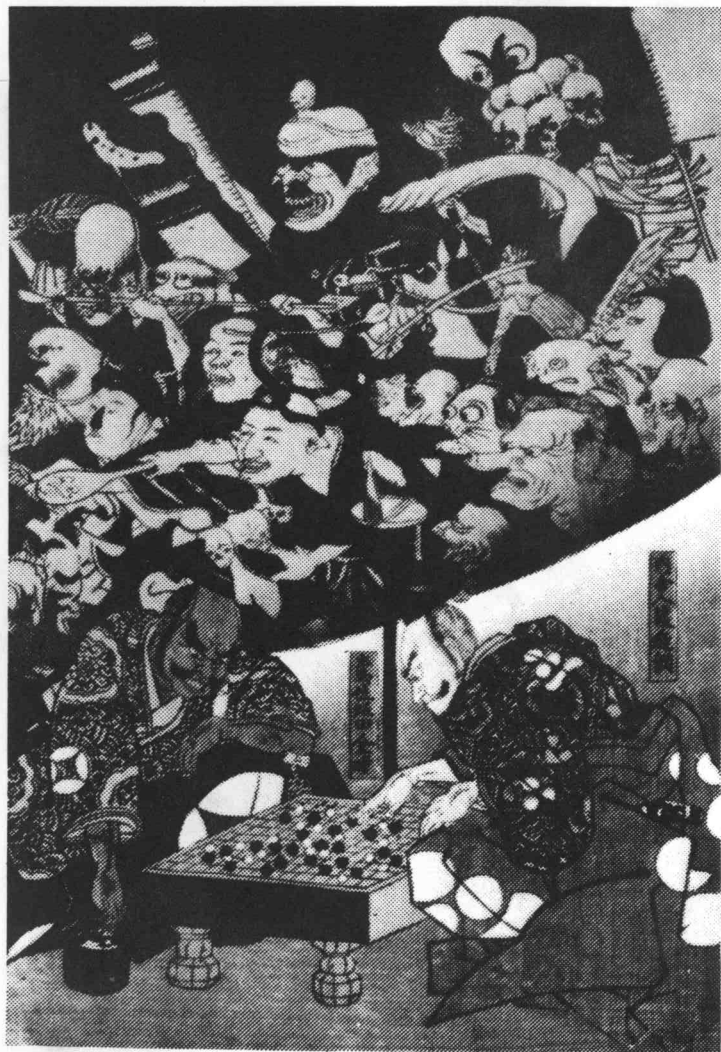


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BRITISH
GO
JOURNAL

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COVER: Centre panel of a triptych by Kuniyoshi. Two retainers of Minamoto Raiko play Go, as their sick master (in right hand panel) is beset by an apparition of monsters, goblins and phantoms.

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Copy date for the next issue is September 15th. All contributions are welcomed. They should preferably be typed, double-spaced and sent to the Editor, Ian Meiklejohn, 172 Strathyre Avenue, Norbury, London SW16. Tel 01-679 5853.

Include SAE if copy is to be returned.

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GLOSSARY OF TECHNICAL TERMS

AJI: Latent potential or threats.
ATARI: Immediate threat to capture.
GOTE: Not having, or surrendering the initiative - see SENTE).
HANE: To "bend round" an opponent's stone.
JOSEKI: A fixed (usually corner) sequence.
KAKARI: Approach move to a corner.
KIKASHI: A forcing move outside the main flow of the game.
MOYO: A large framework of potential territory.
SEKI: A stalemate between two adjacent eyeless groups unable to kill each other.
SENTE: Having or retaining the initiative (ie being on move - see GOTE).
SHIMARI: A corner enclosure.

Annual General Meeting

This year's AGM was held as usual during the British Congress, on April 13, at Worcester. About fifty members attended, which was a good turnout, considering that the bar was nearly 200 yards away.

As mentioned in the last BGJ, a large number of changes were proposed to the constitution, although the new version is in fact notably shorter. The most significant change was that of incorporating a method for index-linking BGA subscriptions. This generated a lot of discussion, but was eventually passed by a very handsome majority. The BGA council is now empowered to vary subscriptions in line with the RPI, with a five per cent leeway to ensure a round figure.

The reason for this change has only partially to do with sound finances. A number of AGM old hands had pointed out that each year the AGM tends to become bogged down in often sterile discussion about subscription levels, denying time for other, important business.

It was therefore suggested that instituting a mechanism for automatic adjustment of subs would deter the inevitable bar-room lawyer who throughout the year shows not a shred of interest in subscriptions, but at the AGM (after a pint or two at the bar) is suddenly fired with crusading zeal to knock 50p off the Committee's proposal.

The original proposals on subscription rates for 1986 also went through, so they are as follows:

Club member	£5.00
Unattached	£6.50
Overseas	£7.00
Student	£3.00

Another change which came in on an amendment is that the reference to a minimum number of registered players in a club has been deleted.

The AGM also saw the (unopposed) election of a new Committee - now known as the Council. Last year's President, Richard Granville, decided not to stand for the re-election, and has been replaced by Norman Tobin.

Jeff Ansell was re-elected as Treasurer, but his tragic death while playing at Amsterdam has robbed us of his services. His post has been temporarily filled by Andrew Macpherson. The full list of officers is as follows:

President: Norman Tobin
 Secretary: Tony Atkins
 Treasurer (acting): Andrew Macpherson
 Other Council members are: Mike Harvey (Membership Secretary); Mark Cumper (Tournament Co-ordinator); France Ellul, and Justine Lattimer. Mo Amin was re-elected as Auditor.

The AGM is also the time for balancing the books, and the current state of the purse is revealed below. As can be seen, we are neither insolvent, nor yet very flush.

The accounts clearly reveal how important membership subscriptions are to us, and the importance of stemming the drop in numbers. So come on club secretaries, do your stuff!

FIXED ASSETS

Equipment less depreciation 736.08

CURRENT ASSETS

Cash	74.68
Current Account	221.39
Deposit Account	300.99
Giro Account	100.00
Debtors	101.02
Stock (books etc)	3136.97

CURRENT LIABILITIES

Advance 1985 subscriptions	475.00
Corporation Tax	22.88
Sundry Creditors	33.65

NET ASSETS

4139.60

INCOME AND EXPENDITURE ACCOUNT FOR THE YEAR ENDED 31 DECEMBER 1984

	<u>1984</u>	<u>1983</u>	<u>1985 Budget</u>
Surplus on Sales	613.57	920.65	650
Subscriptions	2008.00	2047.00	2000
Bank Interest	76.05	80.64	60
BGJ Advertisements	30.00	40.00	80
Tournaments & Levies	862.20	194.07	800
Overprovision for Corporation Tax	0.00	29.42	
	<hr/>	<hr/>	
	3589.82	3311.78	
EXPENDITURE			
British Go Journal	1312.78	1275.22	1800
Publicity (net of £32.60 sales)	391.15	630.86	400
Travel	300.55	209.32	300
Postage & Stationery	243.59	183.70	260
Affiliation fees	178.76	124.50	190
Schools	176.50	43.20	150
BGA Newsletter	165.17	212.48	200
Depreciation	145.79	181.44	160
Printing	81.37	290.27	100
Telephone	25.65	38.96	30
Corporation Tax	22.80	25.60	20
Sundry Expenses	8.00	27.92	10
European Go Congress Deficit	0.00	939.69	
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	-3052.11	-4183.16	-3620

MEMBERSHIP OF THE BRITISH GO ASSOCIATION

	<u>1985</u>	<u>1984</u>	<u>1983</u>	<u>1982</u>	<u>1981</u>	<u>1980</u>
No. of clubs	39	39	48	51	61	61
Club junior	-	-	-	-	-	63
Club student	67	122	124	158	196	138
Club full	289	323	361	367	374	397
Unattached junior	-	-	-	-	16	3
Unattached full	42	67	44	85	77	86
Overseas	10	11	12	20	16	16
Total	408	523	541	630	679	703

The total for 1985 is not complete. Last year 70 people joined the BGA between mid-April and October, so the actual figure will be nearer 500, but is still likely to be down on last year.

Spot the move – Problems

Here are another three problems proposed by Richard Granville to allow you to compare your skill with that of our panel of experts.

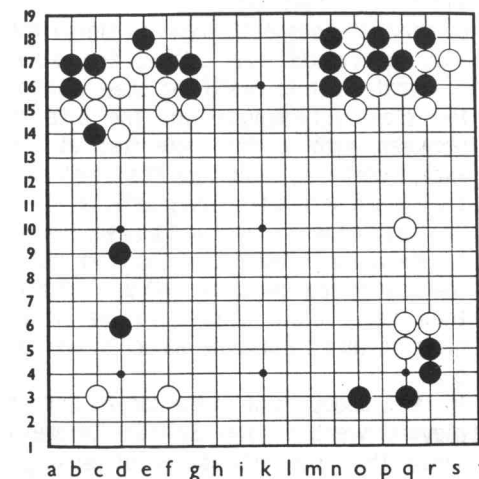
Look at the positions below, and work out where you would play next. Don't just glance at them and let your water pick a move at random. Instead, try and analyse what is happening over the whole board, decide on the most important area, then look for the best local move. You'll find the effort well worth it.

The two readers whose replies most closely match the suggestions of our panel of top dan players will win £5 token for the BGA bookshop.

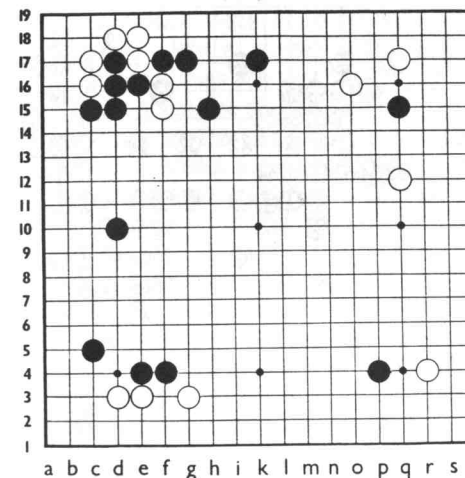
Send your answers to Richard at: 1 Fraser Close, Malvern, Worcs WR14 3QG. Good luck!

(Answers to the last competition are on page 26.)

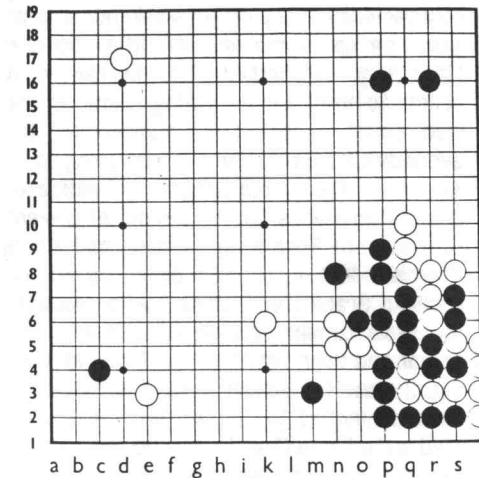
Problem 2. Black to play.



Problem 1. White to play.



Problem 3. Black to play.



British Congress

by Matthew Macfadyen

The British Congress in Worcester followed many of the honoured traditions of this most traditional of British Go events - lightning games on Friday evening, the desperate rush to finish the AGM before the bar closes, the other desperate rush to reach the station after the closing ceremony, all the bits in between with no desperate rush at all, except perhaps to get back from walks by the Severn before the rain starts.

One feature which will not be repeated in future years is the bit of the AGM where the committee (oops, council) sit and bite their nails while waiting to see if the meeting sets a workable subscription (see p.3).

In 1976 about 19 of of the top 20 British players went to the British Congress. Since then the attendance of stronger players seems steadily to have declined. This year none of our 5-dans or 4-dans were present, and there were only two 3-dans (one of whom, Francis Roads has subsequently demoted himself!).

This may be the price to pay for having tournaments every other weekend, or may just be a symptom of the general flaccidity of British Go. Certainly it seems to point a questioning finger at the 'dan count' - the only number on the secretary's report which keeps going up.

As to the tournament. Candidates qualifying places for 4 wins out of 6 went to Alastair Thompson (1-dan) and Chris Kirkham (1-kyu). Ex-BGA president Richard Granville (3-dan), had a respectable tournament scoring 4/6, losing only to me and John Smith, one of our strongest 2-dans (no longer - he has since his been promoted to 3-dan). With 4/6 John tied with Brian Chandler to be the best of the six nidans present.

Further down the rankings, five bottles of

perry for scoring 5/6 went to: I. Hopping of Stevenage (20-kyu), I. Docherty of Crewe (17-kyu), and C. Wright of Nottingham (4-kyu).

And I almost forgot, I won lots and lots of bottles of perry for scoring 6/6.

No brakes

In many games of Go both players are more or less in control of what is going on. More often, one player takes charge while the other is dragged around the board. Just occasionally, both players lose control simultaneously, and the game itself takes over in a headlong downhill rush, while the players merely try to hang on.

The spectators in this game from the British Congress in Worcester were Tim Hazelden, who put the black stones down, and Jim Clare, who captured them.

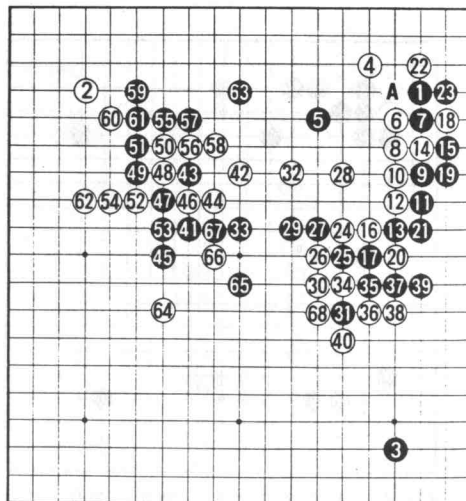


Fig. 1 (1 - 68)

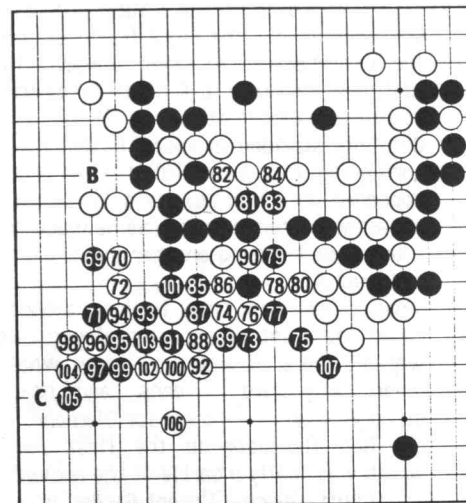


Fig. 2 (69 - 107)

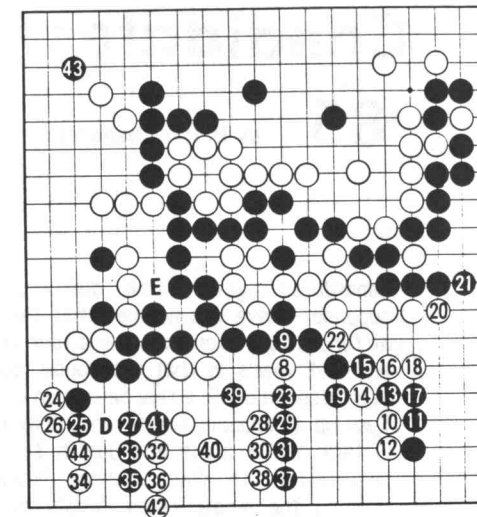


Fig. 3. (108 - 144)

Black 5: An amusing play, though it would make more sense to play 7 at 'A', then cut.

White 32: Should probably play 34 - 40, but Black should certainly not answer with 33. He can push at 68 to save his stone, 31, in sente.

Black 45: Connects up but in bad shape. The proper move is to connect at 67, then if White pushes and cuts, his cutting stones are short of liberties, so Black should be able to manage.

White 52, 54: The game is taking control.

Black 55: Probably better simply to play 61. White will still play 56, and then Black doesn't lose a move protecting at 59.

White 68: Very prudent.

Black 71: Should play at 72. Of course White can cut, but his cutting group is short of liberties, so Black 'B' is possible.

Black 75: Too thin. White's cut with 76 - 80 is severe.

Black 99: Black has escaped, but White gets a large side.

Black 107: This would be a good time to play 'C'.

White 110: Dangerous - his group on the side is not secure.

White 112: Overplay. This stone gets killed almost immediately, as White has to play 118 - 122 to get eyes. Suddenly Black gets a large corner and a playable position.

White 134: Very good. This play re-opens the attack on the Black centre group while helping the White stones on the side.

Black 143: Must be at 144. Then if White secures the top corner the game is close.

White 144: Devastating - now White can steal eyes with 'D' or 'E', so Black's 26 stone group is dead. Black played on for a few more moves then resigned.

This game illustrates how weak groups drastically cramp your freedom of play. Both players make big gains by punishing indiscrete play near a weak group (75 and 112). And Black's final failure to strengthen a weak group is fatal.

Candidates

'85 by Brian Chandler

Candidates again. Same old crowd I suppose - have you noticed that the only difference between this year's tournament and last year's is that everybody looks a year older (modulo a few beards on or off). Turn up at Francis Roads' on Friday night (THANK YOU Francis and Judith for your hospitality) to find Richard Granville sharing the music room. Who's entered then eh? Will Andrew Daly be there? Frank May? Quentin Mills? The latest up-and-coming shodan (who he - Ed). John Who? Jon Diamond? Didn't he used to be British champion in the days of Goddard and Prescott (who they - Ed).

Name

J. Diamond	6d	x 1 1 - - 1 - - - 1 - - - 1 - - - 1 - - -	6	19	1st
R. Granville	3d	0 x - 1 1 - 1 - - - 1 - - - 1 - - - 1 - - -	5	23	2nd
John Smith	2d	0 - x - 0 - - - 1 1 1 1 - - - - - - - - - - - -	4	23	3rd
B. Chandler	2d	- 0 - x 1 1 1 - - - 0 - - - - 1 - - - - - - - - -	4	22	4th=
A. Thompson	1d	- 0 1 0 x - - - 1 - - - 1 - - - - - - - 1 - - -	4	22	4th=
T. Hazelden	2d	0 - - 0 - x - - - 1 - - - 1 1 - - - 1 - - - 1 - - -	4	19	6th
Neil Symes	1d	- 0 - 0 - - x - - - 1 1 - - - 1 - - - 1 - - - 1 - - -	4	18	7th
Bill Brakes	1d	- - - - - x - 0 1 0 - 1 1 - - - 1 - - - 1 - - -	4	17	8th
John Hobson	1d	- - 0 - 0 - - x 1 - - - - - - 1 - 1 - - 1 - - 1 - -	4	16	9th
S. P-Freeman	1k	0 - 0 - - - 1 0 x - - 1 - - - 1 - - - - - - - - -	3	23	10th
Martin Lerner	1d	- - 0 1 - 0 - 0 - - x - - 1 1 - - - - - - - - - - -	3	22	11th
C. Stevenson	2d	- 0 0 - - - 0 1 - - - x - - 1 - - - - - - 1 - - -	3	21	12th
Brian Ellis	1k	- - - - 0 - 0 - - 0 - - x - - 1 - 1 - - - 1 - - - 1 - -	3	15	13th
James Bond	1k	- - - - - 0 - - - - x 1 - 0 0 1 - - 1 - - - - - - -	3	14	14th=
Alan Thornton	1k	- - - - - 0 - - 0 - - 0 x - - 1 - - 1 1 - - - - - - -	3	14	14th=
Walter Gregory	2d	- - - - 0 - - - 0 0 - - - x - 1 - - - - 1 1 - - - - - -	3	13	16th
Francis Roads	3d	0 - - 0 - 0 - - - - 0 1 - - x - - 1 - - - - - - -	2	22	17th
Chris Kirkham	1k	- - - - - 0 - 0 0 - - 1 - 0 - x - 1 - - - - - - -	2	19	18th
Mark Cumper	1d	- 0 - - - - - - - - - 0 0 0 - - x 1 1 - - - - - - -	2	18	19th
T. Warburton	1k	- - - - - 0 0 - - - - - 0 0 x 1 - - 1 - - - - - - -	2	14	20th
Mo Amin	1d	- - - - 0 - - - - - - - 0 - 0 0 x 1 - 1 - - - - - - -	2	11	21st
Bob Thompson	1d	0 - - - 0 - - - - - 0 0 - - - - 0 x - 1 - - - - - - -	1	18	22nd
Andy Benyon	2k	- - - - - 0 - 0 - - 0 - 0 0 - - - - x 1 - - - - - - -	1	17	23rd
Sue Patterson	2k	- - - - - 0 - 0 - - 0 0 0 0 x - - - - - - - - - - - -	0	12	24th

Fit brain in fit body - try running up the stairs of Covent Garden tube station if you want to get the right frame of mind for a tournament. At least it wasn't like last year, arriving to find they'd actually started the clocks at ten.

Got Tim Hazelden in Round 1, which was hard going until a handful of weak groups appeared (his, that is). He didn't seem to know the L-group is dead, as he made one. I know, so I played another move just to make sure!

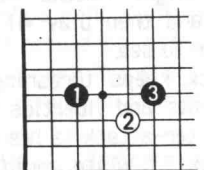
When there was time to look around I could see a lot of stronger players who weren't there - well you know what I mean. Only two 3 dans, and no-one stronger than that except for Diamond. He got Bob Thompson in the first round, which was really a battle of the ancients. Usual butty lunch - Covent Garden is good for that, if a bit pricey. Then lost to Martin Lerner, incidentally producing the most anomolous result of the tournament, in the sense of being furthest from the diagonal of the cross-table (on the wrong side).

A few of the missing players and Frank May's dog were to be seen later on, mostly with good explanations for their absence. (Someone forget to send out invitations to the 2-dans and above - Ed!). It also became clear that Richard Granville was only playing 'for practice', since he'll be in Japan at the time of the Challengers. What with Terry Stacey threatening to become a father at an inconvenient juncture, there were good chances for of a place for 2-dans or even a keen shodan or so. There hasn't been a shodan in the Challengers league since the very first one in 1975, so rather sadly really, standards do seem to be slipping. Round 3, and I'm drawn against Francis Roads. Do I respect my host and lose? Well, I almost did. Have not forgotten, though Francis claims he has, Round 6 of the 1984 New Year tournament, when he attacked me with the no-space high pincer in Dia. 1, muttering a quote from the book about how easily White can go wrong.

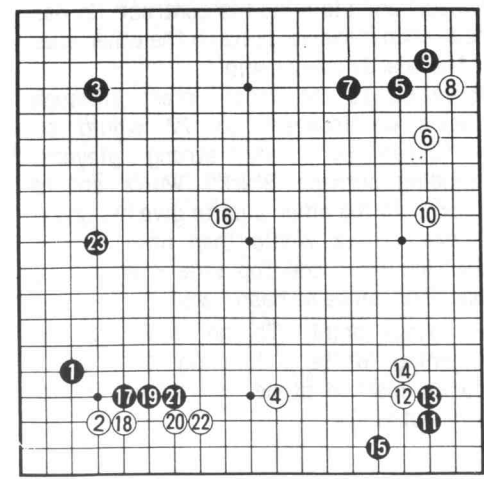
Formulated master plan which almost materialised. See Dia. 2: the key move in the plan is 4, but first I have to make the ladder work (see Ishida's Dictionary of Joseki Vol. 1 p. 226). Amazingly, by 16 it does, so of course 17 presses and the plan is blown.

I played the knee-jerk reply at 18, and the more or less joseki sequence to 23 followed. With the benefit of hindsight, however, and a word or two from A. Strong-Player, I see what a loony move 18 is. The White stones at 4 and 16 mean the area is under my influence, and I should just push through and cut. After the 'windmill' joseki of Dia. 3, or something similar, I've got a fair fight on my hands. In the actual game Francis pulled comfortably ahead, and it was only to be regretted (by him) that he neglected to ensure two eyes for one of his large groups later on. Oh, I almost forgot the master plan. If he had for example passed on move 17, the sequence to 81 in Dia. 4

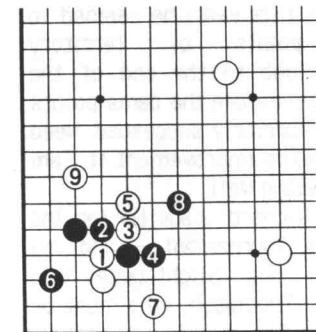
Dia. 1



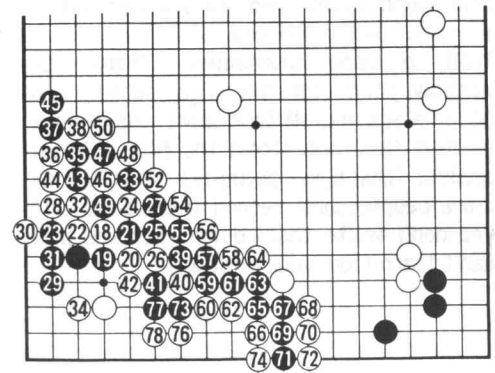
Dia. 2



Dia. 3



Dia. 4



just might have happened (one lives in hope).

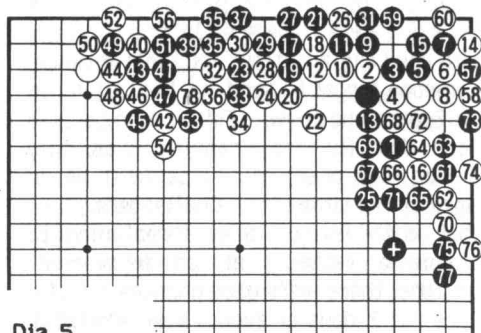
Round 4 produced an amusing sequence which actually happened in the game between James Bond and Bill Brakes. Fortunately the critical moves - 1 to 79 in Dia. 5 - have been reconstructed for posterity by A.S.MacP. Black 18 is superfluous, there is no need to jump out as he is already alive. But this starts a marathon crawl in which he just fails to wriggle out. Amazingly, the end result is approximately even, since although Black has captured the White group on the right, White has massive thickness in compensation and went on to win.

Bank Holiday Monday. Good weather again, unfortunately, since it brings out the most tuneless aspirants to street entertainment. Neil Symes in Round 5 - a historical player like myself, but who doesn't seem to play quite the moves he used to.

Once again (we met at the excellent British Congress this year) he seemed to have more points of territory uncomfortably close to the end of the game. Tried to win before the dame points were filled, and narrowly succeeded. Need a lot of luck or some improvement if I am going to keep beating Neil.

Last round, and Richard Granville for the fifth successive tournament - and my fifth successive loss. Slight upset this round as Alistair Thompson, who must be the emerging shodan mentioned earlier, beat John Smith and earned himself a place in the Challengers.

Well, a good tournament. Thanks to Andrew Grant for his organisation, and hope to see you all (and more) again next year. A final note from the BGA official analyst (that's me actually). What a pity more people don't record their games. If you don't write them down you (and me) can't learn from your mistakes.



Dia. 5.

For the benefit of DFK's, who might feel tempted to emulate this swash-buckling sequence, a few words of comment:

As Brian notes, 17 is unusual, but may be playable because of the marked stone. After 18 - 24 Black's top group should be considered alive and out into the open.

White 26 is a waste of a ko threat, but provokes an immediate blunder (Black should just capture this stone) since 27 allows White to push and cut.

Black's position now collapses. White 40 is a slight mistake - he should throw in at 55 and then play 41 when the truth is plain to see.

Black keeps thrashing around losing ko threats and liberties until he realises a counter-attack is his only chance. After Black 57 White could calmly play 65 or thereabouts, making his group safe (at least safe enough to easily win any semeai) and claiming his contract. He has made such massive gains on the other side of the board he must win.

White 62 is the final error, although Black's continuation to 77 would be overlooked by many strong players, including perhaps Black? White should block from the other side to give his group an eye. Black would then have to fill liberties from the top side - which he cannot do, since he hasn't any!

One final point. To go back to the beginning, White 3 is risky because of Black's marked stone. He should simply slide out to 64.

A key game from the final round of the Candidates - whoever won would have a good chance of reaching the Challengers League. Commentary by M. Macfadyen.

Black: Neil Symes 1 dan
White: C. Stevenson 2 dan

Black plays the Chinese fuseki (opening) of 1, 3, 5, and the sequence to White 22 is fairly orthodox. Black 23 is strange shape, though it does have the merit of undermining White's eyeshape.

White 24: feels like a bit of an overplay. The danger is that he may get two weak groups in the same part of the board. More usual would be 50 or 64.

Black 31: A standard tesuji, undermining the White group, but it might have been better to come out at 38 first. With 38 White gets some sort of counter attack started.

White 62: Bad shape, making an empty triangle; the bamboo joint (playing one point below 58) would be better. 62 loses any shred of meaning when White plays 64, which should be atari to the left of 61.

Black 71: Remarkable, but bad. He is trying to get some forcing moves in (75, 77, 79) so as to be able to continue the attack, but the main effect of these plays is to secure White's corner absolutely. Later on when Black gets cut off in this area he dies easily due to these crude plays.

Black 83, 85: Takes advantage of White's earlier overplay - now with three weak groups on the right White has to sacrifice one of them.

White 114, 116: Very good - White refuses to answer Black's intended forcing play and begins an attack on the left.

Black 117, 119: Black must have misread something here - these moves do not work.

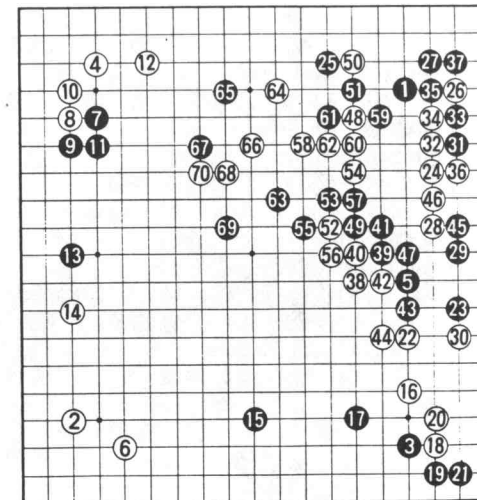
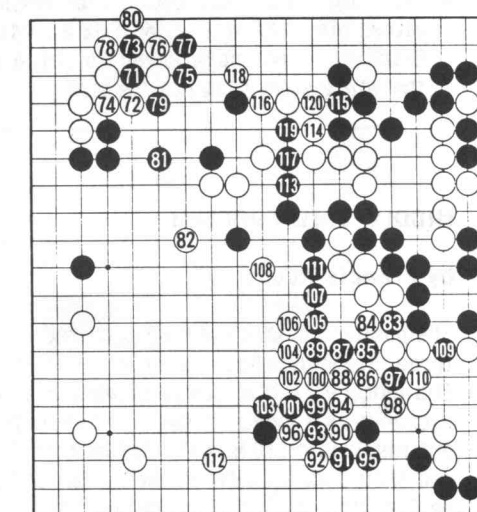


Fig. 1 (1 - 70)

Fig. 2 (71 - 120)



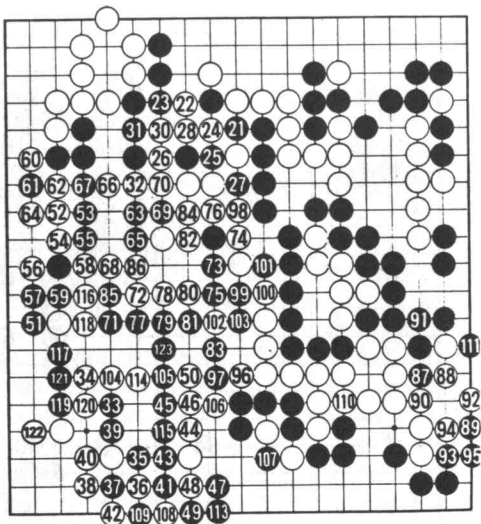
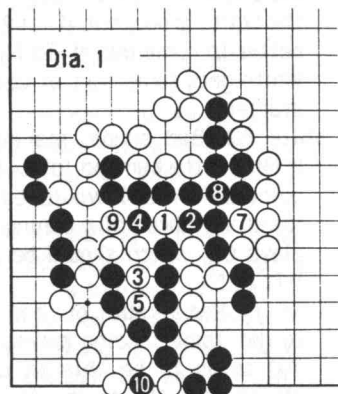


Fig. 3 (121 - 223)

112 at 108

Black 123: Now that he has got this far it might be better to play 124, letting White capture the side with 123 (Black has got plenty of territory) in exchange for power in the centre.

White 136 - 142: Too docile. He should either play 140 at 142, or 142 at 143. Black must not be allowed to cut off the White stone (112) on the side.



White 152: Very sharp, and White's last chance - but almost too late. It would have been better to play 144 at this point.

Up to 186 White successfully cuts off and kills the entire upper Black group. However his own lower right group, which is bigger, gets cut off itself. The moves from 188 to 194 merely waste ko threats.

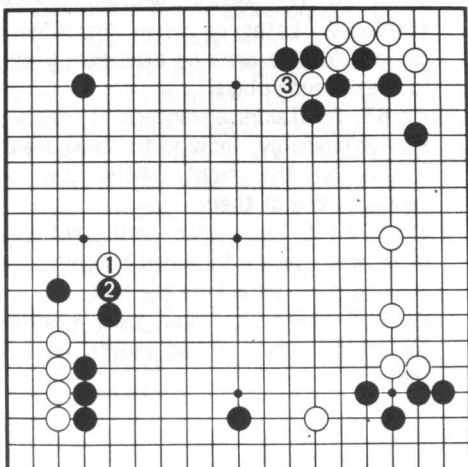
Black 217 and 219: Reckless - he neither needs, nor is able to live on the left - and give Black very bad aji in the centre. Dia. 1 shows the problem, and also why Black 223 effectively sealed the game. The sequence to 10 produces an enormous ko.

MIDDLE-GAME PROBLEM

by Francis Roads

The position in this diagram occurred in a three stone handicap game in NOT the Challengers League. White plays the 1-2 exchange as a ladder break, and then pulls out his ladder stone with 3. Black could, and should have captured the ladder stone earlier. What should Black do now?

Answer on p. 29.



Schools Championship

This year the British School Team Championships, sponsored by Equity & Law PLC, was held on March 10th at Furze Platt Comprehensive in Maidenhead. The 24 players in the four round tournament were hard at it till 6.15 in the evening, although there was never any doubt as to who was going to claim the Castledine Trophy and the BGA prize.

As the results table shows, the Furze Platt 'A' team of Simon Carter, Leigh Rutland and Benedict Prynne steamrollered the opposition and won all of its games to retain the trophy for a second year.

However Go teaches us that we cannot all be winners, and an enjoyable day was, as they say, had by all. The tournament was enlivened by visiting dan players, including the British champion Matthew Macfadyen, and Francis Roads, himself a teacher (there to help with discipline?). There was also a book shop, refreshments (a Very Important Factor), and a friendly atmosphere generated by the doyen of schools Go, France Ellul, his teams and various helpers.

The whole event was very capably organised by France, who has put a tremendous amount of work into fostering Go in his school, organising the club, promoting the game, taking pupils to tournaments, and so on. He deserves our thanks for his largely unsung efforts. It

British Schools Team Championships

	Wins	Losses	Games
Furze Platt 'A'	4	0	12 0
Woodroffe	3	1	6 6
Furze Platt 'D'	2	2	7 5
Luton Vith	2	2	6 6
St Dunstans 'A'	2	2	5 7
Furze Platt 'C'	2	2	5 7
St Dunstans 'B'	1	3	3 9
Furze Platt 'B'	0	4	4 8



L to R: Leigh Rutland, Simon Carter, Benedict Prynne.

was certainly a pleasure to see so many young players for once, especially the female ones!

The prizes were awarded by Mr Bruce James on behalf of the sponsors, who also deserve recognition and our thanks for their continuing support.



Above: Nicola Oswald (left) chews over a fight. Below: Francis Roads looks on benignly as Michael Carr (right) tries to psych out Graham Hodson.



The following game was played during the Schools Championship. The helpful comments are by Francis Roads.

Black: S. Loft 22 kyu (Furze Platt D)

White: D. Banerjee 24 kyu (St. Dunstans B)

White 2, 4 and 6 show a disregard for classical opening theory (corners, side then centre is the usual order of play in the opening). Black might just as well play 7 in an empty corner.

White 14: White is still playing in the centre and ignoring for the time being the chance to make territory along the edge and in the corner. This being so, 14 might as well be at 'A', since it takes away a Black liberty. This would also be the natural point for Black 15, threatening to separate 14 from 10 and 12. White's strength in the centre might be useful in later fighting, but the trouble is that it faces two very strong Black stones, 1 and 3.

Black 15: Not good, he must expect White to push in at 16.

Black 21: Another poor defense, leaving the fatal gap at 22. White connects at 23 with 30 and the sequence up to 32 is a disaster for Black, all caused by his poor move at 15.

White 32: After this move Black must play again on the lower side (best would be 'B'), since if White attacks at 'C' Black will have trouble living. He can come out at 'D', but then White can use 2 and 4 very effectively as part of his attack.

Black 33 to 37: This manoeuvre, known as the "ni-dan hane" in Japanese (meaning 'two-step hane') is often skilful. But here Black has not thought out the consequences. 33 ends up on a very poor point as it is jammed right up against very strong White stones.

Black 45: Not necessary. Perhaps Black is confusing the situation with the joseki shown in Dia. 1. A better move would be an extension to around 'F', since it

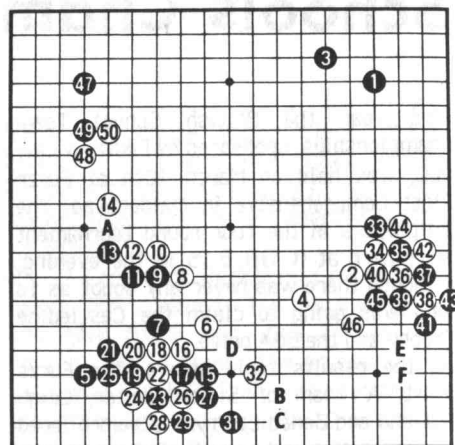


Fig. 1 (1 - 50)

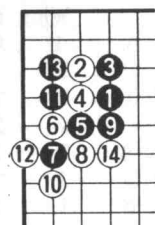
strengthens the stones and makes territory.

White 46: Does not achieve very much. It threatens an attack at 'E' - this won't kill Black's group but makes territory in the corner, especially if White can bring himself to attack at 'C'.

Black 47: The wrong place. 'B' is still the most urgent point to strengthen his weak group. Up to 54 White's strategy is consistent with his policy of developing strength in the centre.

White 58: If White is to play here at all, the normal move is 73. But more urgent is 72, which prevents Black from playing there - at the head of two stones. There is a well known proverb that advises you to play at the head of

Dia. 1



two stones whenever possible, it is such a good move. The reason is that it usually puts your opponent's stones into acute shortage of liberties. Another possible move for White, though more ambitious, is at 85. (Note that Black 53 and 55 are not a two-stone group, since they are connected to 47).

Black 59: If he wants to play away from the top left corner, then 'B' in Fig. 1 is still more urgent than this move, which does however have the slight advantage of holding out hope of a rescue by playing 'G'.

Black 69: An overplay. This move does not work, since White could have captured it in a ladder by playing at 71.

Black 73-85: Black achieves almost nothing with this sequence. 85 is a good move, however, and now White in turn plays some pointless moves with 86 and 88. He has to go back to 90 to avoid losing some stones. 91 and 92 are also unnecessary.

White 94-96: White captures a stone, but so what? He has bigger fish to fry. For example he could invade the top side with 'H', or attack the lower edge Black group.

Black 97: Presumably this empty triangle move is meant to make eyes. Why he suddenly needs to make eyes now I don't know, but a jump down to 100 would make better shape and more territory. (Anybody who doesn't know what an empty triangle is should ask a stronger player at their club to explain why it is bad, or read Francis' article "What is Good Shape" in British Go Journal No. 62. Ed.)

White 100-120: A disaster for White. 100 is terrible because Black can, and does, cut it off from the outside (always check that you can keep your stones connected). White then makes the mistake of playing good stones after bad, increasing his loss. He ends up with a big dead corner, and what's

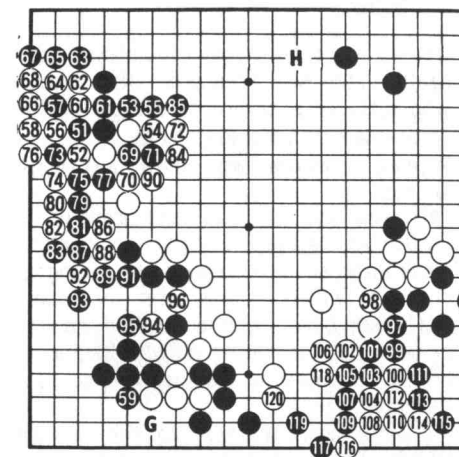


Fig. 2 (51 - 120)

more, lets Black connect up his lower edge group that ought to have been captured. The result is that Black has four large corners, and White's strength in the centre is insufficient compensation. Black eventually won by 29 points.

Advice to both players:

1. Make sure you have a good reason for each move you make. This game is full of vague-looking moves.
2. Don't play moves of small value when larger ones are available elsewhere.
3. Watch out for weak groups. Protect your own and give your opponent's no mercy.

Advice to White:

4. Learn to spot and read out ladders (see move 70).
5. If you open with moves in the centre, make sure you know how to use them properly. Takemiya, a Japanese 9-dan professional wins games with a centre strategy. But can you?
6. Don't make a dead group bigger. Instead, try and find a way to make it into a useful sacrifice.

News

We regret greatly to have to announce the death of the BGA Treasurer, Jeff Ansell, who suffered a severe stroke during the Amsterdam Go Congress, in May.

Richard Granville, who knew Jeff well, writes:

Jeff was born in 1920, and grew up in London. At the age of eight he displayed an early interest in board games by taking up chess, at which he was later to become the London Boys Champion. During the war he served in the RAF as a Radar Mechanic, and while there he also learned to play bridge.

In 1954, upon transfer to the Foreign Office, he moved to Gloucestershire, where he lived until his death. Although he still played chess, he began to play bridge more regularly, and reached a respectable county standard.

It was in the late 60's that Jeff discovered Go, although at first he was not a regular player. From about 1975, however, it became Jeff's preferred game. I first met Jeff at the bridge table in the early 70's, and I know that we played against each other in a match in 1977. But this was before I had taken up Go, so I did not realise we were to share another interest.

In February 1979 I turned up at the Cheltenham Go Club. I played only one game - against Jeff. He was quite content to play a beginner. He gave me 9 stones, won by over 50 points, and discussed the game with me for a while afterwards.

Soon after this I started playing Go regularly at the club, but in addition, Jeff invited me to play Go with him at his house during many weekends in that year. It was partly due to Jeff's encouragement that I was able to improve to 3 kyu within 9 months.

Jeff himself never progressed much beyond 2-kyu. But that did not stop him from enjoying the game greatly. He was

particularly keen to combine Go with a holiday, and played in the last four European Congresses.

When I took over the BGA presidency in 1983 one of my first tasks was to find a new Treasurer immediately. The Committee agreed with my recommendation that Jeff should be invited to take up the post, and I was delighted when Jeff accepted.

In fact, Jeff had virtually no experience of accountancy, and he admitted to me that he found the job difficult during his first year. However he was willing to seek the advice of others, and was able to produce a satisfactory set of accounts for the BGA.

In his second year as Treasurer he found the job easier, and I feel certain that his untimely death has robbed the BGA not only of a good friend, but of many years of service.

I am sure everyone who knew Jeff would like to join me and extend our sympathy to Jeff's widow, Myra, and daughter, Kate.

Cambridge

Fifty-nine people braved the bicycles at this year's Trigantius tournament in Cambridge on March 16th.

The trophy for this tournament has had a stable home for the last three years on Terry Stacey's mantelpiece. But this time he was beaten in round three by Jim Barty, who thus claimed it as his own. Others with 3/3 were: B. Ellis, 1 kyu from Hemel Hempstead; A. Thornton, 3 kyu, from Reading; A. Jones, 15 kyu from Cambridge; and R. Taillefer, 15 kyu, also from Cambridge.

Bracknell

In the absence of any of the big guns, this year's Bracknell tournament was won by 2-dan John Clare. He avoided his only real

threat, Francis Roads, since Francis contrived to lose to shodan Mark Cumper in the first round.

Attendance was down from 72 to 57, but there was still a healthy contingent of higher-kyu players.

Other players with three wins were: A Williamson, 5-kyu, unattached; A Martin, 6-kyu, from Central London; S Atwell, 7 kyu, from Bristol; K Koskuba, 12-kyu, unattached; and A Tripp, 17-kyu, Three Counties.

Challengers

Yet again Terry Stacey has won the right to challenge Matthew Macfadyen for the British Championship. In this year's Challengers he won all his games, although he had a narrow escape against former 10-times champion, John Diamond. John had come out of semi-retirement to get some practice for the forthcoming European Championships. In the eagerly-awaited clash it looked for a long time as if John would capture a large group of Terry's. However to Terry's own surprise it wriggled itself alive, destroying John's territory in the process.

The real surprise of the tournament was runner-up, 2-dan John Smith, who beat John Diamond and previous contender, Jim Barty on the way to winning 6/7 and second place.

The rest of the results went much as expected, although Tim Hazelden's score did not do justice to the number of winning positions he achieved.

A fuller report plus games from the Challengers will appear in the next issue.

Promotions

The grading committee has emerged from another secret session to announce the following promotions:

Brian Ellis breaks through to shodan, while Neil Symes gets the long-standing service medal of 2-dan. John Smith, arch-exponent of what one compatriot enviously described as the "rather squirmy Manchester School", gets promoted to the no-mans land of 3-dan, as does Quentin Mills, scourge of the Dutch 5-dans.



Two scenes from this year's Challengers (pictures by Harold Lee).

Above: Terry Stacey shields himself from the glare of publicity as John Diamond seems pleased with life.

Below: John already playing the yose against Tim Hazelden, as John Clare (centre) indulges in a spot of moustache twiddling and Richard Granville looks on.

		S	B	R	D	S	T	H	S	TOTAL	POSITION
Terry Stacey	5 dan	x	1	1	1	1	1	1	1	7	1st
Jim Barty	4-dan	0	x	1	0	0	1	1	1	4	4th
John Rickard	3-dan	0	0	x	0	0	1	1	1	3	5th
John Diamond	6-dan	0	1	1	x	0	1	1	1	5	3rd
John Smith	2-dan	0	1	1	1	x	1	1	1	6	2nd
A. Thompson	1-kyu	0	0	0	0	0	x	1	0	1	7th
Tim Hazelden	2-dan	0	0	0	0	0	0	x	0	0	8th
Neil Symes	1-dan	0	0	0	0	0	1	1	x	2	6th

World Amateur Championships

Jim Bates, 4-dan, finished 12th in this year's world amateur championships, held in Tokyo, in May. Jim, who was selected because Terry Stacey was unavailable, scored 4/7.

The tournament was won, once again, by China, in the person of Jian Hong Wang, described as a 6-dan (The Chinese make no distinction between amateur and professional grades).

Second was Ka Wui Chan from Hong Kong, who had played in a previous championship for China, before emigrating. He lost to his former compatriot in round 3 by 1.5 points.

The Japanese representative, Yazuro Kikuchi (7-dan) was third, with 5/7. The highest Western players were the American, Charles Huh, who came fifth, and France's Andre Moussa, sixth, both scoring 5/7. Moussa's result compares with that of Matthew Macfadyen who also scored 5/7 last year.

Jim Bates was in the group of players to finish on 4/7, including the Korean, Chul Jung Kim, and Germany's David Schoffel. A full report plus games will appear in the next issue.

Not the East Anglia

The organisers of the Ipswich/East Anglia tournament took fright when, with a week to go, they had only received seven entries, and decided to call it off. (There are some organisers who would regard seven people registering in advance as an unexpectedly large number!). Francis Roads thereupon bravely repeated his last-minute Not-the-Oxford feat and organised a 3-round Macmahon at London's Inter-Varsity Club on Sunday June 7th. He was rewarded with less favour, this time, only 26 turning up, but it was quite a successful little tournament nonetheless. He was ably assisted by Dave Strowlger who actually ran the tournament as Francis struggled to halt his slide back to shodan.

Winner when the dust had cleared was Piers Shepperson, with 3/3, who survived doubtful positions against your editor and Francis to beat Jim Barty in the final round.

Thames Valley League

The relatively large number of clubs in and around Berkshire has led to the formation of a Thames Valley Go League. It is being run on similar lines to the Northern League, but with several teams from each club allowed to take part. Matches are played in the evenings as well as weekends.

So far the Reading Royals have beaten the Bracknell Romans 3-1, and the Reading Rebels have beaten the Three Counties A team 3-1.

Future matches will involve the above three clubs plus Furze Platt.

Any other teams wanting to take part should contact Tony Atkins (address on inside cover).

Shogi magazine

The British Shogi Federation has brought out a free quarterly journal for its members, called 'Shoten'. It is designed to meet the need for a specifically British journal, since the existing English language magazine readers may have seen is an international publication.

Shogi remains a very minority interest as yet in Britain. But a number of Go players have been attracted to the game, which shares some of the terminology and Oriental appeal of Go.

The recently formed Federation is now the official ruling body for the game in Britain. It organises tournaments, including the British Championship, maintains grades (they have kyu and dan grades like Go), and generally promotes the game.

Membership costs £3.50. More information from its secretary, Vince West, at 5 Buckingham Court, Wiltshire Road, Wokingham, Berks.

NEWS FROM JAPAN

Cho Chikun has retained his Kisei title, beating Takemiya 4-3 after being 3-2 down. Kobayashi Koichi regained the Judan title, beating Otake 3-0. The Honinbo title match has just started, Takemiya leads the title holder, Rin, 2-1. The Meijin League is half way through, Kato is leading, with Otake and Kobayashi Koichi one point behind.

Any impression that the titles all get shared by the same few players is entirely well founded - the players mentioned in this paragraph consistently win about eight games out of ten against the average 9 dan. Europe may have grading problems but the Japanese professional grades are a shambles.

Kyu Diplomas

Club secretaries are reminded that the BGA operates an awards system for kyu players. Coloured diplomas are available to give to your members who have reached the strength of 25, 20, 15, 12, 6, and 3 kyu.

The diplomas, which are particularly suited to encouraging young players, can be awarded by club secretaries themselves, though the brown (3-kyu) diploma has to be sanctioned by a dan player. The criteria for the awards are on the back of each diploma.

Likewise, don't forget that the BGA now has 'starter packs', containing a 'facts about Go' leaflet, a list of clubs, a copy of the journal, and a small paper board with tiddly-wink stones for beginners to get playing.

These are normally sent out free of charge by Membership Secretary, Mike Harvey, to people enquiring about the game. However they could be useful for any special promotions your own club is staging. You can get your supply of free diplomas from the BGA book distributor, Stephanie Perks.

TOURNAMENT CALENDAR

July 20 - August 3: European Championship in Terschelling. Nine round Macmahon with first prize of £1,000 and a ticket to Japan. Five round weekend tournament on 27 and 28th. A variety of cheap accommodation may still be available. Contact Annebelle Bousquet, Rapenburg 47, 1011 Amsterdam. Tel. 020 241171 or 264874.

August 24 - 25: Dortmund. Contact Rudiger Ostermann, Kaiserstrasse 67, D 4600 Dortmund.

September 7 - 8: The Northern. Date is provisional, as is the venue of Manchester.

September 28: Wanstead. Contact Francis Roads.

September 28-29: Games Day, held at the New Horticultural Hall in London. An exhibition for games freaks, at which the BGA usually mounts a stall. Anyone interested in helping (get in free!) should contact one of the Council members.

October 12 - 13: 6th International Tournament La Chaux-de-Fonds. Contact Marcel Schweizer, Chappelle 12, CH 2300 La Chaux-de-Fonds.

October 27: Wessex. Contact Richard Granville, 1 Fraser Close, Malvern, Worcs. Tel 06845 67494.

November 9: Nottingham. No details as yet.

November 23 - 24: Edinburgh. Contact Jim Cook, 27 Marchburn Drive, Penicuik, Midlothian.

November 20 - 24: Hamburger Affensprung ("Monkey Jump"). Contact Stefan Budig, Bremerstrasse, 80, D 2000 Hamburg.

November 30 - December 1: 9th International Geneva Tournament. Contact Frederic Cadei, 17 Charles Giron, CH 1203 Geneva.

December 7 - 8: Black Bull Handicap Tournament and Teach-In at Leigh Sinton. Contact Richard Granville.

Letters

From Brian Timmins

The second article to appear in the journal on the shortcomings of male Go players prompts me to reply to the criticism that both women proffer: namely that the Go-man is a boring monomaniac.

Pooling our many other interests, the men at our club could discuss anything from Buxtehude to Bonaventure des Périers in a pub or at a party. But at a Go tournament one topic is all important, I want to lament the tenuki that lost a war, and play fair by listening to other Go-men's campaigns.

Go is a form of escapism as defensible as reading fiction. It takes one away from the sordid absurdities of simultaneous food mountains and famine.

Deference to other topics and to small-talk should not be sought at a tournament. For one precious weekend we want to maintain a fiction. To drag in other topics is as considerate as asking someone how they feel about the Common Market when they're in the middle of a good novel.

Men generally keep to this tacit view that go can peak into all-importance. Why not women? Soames Forsyte nutshelled it when he advised a younger man (too late to be of avail to himself) that "Women like to be talked to." Herein lies male superiority: sorry girls, we can answer that need, but don't share it.

To be fair, I'll point out before you do, that my wife plays Go. However at a tournament or on the way home from the local Go club there is only one imaginable topic of conversation!

From Jay Rastall.

I travelled from Kent to play in the recent Bracknell Tournament. I arrived in good time, since, having not entered in advance,

I was to be counted as a late entrant, with (according to advance publicity) either the possibility of a bye or a £1.50 surcharge. Eventually registration started. I wasn't the first to spot this, so there were other late entrants ahead of me on the list. Then it was explained that lunch might not be available for late entrants, so I wasn't given a ticket.

Having duly paid the entry fee and surcharge (no refund for no lunch), I played the first round and won. My reward - a lunch ticket - which nobody in the canteen wanted to see! After lunch I duly played round 2, reported my result, and even did byo-yomi for a neighbouring table. By now the gap between rounds had stretched to over an hour, only mitigated by the F.A. Cup Final on the TV in the bar.

Finally the draw for the 3rd round was announced, but my name was missing. Subsequent investigation showed that as 3rd and last late entrant, it was my turn for a bye. Fighting back my disappointment, I remembered the advance publicity - bye OR surcharge. I sought the organiser, claimed my £1.50 and left, disgruntled.

I don't think I'll bother next year.

As mentioned is a recent BGJ, 5000 Go sets are sold in Britain each year. Ignoring the theory that this is the work of someone with a peculiar fetish, we have been trying to trace this lost tribe of Go players.

This is the result of our investigations:
Steve Davis - thought to be a good Kyu player

Cyclops - became extinct due to tendency to form only one eye.

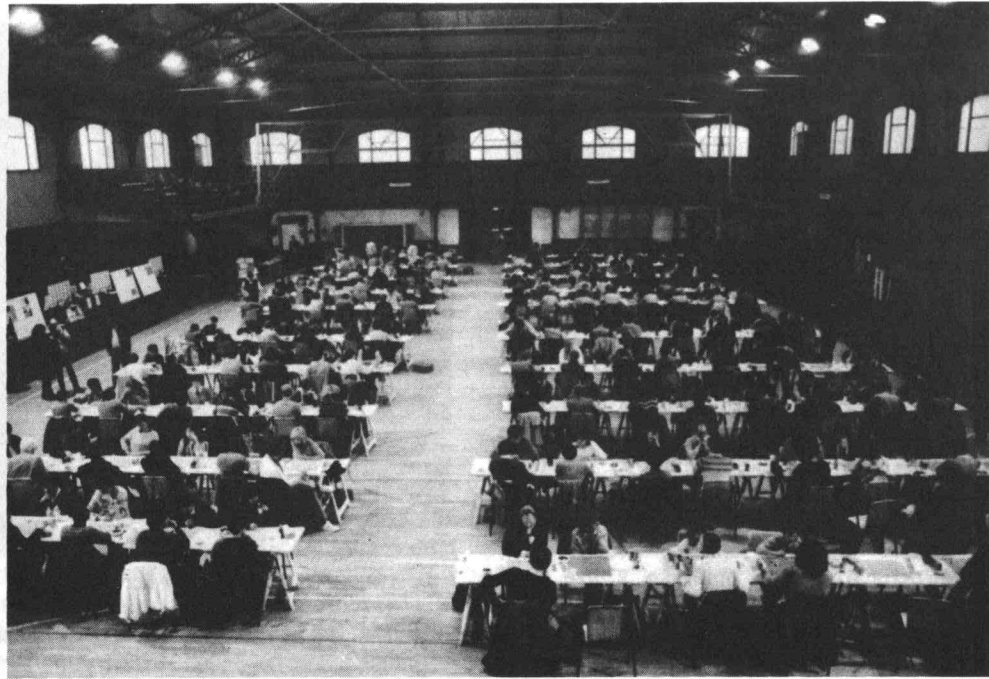
Rengo Starr - used to play Go in a group.

Ko Stark - keeps taking them off.

Captain Kirk - known for boldly Go-ing.

Desperate Dan - used to bite off too much, but still managed to eat it.

Harry Kiri



Springtime in Paris

by Ian Meiklejohn

I'll never understand why so few British players make the trip to play in Paris at Easter. After all, what better place is there to be at that time of the year?

This year - my fourth - I met a regular travelling companion, John Dawson, in the queue for the plane, which made the journey agreeable. Unfortunately it also meant I would need my sleep, as anyone who has shared a room with John knows, his snores would bring down the Walls of Jericho.

The new RER suburban line - very fast and clean - gets us into Paris from Charles de Gaulle, and we turn up at 10.30 p.m. at the Cafe Trait d'Union, where French Go players hang out - only to find it shut! Spasm of panic, relieved when a Go player hails us from the cafe across the street. Funny how you can always recognise a Go player at 50 paces in a darkened street.

Despite the usual problem - legions of unannounced Germans, French hospitality comes up trumps, and we set off for Francois Mizesseyn's flat (thank you Francois). But not before our first splendid French meal. Get to flat and discover to infinite relief John is in different room.

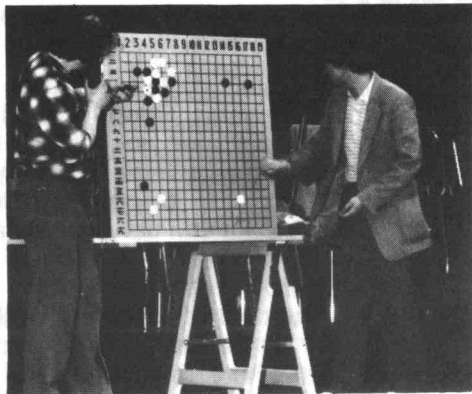
Next day, and the first round starts at 2 o'clock, so first we wander around soaking up cafe atmosphere and coffee. Had to keep pulling John out of patisseries. Get to tournament hall, and discover an enormous sea of tables. The attendance turns out to be 280, making Paris the largest tournament in Europe.

At the top plenty of heavyweights, including 6 dans Yoo and Lee (itinerant Koreans), ex-European champion, Kraszek, and 5 dan Moussa. Nine other Brits have braved La Manche - including Jim Barty

and Sue Patterson, Harold Lee, and Quentin Mills, who came on his bicycle!
Rounds 1 and 2 - drawn against two French 2-dans. and lack of practice shows as my positions crumble in byo-yomi. Well you can't win them all. A small army of helpers work hard to keep all 280 players fed and watered with tea/coffee/beer/juice and sandwiches au jambon/camembert/saucisson.

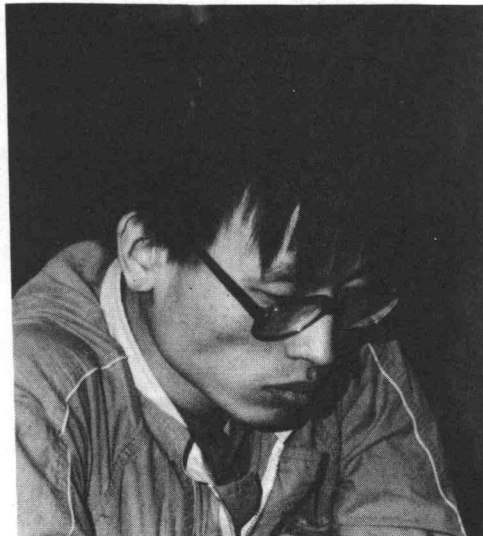
In the evening I break with tradition and play in the lightning tournament. Won all my games except against the other 2-dan, a Dutchman: 20 points ahead on the board, I passed, pressed my clock, and the flag fell! Leave tournament hall at midnight and stagger back, seeing go stones before the eyes.

Easter Sunday brings two wins, unfortunately one of them a bye - it seems my French opponent had trouble getting up - toujours la politesse. In round 3 Yoo wins clash of titans, beating his compatriot Lee in a game that had me thoroughly confused.



Moussa shows how he beat Yoo yet again (and demonstrates a joseki to avoid).

In the evening lead a gastronomic expedition around the 'Beaubourg' (Pompidou centre). Harold Lee causes a lot of trouble by demanding aubergine cheesecake wherever we go. (Sorry Harold)



Paris winner Chun Lee has now returned to Korea.

Monday, and two miraculous wins - one against a German 3-dan - qualify me for a chocolate chicken. The big money goes to London expatriot Chun Lee. In round 5 Yoo had lost to bete noire Moussa for a remarkable fourth time in a row. However Lee quashed Moussa's hopes in the last round, and ended with the best SOS of the three.

But the most sought after prize of all (except perhaps for Lee), was a free trip to Korea courtesy of Korean airlines and the Korean Go Federation. It was won by a boisterous young Dutch 1 kyu called Lutyens who had the skill to get his name picked out of the hat containing the nine players, 2 kyu and higher, who had won five games or more.

Monday evening and more gourmandising. The dapper Jean leads a party to the Brasserie du Nord where the Parisien chic guzzle salmon mousse and oysters. I'm glad I decided to return the next day. A free miniature of brandy from BCal enlivens the flight home. The chocolate chicken also survives the bustle at Charles de Gaulle, and is later discovered to be full of chocolate fish!

A dead giant

Black: Robert Rehm 5-dan
White: Quentin Mills 2-dan

Robert Rehm was not playing at his best in Paris, and in this game he didn't really seem to be straining to win until too late. However, that should not detract from Quentin's efforts.

Up to 46 both players follow a consistent strategy. Black takes four corners, while White gets a side and influence. If anything, the slightly inefficient shape of White's upper group gives Black the edge.

At 57 Rehm tries to finish the game off quickly. But 58 is a vigorous reply and things get tricky.

In the ensuing fight White succeeds in cutting off Black's centre group, but it is not clear what he intended to do if 85 had been at 86.

White 90 and 92 are very sharp, and although Black thrashes around furiously he is unable to extricate his stones.

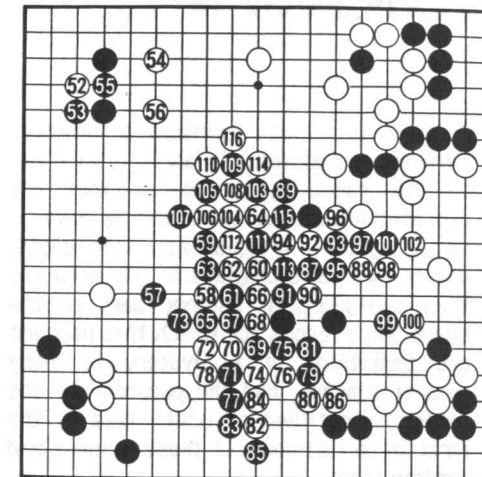


Fig. 2 (52 - 118)
117 at 111, 118 at 94

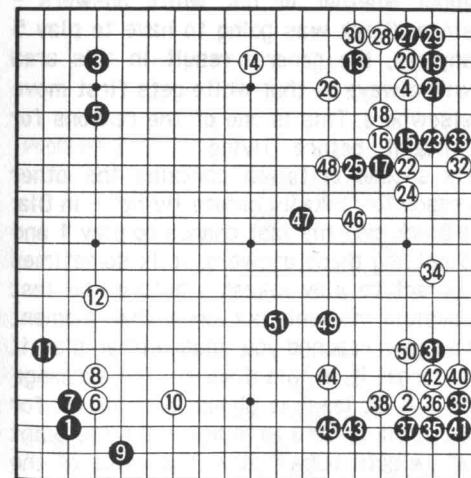
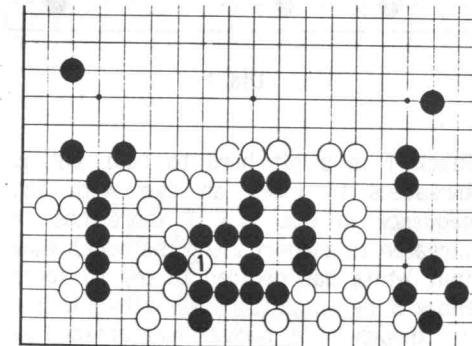


Fig. 1 (1 - 51)

Problem

White has just played at 1. Clearly Black needs a move to live with his group. What should he do?
Work out your reply, then turn over for the answer.

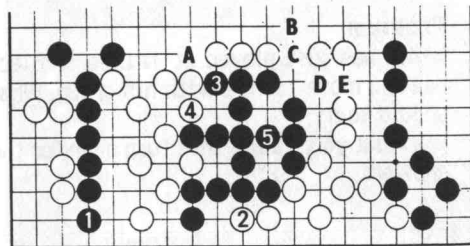


KIKASHI

by Matthew Macfadyen

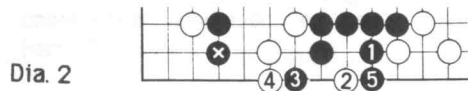
One of the most obvious differences between professional Go and kyu level Go, to the casual observer, is that the professionals use far more forcing moves - called kikashi in Japanese - exchanging one or two pairs of plays in one area and then switching to another part of the board. The reasons for which this happens are something of a mystery to many weaker players, and the purpose of the series of articles of which this is the first is to list some of these reasons and explain them.

Which brings us to the problem on the previous page, and the Go proverb "Play kikashi before living". Turn back a page if you have not looked at it yet. White 1 there was an impudent play, which should be punished by Black. The well timed kikashis in Dia. 1 here do just that.



Dia. 1

Black 1 is a bit hard to find, but it threatens to make an eye with the sequence in Dia. 2 (3 there has to threaten to connect along the edge). Now that White has decided to try to force Black 5, he might continue with 2 in Dia. 1, though he is further embarrassed by the exchange of 3 for 4.



Dia. 2

It would also be possible for Black to force with B-C before living, but there are two reasons for not doing so - White will answer at C whenever B is played, so there is no hurry; and there may be other ways to use this weakness

Before playing a forcing move you should ask yourself three questions:

- Will he answer?
- Is this the last chance to play it?
- Are there other ways to use the same weakness?

All of these can be difficult to answer, and some of the ways to think about the second and third questions will be considered in our next issue, but let us consider how these relate to Dia. 1.

White 1 in the problem overleaf manifestly fails on the first count - White tried to force Black, and ended up with his corner collapsing, and with a nasty cutting point in his group.

Black's kikashis 1 and 3 in Dia. 1 are easy to play because he doesn't have to worry about whether or not White answers - since Black was going to have to play 5 anyway, the general result in this area will always be that White gets first move elsewhere. This is one of the reasons for "kikashi before living."

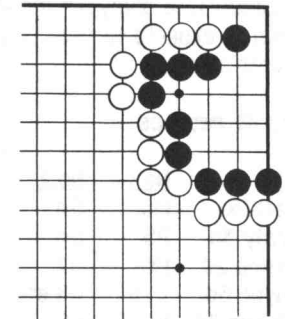
My second criterion contains the other reason for "kikashi before living" - in Dia. 1 Black gets his last chance to play 1 and 3 getting these answers. It is sometimes correct to play kikashis before the last possible moment, but once that moment has been reached you must either play it or forget it. In this diagram the exchange of 3-4 at least is almost pure profit for Black (it is hard to imagine the one point White gets outweighing the value of the cut at A), while the exchange 1-2 is even better (indeed, White might decided to protect his corner after Black 5, so his forcing attempt ends in gote).

Improve your yose

How many games do you lose by less than 10 points? Quite a few? How would you like to win all those games? Quite a lot? Well, you could do - by improving your endgame play. Amateurs blunder away a staggering number of points in the endgame. It is no exaggeration to say that a strong dan player can pick up 20 or 30 points in the yose.

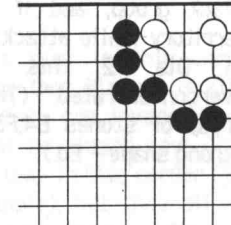
Here are four problems, all quite straightforward. All you have to do is find the best move for Black.

Answers are on p.30.

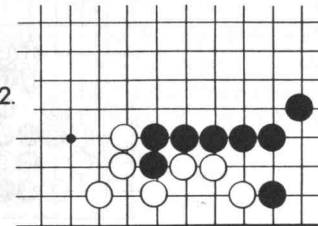


Problem 4.

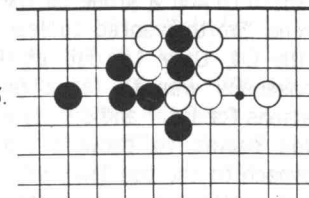
Problem 1.



Problem 2.



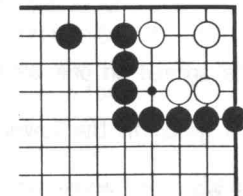
Problem 3.



Kill the corner

In games between amateurs there are more opportunities to kill corners than you would think, but many chances go begging. This problem isn't particularly difficult. But could you solve it in byo-yomi?

Remember, solving a problem means reading out all reasonable defences. Answer on p.31.



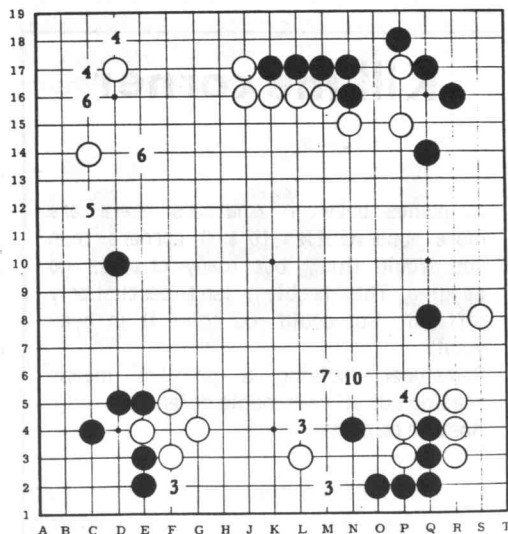
Spot the move — Answers

Richard Granville analyses the answers of our panel of experts to the competition in last month's issue.

Summary of replies

Panellist	No.1	No.2	No.3
Jeff Ansell 2k	M6	O4	O6
Andrew Daly 3d	P5	O4	O6
Toby Manning 2d	N6	R7	K5
M. Macfadyen 6d	C16	Q8 etc	S2
Francis Roads 3d	N6	P5	O6
P. Shepperson 3d	N6	Q7	O6
John Smith 2d	L4	R5	O6

Problem 1.



Most panellists agreed on one aspect of this problem.

Ansell: "Black's group in the lower right lacks eyes."

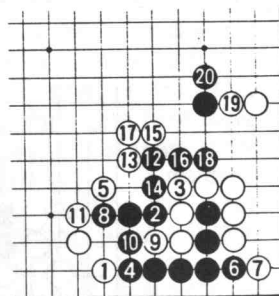
However there was less agreement about what, if anything, Black should do to save his group, and what White might gain by attacking it.

Manning: "Black is ahead on territory (the White enclosure in the top left is invadable) and should win provided White does not make a lot of territory in the centre. The only way he can do this is by attacking the Black group in the lower right."

Roads: "Black wants to reduce the large upper left moyo (territorial framework). However White may tenuki to attack...with M2...Black gets a floating group and is unlikely to end in sente, so White will be able to return to the upper left to answer."

Macfadyen: "White surely cannot kill the Black group, and if he tries to make territory while attacking, as for example in Dia. 2, his ponnuki becomes overconcentrated." (The 'ponnuki' is the group of stones E4,F3, F5, G4 - a very strong shape - Ed.)

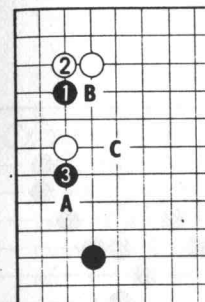
Dia. 2



Most of the other panellists, however, wanted to add a stone to the lower right group. Smith wanted to lean on the left with L4, Daly to cut at P4. But the consensus was to leave both of these options for later and simply extend to N6. This seems to show a rather nervous approach to the position, which I disagree with (although the marks have been allocated according to the panellists' votes).

And what about the left side? Macfadyen provides some analysis.

"Both sides have excellent moves here. Black 1 in Dia. 3 is hard to answer. If White plays 'B', Black can live in the corner, leaving White ludicrously overconcentrated. So White had better play 2. Now Black can play 3 or 'C' (I prefer 3) and White's territory is much too small.



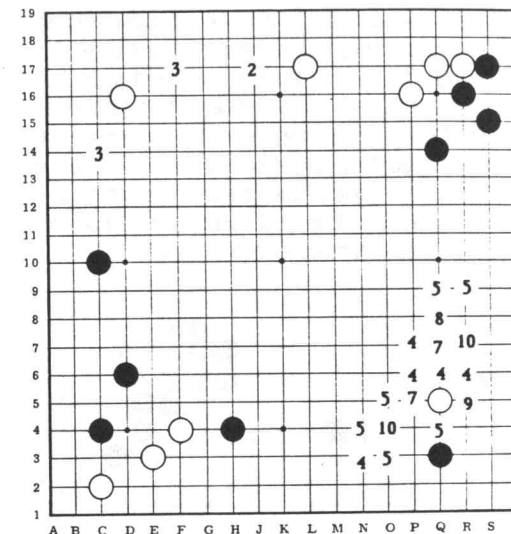
Dia. 3

"If Black fails to play in this corner, White 'A' will mean that Black 1 is killed by 'B', and that White can invade Black's side. Black 1 must be played now. There are other ways to play in this corner (just Black 'A' for example), but they all look pretty flabby compared with my variation."

Roads also felt that C12 ('A' in Dia. 3) was not completely satisfactory, and wanted to probe at C17 or D18 first "in case a better way of reducing the moyo emerges." The other point marked, at F2, was suggested by Macfadyen as a possible kikashi -forcing move - to strengthen the lower right group indirectly (by weakening White's stones), while grabbing a big yose point.

This problem arose in my game against John Smith in the 1984 Challengers League, when I played E14 ('C' in Dia. 3). Although this is one of the moves described as "flabby" it does at least seem to be in the right direction (White answered at D15). When White gained sente he used it to invade at D8, so he obviously did not consider it worthwhile to attack in the lower right.

Problem 2.



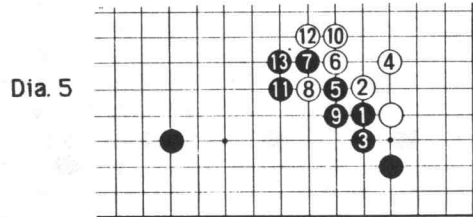
Shepperson sums up the nub of this position: "The main problem seems to be for Black to find the best sequence in the bottom right-hand corner." Unfortunately the panel does not agree which moves are best, while the British champion doesn't consider it worthwhile to think too hard about the issue.

Macfadyen: "The top left corner is small - if White extends down the side, Black can easily live at the top, while if White plays at the top, Black can approach the corner stone from the outside, which is probably what he would do given first move there.

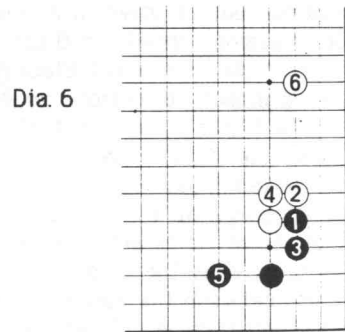
"So it seems normal for Black to play a joseki in the lower right. Black has facing stones in both directions so he doesn't mind a fight. I suggest that he should choose one of the moves in the area that are marked in Dia. 4. I can imagine myself choosing any of them, and can't find a clear reason for rejecting any either."

I suspect that there is indeed little to choose between the various possibilities. In the actual game I played the two-space high pincer at Q8, and the continuation was reasonable for both sides. But here are the panel's ideas.

Manning: "The three possible moves are C14, F17 and R7. Of the three, R7 - or a point thereabouts - is both a pincer and an extension, and is the best of the three."
 Roads: "I think that Black should play the joseki in Dia.5, and leave the upper edge for later. To make use of his influence White has to play uncomfortably close to the upper right Black group. Perhaps White will play 2 at the 3-3 point, but Black can still obtain a reasonable result."



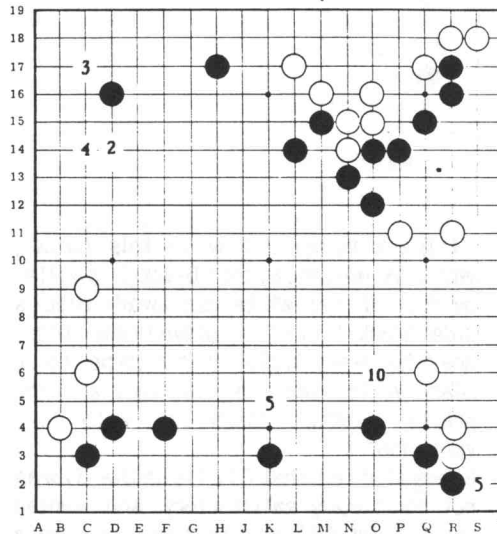
Ansell: "I prefer to play the knight's move at O4, after which the standard joseki already played top right can be expected, with Black ending in sente."
 Daly: "The stone at S15 reduces the value of a pincer for either side, so Black should begin with O4. The avalanche joseki (Black R5, White Q4, etc) can also be considered, since Black is happy if White answers R5 with R6."
 Smith: "Black can just play 1 in Dia. 6 with the sequence to 11 mind. This gives a close game." However another panellist does not agree.



Shepperson: "Black must not fall into the trap of playing 1-5 in diagram 6, where

White settles himself easily on the right hand side. A pincer is called for, using Black's thickness above to attack the stone at Q5. I choose Q7, mainly because I haven't played this joseki for some time, but also because it forces the kind of game that Black should be seeking (ie a fight)."
 Shepperson's first reason for playing Q7 seems as good as any to adopt in this type of position.

Problem 3



This problem is the first which has failed to produce a significant divergence of opinion among the panellists, since almost all chose the same move. The exception was Toby Manning:
 "The important area is the upper left corner, but before that I would play at K5 to investigate Black's response. Assuming that Black replies with a knight's move (at H4 or M4) it is then necessary to turn to the upper left by playing either C14 or C17.
 K5 seems more sensible than M3 (the move actually played in the game, which was between two 1-kyus) to deal with Black's moyo. But it doesn't do much for

the rest of the panel. The British champion is clear about the focal point of the game.
 "The top right is uninteresting - White is secure and Black can't be usefully attacked. The top left is also unimportant, since the approach move and an invasion at the 3-3 point are roughly miai (if White takes the corner Black takes the outside, and vice versa).
 "But the lower right has two points which should scream 'play me' to anyone who claims to be a Go player. The 2-2 point gets all the yose (endgame points) and all the eyespace, and prepares a deep invasion for whoever plays it. The 6-6 point (O6) on the other hand, is the intersection of two moyos. The choice between these moves depends partly on style and partly on the reading of the subsequent invasions.
 "I personally prefer the 2-2 point. Black will reply at O6 (he cannot let White get both vital points), but then White invades the side at K5 (there are also other possibilities) when Black seems to be in trouble due to his lack of territory. Black invasions of the upper right are no fun because his own upper group doesn't actually have any eyes yet."

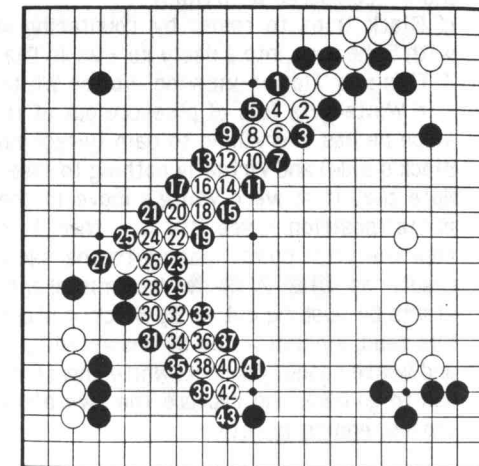
SOLUTION TO MIDDLE GAME-PROBLEM

Black proceeds with the ladder anyway. White's ladder-breaker doesn't work - it only succeeds in turning the ladder in a different direction!
 I am ashamed to say that I was White in this game, and that my opponent, Sam Perlo-Freeman, spotted what was going on before I did.
 There is a proverb that says, if you can't read ladders, give up Go; you can see why.
 Francis Roads

The rest of the panel, however, preferred the move in the centre. Their views are summed up by two spokesmen.
 Shepperson: "I play O6, which is such a natural move there seems no point in looking further. White should reduce Black's moyo rather than invade it."
 Smith: "The Black group at the top right may not have a base but is well out into the centre and not susceptible to attack. Black can therefore aim at exploiting the thinness of White's position on the right with an invasion at Q8. This is a serious threat which White can cover by jumping to O6, aiming at invading himself at M3."

!!!!!! Competition Winners !!!!!

Our winning entry this time came from, of all places, Yugoslavia. Yes, Branimir Nedeljkovic (grade unknown) from Beograd put all the British kyu players to shame by clocking up a score of 15/30.
 Well done, Branimir, a suitable prize will be forwarded to you in due course.
 Second was our own BGA secretary, Tony Atkins, 1-kyu, with 13/30, who wins a £5 BGA token.
 This issue's competition is to be found on page 5.



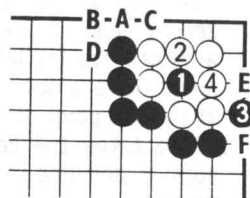
Answers to problems

Problem 1.

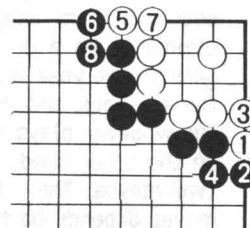
Black 1 is a surprisingly important tesuji. If Black does nothing, White can play 1-7 in sente in Dia. 2, making eight points of territory in the corner. But by cutting at 1 in Dia. 1 Black gets in a sente hane (3) of his own. After 4 White has the privilege of playing E - F, but his corner is two points smaller than before, while Black has two extra points on the side (at 2 and 4 in Dia. 2).

Since Black 1-3 in Dia. 1. are themselves sente, and prevent sente plays by White, their total value is considered as twice their nominal worth - ie $2 \times 4 = 8$ points!

Dia. 1



Dia. 2



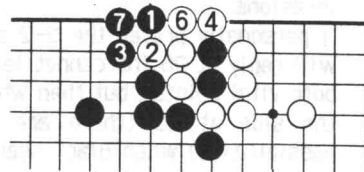
Problem 2.

Black 1 is the correct move in this very common shape. The best that White can now do is to play 2 and 4. Later 6 and 7 are White's prerogative.

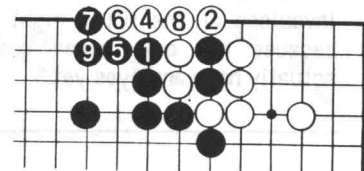
Now compare this result with Dia. 2, where Black succumbs to the urge to give atari. White captures at 2 - in gote, like Dia. 1. But later White can play 4 and Black has to give way at 5, allowing White to crawl once more. As a result Black loses two extra points of territory - at 7 and 9 - compared with Dia. 1.

If Black tries to resist by countering 4 with 5, he runs into a nasty ko - as in Dia. 3. This is a 'flower-viewing' ko for White - ie White gets lots of pleasure out of it, since he has everything to gain (wrecking Black's side) and virtually nothing to lose. Note that if it were White's move in the initial position - see Dia. 4. - then 1 is also the vital point, leading to the same result as Dia. 2. If White mistakenly starts by pushing out at 2, Black 4 stops him dead, since 5 would be answered by 6 and White cannot connect. White therefore has to go back and capture the two black stones, ending in gote.

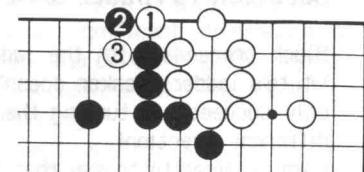
Dia. 1



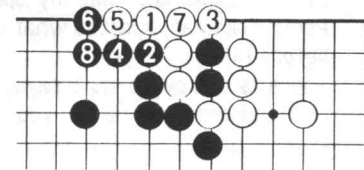
Dia. 2



Dia. 3



Dia. 4



Problem 3.

Black 1 may take some finding but is a clever tesuji. White 2 is more or less forced, and Black 3 forces White to play again. The point about this sequence is that it deprives White of his sente endgame sequence in Dia. 2, after which Black's corner is three points smaller, and White's side is one point larger. Because Black 1 prevents this sente sequence in sente it is worth $2 \times 4 = 8$ points.

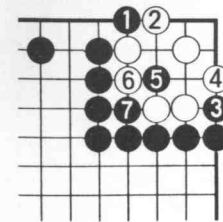
Problem 4.

Black 1 is a tesuji which protects both the cutting point at 'A' (Black replies at 'B'), and defends the marked black stone. Black thus saves a point of territory. After White 2 Black then plays a throw-in at 3, another tesuji which robs White of a point of territory, since he will later be forced to connect at 'C'.

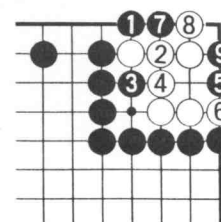
If you failed to find the answers to these four problems in an actual game, you would have thrown away $8 + 2 + 3 + 2 = 15$ points. Now do you see the importance of yose?

KILL THE CORNER - SOLUTION

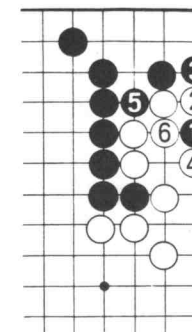
"There is death in the hane", as the proverb reminds us. Black 1 and 3 appear to help White, but then 5 lands on the vital spot and exploits Black's shortage of liberties.



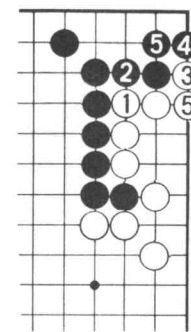
Dia. 1



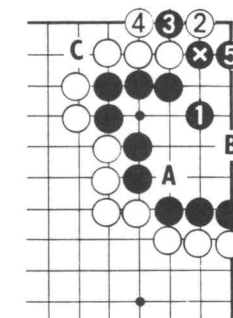
Dia. 2 A variation.



Dia. 1



Dia. 2



PROBLEM

Finally, a problem with no solution - until the next issue that is. White to play. What is happening? This problem is not difficult, but even the stronger players at your club might have to think about it for a while.

