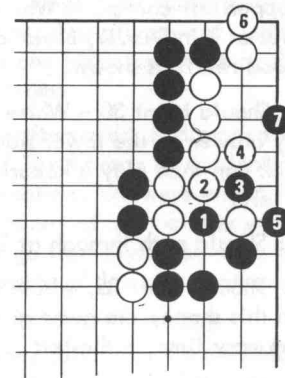


Fig. 2 (47 - 118)

110 captures 97
112 connects at 97



Dia. 2

Black 49: Rather slow, better to jump in at 82 immediately.

Black 51: The wrong side, since Black can play at 67 in sente the right side is wider.

Black 53: Another mistake, 54 instead would keep Black's groups connected.

White 58: A class play, assuring White of good shape. If he simply played 60 and 62, then Black 58 would be good.

Black 59: Again should be 82.

White 64: More class play - Now Black has to grovel.

White 74: Overplay - if Black answers correctly at 76 he has no good continuation, however 75 and 77 are awful (77 should just connect)

Note that Black lost some good opportunities here - if he had been able to cut off the corner group it would have forced a reply - Dia. 2 shows that White would have to fight a ko since White 4 there doesn't work

Black 83: Black needs something dramatic - this was considered a fair try.

Black 87 and 91: should both be at 'b'

Black 93: Should just connect.

White 96, 98: The 7 Dan approach - I could have resigned immediately, but preferred to settle the position a little more first. After 118 the Black group might still be able to live, but there is no way to win - Black resigned.

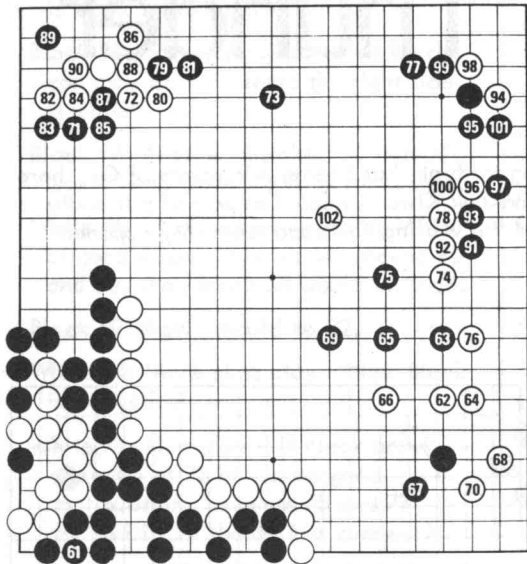


Fig. 2 (61 - 102)

- Black 61: Kills the group, but the result is good for White.
- Black 63: Black is trying to nullify the White thickness, and does not mind giving up the corner to do so.
- White 68, 70: White gets no more than his money's worth with these plays.
- Black 75: letting White connect with 76 is a little soft.
- White 86: should be at 88 - now there are many ways to ruin White's shape.
- Black 91: Too early - the centre group needs settling before this invasion can be profitable.
- White 100: Cannot be best - he gives up his opportunity to live in the corner much too lightly.

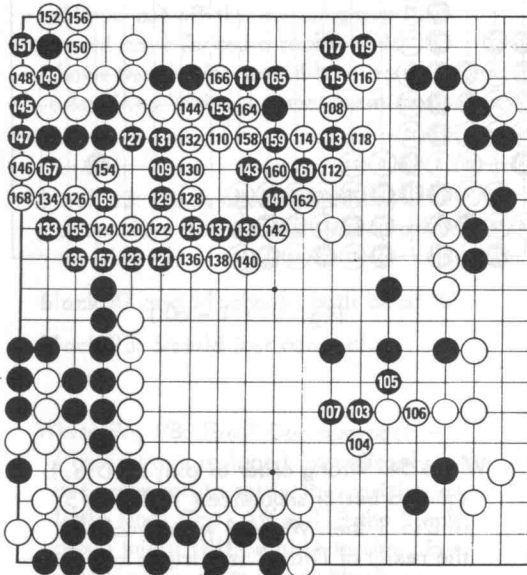


Fig. 3 (103 - 169) 163 at 160

- Black 113: Mistake: if 114 is at 118 then the exchange actually prevents 115 from working instead of helping it.
- Black 123 etc. The worst Black can get is a seki, as long as the cutting stones in the centre survive.
- Black 141: Black escapes. The crowd enjoyed this play.
- Black 153: Should be 166 because:
- White 158 - 166: Makes room for two eyes, whether or not he captures the three stones in the corner.
- Black 169: Prevents White 169 which would get a seki, but it might be more prudent to add a stone to the centre group.

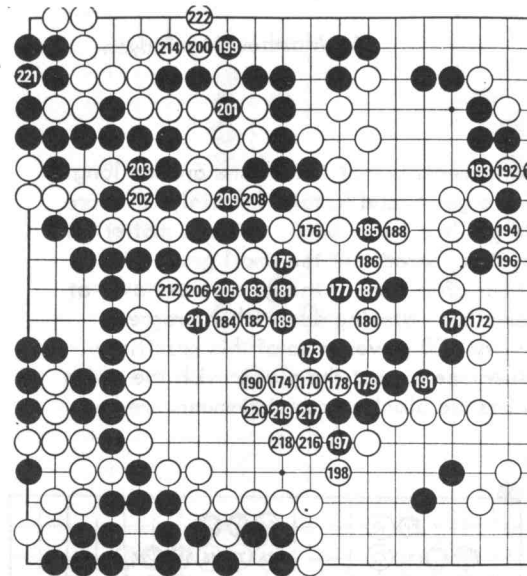
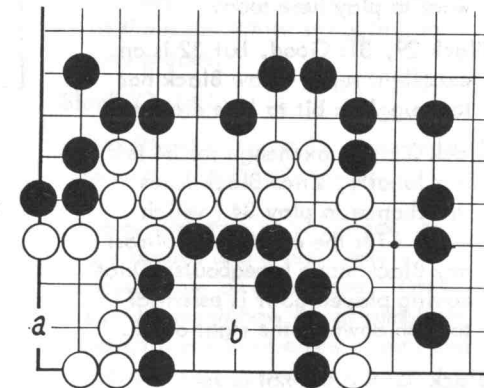


Fig. 4 (170 - 222) 204 ko 213 ko
207 ko 215 Connects
210 ko

- White 170: Last chance - but it looks quite promising, the black group has nowhere to run.
- White 174: Too slow - 177, 181 and 189 all look promising, but this way Black lives quite easily.
- White 208: Mistake, but Black fails to take full advantage by capturing four stones, thus saving three in the corner.
- White 222: White is alive, and the large issues are decided. Black made a few small errors later on, but still won by five points.
Record stops at 222.

PROBLEM from Richard Hunter
White's shape in the corner is worth eight liberties, although it can be killed by a play at 'a'. Since White has another ten liberties on the outside, Black surely has to play 'b', rather than starting a capturing race with 'a'. This is a simple matter of counting liberties; what is Black's best play?

Answer on page 26



Slow Motion Action Replay

by Matthew Macfadyen

A common complaint at the larger tournaments is that time limits are too long for the weaker players, who would prefer more games and faster. Certainly it is rare for players on the larger numbered boards to get into byo-yomi. It was a matter for more than a little surprise, therefore, when it appeared that the small group of kibbitzers standing round board 60 half an hour after most of the games were over at Amsterdam were not analysing a finished game but watching one still in progress. Unfortunately we only have a record of the first 100 moves or so of this gruelling epic, but the result was already clear to everyone except the player with the white stones - a Mr. Kojima 5 kyu. Sue Paterson has the black stones, comments are by Matthew Macfadyen.

White 8, 10: These highly unorthodox plays are not necessarily bad, but require imaginative following up.

Black 13: Very wise - The corner needs to be quite sure of its eye space now that it has nowhere to run.

White 18: Bad - the logical follow up to 16 is a cut at 25. If he decides that 25 doesn't work then 21 will make it work. 18 allows Black the centre and the side.

Black 25, White 26: both unnecessary

Black 27: Very large - White will want to play here soon.

Black 29, 31: Good, but 32 is an excellent reply - now Black has to struggle a bit to live elegantly

Black 33: The exchange for 34 is a loss locally, since Black loses the chance to play 34 (which works with the addition of almost any Black stone hereabouts). Once having played 33 it is essential to push down to the right of 31.

Black 35: Big but not urgent.

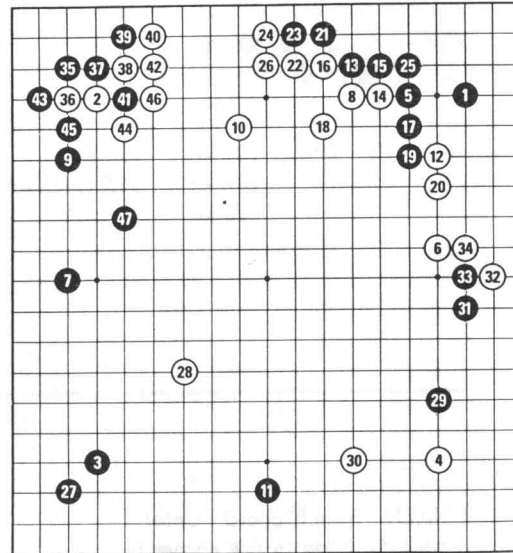
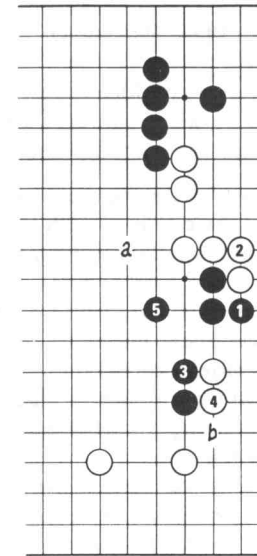


Fig. 1 (1 - 47)

White 38, 40: impossible in the presence of 9 - White is thinking of the wrong joseki. Up to 46 Black's result is excellent.

Black 47: very odd - "don't play close to strength" - both sides are strong in this area so it is small.



Dia. 1

White 48: Perfect - the ideal attacking point.

Black 49, 51. The wrong idea. Trying to live simply by adding to the Black group is bound to make the going hard - the proper approach is to create weaknesses in the adjoining white positions as in Dia. 1. By starting with 1 and 3 there, Black creates useful threats at 'a' and 'b' ('a' would not kill the White group, but would force him to make otherwise useless moves on the side to get eyes, thus giving Black an extra tempo in moving out toward the centre). In the game White is able to play 50 and 52, freeing himself from any worries on this side of the board.

Black 55 is dreadful - still not keeping away from strength. Now is the time for a capping play at 'a' attacking White on a large scale.

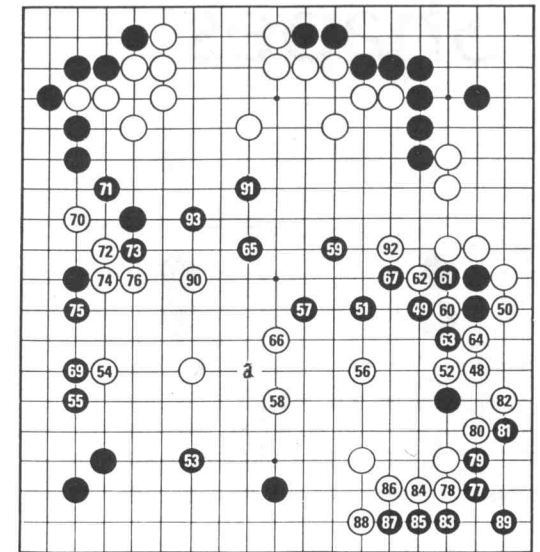


Fig. 2 (48 - 93)
White 68 captures 3 stones

White 60: Spots that he can kill two stones but this is far too small - by protecting the lower right corner he could effectively kill a whole group - the one with which Black is about to invade.

Black 65 - The same mistake again - Black is thinking only of her own weaknesses and not her opponent's. This play should be at 66 aiming to cut the weak White straggle into many pieces.

Black 77: At last.

White 84: Must be at 85 - he would do well to study this joseki.

The record stops at 93. Black has four corners and a seemingly unassailable 30 point lead. That is pretty much how things remained, though there were a few alarms and excursions on the way.

Shapes

by Matthew Macfadyen

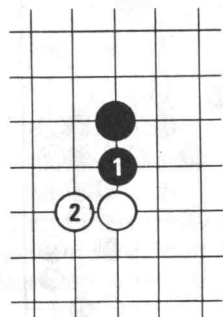
This issue we consider the exchange 1,2 in Dia. 1, which can be useful for black, but is essentially bad shape.

A couple of diagrams should suffice to illustrate the problems with this exchange: in Dia. 2 we extend the White shape on the other side, and it becomes apparent that, while all of the white stones are on useful points, the marked black stone is doing virtually nothing. In Dia. 1 Black is half way to having a wasted stone, so his shape is suspect.

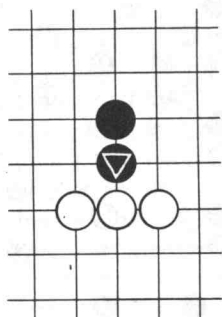
In Dia. 3 we consider the influence of the black and white stones, where for these purposes "influence" is meant in the rather loose sense that stones are of some use towards any activity in the direction in question. While it may not be clear exactly what direction the lines should be pointing in, it should be obvious that White is getting more than half of the goodies.

Dia.3 is also useful in identifying those cases in which Black can use this shape effectively - since his influence extends over less than half of the circle, he should only do this when the directions in which the Black influence points are more important than White's.

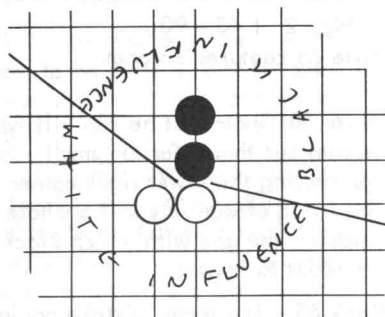
Let us consider an example - in Dia.4 White is trying to settle his weak group. He would like to connect at 'a', but black would then undermine the group with 'b'. Dia.5 shows how to handle the situation. Here the exchange 1,2 is acceptable because of the vital importance of white's influence down towards the edge - an area in which he needs to make eyes, and in which Black was threatening to connect out with his invading stone at 'b'. Black gets extra influence to the left with his stone at 2 but that is just too bad.



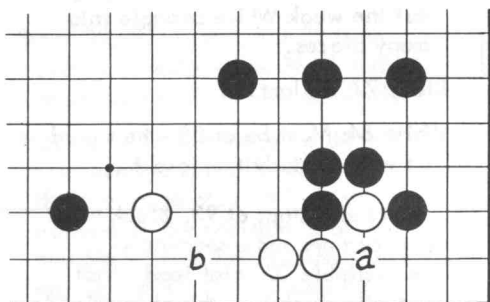
Dia. 1



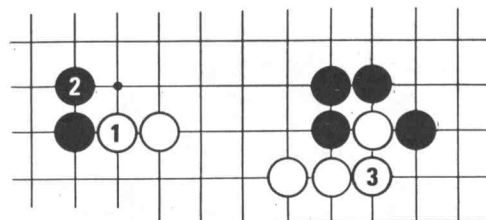
Dia. 2



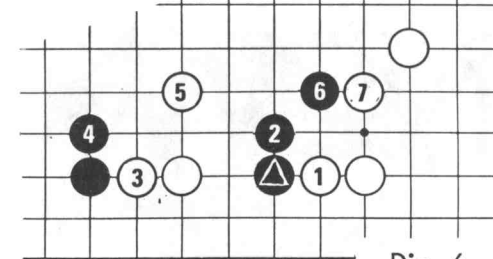
Dia. 3



Dia. 4



Dia. 5



Dia. 6

Dia. 6 shows a less clear cut case. This sequence was introduced over 10 years ago by Ishida on his way to becoming Honinbo, but has hardly been seen in professional play since. It may seem wonderful for White to have completed his corner, firmly separated

the black groups, and driven them out into the centre, but professional judgement seems to have decided that the bad shape of the white stones is too much of a penalty to pay.

THE ART OF COARSE TOURNAMENT GO

A brief survey of Coarse Go was provided in issue No. 57, but tournament conditions afford a whole new range of exciting ways to annoy your opponent, the organiser, and indeed everyone else in the tournament as well. Here are some of them:

- Allow your opponent to get you a cup of coffee, but play a stone and start his clock as soon as he has gone.
- Forgotten the rest of the joseki? Take a nonchalant wander around the room until you spot someone else playing it.
- If your opponent forgets to press his clock, simulate deep thought for as long as possible.
- Two minutes before the first round is due to start, engage the organiser in an argument about your accommodation.
- Make sure the light's in your opponent's eyes and his chair is far too small.
- If a kibbitzer arrives, start a conversation about the game with him in a language not common to your opponent.
- Leave the attack on your opponent's group until he's in byo yomi.
- If you are losing a lightning game, remember that you can always play inside your own territory while you wait for his flag to fall.
- When someone on the next board resigns, lean over and show him how he can still kill a 20 stone group.
- As soon as your game finishes, start discussing it as loudly as possible.

NEWS

COVENTRY

This year's British Congress was held just a few yards from Coventry Cathedral, but few of the go players succeeded in letting their inter-game walks progress farther than the beer festival which was neatly sandwiched in between. Despite these exciting diversions (or maybe due to them) noone managed to prevent M. Macfadyen from winning the British open Championship. Jim Clare came second with a very creditable five wins out of six, and other good results were recorded by Dave Artus and John Hobson who qualified for the Candidates' tournament. On the lower boards, the honours mostly went to the boys of Leeds Grammar school, who left the tournament well furnished with bottles of corrupting influence.

LONDON

A tournament was held over the May bank holiday weekend. Attendance was rather low due to poor advertising, but most of the strongest active players in London took part. The winner, with 5 wins out of 6, was Mr. Fuji, 5 dan. Another good result was recorded by Michel Gaboly from Paris, who had been demoted to 1 kyu as part of a recent French attempt to get into line with the Dutch, but is now back at shodan. Mr. Fuji, who had not fully recovered from a road accident last year, has since decided to return to Japan, and we wish him all the best for a speedy and complete return to health.

AGM

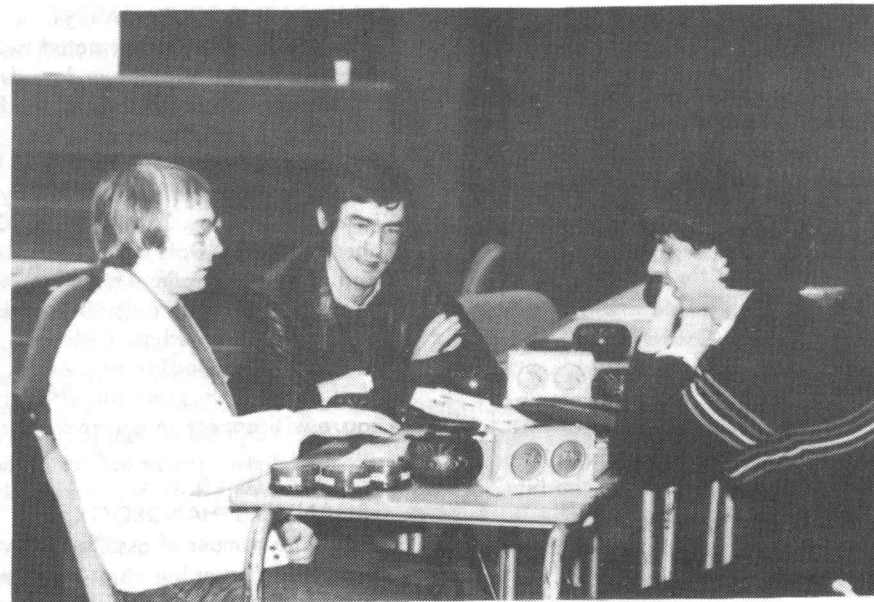
The AGM of the Association, held at Coventry, was Toby Manning's last appearance as president. Richard Granville has taken over that job, Norman Tobin stays on as Secretary, and although Bob Thompson stood as Treasurer at the AGM he has since resigned, to be replaced by Jeff Ansell. Other committee members are: Toby Bailey, Ian Carson, Mike Harvey, John Hobson and Matthew Macfadyen. The subscription rates for 1984 are to be the same as for 1983.

AMSTERDAM

This year's Amsterdam tournament was a little thinner at the top than usual, with several of the best players from the Netherlands abroad, but there was still little chance of anyone else winning while Mr. Yoo, the Korean who studies Swedish in Bonn, was there. He won all his games, Cas Muller came a very creditable second including a win over Manfred Wimmer, and the rest were left to avoid the rising tide of Dutch 3 dans as best they could. A commentary on one of the British games from the lower boards appears elsewhere in this issue, but none of the British contingent did spectacularly well.

PROMOTIONS

Not much action from the Grading subcommittee since our last issue. Terry Barker and Chris Whitehouse are now shodan. A flurry of activity may well follow the remaining rounds of this year's British Championship, though.



Stacey speaks - post game discussion at Paris
(left to right: Ian Meiklejohn, Terry Stacey, Richard Granville)



Taste no evil - the outgoing officers at the AGM: Norman Tobin, Toby Manning, Bob Thompson .

JAPAN

Cho Chikun has lost one of his titles. Kato Masao managed to beat him 3-2 in the Judan match by the narrowest of all possible margins. All of Kato's wins were by $\frac{1}{2}$ point. Since then the Honinbo match has got under way, but Rin Kai Ho is not doing well - so far Cho is 3 - 0 up. Still, Cho managed to win from 3 - 0 down in the Kisei title in February, so it can be done. Meanwhile the Meijin league is almost finished. Otake Hideo has not yet lost a game, and the only man with a realistic chance of catching him up is Rin Kai Ho, whose only loss was to Otake. Meanwhile, Sakata has picked up his 64th title with a win in the NEC cup (one of the televised quick go tournaments).

LONDON LEAGUE

The 1982 London League was won by Reading, with a maximum 14 points from 7 matches. None of the other teams managed to play all of their matches, but the best of the rest were the London Vegetarians, with 7 points from their 6 matches. Chris Whitehouse, one of the said vegetarians, has taken over the organisation of the league, and the 1983 matches have already begun.

NORTHERN LEAGUE

Whatever else may be said, Go players in the North seem to be much better than their Southern counterparts at completing their schedules. The winners of the 1982/83 Northern League were Huddersfield & Sheffield, who collected 21 points, largely due to a stirring performance from Robert Berry, who won all his games playing on board 1.

CANDIDATES' TOURNAMENT

This four day event attracted twenty of those eligible to play, and produced five players who go on to join Jim Barty, Terry Stacey and Jim Bates in the Challenger's League (Adam Pirani has decided to drop out this year) They are Richard Granville, John Rickard, Gary Roberts, Andrew Daly, and Desmond Cann. There was some suggestion that a three day event with only six rounds would have attracted more players, but this is only a suggestion at present. A full report of this and the Challenger's League will appear in our next issue.

ORGANISERS' HANDBOOK

A large number of assorted BGA documents on running clubs, running tournaments, teaching beginners, and a number of things besides have been cobbled together to produce this first edition of what we hope will become the standard reference work on all of these subjects. Copies are available free to active British Go organisers, or cost £1 to book collectors and foreign organisations. Contact the BGA Secretary.

COMPUTER GO

Observant readers will have spotted the advertisement on the back cover for a competition between BBC Micro Go programs. Full details of the rules can be obtained from Toby Bailey, but those who wish to get started on their programs immediately may like to know that the plan is to run the competition on 13 X 13 boards, using Chinese counting, and with an arrangement for the winning program to be marketed by Acornsoft, paying royalties to the author.

BRACKNELL

The fifth Bracknell Tournament was held, as usual, in the ICL concrete horror. The 63 entrants covered the usual wide range of strengths, and the overall winner was Jim Barty.

Others who received prizes for winning all of their games were Jan Ruten Budde (Cambridge), S. Brown (Oxford 5 kyu), and L. Naef (Warwick, 5 kyu). A. Rix (Oxford 8 kyu) and T. Wood (Harwell 10 kyu) won $2\frac{1}{2}/3$. The qualifying places in the 1984 Candidates' Tournament went to Mark Roberts and Vincent West.

VARSITY MATCH

A Cambridge team recently visited Oxford and routed their hosts by $8\frac{1}{2}$ wins to $3\frac{1}{2}$.

PROFESSIONAL VISIT

Mr. Nakayama Noriyuki, who is to be the Nihon Kiin's official person in Edinburgh, will be spending a few days in England before the European. He will be in Reading on 19 July, Birmingham on 20th. and in London on 22nd.

Ian Carson has taken over the BGA Schools' subcommittee, and moved rapidly into action which he reports as follows:

"Have you ever thought of visiting a local school to give a talk about Go - or badgering any teacher friends of yours to start a school club? Just think of all those youngsters who have never heard of the game or equate it with reversi or backgammon. Help is on the way, in one aspect, as the BGA will shortly be producing 13X 13 Go sets for sale at less than 50 pence each, which should make the game more accessible.

Other BGA facilities which may help you to promote school go clubs or lectures include an introductory film (Obtained from the Japan Information centre, (film section), 9 Grosvenor square, London W1X 9LB) and the occasional newsletter "Go in Schools" which includes problems and instructional articles. For details of these and anything else to do with Schools' Go contact Ian Carson at 01 - 599 5684.

TOURNAMENT CALENDAR

- EDINBURGH 23 July - 6 August
T. Manning 110 Moselle Ave, London N22
- EDINBURGH 30 - 31 July (European congress weekend tournament), as above
- HUNGARY 8 - 14 Aug. (Summer camp)
I. Gacs. Saletrom ut. 6, H1085 Budapest
- NORTHERN GO CONGRESS 3 - 4 Sept.
A. Benyon, 28 Reddish Cresc, Lymm, Cheshire
- BIRMINGHAM 1 Oct.
A. Finch, 63a Russell Rd. Moseley, Birmingham B13 8RH
- MARLBOROUGH 23 October (Wessex)
M. Riggulford, 170 Whitehall Rd. Bristol
- BRITISH GO WEEK 23 - 29 Oct.
- BELGRADE 28 - 30 Oct.
K. Andelić, III Bulevar 42, YU 11070, Beograd, Yugoslavia
- BERLIN 29 - 30 Oct.
D. Hartung, Arndtstr. 13, 1000 Berlin 61
- ŁÓDŹ 18 - 20 Nov.
A. Jakubowski, Ul. Zachodnia 89 m 9, 90 - 402 ŁÓDŹ, Poland
- LEIGH SINTON Black Bull Handicap 11 Dec.
R. Granville, 11 Mulberry drive, fruitlands, Malvern Worcs.

Let me begin by paying tribute to the outgoing officers. Toby Manning has done much useful work for the Association since he took over the Presidency four years ago, and Bob Thompson, who stood at the AGM, but resigned somewhat surprisingly soon afterwards, has been a reliable and efficient Treasurer for the past 15 months.

I would also like to wish the new Committee members, Mike Harvey, Ian Carson and John Hobson, a warm welcome. Ian Carson has taken over the Schools subcommittee, and John Hobson the publicity department, I look forward to seeing the effects of new blood in these important areas.

There are several functions of the BGA which I feel the members could make fuller use of. In particular I would like to see more players in the 15 - 25 kyu range playing in tournaments, which are all designed to cater as well for them as for the stronger players.

Another BGA facility which I would like to see used more fully is the Dan visits scheme. The Association will pay $\frac{1}{2}$ of the travelling costs for strong players to visit outlying clubs. This is an excellent way to instruct the club members as well as to provide a focus for rejuvenating club meetings.

But the most important way in which I want to see the BGA's activity expand is in publicity. The centrepiece of this year's activity will be British Go Week:

BRITISH GO WEEK

If you have been playing Go for more than two years, you may remember the first British Go Week, held in October 1980. A fair amount of publicity was generated, and the relatively few clubs which involved themselves with local publicity were rewarded with an increased awareness of the game in their area. A report of that event appeared in BGJ 51, pages 4 - 7.

The ultimate objective of British Go Week is to increase the number of Go players in Britain. This will increase BGA membership, so that we can offer better services to those members. While this will take more than a week to accomplish, an essential first step is to increase the number of people who know the game exists.

This year's Go Week will be from 23 - 29th. October, starting with the Wessex tournament and ending with an Edinburgh tournament, as before.

The BGA's preparations for British Go Week are already under way - leaflets and posters are being produced, sponsorship for a match against the Netherlands is being sought, articles are being prepared for the Computer press, and shops are being warned to ensure sufficient stocks of Go sets.

While the BGA is producing National publicity, the clubs need to prepare local contributions. The BGA will pay 50% of any costs incurred in these and may be able to contribute more than that - contact the coordinator for details.

The simplest type of event to organise is an open evening at the club. Detailed advice on running such events is contained in the new BGA Organisers' Handbook (available from the Secretary). Clubs should be prepared to hire a larger or more accessible venue than they usually use for this purpose, even if the cost is more than they could afford on a regular basis. I shall be contacting clubs which might be able to organise open events in neighbouring towns which have no club as yet.

Demonstrations in shop windows during the day are also planned, and clubs should consider approaching local games shops for this purpose.

Local Newspapers, radio and TV should also be contacted. Clubs should prepare a press release, detailing the events to be held, mentioning the name of the club and the existence of British Go Week, and including a brief description of the game and its history as well as a contact address and telephone number.

Notices in public libraries should be put up, and many towns have a "what's on" information sheet in which events can be published free of charge (press dates for these should be investigated in good time - they may be as much as a month in advance).

On a smaller scale, games between existing players can be used as a focus for publicity - a match against a neighbouring club could be arranged, and keen interest can be generated by playing games in pubs, especially if there are people to explain the game to spectators.

Club Secretaries should start planning their contributions to British Go Week as soon as possible - work out where to publicise your events, and what the events will be. seek venues for open events, and start conscripting other club members for specific jobs.

All queries concerning Go Week should be sent to me, Richard Granville, at 11, Mulberry drive, Fruitlands, Malvern Worcs. (Tel: 06845 67494)

ENCLOSURE JOSEKIS Book Review

It is becoming quite rare for substantially new material to appear on Go in English, and this newest Ishi Press publication is designed to fill one of the most conspicuous gaps.

Most of the book consists of detailed analyses of invasions around the various shimaris in the presence of various extensions and approach stones. There is some overlap with the old "Middle game of Go" here, and Omar* can anticipate hours of fun comparing and cross referencing the two books.

The preface points out that "The important thing is to develop your ability to evaluate and compare the results of the different sequences in the context of the overall position" and certainly readers looking for absolute answers will be disappointed. You are told how to live in the corner when it is possible, but not when it is good to do so. The book provides a sound and welcome start to deciding where to invade, but most of the finishing is left to the reader and the expression "only applicable in special circumstances" with no indication of what those circumstances might be may annoy some readers.

The earlier chapters on the standard shimaris are thorough and fairly complete, but the section at the end on "other invasions" is a bit of a rag bag, filling in the odd gap in the "Joseki Dictionary" but treating most of its subjects rather too lightly to be much use - Assiduous readers of "Invincible" will, however, be pleased to see some discussion of the 4-5 / 5-3 shimari.

John Power seems to have let his usual lucid style suffer somewhat at the hands of his integrity as a translator, and some of the text is almost as unappealing as the pale mauve cover, but keen players prepared to put in a bit of work will find much material for fruitful study, and will be glad to know that the book is now available from Dowsey Games at £5.00 post free, or from the BGA book distributor.

* Omar, Our Most Assiduous Reader, can find more exciting exercises designed for his attention only in Conway, Berlekamp and Guy's "Winning Ways" (CUP)

Go Paradoxes

by Andrew Grant

MOONSHINE LIFE

Take a look at the black group in the upper left of the Diagram. Is it alive or dead? Before answering, consider the following two arguments: -

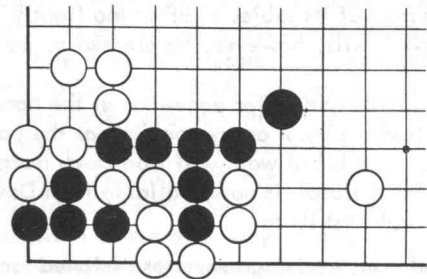
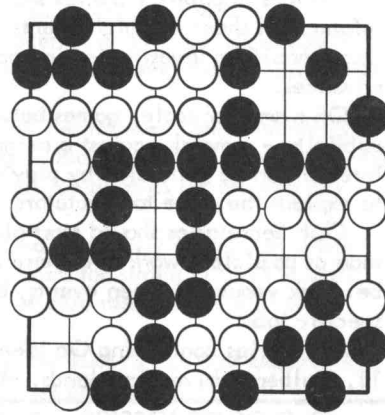
1) Black's group has one eye, while the surrounding white group has two. As this white group is totally safe and Black can't make another eye, Black is dead.

2) If Black is dead, White must be able to capture the black group. To do this, however, he must win a ko; and there is a double ko in the lower right which gives Black an infinite supply of threats. Thus the position is a triple ko, and either Black is alive or the game ends without a result.

Which argument is correct? Neither is unreasonable, and they are both consistent with the Nihon Kiin's rules. In fact, the rules contain no explicit information as to which is the correct interpretation. In practice, however, the first interpretation is universally accepted. Black is dead, but this is only a popular interpretation, not a rule.

In the past, though, things were very different. The first recorded case of this "moonshine life" was way back in 1253, when an ad hoc decision was made in favour of the other interpretation - Black is alive - and this seems to have stood until as late as the eighteenth century, although again never gaining the status of a rule.

It is interesting to notice that under the Chinese rules no problem arises - Black is dead, for if he tries to prevent White from capturing by fighting the ko, he will eventually have to repeat a former board position, which is forbidden by the ko rule.



PROBLEM

Black to play -

Answer inside back cover.

Ian Meiklejohn reports:

A dozen British diehards made the trip to Paris this Easter, and found themselves confronted by a powerful looking line up including former European Champions Mattern and Isele, the ever redoubtable Robert Rehm, and the winner and runner-up from the London Open - Liu and Hosokawa. When the dust settled, however, the first prize was tied between our own Terry Stacey and Hosokawa - the decisive slugfest in which Terry beat Mr. Hosokawa being responsible for a good deal of the dust. Our congratulations to Terry, who is beginning to look like the strongest 5 dan in Europe. Other British results were unremarkable.

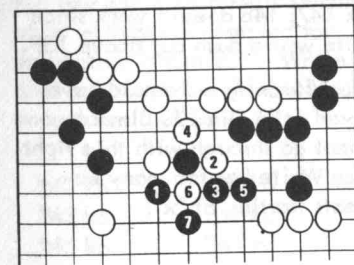
Mr. Hosokawa, 6 dan, will be living in London for another 6 months while he studies electrical engineering here. His willingness to discuss games afterwards has already contributed much to London Go Life. Here we present his game with the 1977 European Champion, played at Paris, and annotated by himself.

Black: W. Isele
White: N. Hosokawa

Black 19: Should be around 28 in the lower right. It is unwise to challenge White in the area where he is strong.

White 28: I preferred the tighter shape than to play one point higher, since I felt I was ahead already, but this may give Black a chance to recover.

Black 29: Should be one point lower.



Dia. 1

Paris

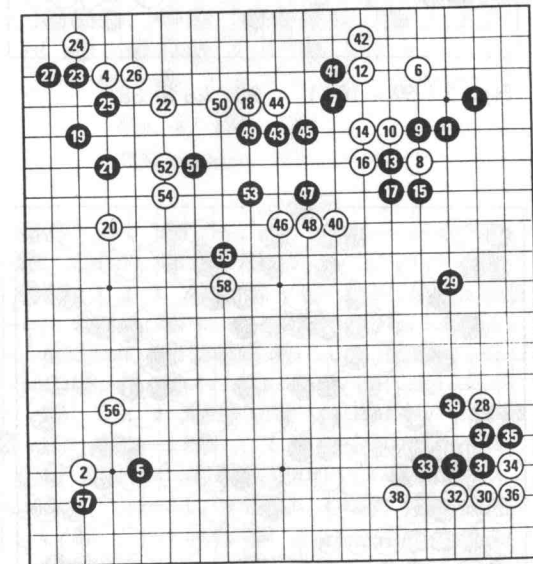


Fig. 1 (1 - 58)

Black 41: Bad, especially after 40. White's groups on both sides are easy to settle, so Black's invading stones are bound to become a liability.

Black 53: Strange shape - Dia. 1 shows a more natural way to play.

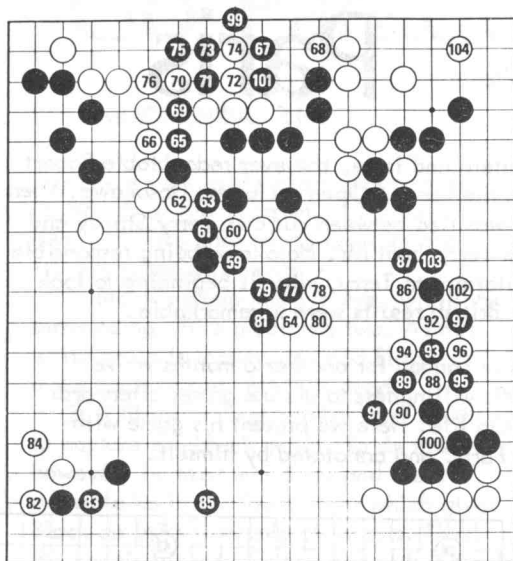


Fig. 2 (59 - 104) 98 ko at 88

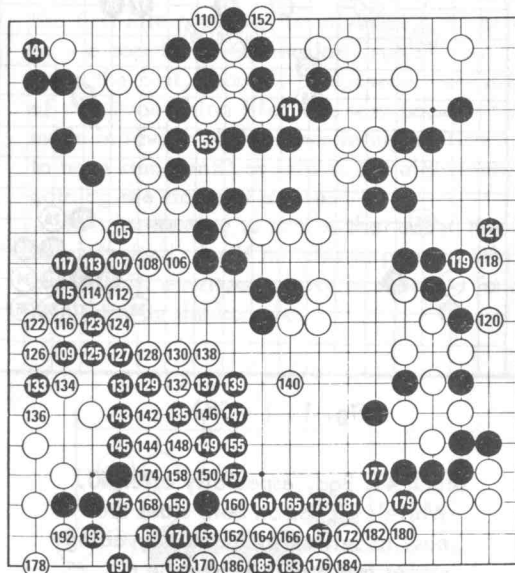


Fig. 3 (105 - 193) 151 ko at 135 187 at 183
154 ko at 146 188 at 185
156 at 135 190 at 183

Black 67: No good since 68 ruins Black's shape and 69 does not work.

White 88: Now that White has built strength in the centre it is time to invade the side, but 88 is wrong - I should have played 92 first.

Black 91: too soon - he could play 94 - White would have to abandon the two stones 88 and 28.

White 96: There was no need to offer Black the ko - 96 should be at 102.

White 100: Bad, White should fight the ko. Black 101 changes the status of too many groups, and the five black stones in the corner are difficult to kill cleanly.

Black 103: Too slow - he should play 104 or one point to the left, attacking the white group.

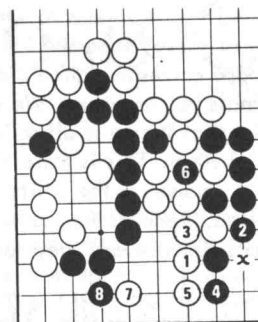
Black 109: Too thin - 112 or 124 would be better.

White 140: Aims at Black's corner stones while preventing 141 from being sente.

Black 141: Follows White's reading - he should protect the lower right corner.

Black 147: 148 doesn't work since White would push out above 139.

White 156: Silly - I should have played as in Dia. 2. Black cannot go through with this fight since White has too many ko threats starting at 'x'.



Dia. 2

Black 161: Better at 162 - as soon as Black is alive in the lower left White must make eyes for the big upper left group. That would give Black time to live in the lower right.

White 178: Error - White 191 would have killed him.

White 236: I thought I was 5 points behind here, and tried for complications with this ko.

Black 261: loses two points, 262 is correct.

Black 277: Error - he should play 278 and 279 first. White wins by the komi.

(Note that Black carefully keeps the four large ko threats starting at 'a' - they are reserved for preventing White 291 - White does not have five threats big enough for that ko - Ed.)

- | | |
|------------|--------------|
| 240 ko | 258 ko |
| 243 ko | 261 ko |
| 246 ko | 264 ko |
| 248 at 241 | 267 ko |
| 249 ko | 270 ko |
| 252 ko | 275 ko |
| 255 ko | 277 connects |

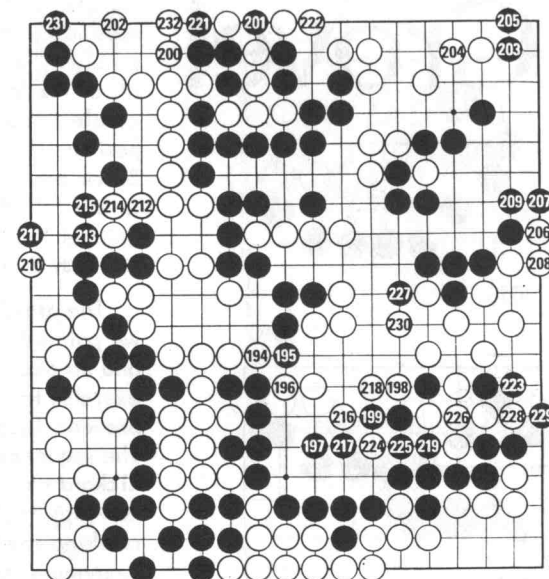


Fig. 4 (194 - 232)
220 captures 201

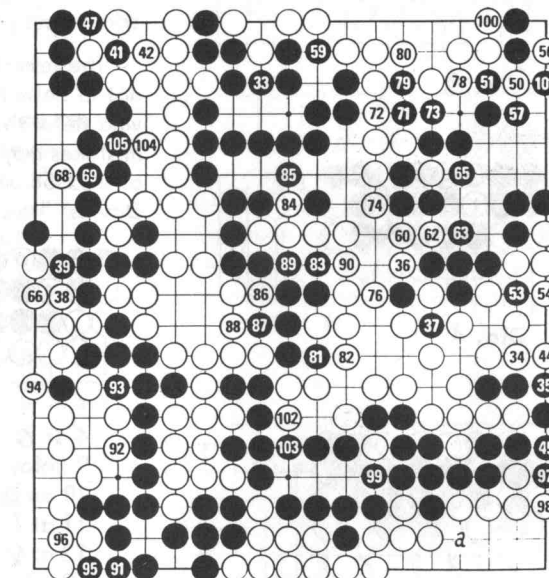
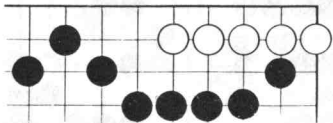
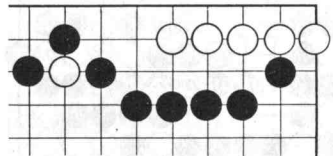


Fig. 5 (233 - 305)

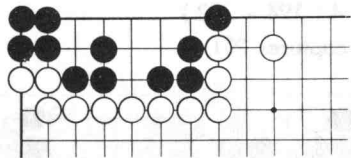
Grovel



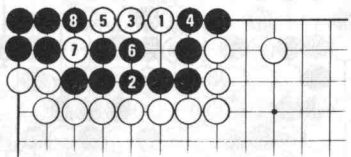
Dia. 1



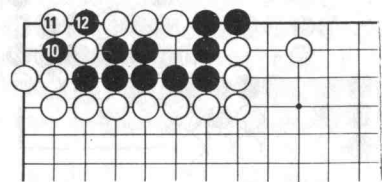
Dia. 2



Dia. 3



Dia. 4

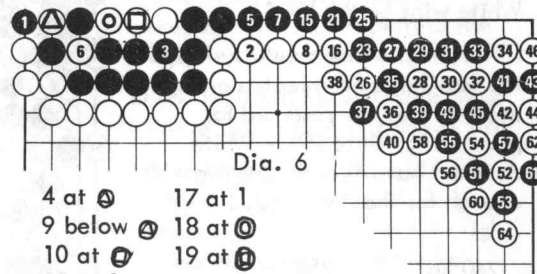


Dia. 5

Last issue we published two problems to which no solution exists. One of these, labelled "easy problem" has caused more correspondence than all of the last five journals put together. We were careless enough to claim that White is alive in a position similar to Dia. 1 here. This is false - Black can kill this group. However the white stones in Dia. 2 cannot be killed. Readers may care to take another look at these positions before they look at the answer on page 26

The other insoluble problem was Dia. 3 here - we pointed out that White can play as in Dia. 4 and produce the ko in Dia. 5. Dia. 6 was left as an exercise for the reader. White 2 there is crucial, it prevents Black from having any direct ko threats. The sequence shown is all good clean fun, but John Rickard has found a bug in it - after White 16 Black can play two extra ko threats, at 21 and 27, before retaking the ko with 17. The result of these exchanges is to make his group much harder to kill when it escapes with the final ko threat. We are not quite sure that Black can escape, but no clear killing sequence has yet been found. Whatever the result it is amazing that so innocent looking a small corner can erupt with such vigour all over the board.

The lessons of these blunders are many - one is not to believe everything you see in print. Readers who think that we are the only ones who make mistakes may care to compare Dia. 4 on page 23 of BGJ 58 with Problem 1 on page 145 of James Davies' "tesuji".



Dia. 6

4 at ㊸	17 at 1	
9 below ㊸	18 at ㊸	
10 at ㊸	19 at ㊸	
11 at 1	20 at ㊸	
12 at ㊸	22 at 6	48 at 43
13 takes 2 stones	24 at ㊸	50 at 41
14 at ㊸	47 at 41	59 at 54
		63 at 52

Yose Corner

by Matthew Macfadyen

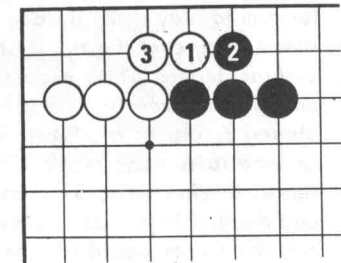
The position in Dia. 1 is symmetrical, and there is usually no reason to play any endgame sequence except that shown. The difference between this White sequence and the corresponding one for Black is six points.

In some cases, however, it may be just as good for white to play Dia. 2. Black will probably have to reply at 2 to prevent white 'a'. Since the position remains symmetrical White does not lose out in this exchange. The kind of case where this is appropriate is one in which the only points worth playing are Dia. 2 and another six point play. By starting with Dia. 2 and then taking the other point, White deprives Black of his best move in the Diagram.

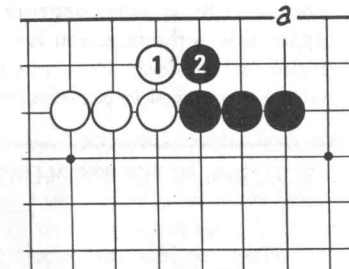
There are cases, however, in which Dia. 2 gives a more definite gain to White. Dia. 3 is an example - if White plays 'a' it is sente to capture two black stones, and when Black defends at 'b' White can continue with 'c', 'd' achieving a result almost as good as he would get with 'b', 'd', 'a' but keeping sente.

In order to prevent this good move by White, Black can play Dia. 4. This is profitable for him even if he leaves the position after Dia. 4, since White's best sequence is now 'e', 'f', 'g'

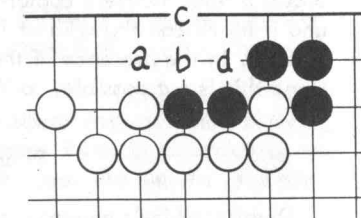
Effectively, the exchange in Dia. 4 forces White into making the mistake of playing 'b' in Dia. 3.



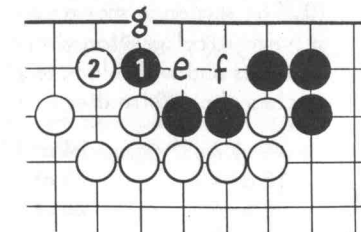
Dia. 1



Dia. 2

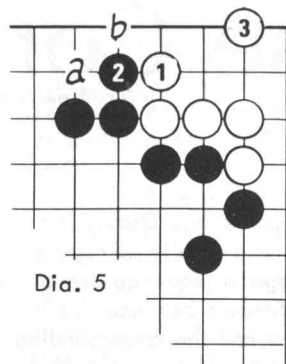


Dia. 3



Dia. 4

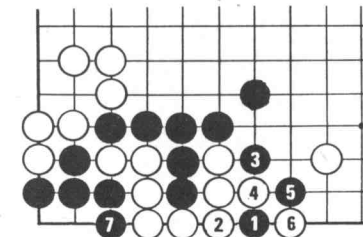
Dia. 5 shows an even stranger case. Here White needs a move to keep his group alive, and it may seem natural for him to play at 2, instead of 1 as shown. However the result of the diagram leaves White expecting six points in the corner, and if he had played 2, black 'a', White 1 then at some later stage black 'b' would be sente, forcing white 3 (consult "life and death" if you can't work out why) and the corner would still be worth just six points.



Dia. 5

Since the corner is worth six points whether White starts at 1 or 2, the choice of these plays depends on the upper side - the question is whether black 'a' or black 2 works better with his upper side position.

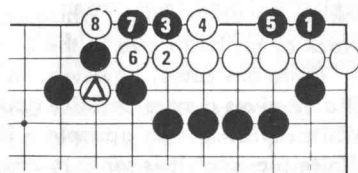
Black 1 here is the only way. It is necessary for him to be able to play atari at 2 if White plays 7. The sequence shown leaves white wrapped up in a crumpled heap. White 2 at 4 is no better - Black plays at 7 and then answers white 2 at 5.



SOLUTIONS TO PROBLEMS

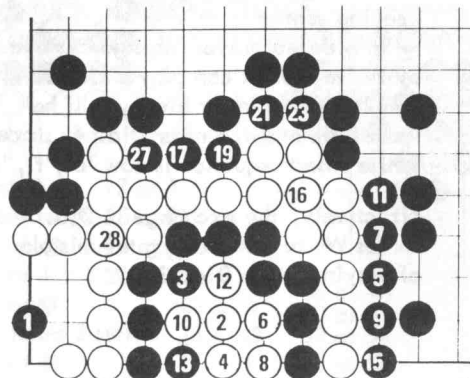
From page 24

Here, at last, the whole truth about the problem we got wrong in the last issue. Black 1 is the way to start. White's best effort is 2 (if Black answers with 5, White 3 gets a sekij). White 8 captures two stones, and if Black can throw in at 7 the group is dead. In the presence of the marked stone this is not possible, so White lives.



From page 9

Despite White's enormous number of liberties, Black has time to kill him. The two White false eyes at 16 and 28 mean that he only has eight real liberties, not 10. The sequence shown up to 28 leaves a symmetrical position with no mutual liberties and with Black to play, so it is clear that White dies first.



- 14 at 2 24 at 12
- 18 at 4 25 at 10
- 20 at 6 26 at 2
- 22 at 8

BITTEN BY THE EUROPEAN BUG by Jeff Ansell

I was 50 before I learned Go and promptly became an ex Chess player. But progress was slow, so I looked forward to my retirement at 60 after which the breakthrough to shodan would surely come soon. In the last two years I have been unable, alas, to leave my 2 kyu plateau, but I have had time to discover the delights of the European Congress.

My first was Linz in 1981, and what better way to start than a jigo against a first kyu! To be followed a day or two later by beating one of the visiting professionals in a simultaneous game. Though my final score was only 4½ / 10, what I most appreciated was the time limits. Like many players who have graduated from Chess, I play very slowly and invariably reach byo-yomi. The 4 hour games are much more to my liking than the usual British weekend tournament, and the one minute byo-yomi is also much more liesurely.

In addition to the serious business of the main tournament there are also other tournaments. Handicap, 13X13, Lightning, etc. One German 5 kyu at Copenhagen must have played 12 hours a day for a fortnight - perhaps he had seen the beaches and the Tivoli gardens on a previous visit.

The handicap tournament is the place for real addicts - you play as few or as many games as you like and, in addition to a prize for the best percentage there is one for the most wins - regardless of losses - Last year the Czech Nechanicky came second with 25/46 (an amazing character with no notion of the word "defence" - in our game he had 10 weak groups at one point) but was not even close to Tibor Pocsai's amazing 56 wins out of 84.

At Copenhagen I managed 5 wins out of 9 plus a bye, which somehow earned me a prize, but that's not the only reason I'm looking forward to Edinburgh '83, Switzerland '84, Holland '85, Hungary '86 and... and....