

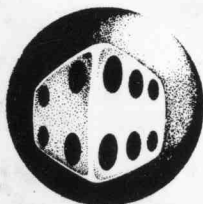
GO WORLD  
WINTER 1983-84 NO.34



# Go World

THE COMPLETE ENGLISH LANGUAGE GO MAGAZINE FOR  
PROFESSIONAL GAME COMMENTARY AND WORLD GO NEWS.  
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BRITISH  
**GO**  
JOURNAL

## World Amateur

## Candidates

## What is good shape?

## Letter from Tokyo



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COVER: "I'll teach you to kill my corner" - a print by Kuniyoshi showing the hero Sado Tadanobu; from the set 'Buyu Gogyo' (Warriors for five elements).

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GLOSSARY OF TECHNICAL TERMS

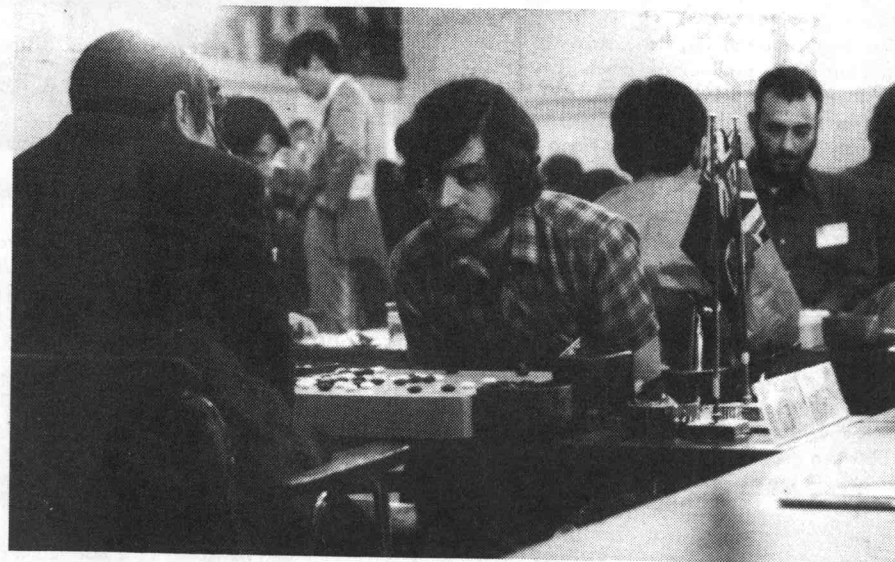
AJI: Latent threats  
 ATARI: Immediate threat to capture  
 FUSEKI: The opening  
 GOTE: Not having, or losing the initiative  
 HANE: Bend round the opponent's stone  
 JOSEKI: Standard ( usually corner ) sequence  
 KAKARI: Approach move against a corner  
 KEIMA: A knight's move  
 KOMI: Points handicap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

# Whither British Go?

Another journal - not quite on time, but almost, give or take a couple of weeks. This one has a new Editor, what's more, so you might be forgiven for thinking that it marks the start of a new era. Who knows, I hear you all thinking, maybe I'll get four issues this year....

Actually, you won't, since a fall in the BGA's cash reserves has led the committee to publish only one more journal this year, the next to follow early in January. So, like last year, only three issues of the journal will land on your club secretary's door mat. In fact the reason for this has less to do with money than people. Or rather the lack of people. In recent years it is not just the journal that has suffered, either. The fortunes of the BGA have witnessed a gradual but seemingly ineluctable slide. Membership has now dropped to 550. The cause of this sorry state of affairs? Quite simply, our organisation has been inadequate to the task of servicing and expanding the membership. Like the journal, the work has fallen on the shoulders of a very small band of enthusiasts.

Of course not all is doom and gloom. As our president, Richard Granville, points out elsewhere in this issue, the British tournament scene is more active than ever, and our top players, including Matthew Macfadyen (pictured below) do well in Europe. But things are far from rosy in the garden of British Go. If the game is to thrive, perhaps indeed, survive, in the '80s it needs the involvement of a wider circle of volunteers willing to shoulder at least a small portion of the burden. China not only invented the marvellous game of Go, it brought us the proverb "many hands make light work". Perhaps there is a moral there.  
 Ian Meiklejohn.



Matthew Macfadyen, pictured during the first round of the World Amateur Championships in Tokyo (and losing to Kan of Hong Kong).

# World Amateur Championship 1984

REPORT BY MATTHEW MACFADYEN

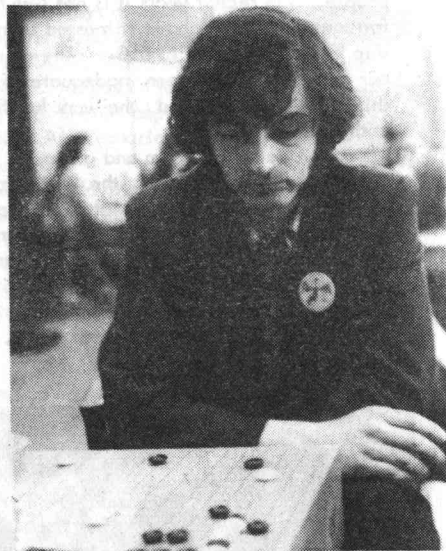
This year's tournament, held in Tokyo in April, was run for the first time on the Swiss system. Western players may find this unremarkable, but it was quite a radical step for the Japanese, whose tournaments are run almost exclusively on some sort of knockout basis.

Since it was hard to explain to the press what was going on, the draw was in fact fixed to force the Japanese and Chinese players to meet in the last round, thereby providing a focus for publicity. This ploy turned out to be a bit of a waste of time, however, since the Chinese player, Wang Qun, had the tournament sewn up by the end of the sixth (and penultimate) round.

Down among the rabbits, the system was widely acclaimed for producing a much more equitable draw than in previous years. In my own case, for example, I was able to recover from losing my first game to Kan from Hong Kong to finish in a respectable (very respectable - Ed.) fifth place.

None of the representatives from the strong Eastern countries lost to the rest of the world. But European champion Janusz Kraszek killed a big group of Wang's stones, and they might well have stayed dead had he not been in byo-yomi. Ronald Schlemper also had good chances against the Korean, Yoo. Sooner or later the West will start to produce a real challenge.

In between games, those who finished early enough had their games analysed by the resident 9 Dans, Sakai Takeshi, Honda Kunihasa, and the ever-present Otake Hideo, whose genuine enthusiasm for amateur Go and the people who play it has added enormously to the value of the Amateur Go Championships since their inception.

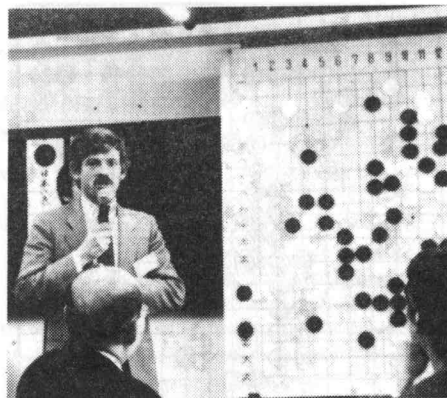


Final positions in the tournament were as follows:

Wang (China) 7/7; Yoo (Korea) 6/7; Hirata (Japan), Schlemper (NL), Macfadyen (UK), Colmez (France) 5/7; Suc (Yugoslavia), Kan (Hong Kong), Kraszek (Poland), Hansen (DK), Budig (W. Ger.), Beck (Austria), Shin (USA), Kiskos (Hungary), An (Aus) 4/7; Lee (CAN), Olsson (Sweden), Danek (CZ), Tan (Singapore), de la Banda (Spain), Paatero (FIN), Tan

(Phillipines), Bassarsky (Argentina) 3/7; Nicolet (Switz.), Jones (NZ), Sasaki (Brazil), Burlini (Italy), Quintero (Mexico), Chairasmisak (Thailand) 2/7; Roll-Lund (Norway) 0/7.

(Players with the same number of points were split on tie-breaks to obtain the above order)



Top left: Go World Editor John Power does a spot of translating during one of the game commentaries.

Top right: Otake Hideo, 9 Dan, keeps a watchful eye on the game between Kyle Jones of New Zealand (facing the camera) and Bassarsky of Argentina. Otake is one of the few top professionals with a real interest in the amateur game.

Bottom: East meets West; Old meets Young... in the foreground is Iwamoto Kaoru, four times Honinbo, now 82, but only recently retired from professional Go. Behind him are Rob van Zeijst and Marc Gooskens, latterly from Holland, now "insei" - apprentice professionals - in Japan.



This game from the fifth round of the World Championships features a number of instructive mistakes. Comments are based on a discussion of the game afterwards with Sakai 9 Dan, and on heckles by a number of other top professionals when the final life and death problem was being discussed.

Black 17: This trick play is discussed in Ishida " Dictionary of Basic joseki " - if white 18 is carelessly played at 19, Black wedges in between 6 and 14 and White collapses.

Black 21: Should be 22 to avoid being shut in so thoroughly.

29 - 33 should all be at 34 or one point above - the space in front of White's big wall is the most important area.

Black 41 is an overplay, he is ignoring the big wall to the right.

White 46 should be 48 immediately - 46 gives Black a chance to play 50 and get away with his overplay.

White 76 etc. were questionable - normally White would pull out the three stones 66, 70, 74 and wait for a chance to attack one of Black's eyeless groups. In the game variation, Black is likely to be able to live in the lower right corner, after which White will be short of territory.

White 90 is a blunder - I had failed to see that 96 at 97 would be refuted by Black 96. Having got this wrong, I gave up trying to attack Black, and made some thickness instead. However:

Black 99: should be at 101 - 99 is too small. After 102 the question arises as to whether Black is really dead in the corner. Stefan could not work this out and decided to leave it for later, but this was wrong. The corner is completely isolated and cannot affect the rest of the game. If Black tries to live now, White is obliged to try to kill him, later on it may be enough for White to let Black live on a small scale. In the game Black had to resign without even finding out whether he could live or not.

Black 103 - 107: He is trying to kill the whole corner, but 108 is good ( it revives some of the potential in the three cutting stones ) and White lives in sente up to 130. Black resigned.

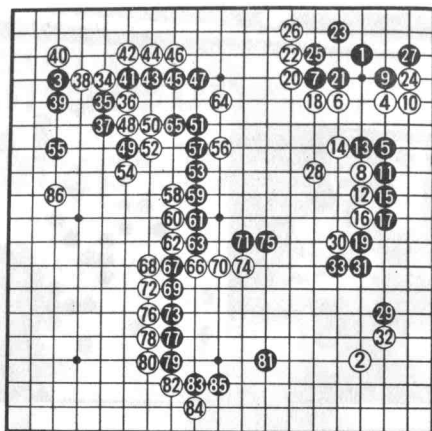


Fig. 1 ( 1 - 86 )

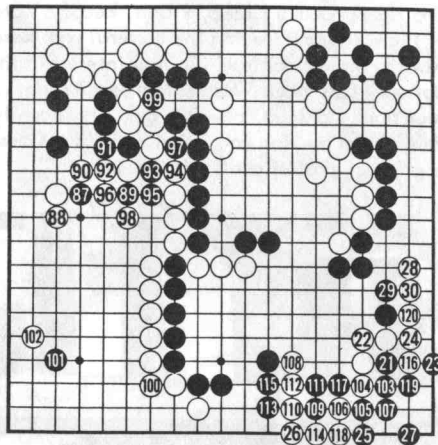
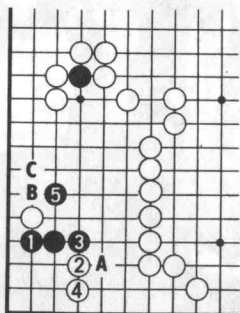


Fig. 2. ( 87 - 130; for 21 - 31 read 121 to 131)



Dia. 1. The consensus of 9 Dan opinion was that B can live. I was intending to play 4, though 'a' might be better. After 5 W can try 'b' or 'c' - both are very tricky and the details are left as an exercise to the reader.

Black: Hirata Hironori 7 Dan  
White: M. Macfadyen 6 Dan

White 12: Wrong joseki. Black has stones in both adjacent corners, so....

White 22: the fight which arises from white connecting 6 and 14 is a bit unreasonable. Nonetheless the connection is still best. Up to 25 black gets an excellent position.

White 58: I had intended to play 66 instead, but realised just in time that black 58 would cut me to shreds.

White 60: Bad shape but there doesn't seem to be anything better.

Black 71: I was expecting a fight here, but Hirata calmly gives me the upper side, discards his 4 stones in the middle, and retains his lead.

Fig. 1. ( 1 - 70 )

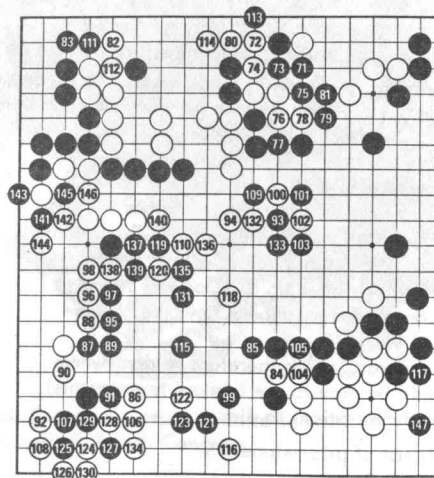
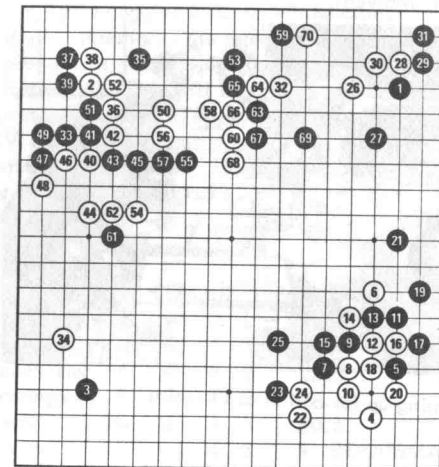


Fig. 2. ( 71 - 131 )



Black 83: An error - at least he is human. Hirata thought this threatened to play to the right of 82, but it doesn't work.

White 106: Normally this move would be regarded as heavy and very risky. But my last chance seemed to be to encourage him to attack me and then get some sort of counter-attack going on the stones in the left centre.

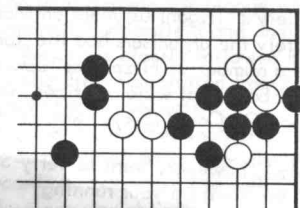
But, Hirata won't fight - he doesn't need to. Black 109 finishes his territory off. When 131 connects all his stones securely the game is over. I was at least 15 points behind when I resigned.

The impressive thing about this game is the calm way Hirata keeps his early lead, without ever having to dirty his hands in a fight. I never had a chance.

## Tesuji flash

This position looks fairly innocuous, and most players would not give it much attention - except, that is, those with a nose for tesuji.

See if you can find a way to make White suffer. Answer on page 31



# NEWS - NEWS - NEWS

## CHESHIRE

Despite the tempting first prize of a go-ban, offered by sponsors NMW Computers of Nantwich, only 32 players made the trip to Crewe to compete in this brand new tournament held on January 28.

Organiser Brian Timmins is to be congratulated on finding a spacious, warm, and comfortable venue, however, which, it is hoped, will attract more players next time.

In the event, the glittering prize was carried home by Mr Choi Kee Chul (5 Dan), a Korean visitor currently taking a course in business studies at Aston University. Other winners, who received a bottle of sake, included Andy Benyon (2 kyu) of Manchester, S. Hinsley (4 kyu) from Coventry, and P. Collins (20 kyu) from Malvern.



Lining up for action at Cheshire

## CAMBRIDGE

55 players, including a party of schoolchildren from Maidenhead (organised by Mr. Ellul) locked horns at Cambridge University Go Society's 'Trigantius' meet on March 17. Fortunately the organisers had the foresight to include a number of Fitzbillies' cakes among the usual bottles of wine as prizes, since schoolboy G. Cory (18 kyu) won all three games.

First prize, however, went to Terry Stacey (5 dan) for the third year running. Others

with 3 points included M. Cumper (CLGC, 1 dan), I. Marsh (Bracknell, 3 kyu), S. Hood (Cambridge, 6 kyu), and H. Roberts (Cambridge, 16 kyu).

## BRITISH CONGRESS

There was a slightly disappointing turnout for this year's tournament, considering that it used to be the premier British event.

However that didn't prevent those who were playing from thoroughly enjoying themselves. The tournament was actually held in Manchester's Pollock Halls, in a playing room one participant described as a 'concrete box'.

On the Friday night there was a lightning tournament which was won by Piers Shepperson (2 Dan). Simon Carter (then 7 kyu) from the Furze Platt school lost only to Piers and beat among others, our 3 Dan President,

In the main tournament proper first prize seemed likely to be a tussle between former British Champion, Jon Diamond (6 Dan), and our strongest 4 Dan, Jim Barty.

Unfortunately for Jim, he lost in the first round against John Rickard, who has recently been something of a bete noire. This meant that despite beating Jon in a later round, when both finished on 5/6 Jon was found to have amassed a superior SOS (some of opponents' score).

Our congratulations therefore to Jon (whom it would be nice to see in more tournaments), and commiserations to Jim.

A full list of prizewinners:

Division	Name		
1	Jon Diamond	6 Dan	5/6
2	Piers Shepperson	2 Dan	4/6
3	Chris Stevenson	1 Dan	4/6
4	Steve Heavens	2 Kyu	4/6
5	P. Barton	3 Kyu	5/6
6	Andy Finch	6 Kyu	4½/6
7	A. Thompson	7 Kyu	5/6
8	A. McKendrick	9 Kyu	4/6
9	G. Scott	12 Kyu	3/6
10	Don Gilder	14 Kyu	6/6

## GATHERING OF THE CLANS

Jim Cook writes from Edinburgh...

There are signs of Go playing in Scotland. During British Go Week Dave Hall trebled membership of the Aberdeen club, and now Mark Lawrence has restarted a club in Glasgow.

On the 27th of April members of both clubs visited Edinburgh for a friendly club match. There was no formal structure to the event, but Murdo McKissoch has manipulated the 39 known results to claim that Edinburgh managed to keep just ahead of Glasgow, with Aberdeen gaining useful experience.

All eighteen participants enjoyed the day and look forward to future friendly inter-club rivalry.

Scotland may never challenge the Auld Enemy (this comment was almost censored by your Scottish Editor), but does Welsh national pride extend beyond the rugby pitch?

How about it Wales?



Jon Diamond getting down to business at this year's British Congress

## BRACKNELL

A strong line-up at this year's tournament (perhaps the heavies wanted to flex rusty Go muscles before the Challengers, which was the following weekend).

At any rate Terry Stacey beat off the threat of 4 Dans Jim Barty, Jim Bates and New Zealander Graham Parmenter, to win yet again.

Other lesser mortals who also notched up three wins included Bob Thompson (1 Dan), Graham

Clemow (1 Dan), the irrepressible Lee Rutland (7 kyu and falling), B Adams (8 kyu), and J Garret (17 kyu).

In all 72 players took part, with an encouraging contingent of high kyu players, while the tournament was run as efficiently and whimsically as ever (eg announcing White as first-named player) by Bob Lyons and the Bracknell team. Incidentally the Bracknell coffee has got to be the best on the European Go circuit.

## LONDON GO LEAGUE 1983

	P	W	D	L	Points
L. Vegetarians	8	5	3	0	13
Reading	7	3	3	1	9
Bracknell	5	2	1	2	5
AHNO	5	1	2	2	4
Hammersmith	3	2	0	1	4
WELGO	5	1	0	4	2
NW London	3	1	0	2	2
S London	2	0	2	0	2
Central London	4	0	1	3	1

Last year's league had the usual difficulties in getting all the matches played, despite diligent nagging by Chris Whitehouse. Fittingly, therefore, the team that managed to play all its games ended up winners.

Unfortunately Chris will be unable to run this year's league, so INVITATIONS ARE INVITED for a new coordinator.

Contact Chris direct at 384 Queensbridge Road, Dalston, London E8 3AR, or any BGA officer.

## NORTHERN GO LEAGUE 1984

	P	W	D	L	Points
H & S	8	6	1	1	24
Manchester	8	4	4	0	22.5
Nottingham	8	3	3	2	19.5
Leeds	8	2	1	5	10.5
Canute	8	1	4	3	9
York	8	0	3	5	4.5

John Smith reports.....

For the second year running the league was won by a combined Huddersfield and Sheffield team. They were closely followed by Manchester, who drew consolation from being the only team to remain unbeaten.

In the crunch Shuddersfield-Manchester clash Robert Berry ruined Brian Chandler's unbeaten record and preserved his own, giving him fourteen straight wins.

# NEWS

## AMSTERDAM

(Report by Ian Meiklejohn)

Although not quite equalling the Paris tournament, this year's Amsterdam still attracted well over 200 participants to the former gas-works-now-sports centre which is its traditional venue.

The British contingent, slightly smaller in numbers than last year, was headed by Jim Barty and Jim Bates (4 Dans), Francis Roads (3 Dan) and Harold Lee and myself (2 Dan). Unfortunately none of us succeeded in winning any prizes, although Jim Barty and myself did manage plus scores. Francis and Jim Bates had undistinguished results (2 wins), while further down the lists Bob Thompson (1 Dan) and Jeremy Roussak (one of our stronger 1 kyus) had to bear the brunt of the infamous Dutch 1 kyus. This year three of them scored five wins, while one wolf in sheep's clothing notched a perfect score.

Up among the heavyweights the surprise result was that the Korean Yoo, who has looked unbeatable by anyone without professional training, was humbled by Frenchman Moussa. Both players finished with 5/6 but Moussa won on countback. A fine victory.

## CHALLENGERS

This year's challenger to Matthew Macfadyen for the British Championship (and incidentally the person who will represent us at the World Amateur 1985) is.....once again Terry Stacey.

Terry scored 6/7 to finish a clear point ahead of the two 4 Dans, Jim Barty and Jim Bates. The former actually beat Terry in their game, but lost twice - to Jim Bates and 3 Dan John Rickard. In fact the tournament went very much according to the form book (a triumph for the grading committee?). Behind the two 4 Dans (on 5/7) came John (4½), followed by 3 Dans Andrew Daly (3), Richard Granville and Francis Roads (2), with John Smith (2 Dan) finding that life is tough at the top. A fuller report on the tournament plus the Stacey-Barty clash will appear in the next issue.

## YORK

Twenty-five players assembled in Goodricke College on an allegedly very sunny morning for this year's York Father's Day tournament. Eight hours later there were four winners: John Smith (M'chester, 2 Dan), Eddie Smithers (Leics, 3 kyu), Patrick Dorey (C'bridge, 7 kyu), and Mike Robinson (Leics, 10 kyu). All received a bottle of sake from Brown Owl organiser Jennifer Payne.

## KYU PLAYERS' HELP SCHEME

Ever run across a position where you just had no idea where to play next? Or had a group which you just couldn't work out the status of? Ever wondered what the worst part of your game is?

The answers to these, and many other questions can now be found via the BGA's advice scheme for kyu players.

The idea is that kyu players who are really stumped by a problem or feel they might benefit from a commentary on one of their games can write to the scheme's coordinator, Toby Bailey (address below). He will forward the query to someone of suitable strength.

Questions should be of the 'where do I play next', or 'is this group dead' sort. In the case of game commentaries, notes will be fairly brief, limiting themselves to general remarks and suggestions, unless otherwise requested.

Budding analysts should write to Toby at: Flat 1, 264 Iffley Road, Oxford. Over to you.....

## HAMMERSMITH GO CLUB - RIP

Regrettably we have to announce the demise of one of London's clubs. Although the decor was unrelievedly dingy and the room impenetrably smoky, Hammersmith provided a welcome central venue at weekends. Unfortunately its desertion by several stronger players, followed by a has forced it to shut its doors. It is to be hoped someone rapidly comes up with an alternative.

## DIPLOMAS FOR ALL.....

The BGA has decided to issue a new series of coloured diplomas for kyu players of strengths between 3 and 25 kyu. The idea is primarily to encourage young players by giving them something to aim for.

The grades of the diplomas and the criteria for their award are as follows:

White - 25 kyu

Know the object of the game

Understand eyes, false eyes, territory, liberties

Yellow - 20 kyu

Know about ladders, geta, the ko rule and seki  
Can beat a green, blue or brown diploma holder taking 4 stones on a 13 by 13 board

Orange - 15 kyu

Know about snap-back and oi otoshi (throw-in)  
Can beat a blue or brown diploma holder taking 9 stones on a 19 by 19 board

Green - 12 kyu

Know about sente, gote, and rules for the death of a group (eg bent four in the corner)  
Can fight a ko in the proper manner  
Can beat a blue diploma holder taking 6 stones on a 19 by 19 board

Blue - 6 kyu

Know about shimaris, kakaris, thickness and semeais  
Can beat a brown diploma holder taking 3 stones on a 19 by 19 board

Brown - 3 kyu

Can fight a semeai correctly  
Can beat a shodan taking 3 stones

Brown diplomas may only be awarded by dan players. The others may be given by club secretaries, however advice should be sought from a dan player, or a player at least two diplomas stronger than the recipient.

The diplomas should be countersigned by the authoriser.

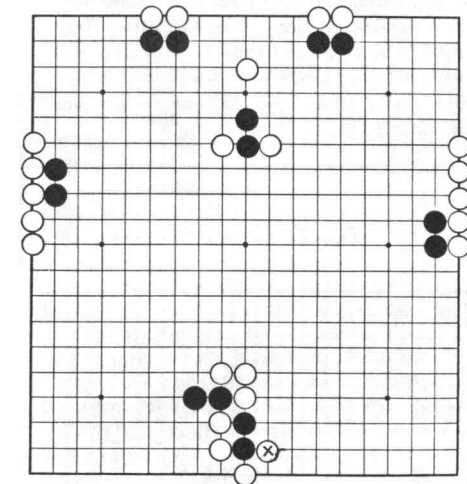
Further details - and the Diplomas themselves can be obtained from the BGA's book distributor, Andy Finch (address on inside cover.

## BON VOYAGE...

This month Lee Rutland (who shortly before going to press we discovered is called Leigh) will be playing in the World Youth Go Championships in Taiwan. At the last report Leigh is now 5 kyu and still improving. Our good wishes go with him, and we hope to have a report on the tournament and his exploits in the next journal.

## BIRTHS, DEATHS, AND.....

Those of us who leave lonely girl friends at home to seek out iniquitous Go clubs, take heed. Two of Leicester's regular members, Chris Holmes and Hilary Norburn, were married on April 21st. Congratulations to them both, and, better late than never, here is a small wedding present from the BGA (courtesy of Noriyuki Nakayama). The ladder problem shown below starts with white 'x' - see if you can read it out (solution on p 28)



## SUBSCRIPTIONS

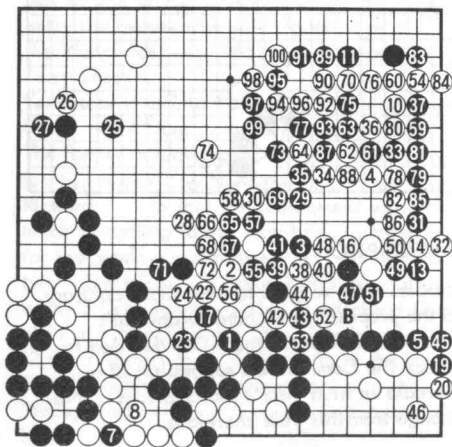
Readers will be glad to hear that, contrary to the proposal in Richard Granville's Presidential Report, the AGM decided to reject the Committee's suggestion of an increase in next year's subscriptions. No change from this year therefore.

# Japan

## PROFESSIONAL TOURNAMENTS

In this year's Honinbo Tournament Rin Kai Ho faces the challenge of Awaji Shuzo 8 dan. When we last heard, Awaji was losing 2-1. Until three years ago he was an ordinary 7 dan pro in his thirties - guaranteed a comfortable living, but never likely to reach the top. He decided that this was not enough, and embarked on a programme of study designed to make him the best player in the world. So far he has done pretty well. Last year he challenged Kataoka for the Tengen title, and Otake for the Gosei. Both challenges were unsuccessful, but he keeps trying. Bookies, however, are not impressed by his chances against Rin. Judan: Kobayashi Koichi has beaten Kato 3-2 in the final. Kobayashi - another product of the prodigiously successful school of Kitani Minoru disciples (which includes Ishida, Kato and Takemiya) - has come very close to winning many titles recently. The latest results we have show him leading this year's Meijin league with 4 wins and 1 loss, but his only other major tournament win was the second Tengen in 1977.

Fig. 2. (101 - 200)



## EVEN PROFESSIONALS MAKE MISTAKES

As reported in the last journal, Cho Chikun has retained his Kisei title against Rin Kaiho. However the result might well have been different had not Rin thrown away a won position in the first game. Rin actually overlooked a chance to kill a large group of Cho's. Then later in the game an even larger group of Rin's was surrounded and killed by Cho.

Rin's mistake seemed to haunt him in the 2nd and 3rd games in which he was outplayed. He then rallied to win the next two games, but could not repeat his feat in the Honinbo match of pulling back to win from 3-0 down. Here is the psychologically important first game.

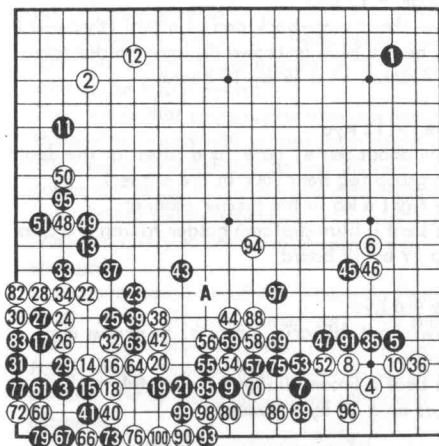
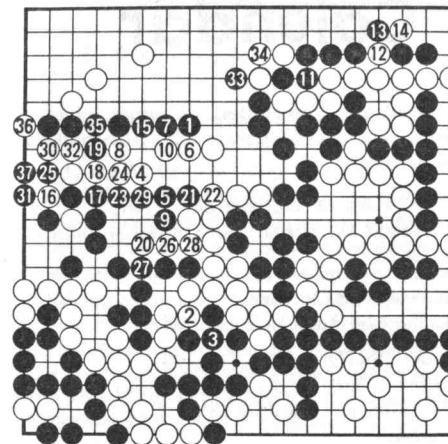


Fig. 1. (1 - 100)

Cho thought for 55 minutes over Black 7. The result of this joseki was to provoke a furious fight in the bottom left corner which was to spread throughout the board and last until the byo-yomi. Black 43: The sealed move on the first day. Cho avoids the severest continuation at A. White 138: Rin's blunder. According to the commentator, Takemiya, White could have captured Black's group by playing at B. White resigns after 237.

Fig. 3. (200 - 237)



## Once a year...

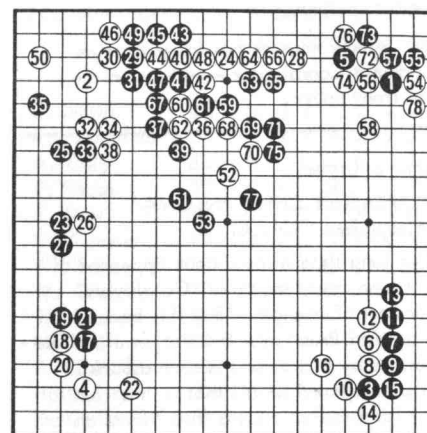


Fig. 1 (1 - 78)

One of the more curious and whimsical positions that can arise is a triple ko. It usually occurs about once a year in professional games (less in amateur Go as the possibility goes unnoticed). Here is a good example between a youthful Kato Masao (Black) and Cho Chikun. The final semeai is both entertaining and instructive.

## JAPAN - WESTERN PLAYERS

Over the last few years several westerners have made their homes in Japan. Among those still trying to make the grade as professionals are:

Marc Gooskens - a Dutch shodan when he arrived in Japan a year or so ago, Marc is now around 6 dan, and hopes to become a professional within two more years.

Rob van Zeijst - the 1981 European champion, Rob is currently about half way up the second division of the Insei league in Tokyo (divisions are of 14 players, the top 4 or so get promoted to professional each year from the first division).

Michael Redmond is doing well as a 3 dan professional, and expects to reach 4 dan this year. He intends spending his life in Tokyo and reaching the top.

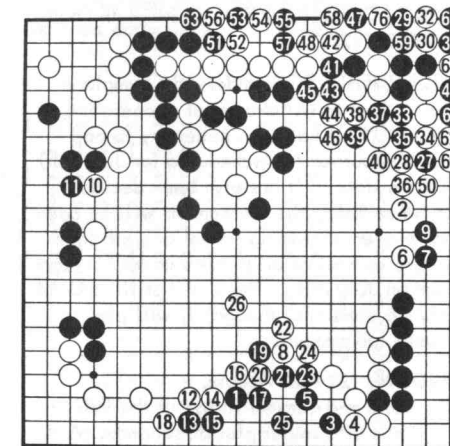


Fig. 2. (79 - 156)

65 takes at 49; 66 at 61; 67 takes ko at 53; 68 takes ko at 64; 70 takes ko at 56; 71 takes ko at 49; 72 throws in at 30; 73 takes at 32; 74 takes ko at 64; 75 takes ko at 53; 77 takes ko at 49; 78 takes ko at 56.

# Tournament Calendar

## PORRENTUY (EUROPEAN CONGRESS):

21 July - 4 August.  
Porrentruy is in the Swiss Jura, roughly 70 km southwest of Basle and very near the French border. The opening ceremony is on 21/7, followed by a Europe-Asia match and a 6-minute (!) lightning tournament.  
The main tournament (9 rounds) starts next day at 9.30. Players 3-dan and stronger can enter only for the whole tournament. Others can enter for any desired no. of rounds. There is also a weekend tournament on the 28th and 29th.  
Costs start at 45 SW a day for camping on the grounds of the college which is the venue for the tournament (includes meals) ranging to an all-in package of 900-1100 for a college bedroom.  
More details from Marcel Schweizer, 12, Rue de la Chapelle, 2300 La Chaux de Fonds. Tel 039 282127.

**MAIDENHEAD:** BGA Under-18 Championships. Due to withdrawal of cooperation by the NUT, it has been necessary to postpone this tournament (scheduled for July 7th) to a later date. It has also been decided that, when held, the tournament will be open to all players attending school or sixth form college, as well as all players under 18 years of age on July 7th. There will still be U-14 and U-16 divisions, though all will play in the same tournament.

**LONDON:** 25 - 27 August.  
A six round mid-summer thrash at the IVC. Time limits 80 minutes plus 30 seconds. A lightning tournament is also planned.  
Entry £5.50 with reduction for students, etc. Contact Dave Andrews, 263 Mile End Road, Colchester. Tel. 0206 852338.  
**LA CHAUX DE FONDS:** 15 - 19 September.  
The 5th International tournament, renowned for good organisation and big prizes.  
Details from Marcel Schweizer (see above).

## NORTHERN GO CONGRESS

September 1st - 2nd. A six round Macmahon, one hour time limits, held at Ashburne Hall,

University of Manchester. Contact John Smith, Flat 1, 14 Victoria Rd., Manchester for details.

**BIRMINGHAM:** October 6th or 7th.  
A 3 round Macmahon, but no further details as yet.

**WESSEX:** 28 October  
Marlborough town hall as usual.

**LEIGH SINTON:** December 9th.  
The Black Bull Handicap Tournament, organised by Richard Granville et al. (see elsewhere for advert).

**BRITISH CONGRESS 1985:** April 12-14.  
Next year's congress is to be held at Worcester College of Higher Education. Full details still to be elaborated, but one piece of good news is that accomodation will be half price for students.

Note: Jeremy Roussak has taken over as Tournament Coordinator - address on the inside front cover.

## BOOK REVIEW

### THE TREASURE CHEST ENIGMA

By Nakayama Nariyuki

It is a long time since a book appeared of which one could say to all Go players, regardless of strength, 'Buy this book'. But the Ishi Press' new translation of collected essays by Nakayama is such a book. It is a pot-pourri of all that is most fun in Go - fascinating insights into life as an aspiring professional; bizarre problems with ladders running all over the board, and back again; an essay on when to resign; and much more.

Those of us who were privileged to meet Nakayama last summer in Edinburgh will remember his infectious enthusiasm for the game. As one of the very few professionals who actually writes the books which appear under his name he offers us here a treat which no Go player should refuse.  
M. Macfadyen

# Candidates

by Brian Chandler

This year the Candidates Tournament was the usual Swiss, but reduced to 6 rounds to fit into the Mayday holiday weekend. As if this was not sufficient break with tradition, I arrived at 10.20 on a grey May morning to find not the usual melee of players in search of an organiser, but my clock already ticking away, and twenty or so players well into the cut and thrust of the fuseki. I was however outdone by Frank May and Harold Lee, who both arrived half an hour later and managed to produce the first upset by playing each other and Harold winning. The first round was drawn alphabetically, from Amin-Artus to Webber-West, and otherwise produced no surprises. The second round, drawn at random, failed to produce anything to raise eyebrows either. The mathematically inevitable six people with two wins included the 3-dans Daly, Granville,

Roads, and Webber, as well as 2-dans Lee and Smith. Sunday dawned a bit brighter, and started (on time again) the serious business of thinning out the winners. In the piazza an obliging young lady lying on a row of milk crates was being leapt over by a confident gentleman on roller skates. Meanwhile messrs Granville, Smith and Daly leapt figuratively over Webber, Roads and Lee respectively to keep perfect scores. The Granville-Webber game appeared to be a good match of similar styles: both players seem to have a habit of constructing enormous and convoluted semeais. But Richard's style of winning is to have discernibly more liberties at the end. Francis Roads fell victim to the rather squirmy Manchester School, dubbed the 'style of no style', that those of us who live north of the Nottingham coalfields try to emulate. Round 4, and the needle match was John Smith against Richard - Richard kept his perfect score and John lost his. Andrew Daly, drawn down to an opponent on 2/3 should have had an easy time, but met Frank May battling his way back up from early defeat, and lost.

																					Points
J. Smith	2D	X	0	1	1	-	-	1	-	-	-	1	-	-	-	-	1	-	-	-	5
R. Granville	3D	1	X	0	1	-	-	-	-	-	-	-	1	-	1	1	-	-	-	-	5
A. Daly	3D	0	1	X	-	0	1	-	-	-	1	1	-	-	-	-	-	-	-	-	4
F. Roads	3D	0	0	-	X	-	1	-	-	1	1	-	-	-	-	1	-	-	-	-	4
F. May	4D	-	-	1	-	X	-	0	-	1	0	1	-	-	-	-	-	-	-	1	4
M. Cumper	1D	-	-	0	-	-	X	-	1	-	0	-	-	1	-	1	-	-	-	1	4
W. Brakes	1D	-	-	-	0	1	-	X	-	-	-	0	1	-	1	-	-	-	-	1	4
W. Gregory	2D	0	-	-	-	0	-	X	-	-	-	-	1	1	1	-	-	-	-	1	4
G. Clemow	1D	-	-	-	-	-	-	-	X	-	0	1	1	-	0	-	1	-	-	-	4
M. Amin	1D	-	-	-	0	1	-	-	X	1	-	-	-	-	-	-	1	-	-	1	4
B. Chandler	2D	-	-	0	0	-	-	-	-	1	0	X	-	-	1	-	-	-	-	1	3
H. Lee	2D	0	-	0	-	1	-	-	0	-	X	-	-	-	-	-	1	-	-	1	3
D. Cann	2D	-	-	0	0	-	1	-	0	-	-	X	-	-	1	-	-	-	-	1	3
N. Webber	3D	-	0	-	-	0	0	-	-	-	-	-	X	1	-	-	-	-	-	1	3
I. Meiklejohn	2D	-	-	-	-	-	0	1	-	0	-	0	X	-	-	-	1	-	-	1	3
M. Harvey	1K	-	0	-	-	-	0	0	0	-	-	-	-	-	X	-	1	1	-	-	2
A. Grant	1D	-	0	-	-	-	-	0	-	-	0	-	-	X	-	1	0	-	-	1	2
J. Roussak	1K	-	-	-	0	-	-	-	0	0	-	-	-	-	-	X	-	0	-	1	2
R. Thompson	1D	0	-	-	-	-	0	-	-	-	-	-	-	0	0	X	-	1	1	-	2
C. Kirkham	1K	-	-	-	-	-	0	-	0	-	0	0	1	-	X	-	-	-	-	1	2
M. Lerner	1D	-	-	-	-	0	-	-	-	-	-	-	-	1	0	X	0	0	1	2	
V. West	1K	-	-	-	0	-	0	-	0	-	0	-	-	0	-	1	X	-	-	1	
M. L-Roberts	1D	-	-	-	-	-	-	0	0	0	-	0	-	0	-	1	X	-	-	1	
D. Artus	1D	-	-	-	-	-	-	1	-	-	0	-	0	0	-	0	0	-	-	X	1



On other boards Harold Lee and Francis Roads beat lower graded opponents, and Mo Amin beat Mark Cumper, while Bill Brakes showed signs of things to come by beating Nick Webber.

At the start of round 5 seven players on 3/4 were chasing Richard. It was Andrew Daly who was to spoil his perfect score, joining him on 4 wins along with Frank May, Francis Roads and John Smith - no great surprises there, and Frank, the only 4-dan seemed to be pulling back strongly. In the far corner of the room sighs of relief signalled the breaking of the last ducks.

The draw at the top of the last round was Granville-Roads and Daly-Smith, with Frank May drawn down to Bill Brakes. The question was, which of the five favourites would fail to qualify?

Andrew Daly had the strongest position, with an enormous SOS, and he built up an appreciable lead over John. Unfortunately he forgot his own maxim no. 7 (see BGJ 61), and was felled by a smart bit of Manchester yose. The result analysts were now hard at work as the other two games continued. John Smith was definitely in, and Andrew's SOS meant he could be beaten only by a score of more than 4 - ie Frank May had to win while Rich-

ard and Francis contrived a jigo.

Neither event looked likely: Richard and Francis were demonstrating a shared conviction that go is about surrounding your opponent's stones, even if he is surrounding yours.

For such a powerful strategic player Frank May has an amazing affinity for complicated tactical melees, and this game was no exception, but was going Bill's, not Frank's, way.

On the other board, with Richard going nervously into byo-yomi and answering even duff ko threats, Francis persevered with impossible looking ko fights to compensate for his ever-shrinking territory, but couldn't pull it off.

Frank finally resigned, and when the flurry of SOS counts was completed, found that he had tied with Mark Cumper for fifth place, leaving John, Richard, Andrew, and Francis as qualifiers.

Six rounds seemed to have gone too quickly - one mistake and chances were slipping away. In particular, having to choose two players from eight on SOS alone is rather unsatisfactory, while the fact that Frank played only one of the top six shows the thin spread of the draw. Nevertheless, the tournament was very enjoyable, and our thanks are due to Ian Carson for his friendly and efficient, if untraditionally punctual organisation.

## Paris

by Ian Meiklejohn

Paris in spring - who can resist it? Most British Go players it seems, for only ten diehard degenerates were lured to the gastronomic capital of Europe this Easter (even the Hungarians could muster 9 representatives). It was a pity, because not only is French hospitality generous in the extreme, but the tournament itself has grown to become one of the largest and most enjoyable on the calendar.

This year some 250 players took part, and the event was enhanced by the presence of a Korean professional, and a bountiful prize list top of which was a free fortnight in Korea as a guest of the Korean Go Association. Heading the UK contingent was last year's winner, Terry Stacey. Unfortunately, however, this was not to be Terry's year. After stealing his first-round game against French

star Moussa by  $1\frac{1}{2}$  points, losses against Austrian champion Hasibeder, current French champion, Kang (actually a Korean), and Zemb, left him with a disappointing 3 wins. The fight for first place quickly seemed to be between the formidably strong Korean amateur Yoo, who is currently resident in Germany and cleaning up on the European circuit, and Hasibeder, who is showing the benefit of recent study in Japan, and now calls himself 6 dan.

Yoo was actually very lucky to win his first game against Moussa, who killed a large group. Thereafter, however, he played solidly, and won the decisive clash with Hasibeder in round 4.

None of the other Brits did much, with the exception of 1 dan John Hobson. He won 4 in a row, lost to 4 dan Colmez, and then alas threw a winning position against another 1 dan on a winning streak, Frenchman Mill-

## Decider

This game comes from the fifth round of the Candidates' tournament. Both players had perfect 4/4 records, so the winner was sure to qualify. Comments are by Richard Granville.

White: John Smith 2 Dan  
Black: Richard Granville 3 Dan

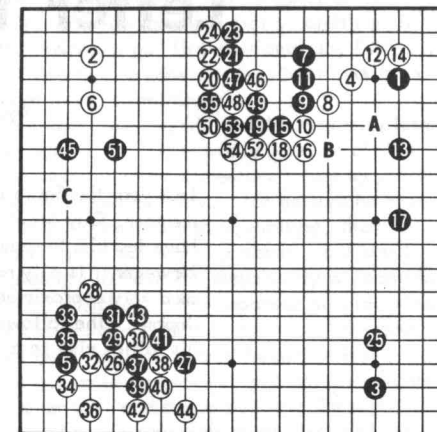


Fig. 1 ( 1 - 55 )

Black 7,9: A very inappropriate choice of joseki - white 2 is ideally placed to nullify Black's influence. Black's simplest way to play is to play 7 at 'a'. Having decided on the actual move 7, he should play 9 at 13. 12 - 19: White 16 is usually played at 'b', but the result is good for White once he has played 12.

White 20: Very good. Black 21 and 23 are probably the best he can do, but his position becomes very overconcentrated.

White 24: However this move is too small at this stage of the game. Black is happy to make a shimari with 25 and answer White's approach to the bottom with a pincer at 27.

White 36: The moves 28 - 35 are a standard joseki, but this move is a serious mistake. If White wants to play here, he should first push at 43; if not, he must play 36 at 39.

Black 37: White has no answer. Black builds thickness in sente up to 43 and gets the good extension to 45.

White 46: White should answer Black's approach, e.g. by playing at 'c'. Since Black can safely ignore 50, he can jump to 51, which almost turns the side into black territory.

White 52 - 58: These moves seal Black in, but in gote. Black decides to make sure of the territory on the left with 59, allowing White to break up the right side.

White 60 - 80: White's invading group escapes quite easily, but Black is able to defend his positions both above and below.

Black 85: Black is already far ahead in territory, so 86 would be safer.

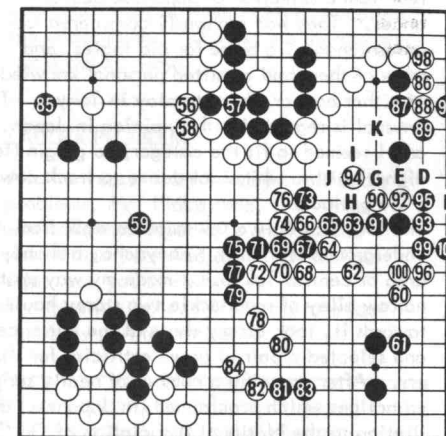


Fig. 2 ( 56 - 101 )

Black 87: Bad - 88 instead would live easily.

Black 91: Better at 92 - White cannot achieve much by cutting at 91. After 92 - 96, Black appears to be in trouble, but saves himself by playing 99 and 101. After 103 Black is alive; White's best attempt to kill is 'd', Black 'e', White 'f' but Black can play the sequence to 'k' making a second eye in the centre.

White played on by invading the left side, but resigned when his group died.

# Letter from Tokyo

by Guy Stevinson

Last year the South London club briefly acquired a new member, Guy Stevinson, whose work and inclinations have led him to spend much time in the Far East. However it is only recently that Guy, who was playing as a very approximate 6 kyu in our club, has settled in Japan. The following 'letter from Tokyo' describes his initial visit to a typical Japanese Go club.

I found the club with much less difficulty than I had experienced in eliciting its address from a selection of Japanese acquaintances. They had obviously considered Go unfashionable, a game for old fogies, and none of them had admitted personal knowledge of either how or where to play in Tokyo. The unusual is regarded with suspicion in Japan, and I seemed to fit the category: a geigin (foreigner) with a whimsical desire to track down a Go parlour.

The club was only a few minutes walk from the underground station in Kabayacho, a shabby area of central Tokyo. I made my way up the narrow alley of ramshackle two storey houses towards it, took off my shoes at the entrance, and selected a pair of green artificial fur slippers. After scanning a number of neatly scripted notices which proclaimed (in Japanese) affiliation to the National Association of Go Clubs, the fact that the club was closed on the second and fourth Mondays of the month, and much else I couldn't decipher, I looked around for the action. This was clearly upstairs, since a glance at the ground floor of the little wooden building revealed only two lavatories and a kitchen.

Mounting a steep staircase ominously decorated with a fire warning poster, I arrived at a small dark landing, worked open a grubby sliding door, and confronted the surprised gaze of half a dozen Go players with a beaming smile. Japanese is a difficult language, and I had at that stage mastered at most ten words. Supplementing these with grunts, smiles and gest-

ures, I made the acquaintance of Harada-san, the elderly woman who ran the Go club. She obviously considered that the advent of a Go-playing geigin lent tone to her establishment, and made me welcome by procuring me a glass of hot green tea and an opponent.

The room was large by Japanese standards, about ten mats (180 sq. ft.), and was equipped with low tables and cheap metal and plastic chairs for five games, with dubious looking cushions on the floor for a further two boards. I sat down, noting that my opponent preferred to squat cross-legged on his chair, and negotiated a six-stone handicap for myself. Soon, politely if warily placed white stones wove a suffocating net around my less adroitly positioned black ones. After 20 minutes I conceded the game, secretly pleased that I had avoided making any elementary blunders; while I detected a slight air of relief about my victor. To have lost to a strange foreigner would have seriously diminished the face of one who now revealed himself as a fourth Dan (Japanese reckoning).

I was then passed on to a succession of fresh opponents who drubbed me one after the other. I consoled myself with the thought that they were now only giving me four and five stone handicaps. All, that is, except a six Dan, who allowed me nine and then crushed me. However he did at least have the decency to praise the way I managed to live in three out of four corners.

Nearly everyone smoked heavily and the room grew stuffier. Nonetheless, in Japanese

Letter from Tokyo Contd.

style it remained draughty and pretty chilly, the only heating an oil stove. One of the players, an obese man in his late fifties, kept his leather jacket on all the time. When playing me, he had a habit of sucking his breath in through his teeth from time to time, a sort of reverse hiss; disconcerting this, for I swiftly discovered it meant my last move was considered a poor one.

Even more disconcerting was the post-mortem which several players inflicted on me. Their explanations in Japanese of where I had gone wrong were less than easy to follow, and my repertoire of knowing grunts and acquiescent dips of the head was sorely overstretched. An influx of fresh players as the afternoon turned to evening provided a boost to morale in the shape of a balding woman in late middle age who, I was gratified to discover, was a weaker player than myself! No matter that she was obviously the holder of the club's wooden spoon, or chopstick; for a change it was I who was giving a handicap.

Since I did not have to concentrate so hard on my games with her, I had time to examine the company more closely. They were, on the whole, a healthy change from the touchy, pretentious businessmen I had met so far in Tokyo. Apparently drawn largely from the ranks of the working classes, their clothes were mostly shoddy and ill-fitting, their attitudes humble and polite, as befitted the lower orders of a social system until recently feudal. My presence did not seem to arouse in these people the feelings of unease, inferiority and hostility which a foreigner often meets in Japan.

Ten o'clock struck, the hour at which the club reverted to its alternative role as home of Harada-san. I was pleased with my seven-hour Go session. Although it hardly qualified as rollicking entertainment, and victor's laurels were conspicuously absent from my brow, the club's low-key atmosphere had been appealing. The members placed their stones softly, kept physical movement to a minimum, and spoke in subdued tones when they spoke at all; as a result, little tension was allowed to build up.

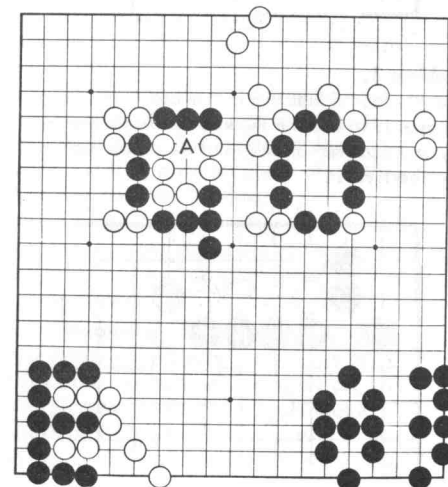
By and large the members had been unostentatiously friendly to the stranger in their midst. There was one exception, a fellow who

had rejected Harada-san's suggestion of a game with the comment that he didn't go in for "kokkusai go" (international go, I think). But nearly everyone else had bent over backward to say something nice.

One chap, having whitewashed me completely, solved the rather tricky problem of finding something complimentary to say by praising my aggressive play. Far better, he indicated, to have a stab at winning, than to dourly stick to handicap stones, and simultaneously to have the opportunity of learning by my mistakes. If a Japanese puts his mind to casting about for a compliment, the odds are he'll find one (albeit back-handed)! We got up to pay our 700 yen apiece (slightly over £2), and descended into the night snow, bowing copiously right, left and centre to each other. I noticed in the street that not one of the players appeared to possess a car, most of them making a beeline for the underground. And so we quietly went our different ways.

## LADDER PROBLEM

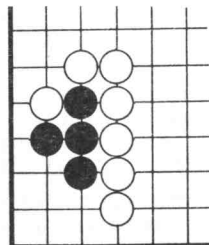
Another teaser from the doyen of ladder problems, Mr. Nakayama. This one was composed especially on the occasion of last year's European Championships (can you see why?). The question is, can Black capture four stones by giving atari at 'A'?



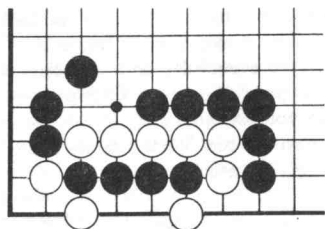
# PROBLEMS

Six problems of varying degrees of difficulty - but all should be solvable by 5 kyus and upwards. But remember - read out all the variations before looking at the answers

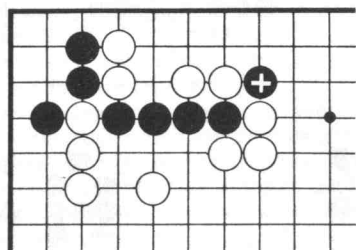
**Problem 1.**  
This position looks deceptively simple. Can Black save his group?



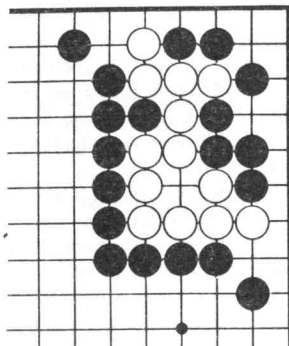
**Problem 2.**  
Four in a row is alive, everyone knows that, - except for Black, whose move it is.



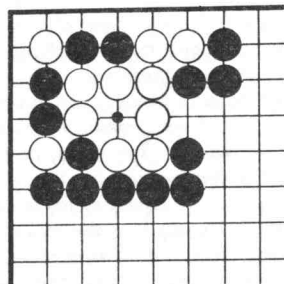
**Problem 3.**  
Black's four stones are in trouble. His only chance is to use the marked cutting stone to try and counter-attack, but he seems behind on liberties...



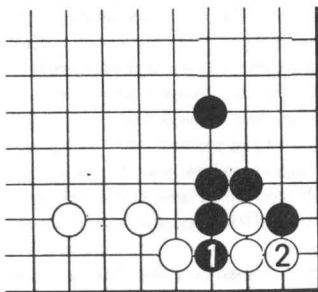
**Problem 4.**  
White's plight looks desperate - only one eye while Black's corner seems to be bursting with eyes and liberties... or is it. White to play.



**Problem 5.**  
Black to play - can he kill White?



**Problem 6.**  
Black has pushed through at 1, whereupon White has greedily tried to flick in 2. Black can rap White's knuckles, however.



# Fighting Spirit

The following vigorous struggle was played during the Cheshire tournament between two evenly matched 3 kyus. The comments (by Ian Meiklejohn) are aimed mainly at demonstrating the value of doing the simple things well, and in particular, of maintaining an awareness of the overall position during local fights.

Black: Tony Atkins  
White: Eddie Smithers

Black 9: Very unusual. The simple line is to play at 'a' first, then counterattack the white stone with 17 or 18.

White 10: Cutting across at 38 is the only move, then Black 40, White 36, and Black has to play 49. The continuation is hard, and is not even mentioned in Ishida. (note that capturing white in a ladder with 39 instead of 49 in this variation would be no good even if it worked, as White's corner would be too big after 37 and 'b').

Black 13: An instructive error. Normally this should be at 34, the vital point in what has become a pushing-and-crawling race. B's two-stone group is still unstable and he cannot yet tenuki here (a useful rule of thumb for tactical situations is that a group needs at least 5 liberties before it is stable). However a 'joseki' alternative to 34 is to first attach at 32 to sound out W's reaction and prevent him from playing at 37 to take the corner. Secondly, if B wants to attack W8 he should himself play a counter-pincer first. The capping play only forces W to extend to 14, taking territory and stabilising his group.

Incidentally, an excellent lesson in the significance of pushing-and-crawling is given in the Ishi Press book, "In the Beginning" (a book most kyu players could profitably (re-)read).

White 16: Wrong direction. If W wants to avoid being sealed in, he should move out through 13 and 15, not head towards B's (albeit thin) thickness.

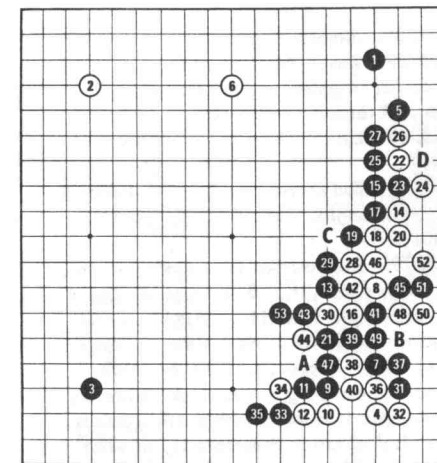


Fig. 1 (1 - 53)

Black 21: Too thin, inviting W to slice through the middle. Better is 44.

White 22: Too thin, better at 'd'.

White 28: Strengthens black. Simply 30.

Black 31: Strengthens white, and is off the mark. Willy-nilly, B must block at 43.

White 32: 43 shrieks to be played.

Black 33: Still off the mark and fishing in muddy waters.

White 36: 43 now drowns out all sound - it slices through B's groups like a knife through butter. But instead W loses patience and tries a vulgar piece of rough stuff - fortunately it works.

White 44: Or does it? This move is stylish, but simply giving the series of ataris starting at 'c' and ending at 44 is simpler and prevents Black 45.

White 48: Missing his chance. Now W must strike and capture one or more of B's outside stones by giving atari at 'c'.

Black 53: The result of the opening skirmishes in this corner have turned in B's favour: he has considerable thickness,

while W has only a small side. Note that because of W's bad (and incomplete) sequence of 22, 24, and 26, B can capture two stones by cutting at 'd'

Black 55: B eliminates the bad aji here, but lets W start a fight in the other corner.

Black 57: Simpler is 60.

Black 59: Bad. Must be at 60.

White 62: Aggressive, but not without risk. Natural is 64.

Black 63: Lets W seize the vital point of 64.

Black 71: Bad shape, making the dreaded empty triangle. Should be a 1-point jump.

Black 79: The position is becoming steadily more difficult. B has a weak centre group short of liberties. But his corner is not alive (if W plays 118 he can reduce it to an 'L' group). On the other hand W's centre group is stuck inside B's moyo, and is riddled with cutting points. The vital question therefore is, at what stage can W stop chasing B and go back to kill the corner - or will B get a chance to save the corner first. In the meantime, this hane and W's aggressive answer further confuse matters, since they raise the spectre of a B descent at 'e' and a counter-attack on the side.

White 92: Probably an overplay. W should defend his cutting point (after exchanging 118 for 119) and make miai of killing the corner or escaping/continuing the attack on B's centre group. This would be a simple way of playing, since W can look forward to deriving plenty (more) profit from B's straggler.

Black 97: B now and later continues to tempt fate. He really should make his corner live (with the, in itself very large, move of 118).

Black 107: Vital point for attack and wrecking W's shape.

White 118: Having failed to escape or make eyes (and fatally shortened himself of liberties in the process), W now turns in desperation to B's corner and the game reaches a climax.

White 124: Now White is behind in the semeai, but 124 seems to be

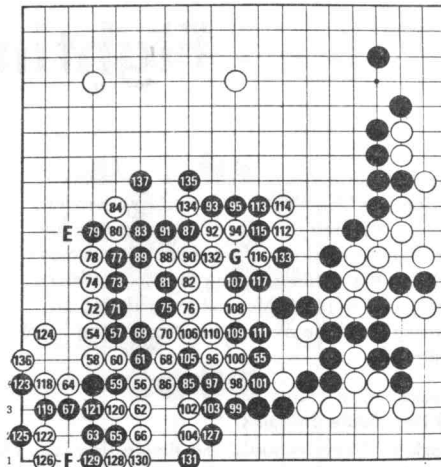


Fig. 2 (54 - 137)

necessary on the side, due to the aji of Black 79. Also White should play 120 first (in fact, probably much earlier than this) to destroy Black's half eye (Black always has the option of discarding two stones to secure life).

Black 127: A blunder. B should first play at 128, threatening 'f' and two eyes.

This increases his internal liberties to the point where W needs 9 moves to put B into atari (count them), whereas B needs only 7 to do likewise to W.

White 132: Hara-kiri. W must play at 136. If B connects both sides effectively have 6 liberties and W can win the semeai. B's only hope is then to fill a W liberty instead and fight the ko.

Black 133: Returns the compliment. Filling a liberty at 'g' will put Black ahead in the semeai and safeguard his stones above.

In the sequence to 137, at which point the score tantalisingly ends, W kills B's corner (for the time being), a success which should be enough to win comfortably.

However, not surprisingly, since both players are amateurs, the fight in the corner was not decisive, and in the end W won by just 3 points.

An entertaining and instructive tussle.

# Go Paradoxes

By Andrew Grant

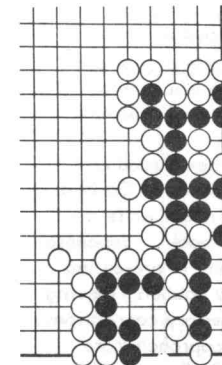
## FUJIMURA'S POSITION

It isn't very often that a position arises in actual play that is not covered by the rules. In fact, there are so many weird and wonderful rulings to cover anomalous positions that it has only happened once (to my knowledge) since the Nihon Kiin's Laws of Go were formulated. This was in 1954, in a five-stone handicap teaching game played by a professional 5-Dan named Fujimura. The position is shown in Dia. 1. with Black to play. Black's best option seemed to be the sequence in Dia. 2. leading to a sente seki, as he could see no way to capture the White corner stones. (Black may have to play 3 to the left of 4, making a gote seki to prevent a ko. Unfortunately this left Black too far behind in the game, so he resigned.

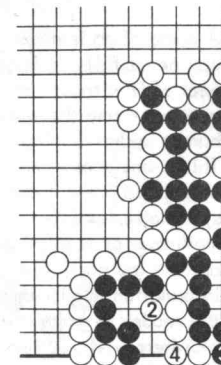
Fujimura refused to accept this, claiming that Black could win by playing as in Dia. 3. This looks just like another seki, and an inferior one at that; but Fujimura argued that the white stones were now dead. He pointed out that after Dia. 3. White could do nothing more, so Black could finish the rest of the game. He could then go round the board eliminating all of White's ko threats, and finally play the sequence in Dia. 4. which produces a ko. White has no threats, so he loses his stones.

The position behaves similarly to the "bent four in the corner" (for an explanation of the bent four rule, see "Life and Death" or BGI 57). As the bent four is unconditionally dead under Japanese rules, Fujimura argued in an article in "Kido" magazine that the corner stones should be unconditionally dead in Dia. 3. and that this should be made a new rule. It was quickly pointed out that Black would not necessarily be able to erase all White's ko threats; a seki or double ko both provide unerascable threats. so a ruling making Fujimura's group unconditionally dead would not always be logically justifiable. (The same is of course true of the bent four rule).

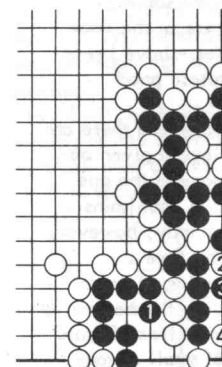
A year-long controversy on this question led the Nihon Kiin to look into it. They decided that the bent four rule could not be extended



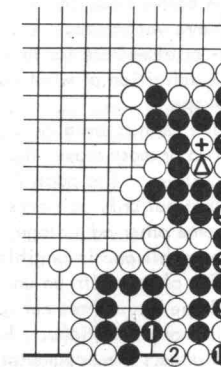
Dia. 1.



Dia. 2.



Dia. 3.



Dia. 4.

4 & 6: pass

8: at triangled point

10: one point above 8

by analogy, but that their rules committee should draft a new rule to cover Fujimura's position.

Thirty years later, the new rule has still not been made, and the whole question seems to have been quietly forgotten.

Oh well, I suppose it isn't likely to happen again.

# What is good Shape?

BY FRANCIS ROADS

A game of go is a living organism. You can never fully understand one part or aspect of it without taking the whole into account - and the whole is usually beyond human understanding.

This is one reason why you never read an attempt to present the principles of Go in a systematic fashion - as one might write a mathematics or physics text book. Japanese authors are particularly prone to presenting information in disconnected gobbets, leaving the reader to make the necessary connections. Nowhere will you see this approach more clearly than in the book "Go Proverbs Illustrated" by Kensaku Segoe. Many of the proverbs are concerned with "good shape", the translation of the Japanese "katachi". A better book on this important subject I have yet to see. But nowhere in the book - or elsewhere for that matter - have I seen a definition of what constitutes "good shape".

The term is usually employed where there are two or more moves that achieve a given objective. The good shape move is the one that not only achieves the aim, but gains some other advantage, which may, however, be small and intangible at the time. The player with an understanding of good shape has a short cut to finding the best move in many situations. In a game free of gross blunders the accumulation of small advantages from good shape will decide the outcome.

Without further ado, therefore, here are my criteria for a move to qualify as good shape:

1. It maximises liberties
2. It maximises eye-making potential
3. It keeps options open
4. It influences as much of the board as possible
5. It denies the opponent good shape

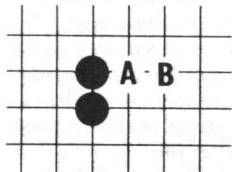
Of course not all these criteria must apply for a move to be good shape. Indeed sometimes they may mutually conflict. However

they should prove helpful in finding the right move.

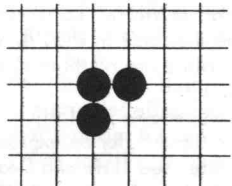
Let's look at these criteria in the light of some examples.

Diagram 1 shows the most basic type of good and bad shape. Black, for some tactical reason, needs to connect his stones out to the right. To play at 'a' produces the notorious "empty triangle", shown in dia. 2. A play at 'b' produces the good shape of dia. 3. Why is the empty triangle bad? First, it does not maximise liberties. A three stone group can aspire to eight, but the empty triangle has only seven.

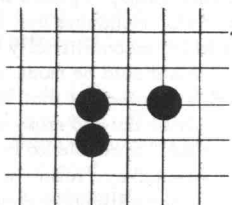
Dia. 1.



Dia. 2.

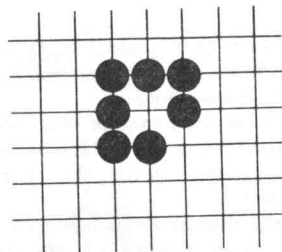


Dia. 3.



Second, if you look at the typical eye-shape in dia. 4, you will see that there is only one way for dia. 2 to become part of an eye. Dia. 3 however has two ways to do so.

Dia. 4.



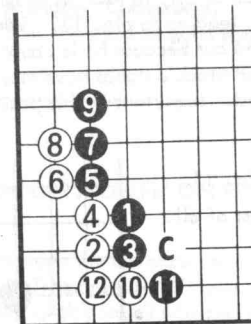
Third, in dia. 3 black has the option of sacrificing the two stones separately from the one. In dia. 2 all three must be saved or lost.

Fourth, the influence of the stones in dia. 3 extends one line further to the right. Finally, criterion 5 does not apply in this case.

"Isn't this all rather clinical", I hear you saying. "Does it make so much difference whether a group has seven or eight liberties, or whether there are one or two theoretical eye shapes".

Far from it - these are precisely the small intangibles referred to earlier. Here is a less theoretical example.

Dia. 5.

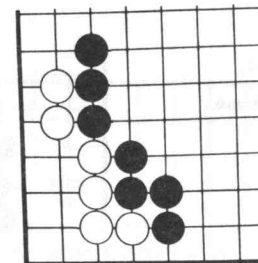


After the well known joseki in dia. 5 black usually needs to protect his cutting point at 'c' if his stones are to exert sufficient influence to compensate for the points in the corner. Which do you prefer? Dia. 6 or dia. 7?

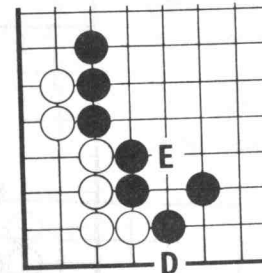
Well done - dia. 7 is of course better.

There is no empty triangle. There is better eye-making potential, and, once again, the influence extends further to the right. In this case there is the added advantage that white's endgame play at 'd' is gote.

Dia. 6.



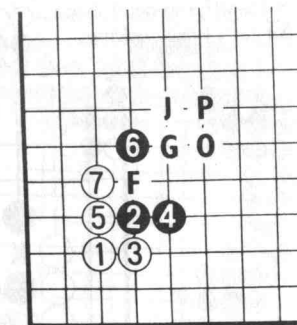
Dia. 7.



But there is a price to be paid for this good shape. A strong ko-threat exists for white at 'e', which was not available in dia. 6. Nonetheless this is not a good enough reason for choosing dia. 6 in the opening.

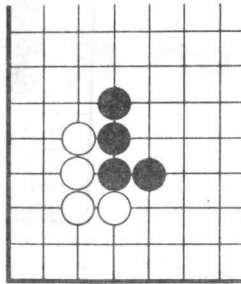
Dia. 8 will be familiar to readers who like to play on the three-three point. As in dia. 5, black must protect his stones from a cut at 'f' to secure his outside influence.

Dia. 8.



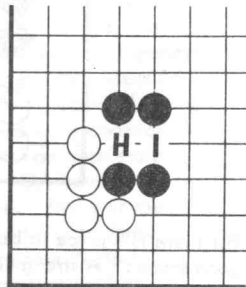
Only a beginner would connect directly at 'f', leading to dia. 9, which directly violates criteria 1-4. So how about 'g', leading to dia. 10? This is the well-known "bamboo joint", and an improvement on dia. 9 -

Dia. 9.  
Bad shape.



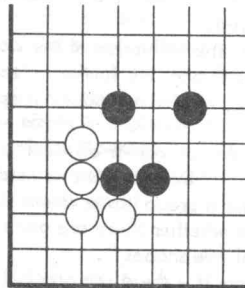
move at 'm', which black can only answer by 'k' or 'n', in either case making the dread you-know-what.  
Another point to note: where the opponent has a forcing move which immediately turns good shape into bad, the shape is suspect to start with.  
Better than all the moves examined so far is 'o', leading to dia. 12. But there are still some awkward forcing moves against it (see if you can find them).

Dia. 10.  
A bamboo joint.



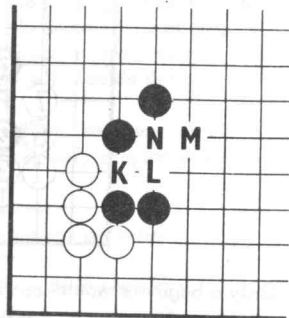
better eye potential, slightly more influence, and the ability, if necessary, to sacrifice two tail-end stones.  
If we hypothesise the exchange white 'h', black 'i', then black's formation still has one more liberty than in dia. 9.  
The above are typical of the thought processes in identifying good shape.  
But let's keep looking.

Dia. 12.



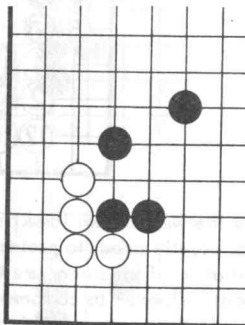
Best of all, in fact, is playing at 'p' in dia. 8, leading to dia. 13. White cannot push and cut because he is caught in a ladder, and black's stones have maximum flexibility and - important in this position - influence.

Dia. 11.



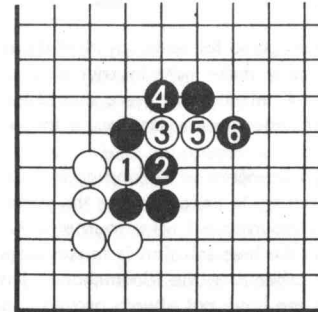
What about 'j' in dia. 8, leading to dia. 11? This prevents the push through at 'k', as black answers at 'l'. But white has a good forcing

Dia. 13.  
Best of all.



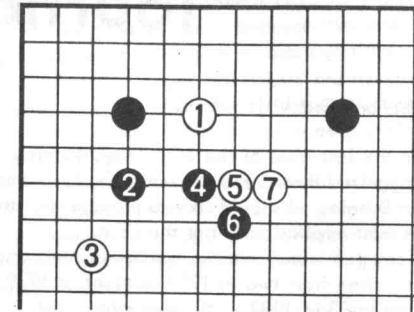
Until now we've seen little of criterion 5, so let's look at dia. 15. Where should black play? White is hoping black will fear the cut at 'q' and take time out to protect it (how would you protect it - connect at 'q' or.....?).

Dia. 14. White cannot push through and cut because of a ladder.

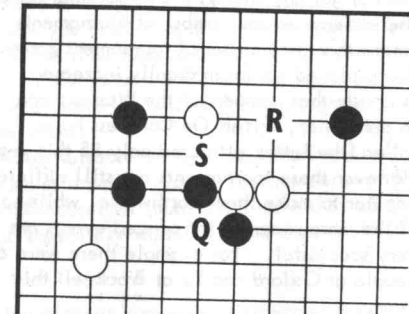


Instead, however, black has a really superb attacking move at 'r'. This is the "eye-stealing tesuji" of Go Proverbs Illustrated. White was desperately hoping to play on this vital point himself, more or less guaranteeing himself an eye by playing 's' or down along the edge. But once a black stone appears there not only does his eye vanish, but he cannot connect his stones without making an empty triangle. Conversely, therefore, black 'r' is regarded as good shape for black.

Dia. 15.

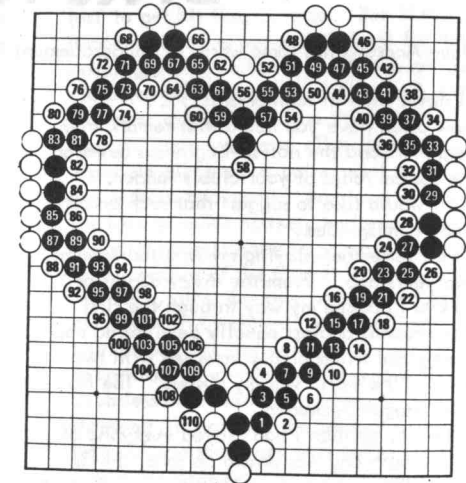


Dia. 16.



SOLUTION TO LADDER PROBLEM ON P 11

Book fans who have seen the advance copies of Nakayama's 'The Treasure Chest Enigma' (reviewed elsewhere in this issue) will recognise this beautiful problem.  
It first appeared on a St. Valentine's Day, and it took the composer a week to complete (normally a ladder problem takes him between a quarter of an hour and an hour).  
Incidentally, the fewer stones at the start of a ladder problem the more elegant it is considered. A masterpiece.  
(Incidentally, readers might like to try their hand at composing their own ladder problems,



# Tournament Talk...

Richard Granville writes...

In the last issue of the BGJ Toby Manning suggested there were too many Go tournaments in Britain. I should like to propose that this is most emphatically not the case.

Toby points out that the number of tournaments has risen from two in 1973 to eight in 1978, and to 13 in 1983. He then states that: "Attendance at individual tournaments has not grown in proportion". However this is not particularly surprising, given that the BJA has not got any larger. On the other hand the increase in the number of tournaments means that the number of tournament games being played has dramatically increased. It is true that numbers at the Wessex, and in particular, British Go Congress have fallen (the latter attracted only 85 this year). However these tournaments are still sufficiently popular to make them worthwhile, while some of the more recently introduced events are very successful. For example there were 68 people at Oxford and 72 at Bracknell this year.

## DFKs rule OK!

Dave Andrews has some words of encouragement for the faint-hearted...

"I never play in tournaments....."

How often have you heard that remark from beginners and the not-so-beginners down on the bottom rungs of your club's ladder.

But I would like to suggest that such an attitude is misguided.

I well remember playing my first tournament two years ago. From the dizzy depths of 20 kyu I hacked my way through the first three rounds against equally bewildered opponents and triumphantly emerged with two wins. The world was my oyster! The Honinbo League beckoned!

But wait, by then I had played everyone of my strength and was drawn up to a 15 kyu with a three or four stone handicap. I don't remember much of what followed....except

I would even go so far as to say that there is room for two or three more tournaments in the calendar. I believe that there should be a tournament somewhere every two or three weeks.

One thing I do agree with Toby on is that it is unsatisfactory to keep playing the same opponent at tournament after tournament. In my view the best solution is to run some on systems other than the Macmahon. Unfortunately these have not always proved popular (last September the CLGC organised a Rengo - team - tournament, but only five people turned up.

I would like to finish therefore with a commercial for the only non-Macmahon tournament currently on offer - the Leigh Sinton handicap tournament. Since the draw is biased towards producing games on 3-5 stones handicap, players are able to meet opponents they otherwise would never play. Weaker players can learn from stronger opponents, while dan players can still enjoy themselves - and it is the best chance you're likely to have of beating Matthew.

for an enormous White group in the centre of the board which spent the entire game struggling to live. It did, and I lost, but I enjoyed the game immensely.

Next I entered the London Open at 18 kyu, and finished four days later at 17. Sixteen months on and I'm 12 kyu. Next year single figures beckon.

The point behind these figures is that I reckon I owe much of my advancement to tournament playing. At that first tournament I imagined that 15 kyu would always be beyond me.

Such players were on a higher intellectual plane, superior beings. Of course I know now that was naive rubbish - it's shodans who are superhuman.

To attain that exalted grade (and the due de-

ference and hero-worship it commands) takes study and practice. (Incidentally anyone who is stronger than shodan cannot have a proper job, as they must spend all their waking hours reading text books translated from Japanese, learning 30-stone joseki, arcane tesuji, and Machiavellian rip-offs.)

For us DFKs (double figure kyu's) study is all very well if you are really keen, and sooner or later becomes obligatory. But for practice you just can't beat tournaments. Nothing concentrates the mind more than knowing that you've payed an arm and a leg for the privilege of making pretty patterns with your stones. Good heavens, you can even find yourself reading two or three moves ahead. Occasionally.

Of course it is dispiriting to turn up at a tournament and discover a field of two dozen dan players, a clutch of first kyu acolytes, crowds of 2,3, and 4 kyu hopefuls, one 5 kyu (too honest for his own good), two 8 kyus and the 16 kyu girlfriend of the organiser. I mean, who are you to play after the first round?

But this problem will only be solved if more DFKs come out of the closet. Remember, there is safety in numbers.

## Byo-yomi - Who needs it?

Francis Roads writes...

How often have you seen the situation where the draw for the next round in a tournament is held up because one game has gone into lengthy byo-yomi?

As often as not the game being awaited does not involve a prizewinner, but its result is needed for tie-break calculations. Now consider the advantages of playing without byo-yomi.

The tournament director knows precisely when each round will end. Longer time limits can be allowed - for example in the standard BGA 3-round Macmahon event 75 or 80 minute limits would be reasonable instead of the usual 60 minutes.

I know the standard objection - play-

And don't imagine that you can be too weak to enter a tournament. Nothing is further from the truth. Tournament organisers greet DFKs like prodigal sons, because they are invaluable for producing a balanced draw. Finally, don't forget that prizes are awarded to players of all strengths, and the Macmahon system ensures that you play people at our about your own level.

Between you and me it is a lot easier for us DFKs to win a prize than for dan players, since they have to beat a lot of other dan players, something we DFKs know to be nearly impossible.

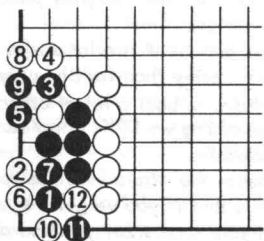
But what makes the whole exercise really worthwhile is that if you've got a kyu grade larger than your shoe size, you can almost guarantee coming out of the tournament a grade stronger (I did say almost). Now you realise what a lummock you've been all this time missing out on the goodies, enter a tournament and prove to yourself how fame, fortune, and maybe even shodan, can be yours.

As for suitable venues, you need look no further than the August Tournament at IVC in London (see tournament calendar) where an especially warm welcome awaits all DFKs.

ing without byo-yomi encourages the undignified spectacle of one player making kikashi moves inside his opponent's territory after the game proper is over, just to get his flag to drop. But if this happens it is the opponent's fault for not keeping a small allowance of time on his clock for such an eventuality. And is it any more undignified than the byo-yomi rip-offs that we have all suffered. Japanese players are quite used to playing without byo-yomi. Amateurs accept the idea as quite normal, and even professional players have to accept it in the lower reaches of the Oteai. We have, alas, become accustomed to playing with byo-yomi, and the first tournament director with the courage to institute a no-byo-yomi event will doubtless meet with complaints. However, if only for the sake of variety, I hope somebody will try to break out of the "one hour plus 20 seconds" rut soon.

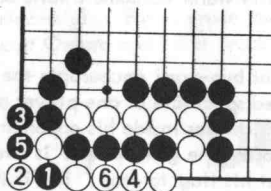
# Solutions to Problems

Problem 1.

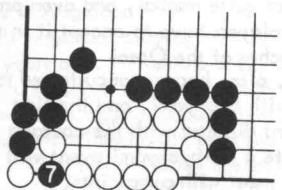


Black can make life in ko. Black 1 forces White 2. After 3-5 White 6 is the only move, whereupon 7 is necessary to take away a White liberty. White can then use the property of the corner to force a ko.

Problem 2.

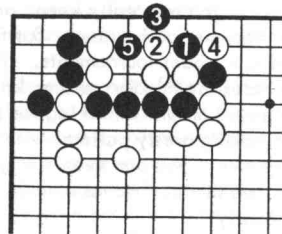


Black can force a ko. Black 1 and 3 are a combination often used to make life in the corner, but here they have an aggressive intent. White clearly must hurry to capture Black's four stones with 4 and 6, however...

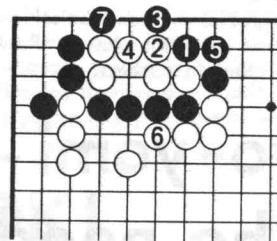


Black captures at 7 and, as in problem 1, makes a ko in the corner.

Problem 3.

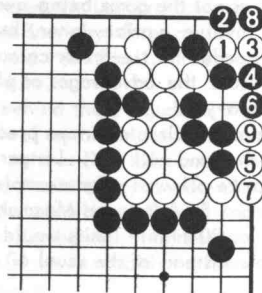


The nidan-bane (two-step hane) is Black's saving tesuji which exploits White's shortage of liberties. Similar positions occur quite frequently in real games, so this tesuji is well worth remembering.



Another variation. If White tries connecting at 4 he loses the semeai by one move.

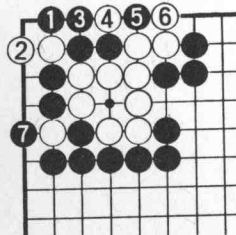
Problem 4.



Problem 4. Contd.

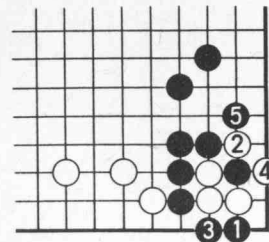
The difficulty in this problem is in convincing yourself that Black's corner is a good deal more fragile than it appears. White 1 and 3 first exploit the property of the corner, forcing Black to give atari at 4. White then hanes at 5, and suddenly Black is short of liberties. If Black 6 White simply connects at 7; on the other hand if Black plays 6 at 9 White throws in at 6. Neat eh!

Problem 5.

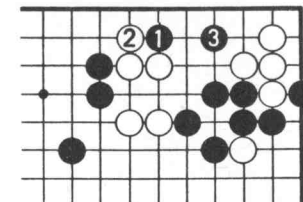


The best Black can do is ko. This problem has similarities to the last - after 1 Black cannot give atari from either side, so has to connect at 3. The spotlight then switches to White, who has to find the throw-in at 4, leading to a ko after 5 and 7. If, as many readers may have done, White thinks he has time to descend at 5 (instead of 4), Black cleverly kills him by playing 7, White gives atari at 4, Black gives counter-atari one point below 2, White captures four stones, finally Black plays 'under the stones' (ishi no shita) one point above 3, in turn capturing three stones of White and killing his group. A deceptive little problem.

Problem 6.

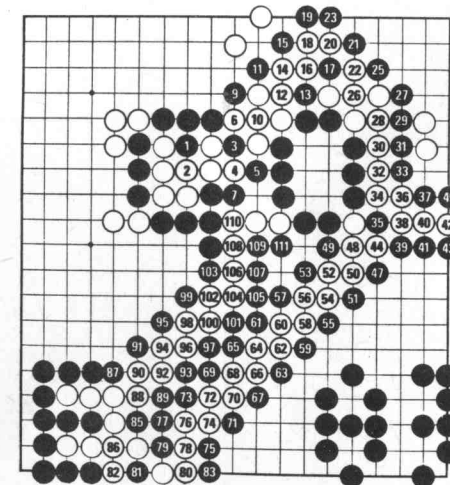


SOLUTION TO TESUJI FLASH



Black 1 is a sharp move that forces White to grovel. If he tries cutting Black off at 2, Black 3 kills his corner. The best White can do is to block to the right of 1, Black plays one point below 3, White blocks, Black plays at 2, and White is forced to connect his corner out in gote.

SOLUTION TO LADDER PROBLEM ON P 19



The ladder starts from the word Go, makes its way to Edinburgh, and returns to Go. The 83 is just there for decoration.

Black not so much raps White's knuckles as gives him a slap in the belly. Black 1 is often called the 'belly tesuji' (for another example, see 'Tesuji flash') as it lands in the middle of White's group. Here it hits the vital spot