

BRITISH GO WEEK

22-29 October 1983

British Go Week is coming soon - has your club completed it's arrangements yet?

Among the events already planned are the Wessex Tournament on Oct. 23rd, an attempt by Matthew Macfadyen to break David Mitchell's non-stop lightning Go record of 46 hours (Oct. 27 - ?) and a number of demonstrations and open days around the country.

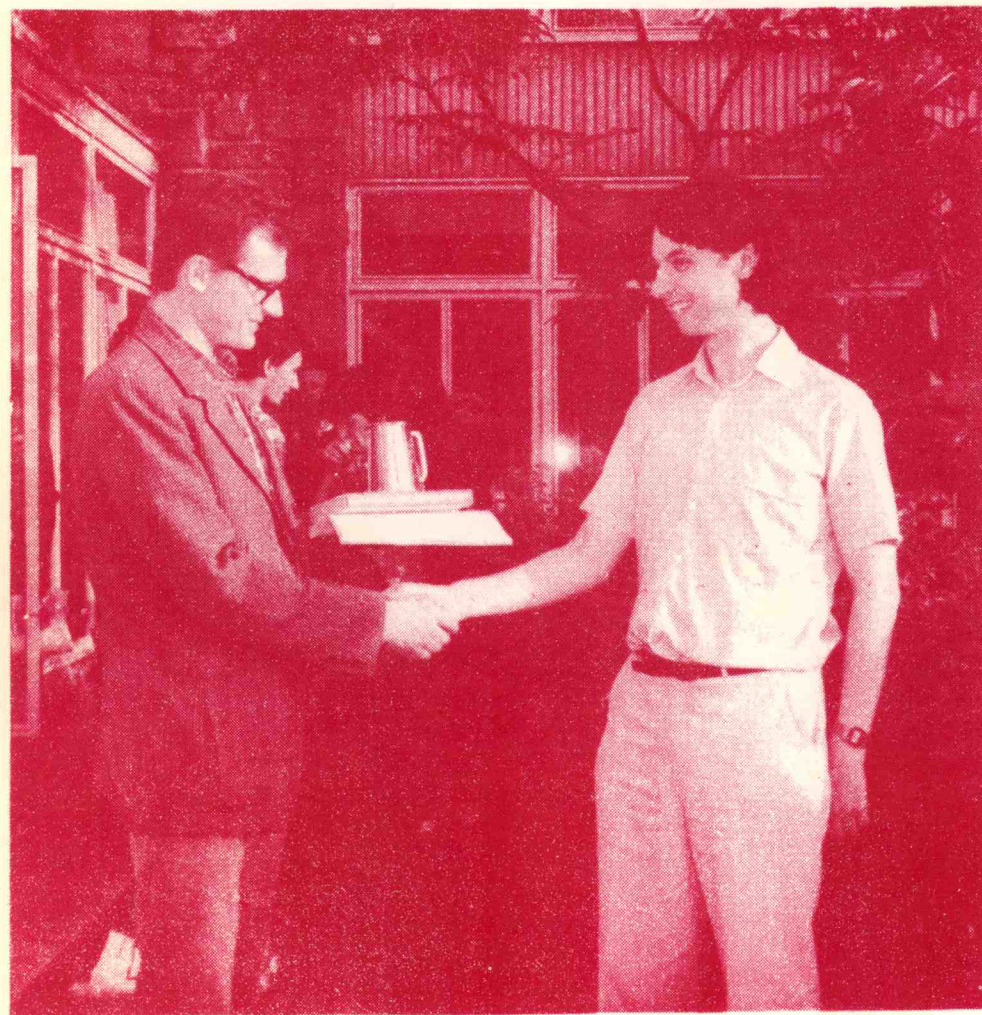
As much help as possible is needed to make British Go Week a success. As an incentive to clubs, prizes will be awarded for the two most successful clubs in recruiting new members. The prizes will consist of some combination of bottles of wine and Go sets, details to be arranged.

Please send final details of your club's contribution to Go Week, as soon as possible, to Richard Granville, at 11, Mulberry drive, Fruitlands, Malvern Worcs, WR14 4AT (Tel 06845 67494).

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BRITISH
GO
JOURNAL



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All photographs in this issue are by Harold Lee.

Cover photo: Janusz Kraszek (L) accepts the congratulations of Richard Granville on winning the European Championship

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TECHNICAL TERMS used in this issue:

ATARI: Immediate threat to capture.
DAME: Worthless or neutral point
DAMEZUMARI; Shortage of liberties.
DANGO: Dumpling - an ungainly clump of stones.
GOTE: Not having, or losing the initiative
HAMETE: Dishonest or trick play.
HANE: Bend round the opponent's stones.
JIGO: A tied game of go.
MIAI: Plays of equal value such that neither player can get both of them
MOYO: A large, loose potential territory.
SEKI: Impasse in which adjacent eyeless groups cannot capture one another
SEMEAI: Capturing race between adjacent eyeless groups.
SENTE: Having, or retaining the initiative.
SHIMARI: Corner enclosure.
TENUKI: Ignore the opponent's last play.
TESUJI: A tactically skilful play.
YOSE: The endgame.

SUE BARNES

We are very sorry to have to report the death of Sue Barnes, who was killed in a road accident in Zimbabwe on 8th. August.

She had been in Zimbabwe since January, working as an engineering consultant for the ministry of construction, mainly on building hospitals.

During a visit to Hwange game reserve, about 150 km. south of Victoria falls, she was driving into town to collect a spare tyre when her car left the road and turned over several times. She was taken to hospital but died a few hours later. She was buried at Hwange cemetery on 10th. August.

Sue will be very much missed by the many friends she made among British and European Go players.



Action from Edinburgh - Mo. Amin (the BGA auditor when he's awake) contemplates his next move. The frisbee collection just got there by mistake.

European Congress

Ian Meiklejohn describes his view of the action.

On paper this year's European Championships held on native soil at Edinburgh's Pollock Halls of residence seemed to hold out reasonable prospects of a home victory. In the absence of previous champions such as Mattern, Isele, and notably Schlemper, it looked as if our own ex-champion Matthew Macfadyen, or Terry Stacey would have a good chance of stopping the foreigners moaning about our gradings once and for all.

Alas, however, it was not to be. A black horse, in the form of 29 year old Pole Janusz Kraszek, swept through the field to record a perfect 9/9 and put Polish Go firmly on the map. For the first time in recent years, the tournament was run on the MacMahon system, an experiment which a number of the 2- and 3 dans eagerly exploited to discomfit their seniors. It also ensured that Kraszek played and beat almost all his nearest rivals.

In fact British hopes were to take an early knock when Terry only just contrived a jigo with Frenchman Jean Michel in the first round, and Matthew lost to the lone German representative Stefan Budig in round 2 (" falling asleep while killing a group").

Budig, incidentally, who finished with a respectable 5 points, played all his games listening to rock cassettes on his Walkman. Our own Mark Hall tried the same approach substituting baroque 'cello music, but with rather less success.

The other pre-tournament favourite, Robert Rehm, also lost an early game, to his compatriot Peter Zandveld, whilst the French Champion, Moussa, had a disastrous start and had to wait until he met a shodan (me) in round 4 before notching his first win.

In the meantime Kraszek was continuing to dispose of his opponents with alarming ease and regularity. When in rounds 5 and 6 he beat Terry and Matthew it was all over bar the prizegiving. Terry subsequently had a second jigo (with Rehm - the game is given on page 6 of this issue), whilst Matthew, who seemed bent on turning all his games into whole board semeais, lost most of his groups against Pierre Colmez.

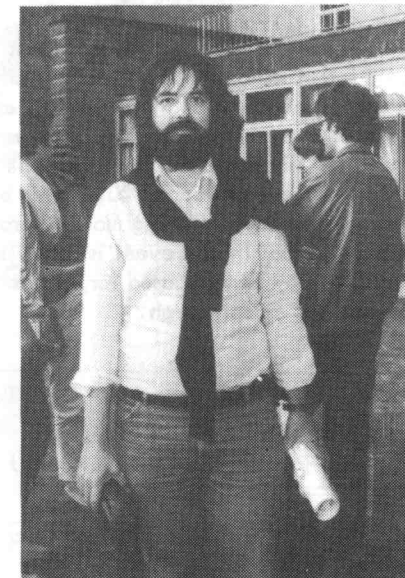
Thus, when the smoke cleared, Kraszek was a handsome 2 points clear of Terry, with Matthew and Pierre Colmez tied for third place on 6 points, and Rehm and Michel sharing fifth on 5½ wins.

None of the other British dan players managed exactly to set the heather on fire, though Harold Lee, Piers Shepperson and I did manage 6 wins. Local 9 kyu Jim Cook scored a noteworthy 7 wins, in between operating the results service on a word processor, whilst a certain Austrian 3 kyu called Mueller was only stopped in the last round by a 2 dan - you have been warned.

Outside the main tournament there were two lightning tournaments, both won by Robert Rehm, and an occasional handicap tournament in which Mark Hall scored the highest number of wins (18) and 8 kyu John Owen had the best percentage (8 / 10).



Left: Mr. Nakayama, almost not smiling, with Richard Granville for scale. Right: Jean Michel, a familiar figure in European go since he appeared as a rogue first kyu in the 1976 London Open.



The weekend tournament was won by a formidably strong Korean called Yoon, one of a party from Korea which included two professionals, and some of whom played a few games in the main tournament as well. The tournament was further graced by the presence of three Chinese professionals, but the star instructor was without doubt Mr. Noriyuki Nakayama 5 dan from the Nihon Kiin whose amazing game commentaries, delivered in a witty farrago of different European languages, did much to enliven the tournament.

In between teaching games, the professionals staged what is believed to have been the first ever match between Chinese and Korean professionals (actually the Chinese were not technically professional, but it comes to much the same - Ed.). The two round double header ended in a diplomatic 2 - 2 draw.

Andrew Grant and Richard Granville performed Herculean feats in running the event virtually unassisted, although they should surely have been afforded greater help, and the organisation did occasionally creak at the seams. Harold Lee also deserves a mention in despatches for arranging some highly satisfactory cheap alternative accomodation.

A book consisting largely of games from the tournament is being compiled by the BGA, and may help to recoup some of the financial losses. Details of this will follow.

Nothing like the sun

By the seventh round everyone except Robert Rehm was expecting Janusz Kraszek to win the tournament. Robert was thinking of 1979, when he had reached the eighth round two points clear of the field, but ended up third. Robert had appeared in the championship seven times before this year, and must be the strongest player never to have won it. His last chances to win this year were slipping away as he met Terry Stacey in the seventh round, but in any event he needed to win this game. Meanwhile Terry may have been thinking more of practice for the forthcoming British Championship but in any event is rarely seen playing to less than the limit. Comments are by Terry, based largely on those of Mr. Yang, one of the Chinese representatives at Edinburgh.

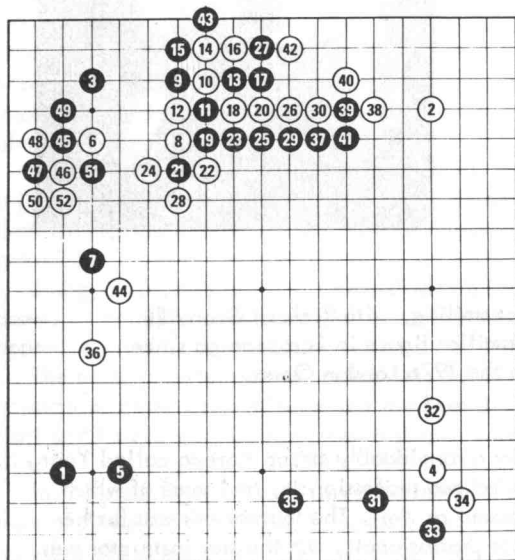


Fig. 1 (1 - 52)

Black: Terry Stacey 5 dan
White: Robert Rehm 5 dan

White 10: Overplay - locally this should be 23 or 18. Tenuki would also be OK

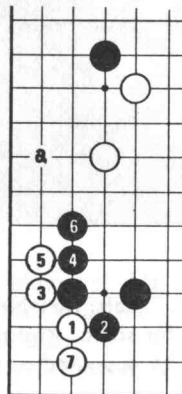
Black 11: If at 14 Black would have a low position. The game sequence is probably good for Black.

Black 31, 33: Should play 37 immediately.

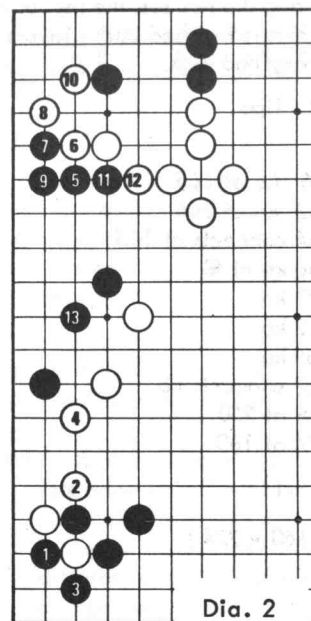
White 32, 34, 36: Should play 37 to squeeze Black.

Black 37 etc: Permitting white 44 is not bad for Black.

Black 45: Wrong, since White is thick here. Black should play at 'a' in Dia. 1. I had considered this and was worried about the sequence to 6, after which 'a' looks wrong, but Fig. 2 shows what I should have done. The sequence to 13 there is good for Black.



Dia. 1



Dia. 2

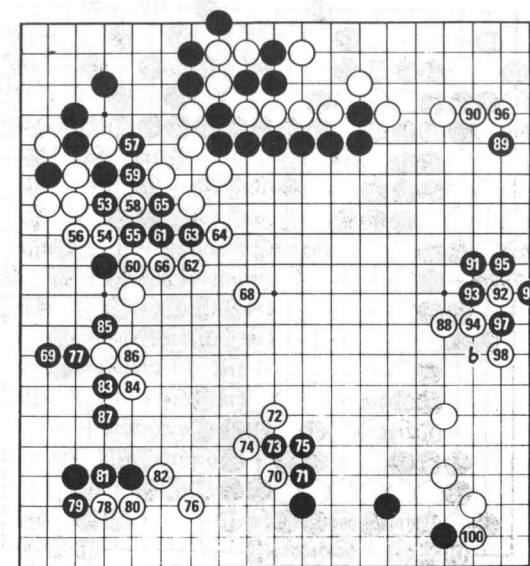


Fig. 2 (53 - 100)

67 at 58

Black 61, 63: Bad but played to 'save face'. After Black's poor play in this area the game is close.

Black 69: Now quite small; 'b' is more important.

White 70 to Black 87: Most of these plays should be on the right side - 93 for White, 'b' for Black.

White 88: Better at 93, now Black can live easily after 91.

White 104: Bad - loses two points,

Black 113: Seemed to take Mr. Yang by surprise. It was meant to win the game but actually the exchange to 135 is about even.

Black 141: should cut at 144. The game sequence gives Black no profit while White gains territory in the centre. Now White may be slightly ahead.

White 158: Something of a dame.

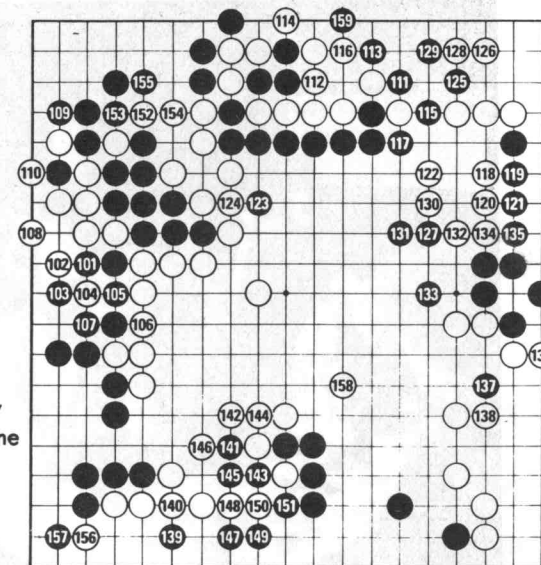
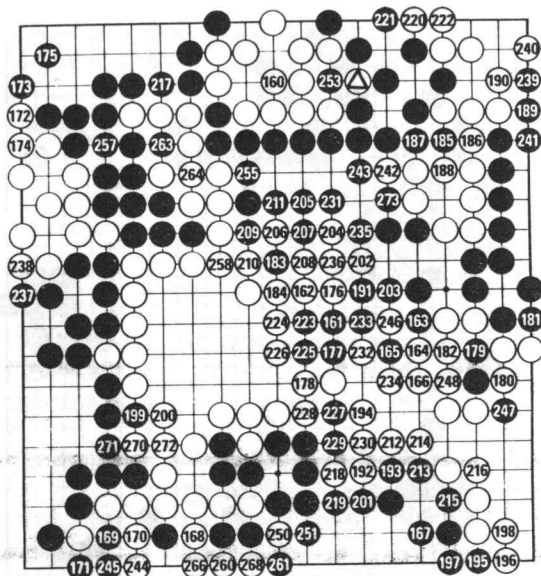


Fig. 3 (101 - 159)



Mr. Yang did not see the rest of the game. When it finished both players thought they had won.

Result: jigo

- 249 ko at 165
- 252 ko at 246
- 254 connects at 165
- 256 ko at ④
- 259 ko
- 262 ko
- 265 ko
- 267 connects ko
- 269 at 250
- 274 at 183

Fig. 4 (160 - 274)



More action from Edinburgh. Andy Finch dreaming of a white moyo.

Exit the Dinosaur

This exciting game comes from the seventh round at Edinburgh. The standard of play is much higher than the grades of the players would lead one to expect.

Black: Mike Peat 10 kyu
White: Dieter Heine 8 kyu

White 6: A notorious trick move - Black's sequence from 7 - 11 has the great merit of simplicity, and although White gains a little in this area, the difference is small enough to be unimportant at this level

White 14: Rather cramped - it would be better to extend along the lower side at 38 or 15.

Black 15: Also rather cramped - 36 or 38 would be natural, after 15 White still has room for a good extension at 36.

Black 29, 31: Very bad - Black seems determined to secure his corner as soon as possible, but this is inconsistent with his initial play at 1. He should attack White's stones by playing at or near 'a' - White could then save his two stones 26 and 28, or live in the corner, or save his stone 24 but he would have no time to do all of these things, so Black would get at least as much territory as in the game, while avoiding the attack he suffered on the lower side.

Black 35: Very odd - usually Black would choose between a play on the third line to make eyes and the solid

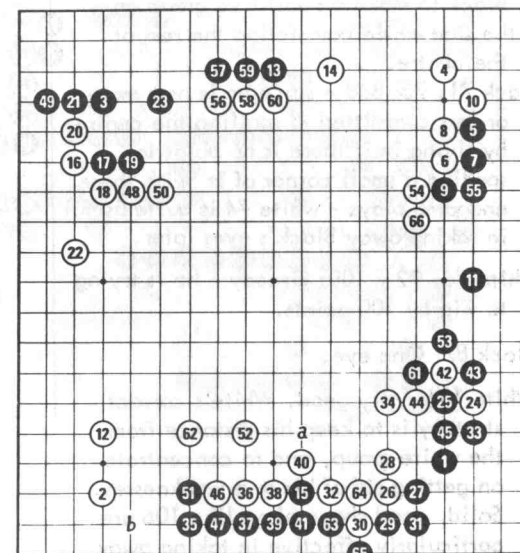


Fig. 1 (1 - 66)

play at 40, which aims to counterattack White's stones on the right.

Black 45: ? Why not capture 24 ?

White 48: He could have a go at killing the black group by playing 'b'.

Black 49, 53, 61, 63, 65: Black's plan becomes clear. He intends to secure as much territory as possible very thoroughly, so that White will have no useful forcing moves to help attack the later invasions.

White 50 - 66: White's plan is also clear. He is going to concentrate on the centre, and try to kill whatever comes into it.

Black 67: Black invades very deeply.

White 68: A bit of an overplay - there is no need to kill everything in the centre, he should play 75, inviting Black to make a small live group on the side while completing the rest of the centre.

Black 71, 73: Bad - since he is now more or less committed to spoiling the centre by living in it there is no point in spoiling a small corner of it with these endgame plays - white 74 is quite useful in taking away Black's eyes later.

White 76, 92 - 100: Greedy - he is trying to win by 100 points.

Black 87: One eye.

White 106: Very good. White's correct strategy is to keep his distance from the white group, and to concentrate on getting rid of his own weaknesses. Solid, good shape plays like 106 are particularly effective in taking away the weaknesses against which Black might play forcing moves to make eyes.

White 112: Though this is overdoing things a bit. He really is trying to win by 100 points.

White 124: White's only really bad move of the game - after 128 this becomes a completely useless stone - he should just play 128.

Black 127 - 131: Brilliant - Black takes full advantage of the mistake. Now it looks as if Black will live.

Black 137: Better to play hane at 147 first - then 148 would be impossible.

Black 145: The cut below 132 is trickier (though it still doesn't work if White plays correctly).

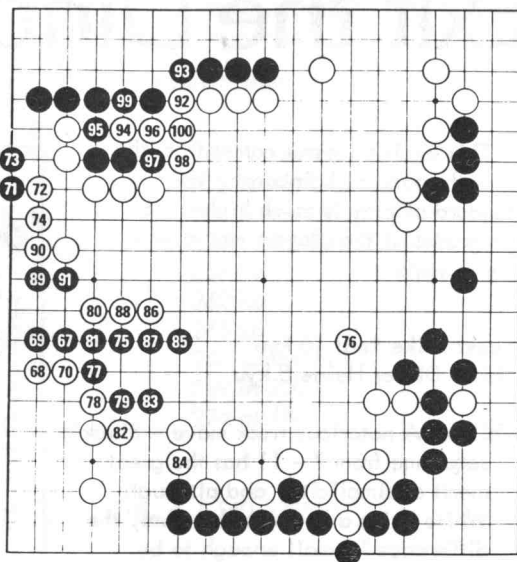


Fig. 2 (67 - 100)

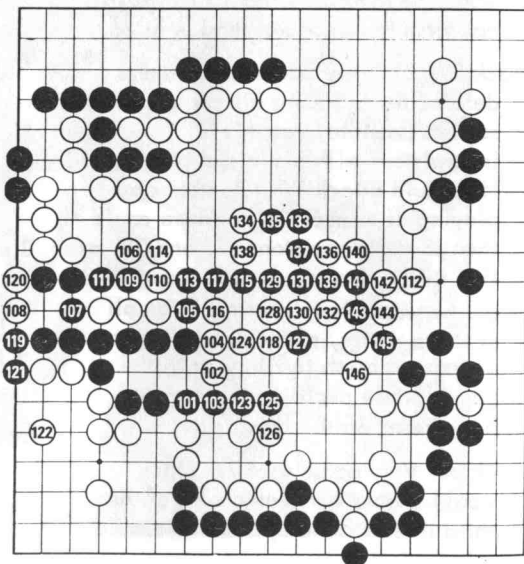


Fig. 3 (101 - 146)

White 154 Perfect - another example of the strategy described above. Black's play in this corner would be good enough to live against many shodans, but White's faultless replies are too good for him.

Black 201 is not actually a ko threat.

White 204 is necessary since Black 204 would now make an eye due to White's shortage of liberties.

White 218 starts a ladder - if he carelessly plays 220 at 221 the ladder still works, but Black can live with his big group by extending at 220, then playing atari on two stones above, and catching White in damezumari.

Black resigns after 224 - he has run out of ideas at last. The ingenuity with which Black sought eyes for this group and the accuracy with which White refuted him both show a capacity to play well above 8 kyu. We can expect to hear more of both of these players.

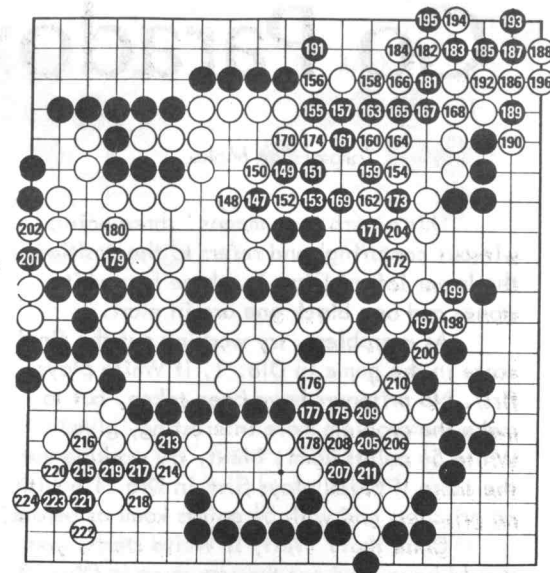


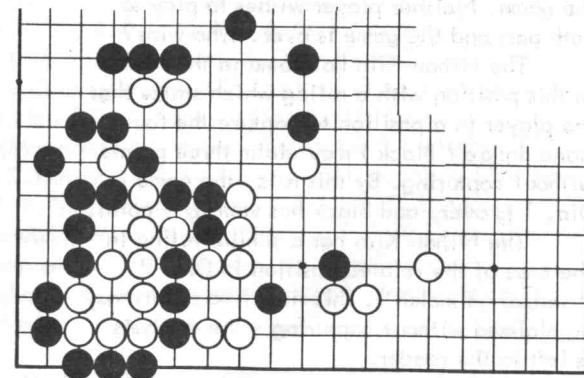
Fig. 4 (147 - 224)

PROBLEM

White to play and save his one eyed group.

Remember to make eyes - just capturing one stone may not be enough.

Answer inside back cover.



Go Paradoxes

by Andrew Grant

Torazu San Moku

This superb term means 'three points without capturing' and refers to the position in the lower left of Dia. 1, where four white stones and one black one are in atari.

As a problem, try working out the final score in the game in Dia. 1, if White plays first. No prisoners have been taken, but to make the problem more interesting, give White $5\frac{1}{2}$ points komi. Next, try working out the score if Black plays first in Dia. 1 - with no prisoners and with $5\frac{1}{2}$ points komi as before.

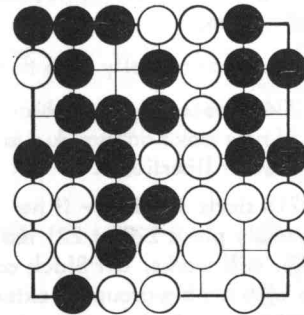
Done that? Well, if White starts, you should have read out the sequence in Dias. 2 and 3; after White 7, Black has captured five stones to White's two, so Black has gained three points. In the game of Dia. 1, this means Black has won by $\frac{1}{2}$ point.

With Black starting, the sequence in Dias. 4 - 6 should result. (Note Black's tesuji at 3, which gains one more point than playing at 4 or 5 instead). After Black 9, White has captured three stones and Black five; thus Black has gained only two points, and this time it is White who wins by $\frac{1}{2}$ point.

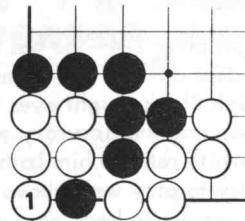
So: whoever plays first in Dia. 1 loses the game. Neither player wishes to play so both pass and the game is over. Who wins?

The Nihon Kiin has come to the rescue in this position with a ruling which states that the player in a position to capture the four stone dango (Black) may claim three points without capturing. By this rule, the game in Dia. 1 is over, and Black has won by $\frac{1}{2}$ point.

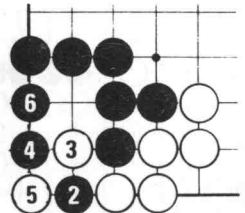
The Nihon Kiin has a similar ruling in the case of the related position in Dia. 7 ('torazu go moku'). This time five points may be claimed without capturing - the analysis is left to the reader.



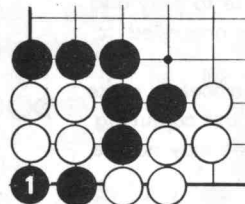
Dia. 1



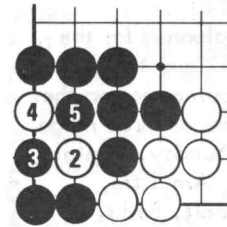
Dia. 2



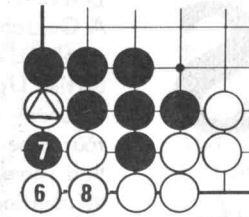
Dia. 3 7 at 2



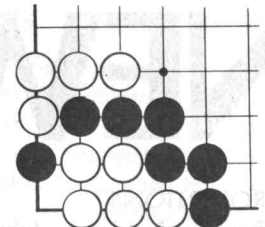
Dia. 4



Dia. 5



Dia. 6 9 at 8



Dia. 7

GRADING LIST

- 6 dan: J.P. Diamond (L); M.R. Macfadyen (L)
 5 dan: A.M. Goddard (O); P.G. Prescott (X); T.W. Stacey (Ham)
 4 dan: J.P.J. Barty (L); J.L.F. Bates (L); F. May (L); D.G.R. Mitchell (L); R. Ochser (L); A. Pirani (Ham)
 3 dan: S. Clark (Ham); A. Daly (O); S. Dowsey (U); R.J. Granville (Malvern); T.M. Hall (L); X.T. He (Edinburgh); M. Hollings (Malvern); D.M. Jones (Canute); C. Matthews (Cambridge); R. Moss (X); J.R. Rickard (Cambridge); F.M. Roads (Wanstead & E. London); D. Sutton (R); N. Webber (Epsom); D. Wells (X)
 2 dan: J.E. Allen (L); R. Berry (Huddersfield); D. Cann (Coventry); J. Clare (R); C. Clement (Harwell); B. Chandler (U); P.S. Fage (L); J. Fairbairn (L); J. Faraway (Cambridge); H. Fearnley (Oxford); D. Goto (L); W. Gregory (Coventry); J. Hawdon (L); D.G. Hunter (R); T. Hazelden (Ham); R.M. Hunter (O); H. Lee (L); P.T. Manning (L); J. McLeod (X); Q. Mills (Monmouth); F. Pratt (X); J. Rüten-Budde (Cambridge); K. Seaman (Soton); M.E. Shaw (L); P. Shepperson (Edinburgh); J.H. Smith (Man); P.J. Smith (R); R.J. Smith (Cheltenham); A.P. Stout (X); J.S. Tilley (X)
 1 dan: M. Amin (Man); S. Bailey (X); T. Bailey (Oxford); G. Barwood (Ham); D. Artus (N.W. London); T. Barker (Man); L. Bock (X); W.R. Brakes (AHNO); P. Christie (X); J.C. Cook (X); A.G.P. Cooper (X); M. Culver (Ham); M.C. Cumper (Ham); A. Dean (Soton); P. Dunn (X); S. Fawthrop (O); A. Grant (Wanstead & E. London); G. Grant (Ham); T. Goodey (O); A. Hall (X); A. Harrison (Soton); H. Harte (Man); R.J.G. Hitchens (Monmouth); J. Hobson (Baldock); S.E. Hughes (Oxford); C. Irving (O); M.C. Lemer (L); I. Meiklejohn (S. London); T. Oxenham (O); T. Parker (X); B. Philp (Birmingham); J. Rastall (S. London); Mark Roberts (Warwick); Mike Roberts (Bristol); P.D. Robinson (Malvern); A. Scarff (R); C. Stevenson (O); N. Symes (X); R.H. Thompson (L); B. Uzzell (Birmingham); A. Wall (Huddersfield); J. Welch (Bristol); C. Whitehouse (Ham)

(Ham = Hammersmith; L = Central London; O = Overseas; U = Unattached; R = Reading; Man = Manchester; X = not known to be playing Go any more)

NEWS

PROMOTIONS

Since our last issue, John Rickard has been promoted to 3 Dan, and Dave Artus to shodan. Congratulations to both of these.

DUSSELDORF A tough tournament for teams of four was held in Dusseldorf in June. The overall winners were Berlin, who were able to field a 6 dan on board 2. London finished in an undistinguished 11th. place, but had no cause at all to complain of the firework display, the beer or the hospitality. Next year, with a little more concentration on spotting ataris, we might do better.

GERMANY This year's championship was won by Jurgen Mattern, as usual. The ride to Japan goes to David Schoffel who was second.

AUSTRALIA John Power will shortly be back from a honeymoon in his native country to continue his labours on Go World. We wish him the best of luck.

LEICESTER 42 players attended the tournament on 3 July. Quentin Mills won all his games for the second year running. Other prizes went to: P. Froggatt (3 kyu, Sheffield); T. O'Brien (5 kyu, Bracknell); and A. Thompson (15 kyu, Monmouth).

Qualifiers for the 1984 Candidates' Tournament were Bob Thompson and Gerry Mills. The raffle was drawn with complete impartiality by Jenny Smithers (aged 4), and resulted in Bob Thompson acquiring a bottle of sake.

LONDON WEEKEND

A Go Jamboree is planned for the weekend of Sept. 17 and 18, with the British Lightning Tournament on the Saturday and a teams of three rengo tournament on the Sunday. Contact Bob Thompson at 4, Arncliffe, Wildridings, Bracknell, Berks, or 'phone 0344 22502.

JAPAN Cho Chikun is having a bit of trouble holding on to his titles. He seemed to have the Honinbo well under control with Rin Kai Ho 3 - 0 behind, but Rin came back to win four in a row and regain the title which he lost to Ishida in 1971. Meanwhile, Otake has almost finished winning the Meijin league, and will challenge Cho next month. Otake has been keeping his eye in by defending the Gosei title, but he is making heavy weather of that, and was 2 - 1 down against Awaji Shuzo last time we heard.

MIDLAND LEAGUE

Malvern finished as clear winners of the 1982 - 3 Midland League. The table finished up as follows:

	P	W	L	D	+	-	Pts.
Malvern	5	5	0	0	16	4	10
Warwick	5	3	1	1	13	7	7
Notts A	5	2	1	2	10	10	6
Coventry	5	0	2	3	8	12	3
Notts B	5	0	2	3	7	13	3
Leicester	5	0	3	2	6	14	2

Clubs wishing to enter for the 1983-4 league should contact Stewart Hinsley before 31 October at 8 Graveston Rd. Coundon, Coventry CV6 1G2

SOUTH LONDON

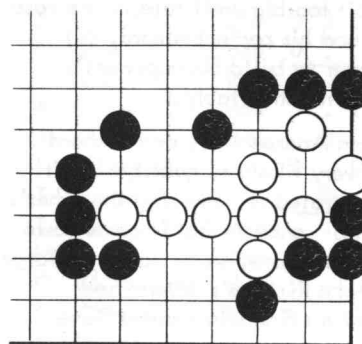
The South London Club, which meets at 17, the Heights, Foxgrove Rd. Beckenham, is changing its meetings from Tuesday evenings to Wednesdays, starting on 31st. August. Contact Jay Rastall at the above address or phone 650 9828

YORK Mike White reports:

" 31 Go players crammed themselves into a small room in York University on 9 June, while outside, half the people of York were milling about eating ice creams and waving balloons at the University " Summer spectacular" Fete. A common feature of these events was that very few people won prizes. Bottles of sake and Japanese woodblock prints were won by Terry Barker (Bolton, 1 dan); A. Atkins (Nottingham, 5kyu); A. Creed (Hull, 6 kyu); C Rasbash (Hull, 10 kyu) and J. Ridgeway (Leeds 18 kyu), all of whom won all their games, and by John Smith (Manchester 2 dan) who sneaked in with 2½. Nobody won the car at the Fete, but I managed to win a bottle of mushroom ketchup at the Amnesty tombola.

" Another chance to try your luck is planned for the same time next year. "

MANCHESTER: This year's Northern congress was won by John Smith from the local club. Richard Granville came second. Full details in our next issue.



PROBLEM

Black to play and kill White unconditionally. This problem is very difficult, especially the first move, so we have included a hint on page 19 for those who can wait before seeing the answer inside the back cover.

TOURNAMENTS

PILSEN 17 - 18 September

D. Friedrich, Na dlouhych 25, Plzen, Czechoslovakia.

LONDON 17 - 18 September

(British Lightning & rengo tournament)
R. Thompson, 4 Arncliffe, Wildridings, Bracknell

BIRMINGHAM 1 October

S. Perks, 63a Russell Rd. Moseley, Birmingham B13 8RH

MARLBOROUGH (Wessex) 23 October

M. Riggulsford, 170 Whitehall Rd. Bristol

BELGRADE 28 - 30 October

Kosto Andelić, III Bulevar 42, 11070 Beograd, Yugoslavia

BERLIN 29 - 30 Oct.

D. Hartung, Arndtstr. 13, 1000 Berlin 1000 Berlin 61

NOTTINGHAM 12 November

M. Harvey, Devonshire House, 289 Derby Rd. Nottingham NG7 2DP

LODZ 18 - 20 November

A. Jakubowski, Ul Zachodnia 89 m 9, 90 - 402 Lodz, Poland

LEIGH SINTON 11 December

R. Granville, 11 Mulberry drive, Fruitlands, Malvern, Worcs.

LONDON 30 Dec. - 2 Jan

P.T. Manning, 110 Moselle Ave, London N22.

Candidates' Tournament by Matthew Macfadyen

Round 1: One of the features of the Candidates' Tournament is that it enables a few of the newer, up and coming players to have a crack at the establishment. This year there were two newly promoted shodans, Chris Whitehouse and Terry Barker, and three first kyu, Mike White, Graham Clemow and Dave Artus. Among these, the most impressive starts were made by Terry Barker, who misplayed the "taisha" joseki against Jim Clare but got a very good result from it and won, and by Graham Clemow, who always looked a few points behind against Gary Roberts but was close enough that when Gary played safe in the yose, and miscalculated by 3 points, he managed a jigo. Meanwhile the epic hack between John Rickard and Francis Roads ground to a halt (see below) and Andrew Daly escaped from a rusty start by virtue of the newly increased komi.

Round 2: Gary Roberts continued his poor start by resigning a won position against Richard Granville - he had miscalculated a semeai - it seems somewhat unjust that the only player in the tournament who was bothering to count anything at all had lost 1½ games because of it. John Rickard recovered from a spectacular non-joseki, caused by putting a stone on the point next to the one he was aiming at, to kill a large group of Terry Barker's stones. Dave Artus picked up his first win against John Smith, and Chris Whitehouse's win against Andrew Grant seemed likely to affect the ordering at the lower end.

Round 3: The winner of the Granville-Rickard game looked likely to qualify for the Challenger's league whatever happened in the remaining rounds - both players lived deep in the other's moyo but John's life was slightly clumsier and he lost by 4 points. Andrew Daly maintained his perfect record, and so did Jay Rastall, whose shodan rating was looking unlikely at this stage.

Round 4: Richard Granville established a won position early on against Jay Rastall, but seemed to get greedier every time he killed a group, this offered many chances to get back into the game, but Jay failed to take advantage of them and finished with an outrageous number of dead stones. Chris Whitehouse seemed unconvinced by the traditional wisdom that corners are bigger than the centre, and he forced Ian Meiklejohn to take all the corners - they looked a bit too big until late in the yose when one of them killed itself. Mike White maintained his perfect record, but Andrew Grant spoiled his. Gary Roberts seemed keener to build his opponent's territory than his own and allowed Desmond Cann to win comfortably.

Round 5: In a sense, the game on top board between Andrew Daly and Richard Granville was rather unimportant, since both were very likely to qualify; but it didn't feel like that at the time. Both players concentrated on removing the other's eyes while ignoring his own, and both were successful enough that it came down to a count of liberties. Richard's groups proved to have more, so he won by a large margin. Meanwhile Jay Rastall proved unequal to John Rickard's determined wriggling, and Mike White narrowly failed to record his first win against Dave Artus.

Round 6: Richard Granville's winning streak was at last ended by Francis Roads, who adopted an entertaining strategy which consisted first of letting a very large group die, then cutting off one of the surrounding groups and creating an enormous seki, and only after this producing a sequence to save the original group thus de-sekiing the seki, and killing the other group. Andrew Daly and John Rickard had an epic struggle, featuring an attempt by Andrew to sacrifice an enormous group, while John seemed almost equally determined to allow it to live. Eventually the group did die, and Andrew's compensation seemed more than adequate, but he erred in the yose and lost by 6 points. Jay Rastall continued his good result by beating Jim Clare, and all of the first kyu won their games.

Round 7: Gary Roberts at last succeeded in engaging something like top gear, and felled John Rickard in convincing style, Chris Whitehouse let his opponent (Tim Hazelden) take all the corners yet again, but lost by a small margin this time. Desmond Cann, who had lost his first two games, now won his fifth, thus ensuring that he qualified for the league (Granville and Rickard were already sure to qualify by now).

Round 8: Gary completed his final sprint by beating Andrew Daly in fine style. Francis Roads became the fourth 3 dan to beat Jay Rastall, though the position was still unclear when Jay had to resign in order to catch a train in time. Jim Clare and John Smith joined those with five wins, and the tie breaking calculations started. In the end, Jim was ½ point behind Francis Roads and Desmond Cann on SOS (Sum of Opponents' Scores), and Desmond got into the league by being ahead of Francis last year. There were five qualifiers, not four, since Adam Pirani had already advertised his intention not to compete in the league.

		G	R	D	C	R	C	S	R	F	A	G	H	M	B	H	L	W	C	W	Points	
R. Granville	3 dan	.	1	1	1	0	0	.	1	1	.	.	.	1	6
J. Rickard	2 dan	0	.	0	1	1	1	.	1	.	.	.	1	1	6
G. Roberts	4 dan	0	1	.	1	0	.	1	1	1	.	1	.	½	.	.	5½
A. Daly	3 dan	0	0	0	1	.	.	1	1	.	.	1	1	5
D. Cann	2 dan	1	0	1	.	.	0	.	1	.	.	0	1	1	.	.	5
F. Roads	3 dan	1	0	.	.	.	0	.	1	0	1	.	.	1	1	.	.	5
J. Clare	2 dan	.	.	0	.	1	1	.	0	.	.	1	1	0	.	1	5
J. Smith	2 dan	0	.	0	1	1	1	1	1	1	0	.	.	.	5
J. Rastall	1 dan	0	0	.	0	.	1	1	1	4
P. Fage	2 dan	0	.	.	.	0	1	.	.	.	1	0	0	1	1	.	.	4
D. Artus	1 kyu	0	.	1	0	0	.	1	1	.	0	.	.	.	1	.	4
A. Grant	1 dan	.	.	.	0	.	0	0	1	.	1	0	1	1	.	4
J. Hobson	1 dan	.	0	.	0	1	.	0	.	1	0	1	0	.	.	.	3	
I. Meiklejohn	1 dan	0	.	0	.	.	.	0	.	1	0	1	0	1	.	3	
T. Barker	1 dan	.	0	.	.	.	0	1	0	0	0	1	.	1	.	3	
T. Hazelden	2 dan	.	.	0	0	.	.	0	0	.	1	0	1	1	.	.	3	
H. Lee	2 dan	.	.	.	0	.	.	0	.	.	.	0	1	0	.	.	1	1	0	.	3	
C. Whitehouse	1 dan	0	.	.	1	1	0	0	0	.	0	1	.	3	
G. Clemow	1 kyu	.	.	½	.	0	.	.	1	.	.	0	0	0	0	1	2½	
M. White	1 kyu	0	0	.	.	0	0	0	.	0	.	1	0	.	.	.	1	

Slug of the Month

This game from the first round of the Candidates' Tournament is about as brutal a slugfest as one could wish to see. John Rickard's strategy of marching steadily round the board converting his own weak groups into his opponent's dead ones proves devastatingly effective. The simple minded pragmatism with which Francis Roads trusts to the traditional virtues of eyes and liberties somehow becomes irrelevant. Francis has the white pieces, comments are by Matthew Macfadyen.

Black 11: A bit slow - usually he either counterattacks with 12 or takes the corner with 15.

Black 17: Looks like an overplay, and when White starts the ko with 30, Black is in trouble, since 32 is a good ko threat.

Black 43 could have been at the 3-3 point in the corner, which would probably make two eyes. John had more ambitious schemes for saving his group . . .

Black 63 is a sort of tesuji, and 69 invites White to cut at 88 and start a very complicated fight. Francis counts the liberties and plays 70, which leaves him one liberty ahead in the capturing race on the side and takes some of the pressure off his other two groups running into the centre.

Black 81 and 83: The awfulness of these incredibly vulgar plays is discussed in the 'Shapes' article on page 26.

White 86: White is obviously overlooking something - John sees his chance.

White 88: The long awaited blunder. There is no answer to the empty triangle at 89. Suddenly Black's game is looking playable.

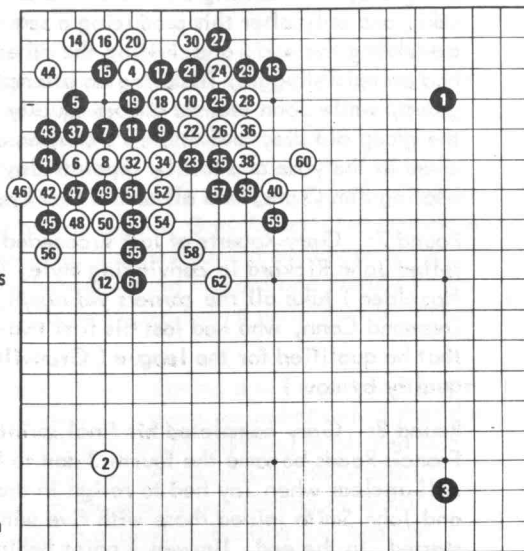


Fig. 1 (1 - 62)

Black 31 ko at 25
Black 33 connects at 24

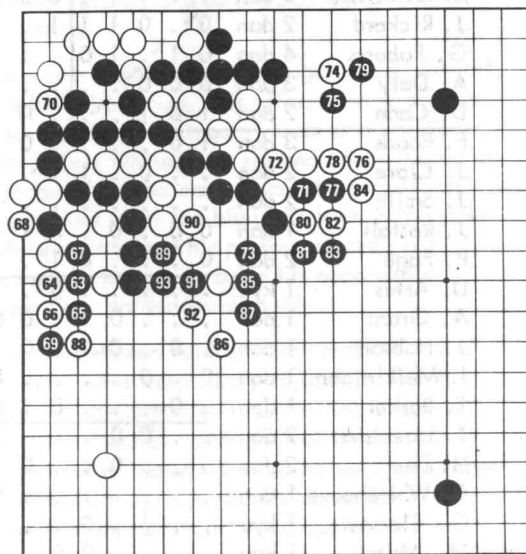


Fig. 2 (63 - 93)

Black 101: A gross overplay - he seems lost without a weak group to look after. The sane alternative would be 146 on the lower side.

White 112 is good - Black's stones look doomed.

White 116: The intention was presumably to simplify the position while taking all Black's eyes away, but there is no harm in allowing a group one eye as long as it can't escape - he should have played at 121.

Black 117, 119: Brilliant - Black finds a tiny chink in the armour.

White 126: Imprecise - he should play at 133 first, now Black gets an eye in sente with 133.

White 134: The game losing move. It is no longer reasonable to try to kill this group, and when he plays 134 it is clear that Francis has been successfully led into the trap. In principle the game is still close - Black's capture in the centre is only worth 16 points and White has plenty of compensation - but the game has acquired a psychological momentum such that white is going to play a series of moves, each more unreasonable than the last, until his position collapses. The ability to recognise such a downhill slide, and to get oneself out of it, is shared by very few amateur players.

Black 141: His first mistake for 20 moves - it would be correct to play 142 first - but the effect is to lure White deeper into the trap.

White 144, 146: May look plausible but the wall is too thin. Black finds the winning tesuji at 159 which threatens both sides at once.

White resigns after 163

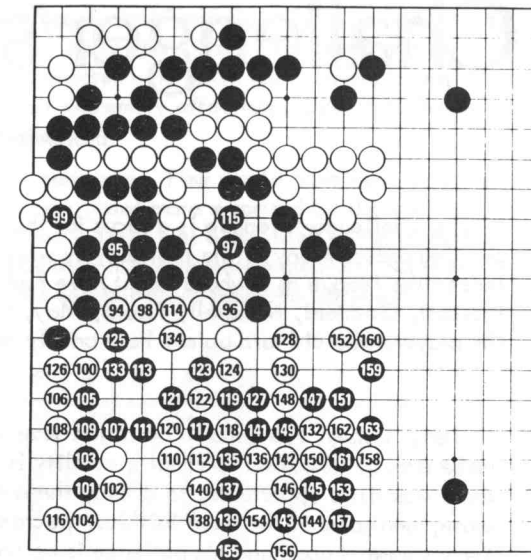
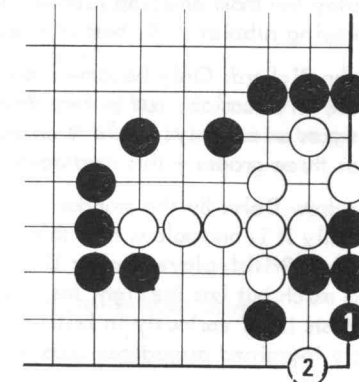


Fig. 3 (94 - 163)

Black 129 ko at 117
Black 131 connects at 122

HINT For problem on page 15 Black cannot save his three stones on the edge, so he must arrange for White to get only one eye by capturing them. The exchange of 1 for 2 here still leaves a one eyed shape, now read on . . .



Challenger's League

bystander's remarks by Matthew Macfadyen

The Challenger's league is a focus for the top British players to establish their pecking order. Many of the best players were missing from this year's league, and indeed the league as a whole might have had trouble beating the team : Diamond, Prescott, Goddard, Mitchell, Pirani, May, Clark, Wells; but ignoring this issue, the players who did turn up are here briefly described:

Terry Stacey: Too good to be tested severely by this league - he simply doesn't make enough mistakes. His real speciality is in winning hopelessly lost games, but there was little opportunity to display these talents. John Rickard ran him fairly close, and some of the more faithless spectators thought John was going to win, but Terry's yose is good and his patience is better.

Jim Barty: Seemed to have got stuck at strongish 3 dan in the days when he played a mild mannered and rather woolly sort of go in keeping with his general demeanour and his vegetarianism. Suddenly he discovered the thrill of the chase, and over the past year or so has become one of the most voracious carnivores in British go. He is not often seen playing yose.

Jim Bates: Nowhere near his best in this tournament. Always an erratic player, but on his good days sharp and extremely tenacious. He has strong ideas about large scale strategy (a vast improvement on most British Go players, who don't think on a large scale at all) and can be very effective in the type of games to which they apply.

Gary Roberts: Studies the old masters with great diligence (particularly Chinese ones) and has a huge vocabulary of deep and interesting ideas about the game, but can play the most amazing rubbish, especially when he gets annoyed with himself for playing rubbish . His best bits are really high class go.

John Rickard: Only became a dan player very recently, and still displays alarming naivete on occasion, but is very sharp, and obviously has the ability to read long sequences accurately. There is no obvious reason for him to stop improving for another two or three grades - this man needs watching.

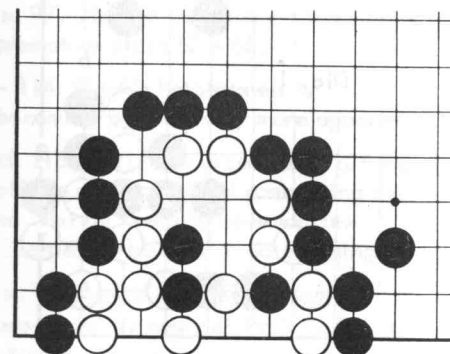
Andrew Daly: By the standards of British go players, something of an antique. Certainly it is anomalous that this was his first Challenger's league. He was the third best British player (after Diamond and Goddard) in the late '60s. Never read books much but has the right instincts supported by vast experience. This experience manifests itself variously in brilliant moves played after a moment's thought , and in deeply ingrained prejudices causing many of his won games to slip away.

Richard Granville: Very keen, and getting plenty of practice. Plays rather simple minded go based largely on securing territory early and solidly (the game against Jim Bates presented below is quite out of character - he takes four corners for more often than he gives four away). Could be an extremely effective player if he found out how to avoid being tyrannised by the clock.

Desmond Cann: Very much the unknown newcomer. Few would have been surprised to see him lose all of his games, but I, for one , was more surprised by the small number of times he was really outplayed (one - Terry was a bit much). He is sharp, and tends to find one more eye in his groups than his opponents expected. His yose is erratic and his play in byo yomi frail, but without these problems he would certainly have finished in the top four.

		S	B	B	R	R	G	D	C	
T. Stacey	5 dan	•	1	1	1	1	1	1	1	7
J. Barty	4 dan	0	•	1	1	1	1	1	1	6
J. Bates	4 dan	0	0	•	0	0	1	1	1	3
J. Rickard	2 dan	0	0	1	•	0	0	1	1	3
G. Roberts	4 dan	0	0	1	1	•	0	0	1	3
R. Granville	3 dan	0	0	0	1	1	•	0	0	2
A. Daly	3 dan	0	0	0	0	1	1	•	0	2
D. Cann	2 dan	0	0	0	0	0	1	1	•	2

(According to the tie breaking rules, there should have been play-off games between John Rickard and Gary Roberts for fourth place, and between Andrew Daly and Richard Granville for sixth. However Gary expects to be abroad next year, and so he resigned that game without playing it. Andrew and Richard have decided to defer their playoff game unless they are tied for fourth and fifth place on games won and on SOS in next year's Candidates' tournament (the only case where it matters)).



PROBLEM

Black to play - it is easy to kill two stones, but he can afford to be greedier than that.

Answer inside back cover

This game from the Challenger's league is typical of many in that the mistakes by which it was lost and won were at a far lower level than most of the moves. It is cause for much regret among those of us who love Go for the amazing range of interesting ideas it contains that simple blunders cause so many of our resignations. Richard Granville is White, Jim Bates Black, comments are by Matthew Macfadyen

1 - 24: Reasonable for both - Although Black gets two shimaris, white 22 is an excellent point (Black could consider playing 21 one point to the left of 22).

White 28 is a bit strange - the usual idea is to play hane at 'a' instead. 28 would make more sense if white 6 were one line closer, but the shape in the game leaves Black with good chances to invade the side later.

Black 35: Jim grabs his fourth corner - this play may look small but it is essential. Once the corner is secure it becomes relatively easy to live in the centre.

Black 49: Bad - he obviously feels that he is strong enough in this area to kill White completely, but the game sequence leaves many weaknesses. Dia. 1 shows the obvious sequence - White gets a very favourable ko (if he wins it with 'a', he can continue at 'b'). Black can do better than this by playing 4 at 5, but the result is still ko (exercise for the reader). If Black had played 49 correctly at 'x' in the figure then there would be no chance at all for White to live in the corner, and black's stones 23 and 47 would be nicely placed to trap him if he tried to run away.

White 54 threatens to surround the centre on a large scale. Black 55 is a good, light invasion, but 57 is an overplay - he must settle himself in the centre before playing here.

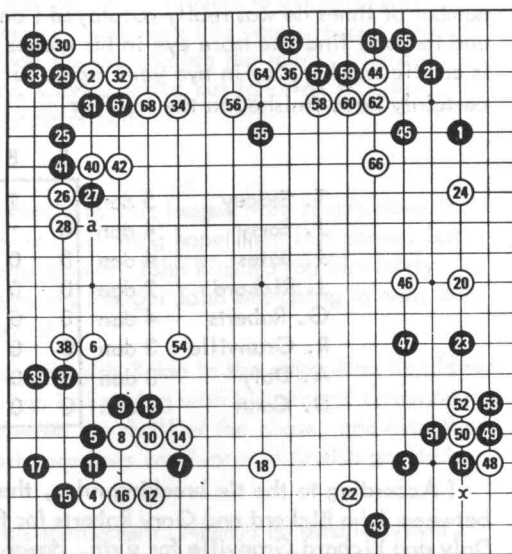
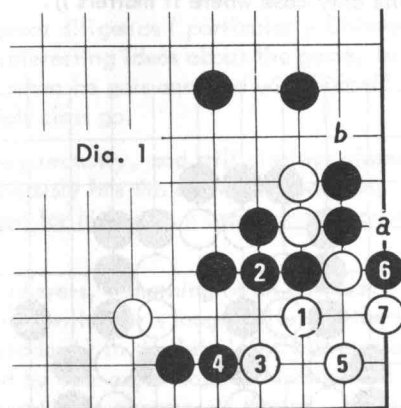


Fig. 1 (1 - 68)



Black 69 is reasonable, but 71 is not. It is neither necessary, sufficient, nor indeed possible to live so deep in the white moyo.

Even after 73 Black can cut his losses and abandon these stones for the moment. Jim Bates is quite strong enough to know this, but he fell into a common psychological trap, letting himself continue with a bad sequence even after he knew it was bad. It is extraordinarily easy to do this - the sensation is rather like a bad dream - you just sit and watch your hands playing a string of ridiculous moves and are quite powerless to stop them.

White 82: Now it was Richard's turn to err despite himself. He had spent several minutes thinking about white 76, but had clearly not thought about the consequences of black 81 while he was doing so. Nevertheless, when 81 was played, he replied at 82 after about half a second's thought. Had he devoted an extra few seconds to the problem, he should have had no trouble in spotting that 83 would be a much better play than 82. This makes miai of 82 and 121 and kills the black stones cleanly. Again the problem was not in knowing what to do, but in actually doing it.

Up to 97, Jim has cause to rue his premature plays 57 - 65.

98 - 114: Black's helplessness is becoming progressively more apparent.

Black 115 - 121: Jim succeeds in cutting off the side group and connecting the ko, but he seems to have too few liberties to be able to do anything.

White 124: However, Richard was in byo-yomi by now, and this is the blunder Jim was waiting for. It

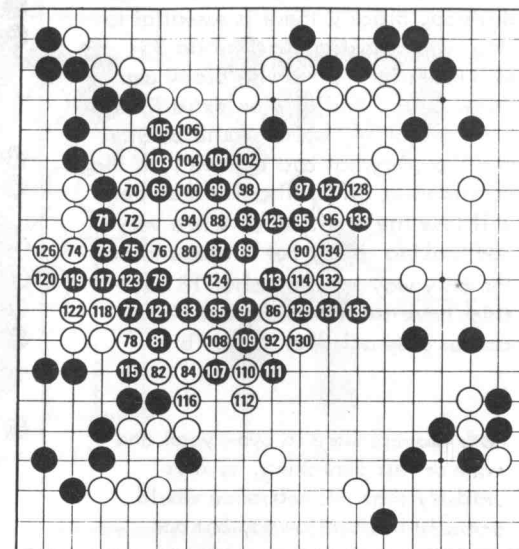


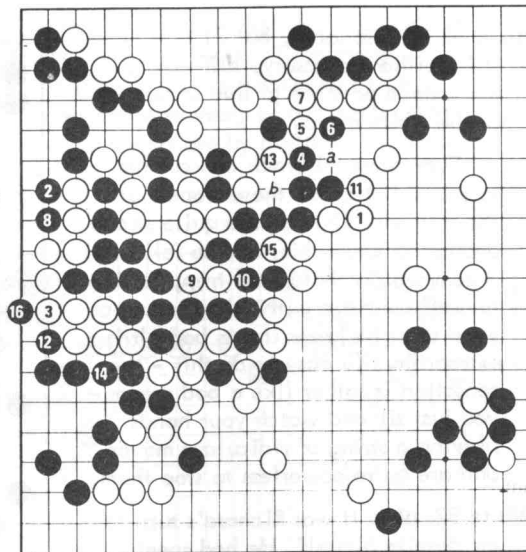
Fig. 2 (69 - 135)

gives Black time to connect his group together. Now the capturing race is looking close.

White 128: Richard felt that this was necessary to keep him ahead in the capturing race, but it fails simply to the sequence to 135 (after 135 Black kills three stones below or five stones above). White 134 should be to the right of 133, but that gives Black his extra liberty anyway.

If White had played 128 at 133, then a naive count of liberties seems to show that he would be one liberty ahead. Actually things are not so simple. One possibility is discussed overleaf.

Dia. 2 shows how the semeai might develop. Black 2 there is essential to stop White making eyes, white 3 is also essential - otherwise Black can throw in at 3 and gain an extra liberty (the one at 14, which would be atari and therefore not cost a move). If Black continues to fill in liberties then he will lose the race. Black 4 is a very odd looking play, but it seems to be the only way to win - after 16 both sides have two liberties, but White cannot play at either 'a' or 'b'.



Dia. 2

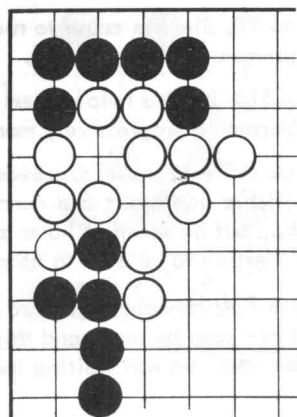
Holmesian technique of eliminating the impossible systematically and then seeing what is left.)

Both players were in byo-yomi and more or less panicking, so it is unlikely that this sequence would actually have followed, but our readers may derive some amusement from seeing what might have happened (actually, all of the moves in this diagram can be found quite easily by counting liberties, and applying the

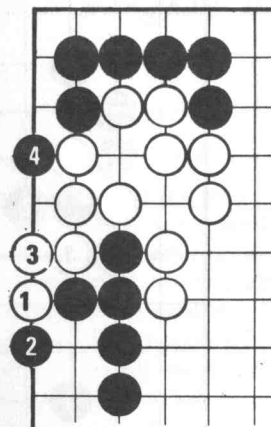
Yose Corner

by Matthew Macfadyen

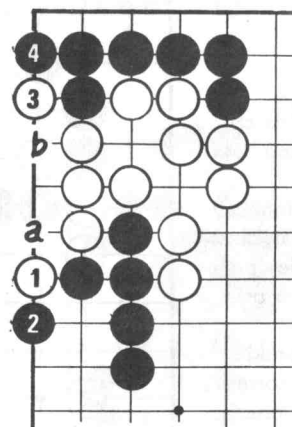
Trick moves, or 'Hamete', are usually thought of as a feature of the opening phase of the game, and the term is loosely applied to a whole range of positions varying between interesting variations which happen not to work and simple overplays which fail against the best defence. This issue we introduce a yose hamete. Among its most delightful features are that it loses nothing against the best defence, and that the victim often fails to realise that he has been swindled.



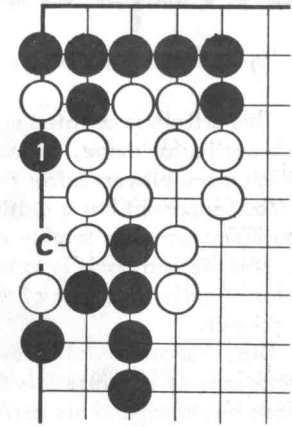
Dia. 1



Dia. 2



Dia. 3



Dia. 4

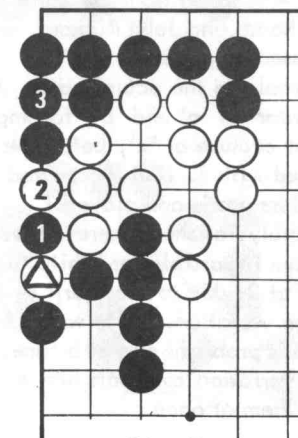
The position starts as in Dia. 1, we are only considering the points to be gained or lost on the side. White can try to stretch his position either above or below his three stones, but the result is the same either way. Dia. 2 shows the honest sequence.

The trap sequence is shown in Dia. 3. After 4 White plays elsewhere, and we are back at the original position, 'a' and 'b' are miai and each side should get one of them.

Black 1 in Dia. 4 feels like a 2 point gote play - this is the usual value for capturing one stone on the edge - and if White had already played at 'c' it would be the value in this case. However black 1 in Dia. 4 is actually worth only one third of this amount. The problem is that White ignores him, and Black then has no useful follow up.

Dia. 5 shows the best Black can do - obviously it is useless for him to connect at 3 instead of 1 - White would then connect at 1 getting the result of Dia. 2 while using one stone less than Black. After Black 3, White can recapture at 2 and the smallness of 1 in Dia. 4 is exposed - it was equivalent to capturing a one point ko.

In actual games, most amateurs play Dia. 4 without even realising what went wrong. White just smiles, ignores him, and takes a real two point move elsewhere.



Dia. 5

Shapes

by Matthew Macfadyen

This article is devoted not so much to a particular shape, but to a bad habit which many players suffer from.

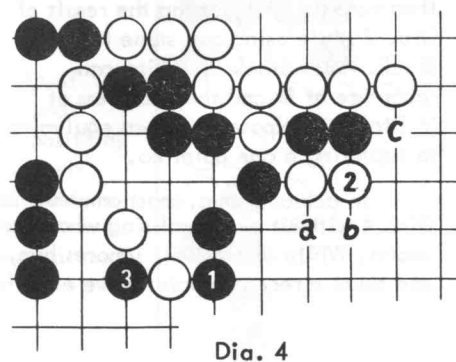
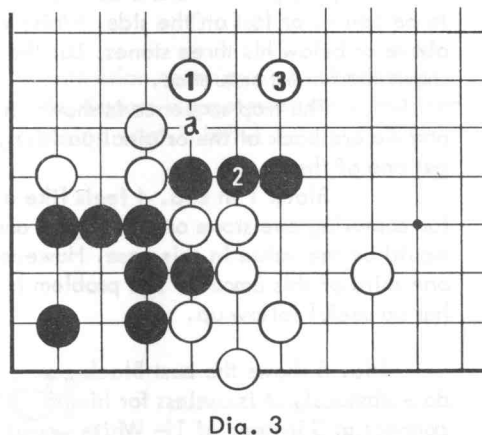
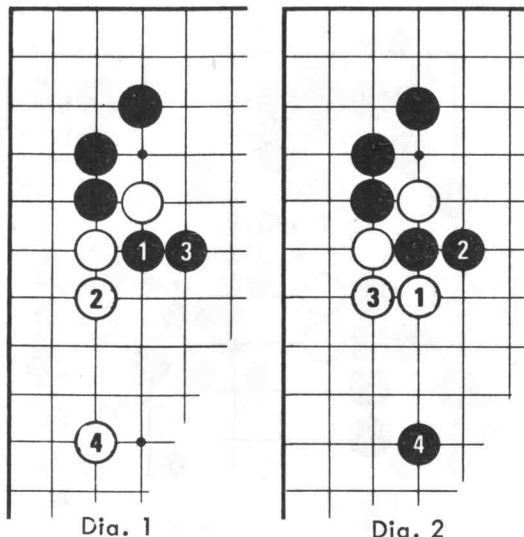
Your opponent has a cutting stone, you have two ways to play atari against it, and the bad habit is to assume automatically that one of those ataris is correct.

Dia. 1 shows a well known joseki. Black cuts at 1, white 2 is then correct. Black has to extend his cutting stone in any case, so White gets sente to play 4.

Dia. 2 shows the thoughtless atari in action. Now when Black plays 2, White has a weakness, and if he protects it by connecting at 3, Black can attack his group on a large scale with 4. In Dia.2 White has wasted almost a whole stone.

Dia. 3 shows another example. White decides that he cannot kill the black cutting stone, and may feel tempted to play the atari at 'a'. But Black is going to connect at 2 more or less whatever happens, so it is better to choose some other play, like white 1, which is more use than 'a' for developing the white group.

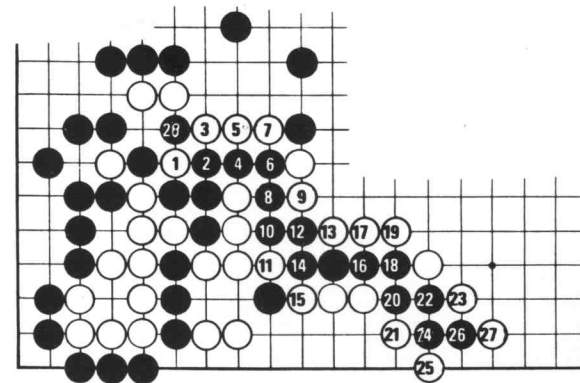
Dia. 4 is taken from the game between Francis Roads and John Rickard, which is discussed on pages 18 and 19 of this journal. In the actual game, John played atari at 'a' and 'b', forcing White to capture at 'c', before he continued with 1. Had he omitted the thoughtless ataris and played 1 immediately, as shown here, it would have been impossible for White to capture at 2, due to the tesuji at 3. In the game variation, white was able to handle his problems one at a time. The correct variation confronts him with both of them at once.



Solutions to Problems

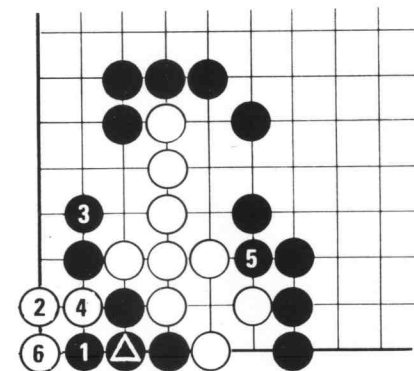
From page 11

White 1 is the only way to start, but there is no point in capturing one stone with 3, since black 3 would then escape, leaving White with a false eye. White 3 starts a ladder. After 27 Black has to go back to 28. We leave 29 as an exercise for the reader.



From page 15

The 1 - 2 exchange is the key to this one. Now Black can pull out his stone at 3 and play the calm eye stealing move at 5. When White captures at 6, Black throws in at the marked point and White is unable to make his other eye.



From page 21

Black 1 allows White to capture at 2, but now his group is just a ring of false eyes, so the atari at 3 leaves White with no reply.

