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# British Go Journal

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COVER: A print by Utamaro from the series Gei Jiman Ko-dakara Awase, 'The Pride of Parents over their Children's Accomplishments'. The figure on the left is actually a large puppet.

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## Glossary of Technical Terms

AJI: Latent potential or threats left behind in a position

ATARI: Immediate threat to capture a stone or stones

GOTE: Not having, or surrendering the initiative (see SENTE)

HANE: A contact play, 'bending round' an opponent's stone

JOSEKI: A fixed corner sequence, usually in a corner

KAKARI: An approach move to the opponent's corner stone

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 capture each other

SENTE: Having or retaining the initiative

SHIMARI: A corner enclosure

# NEWS

## Midlands Murder

Bradford's recently formed Community Go Club challenged the Sheffield Club to a match at the end of July. According to our reporter, Graham Telfer, an exciting evening was had by all, no doubt helped along by plenty of sake. The official reason for the match was to check Bradford's grading, which seemed to be pretty accurate, since the result of the match was a 6-5 victory for the fledgling club, with most of the games being closely fought.

## Northern

Thirty-six players contested the Northern Go Tournament on September 7th and 8th. Winner of the top section and the Red Rose Shield was Richard Granville, with a perfect score of 6/6. Second were John Smith and Eddie Shaw (3 dan). Winners of lower sections were Gerry Mills (1 kyu), D Gilder (3 kyu), G Telfer (4 kyu), J Hall (6 kyu) and J Taylor (8 kyu), all with 4/6. Qualifiers for next year's Candidates tournament were Alistair Thompson (1 dan) and Paul Smith (1 kyu).

## Wanstead

Attendance at this year's tournament was encouragingly up by 12 to 48. Prize winners with 3/3 were: M. Macfadyen (beat T Stacey in round 3); S. Draper (2k); C. Scammon (5k); P. Collins (6k); P. Voisey (10k); and H. Sykes (12k);

Qualifiers for the Candidates were Jay Rastall (1d) and S. Draper. My correspondent tells me that the wooden spoon went to Tim Hazeldean, who was the strongest player with 0/3. The tournament was ably directed by Ian Carson.

## Warsaw

Europe's first National Team Championship was held in Warsaw at the beginning of September. Our team was Matthew Macfadyen, Jim Barty, Richard

Granville and John Rickard. Apart from the Poles, Yugoslavia was the only country to field its very best squad, which meant that several of the top teams were pretty much the same strength.

In the event the West Germans came out on top with 18 points, largely by virtue of winning all their games on boards 3 and 4. Both the Yugoslavs and the UK had 15, but they had the better SOS. The Netherlands finished fourth by a narrow margin.

Apart from the main tournament many of the East European players had their first chance to meet Japanese professionals, and many of the Western players added a few more entries to their hundred best things to do with vodka. The event is planned to be repeated again in 1987, although no venue has been fixed,

## Japan

Takemiya continues to kill a lot of groups, and has won the Honinbo title against Rin Kaiho. Since then Kobayashi Koichi has been busier than that most, he is playing Cho Chikun for the Meijin title, which stands at 2-1 to Kobayashi at present; and he lost the first game of the Oza title to Kato Masao. As if this weren't enough, he is in the final of the tournament to decide who challenges for Ishida's Tengen title.

Otake Hideo has retained his Gosei title by beating Kudo Norio 3-1. He has now held it for six years in a row

## Cabinet Reshuffle

Like the Conservative Party the BGA has been playing musical chairs, and we've got a new book distributor, publicity officer and membership secretary.

**Brian Timmins** takes over as the person responsible for getting you to pay your subscriptions (are you sure you have). The venerable **Francis Roads** moves from his efficient editing of the Newsletter to take over the publicity post, while a new face, **Clive Wright** will be selling books and sets. Addresses of all concerned are on the inside cover.

### New Club

Fred Holroyd, a former member of the BGA has rejoined after a break of several years has started a new club in Milton Keynes, called the Open University Club. His address is 10, Stacey Avenue, Wolverton, Milton Keynes MK12 5DL. Tel. 0908 315342.

### Unattached? - We can help

Not with someone to share your cocoa, we're afraid, but the next best thing - to play Go.

If you are an unattached member living in the wilderness, it's possible that the Membership Secretary has received queries about the game from other people living in your area. If you contact Brian Timmins, he will be glad to put you in touch with one another. If successful, maybe you can start a club!

### For Sale

David Mills of Darlington has "a rather superb Go Ban" which he won some time ago and now wants to sell. He describes it as "light-coloured wood, 6" deep table, four carved legs, overall height 10". It is for sale with "two rosewood bowls and genuine stone stones (sic), all virtually mint condition." Price is £195 ono. His address is 10 Lychgate, Hurworth-on-Tees, Darlington County Durham DL2 2AT.

### Membership subs

A reminder to club secretaries - have you checked that all your members have renewed their subscriptions for 1986? If not, then waste no time in showing them the instruments of torture.

Also, remember to tell your members about the full range of BGA services - eg bookshop (see BGJ 64 for list), analysis service, kyu dilomas, etc.

### Susan Barnes Trust

After over a year of its existence, there still seems to be many players who do not fully understand the function of the Susan Barnes Trust, or are even aware of its existence.

Susan Barnes was the kind of player we all like: always eager for a game, a regular tournament attender, and good company at all times. After her tragic death in a road accident in Zimbabwe, her friends decided that a trust fund would be an appropriate memorial.

The trust is independent of the BGA, but cooperates closely with it. The trustees are David Barnes, Susan's brother who is a solicitor but not yet a Go player; myself; and Nick Webber; Susan's former partner. The administration of the trust is mainly my responsibility.

The purpose of the trust is to make payments to Go players under the age of 18, to be spent on Go books, equipment, or assistance with travel expenses. Awards are made to players who return good results at major tournaments.

The money cannot be spent retrospectively - eg a player who did well in the Under-18 Championship could use his award to cover future expenses, but not the U-18 itself. A typical award might be £10 for such an event. Players can receive more than one award.

To young players without an income such small amounts can have a significance much greater than is the case for an older player. The difference, for example, between attending another event or not being able to.

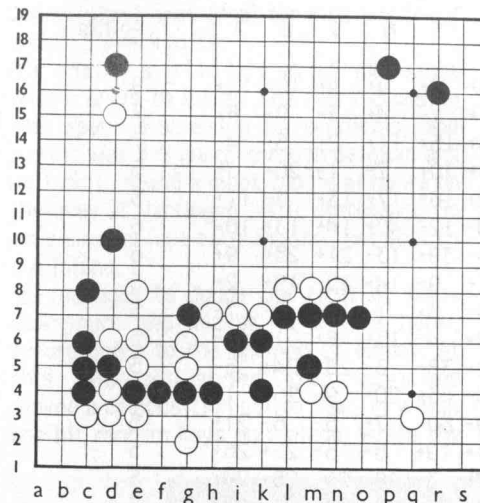
As administrator of the trust I should be delighted to hear from anybody who would like to nominate a young player to receive an award, who would like to make a donation to the trust fund, or who has any further enquiries. My address and phone number are on the inside front cover.

There also exists the Castledine Trust (named after a recent BGA President) with similar aims. Payments from this trust are made on an ad hoc basis for equipment or similar expenses involved in encouraging young people to take up Go. I am also a trustee of this fund, but enquiries should be addressed to: Toby Manning, 36 Martin Way, Morden, Surrey SM4 5AH (01-540 8630).

Francis Roads

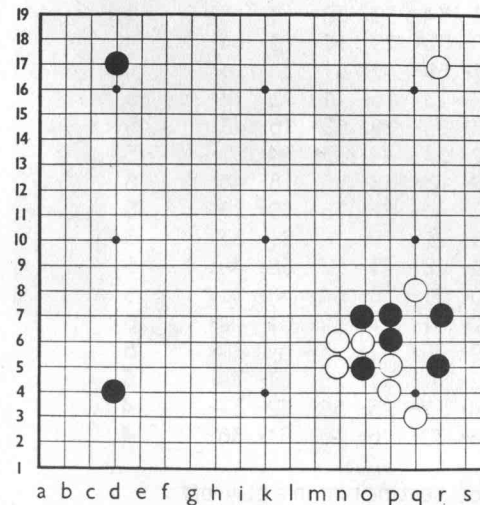
# Competition

by Richard Granville



Problem 1. White to play

Problem 2. Black to play.



a b c d e f g h i k l m n o p q r s t

Three more problems from Richard Granville to test your whole board intuition against our panel of dan-players, plus a representative from the kyu-ranks. Look at the positions below and work out where you would play next. Don't just glance at them over the breakfast table and pick a point that happens to have a spot on it or looks fun.

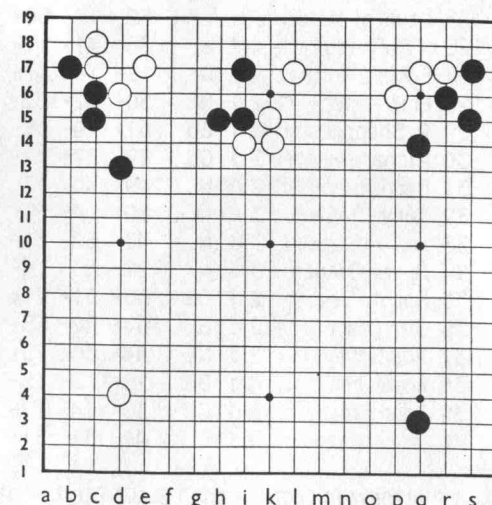
Instead, analyse what is happening over the whole board, and decide on the most important area. Then try and find the best local move. It's an exercise well worth the effort.

As usual, the two readers whose suggestions come closest to those of our panel will receive £5 tokens to be spent at the BGA bookshop.

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

(Answers to last month's competition are on page 5.

Problem 3. Black to play.



a b c d e f g h i k l m n o p q r s t

# EUROPEAN CHAMPIONSHIP

Name	Str	Nat	1	2	3	4	5	6	7	8	9	Points
1. R. Schlemper	7 d	NL	13+	11+	3+	8+	2+	9+	4+	10+	12+	9
2. Pierre Colmez*	4 d	F	14+	5+	16+	11+	1-	4+	3-	9+	8+	7
3. M. Macfadyen*	6 d	GB	27+	23+	1-	16+	15+	11+	2+	5+	4-	7
4. André Moussa	5 d	F	12-	32+	5+	6+	10+	2-	1-	20+	3+	6
5. René Aaij	4 d	NL	15+	2-	4-	82+	18+	17+	13+	3-	11+	6
6. Jean Michel	4 d	F	24-	47+	23+	4-	12-	40+	14+	13+	10+	6
7. Robert Rehm	5 d	NL	17+	38+	8-	15-	39+	13-	21+	25+	9+	6
8. Cas Muller	5 d	NL	18+	24+	7+	1-	9-	14+	10-	19+	2-	5
9. Janusz Kraszek	5 d	PL	11-	29+	18+	13+	8+	1-	12+	2-	7-	5
10. David Schöffel	5 d	D	23-	19+	24+	12+	4-	15+	8+	1-	6-	5
11. M. Eijkhout	4 d	NL	9+	1-	26+	2-	38+	3-	28+	24+	5-	5
12. J Vermaseren	4 d	NL	4	16-	21+	10-	6+	20+	9-	26+	1-	5
13. Mark Gooskens	4 d	NL	1-	25+	20+	9-	80+	7+	5-	6-	21+	5
14. Tibor Pocsai	4 d	H	2-	39-	34+	31+	19+	8-	6-	22+	26+	5
15. Stefan Budig	4 d	D	5-	80+	38+	7+	3-	10-	20-	28+	24+	5
16. Eric Puyt	4 d	NL	21+	12+	2-	3-	20-	28-	80+	29+	27+	5
17. M. Katscher	5 d	D	7-	20-	39+	25+	22+	5-	26-	41+	28+	5
18. Leszek Soldan	4 d	PL	8-	27+	9-	41+	5-	22-	40+	31+	25+	5
19. Mark Boon	3 d	NL	59+	10-	30+	21+	14-	80+	22+	8-	20+	6
20. Ulf Olsson	3 d	S	62+	17+	13-	35+	16+	12-	15+	4-	19-	5
21. Martin Müller	4 d	A	16-	22+	12-	19-	35+	36+	7-	33+	13-	4
22. Eddy Shaw	3 d	GB	34+	21-	43+	23+	17-	18+	19-	14-	44+	5
23. Frank Janssen	4 d	NL	10+	3-	6-	22-	28-	81-	37+	60+	32+	4
24. Rob Koopman	4 d	NL	6+	8-	10-	39-	30+	61+	81+	11-	15-	4
25. Laurent Heiser	3 d	L	82+	13-	60+	17-	34+	39+	38+	7-	18-	5
26. K Shimizu	4 d	NL	38-	41+	11-	80-	58+	29+	17+	12-	14-	4
27. Egbert Rittner	4 d	D	3-	18-	41-	28-	69+	42+	61+	38+	16-	4
28. Erik Kaper	2 d	NL	50+	42+	133+	27+	23+	16+	11-	15-	17-	6
29. P. Shepperson	3 d	GB	61+	9-	35-	37+	33+	26-	60+	16-	43+	5
30. Richard Hunter	3 d	GB	39-	37+	19-	42+	24-	44+	33-	54+	55+	5
31. Bernd-Jan Buit	2 d	NL	49+	40+	33+	14-	43+	38-	58-	18-	48+	6
32. Tony Claasen	3 d	NL	60+	4-	59+	38-	40-	52+	36+	39+	23-	5
33. Jan v.d. Steen	3 d	NL	43+	62-	31-	45+	29-	69+	30+	21-	53+	5
34. N. van Diëpen	3 d	NL	22-	83+	14-	49+	25-	43-	52+	68+	38+	5
35. Harold Lee	2 d	GB	66+	61+	29+	20-	21-	58-	64+	50+	41-	5
36. Jim Clare	2 d	GB	104+	82-	65+	62+	41+	21-	32-	61+	40+	6
37. Rob Sprey	2 d	NL	44+	30-	73+	29-	70+	82+	23-	bye	39+	6
38. Frank May	4 d	GB	26+	7-	15-	32+	11-	31+	25-	27-	34-	3
39. John Smith	3 d	GB	30+	14+	17-	24+	7-	25-	59+	32-	37-	4
40. W. Lorenzen	3 d	D	41-	31-	51+	46+	32+	6-	18-	81+	36-	4

\* Matthew in fact finished above Pierre Colmez, beating him in a play-off

Tony Atkins describes the scene at this year's European Championships.

Bar-tailed godwits flew south early this year, or so I discovered at the European Championship. The site of Terschelling, a Dutch island, was ideal for bird watchers and Go players alike.

Our journey started late on a Friday night with a drive to Dover. The ferry crossing was spent discussing Go problems, and then it was a drive up through Belgium and Holland to spend a quiet couple of hours on the quay at Harlingen (still discussing Go problems) before catching the fast boat to the island.

We managed to dodge the first of many downpours and booked in at the hotel, before going to the opening ceremony. At this two self-styled jazz musicians played a composition called "Go", in which one hit random keys on a piano, while the

other hit most of the furniture and the wall with drum sticks.

After this the first of many games in casual handicap tournaments was played, before adjourning into the drinks tent for the first of many glasses of froth posing as beer.

Sunday morning saw the first round. Three hours plus one minute byo-yomi if you are good - less if you are a weakie - a break for lunch with a sealed move, and more froth from the beer tent to help the day along.

Monday and Tuesday, and by now it was clear that, as expected, Dutchman Schlemper was going to be the man to beat, having 3/3, including a win over Matthew. The lightning tournament was held in the evening over these two days and won by Jean Michel, 4-dan from

Go at sea - Eddy Shaw (back to camera) fits in a quick game with one of the visiting pros. Looking on is Frank May



France. Even Matthew was knocked out early on as the scene was dominated by the French and Dutch.

Wednesday was the first free day, and Jim Clare and I set off across the island on a pair of bicycles until the road ran out. Dutch bikes are built like tanks, have no gears, and back-pedal brakes, which makes them difficult to handle on hills - yes Holland does have a few. Matthew turned up on his 'proper' bike (on which he had cycled all the way from London) and invited us to join him on a walk past the 'Boschplat' Nature Reserve to see the birds.

Amazingly, the sun was shining brightly as we walked barefoot along the water's edge, watching the bar-tailed godwits returning from Siberia. Ten kilometers later and we spotted a jacksnipe - and some Go players enjoying the weather. On the way back to the bikes we encountered more birds, Go players, and Cas Muller

Les penseurs - France's top two, Moussa (left) and Colmez ponder their respective josekis.



(venerable Dutch 5 dan), while sampling the Dutch gastronomic speciality of sour milk. Jim and I adjourned to the beach for a quick swim, and then it was back for the European Go Federation's AGM.

This was lively affair, which showed that Jan van Frankenhuisen is good with the Japanese, but bad at chairing meetings. The main surprise was that the Germans wanted the 1988 European (which they are hosting) run like the World Cup, and not a Macmahon system (see Matthew's report for details). The Yugoslavs could not be bothered to attend, as so the 1989 location is in doubt, though Budapest is all set for next year, and Grenoble in 1987 will probably happen too. Eventually the meeting ended at midnight with no accounts, three new member countries and a new schools representative.

Thursday and Friday. A return to wet weather, but also the onset of a strange affliction among the English - everyone turned a funny pink colour.

The team tournament was won by 'Bosche Reunited'. Schlemper continued his

seemingly inexorable progress, and Pierre Colmez (French 4 dan) turned up in bandages, having been knocked off his bike by a delinquent dog belonging to Christophe Ribbes.

Matthew did not play in the 5-round weekend tournament, but Schlemper did and won hands down (although Paul Margets and Brian Chandler won 4/5). A few extra Brits turned up, boosting the number to 25.

The second week saw the last four rounds of the main tournament, the 13 x 13 tournament, in which Jim Clare came second, and more rain. As the week wore on, the early sunburn wore off, and Schlemper won even more games. On the Wednesday night there was a second EGF meeting at which the German World Cup system was thrown out and a compromise Swiss system was adopted. Several discussion forums were initiated on topics such as Go theory, computer Go, and schools. Unfortunately Allan Scarff was not able to demonstrate his MicroGo2

program.

The last day (Friday). Matthew dropped another game to André Moussa, and so had to beat Pierre Colmez in a play-off for second place before cycling off to Taiwan. After the evening's prize-giving (at which Andrew Grant and Alastair Thompson joined the roll of honour for 6/9) there was a team game between, on the one (?) hand, Japanese professional Mr. Nakayama, Colmez and Moussa, and on the other, Schlemper, Frank Janssen and Miss Guo from China. This proved good value, with a victory of 1/2 point for the Dutch.

I had a final game of liar dice with Louise Bremner and Richard Hunter en visite from Tokyo. Finally, Saturday saw packed bags and many farewells to our Dutch hosts. The European is a good holiday - and good Go playing as well - so see you all in Budapest!

Click! - you can hear the stone hit the board as old-timer Cas Muller finishes off another Dutchman who's been around - but whose hair's wearing better - Robert Rehm.



# Macfadyen - Schlemper

This game comes from the third round of the European Championship. Ronald Schlemper was widely expected to win the tournament, and winning this game would already put him clearly in the lead. André Moussa and Janusz Kraszek had both lost in the first round, and Pierre Colmez was regarded as too erratic to continue his winning streak. The comments are based on some remarks after the game by Mr Luo, the resident Chinese professional.



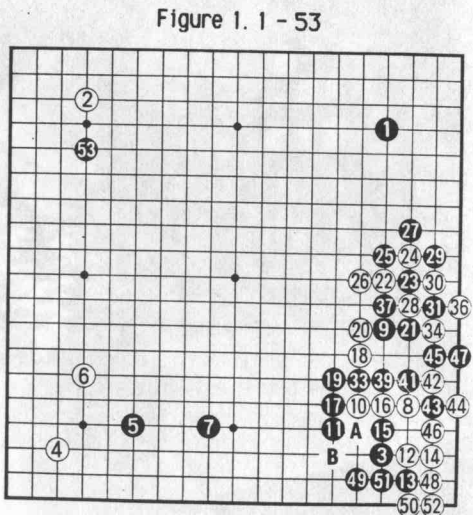
**Black:** M. Macfadyen 6 dan  
**White:** R. Schlemper 7 dan

**Black 15:** A mistake - it should be at A. The problem is that White can easily live on the lower side, even after 17 and 19, by using his kikashi moves at 49 and B.

**Black 21:** A bit of an overplay, but so is White 22. Normally Black would play 21 at 22, then follows White 21, and both sides tenuki (play elsewhere). The best way for White to play is to answer 21 calmly at 42, covering all his own weaknesses. Then Black 22 is more or less forced, and White offsets his local loss by getting first move elsewhere. In the game sequence Black is able to play 49 in sente, thus securing the territory at the bottom. The result to 53 is about equal.

**White 68:** Bad, since 69 is too good to allow - he should play 86 instead. Then Black will play 68 and live on the side, but White gets access to the centre.

**Black 91:** Reasonable as a kikashi, trying to slow down White's progress along the lower side, in the event of his getting first play there. But 93 must be at C. Then if White played hane at D, Black can cut at E and start a fight.



32 at 24; 35 at 23; 38 at 24; 40 at 23;

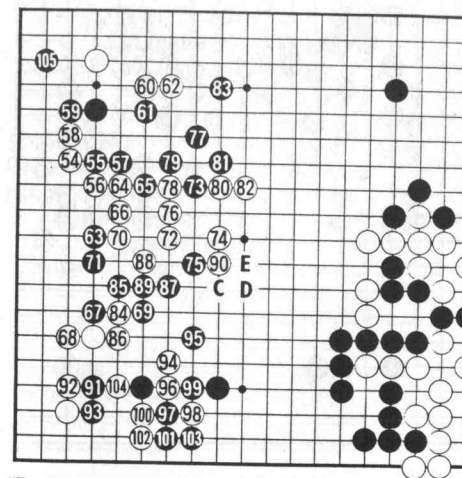


Figure 2. 54 - 105

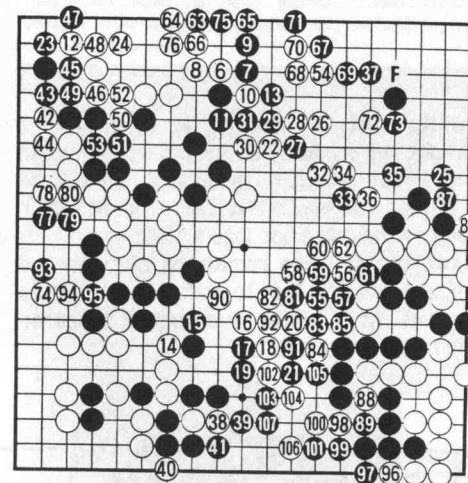


Figure 3. 106 - 207

The sequence from 94 -104 just about wraps up the game, as White's corner is now as big as Black's side.

**Black 121:** Small - White can reduce he side, but not break right in.

**White 126:** Really should be at F, but Ronald was sure he was ahead and wanted to simplify the game. This strategy very nearly came unstuck.

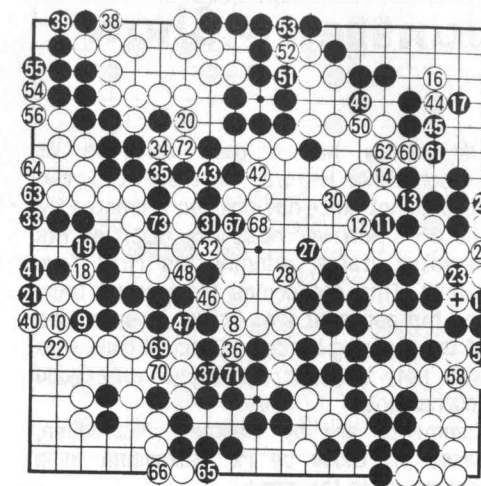


Figure 4. 208 - 273

**White 226:** takes ko at marked stone  
**Black 229:** takes at 223  
**Black 259:** fills ko at marked stone

**White 136:** A mistake: the clamp at 212 is correct shape here.

**Black 155:** The reason why 136 was wrong. If White tries to cut at 183, Black plays 162 and gets in anyway. Up to 162 White loses two stones in gote, and the game becomes quite close.

Ronald now needed to play accurate yose, but he did so, and gained a couple of extra points due to small mistakes by me. White won eventually by the komi.

This games gives British readers an insight into the current level of amateur Go at the top European level.

Ronald made a couple of mistakes - at 68 and 136 - which would be regarded as outright blunders by a middle ranging professional. But otherwise he let very little through.

The losing error was my failure to anticipate White 94. Thereafter Ronald was able to coast for the rest of the game.

# Janssen - Shaw

Eddy Shaw had a good congress at Terschelling. He was entered at 3 dan despite not quite having been promoted by the BGA. However he amply justified his elevated status, winning his first four games. This one comes from round four, and his opponent was Frank Janssen, one of the growing horde of Dutch 4 dans who was not, however, having a very good tournament.

Comments are by Matthew Macfadyen, based on those by Mr. Nakayama in a lecture after the game.

**Black:** F. Janssen 4 dan  
**White:** Eddy Shaw 3 dan

White 10: Good  
White 16: Quite OK; he could also play on the other side of 24.  
White 26: Too slow, since the corner is still not secure. White should attack at 45 or 54.  
White 28: Secures the corner, but it has taken too many moves.  
Black 35: Extraordinary - the connection at 36 is the only move.  
White 38: Looks good, but there is bad aji. Nakayama spent some time analysing the fight in diagram 1 - and decided that White could not win it. Therefore 38 should play atari on one stone (at 3 in the diagram).  
White 56: could also be at 61.  
Black 67: Thank you very much  
Black 81: Must be at 82 to spoil White's eye shape.  
White 100: Should have at 'A' to take a bigger corner.  
White 106: Terrible - 107 spoils all White's possibilities in this corner.  
However, up to 122 White succeeds in getting some stones on the outside and developing an attack on Black's centre group. Black decides to give up two stones with 123 and 127.

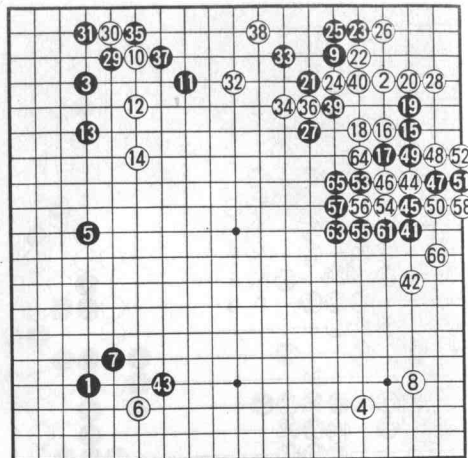


Figure 1. 1 - 66  
Black 59 at 47  
White 60 at 51  
White 62 at 47

White's attack was not as severe as it might have been. For example 148 could have cut at 154; and 152 should be omitted (after 158 it could be at 153), and so the game got into a tight yose. Unfortunately the remaining alarms and excursions are lost to posterity, but it is known that White eventually squeezed home by half a point.

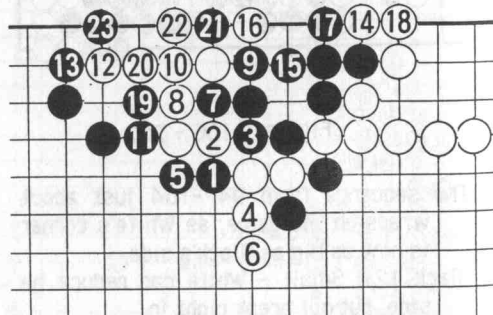


Diagram 1.

If Black plays the nose tesuji at 1, White cannot win the resulting semeai.

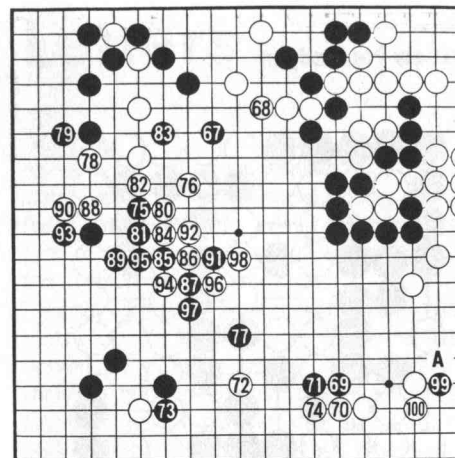


Figure 2. 67 - 100

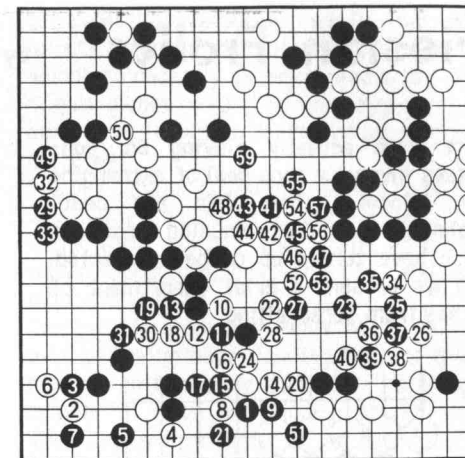


Figure 3. 101 - 159  
Black 158 at 145

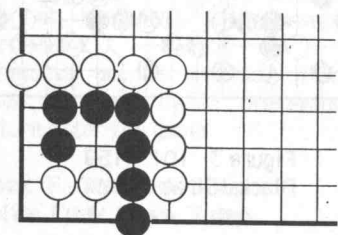
Eddy Shaw squeezing home against Holland's Frank Janssen. In the background is John Smith, not twiddling his moustache this time.



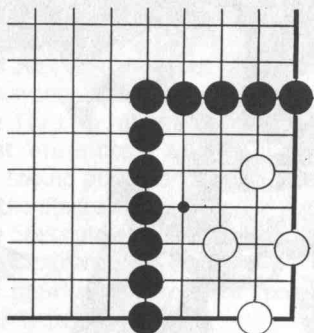
# Friesian Frolics

by Matthew Macfadyen

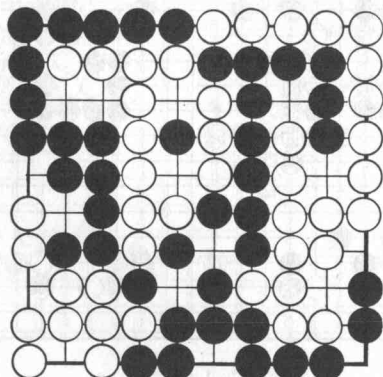
Apart from actually playing Go, congresses involve a good deal of exchanging new josekis, new life and death problems, and other amusing positions which have turned up or been invented. Here we present a brief assortment of goodies from Terschelling.



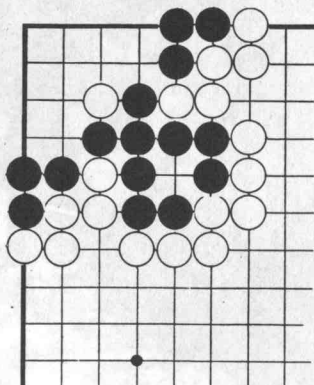
**Problem 1.**  
This life and death problem arose in Eddy Shaw's game with Michael Katscher, 5 dan. Eddy would have won if he'd got it right, since the White group on the outside was eyeless. Black to play.



**Problem 2.**  
Denis Feldmann from Paris has been collecting life and death problems for years. Many a player was transfixed by his glittering eye and cornered by this hoary old classic. Black is to play and kill White unconditionally. Make sure you've considered all White's possible replies.



**Problem 3.**  
And from Finland, Matti Siivola produced this one, which we have trimmed up a bit to fit on a 10 X 10 board. The problem is to work out what is going on (White to play).



**Problem 4.**  
And finally a relatively easy problem (though it's still not trivial). I don't know who produced this one, but it was left unattended one evening in the hostel where we were staying. White to play and kill. Answers p. 30.

# Letters

Dear Sir,  
As secretary of the Aberdeen Go Club for many years, I feel compelled to resign from this post as a result of continued lack of interest in the club on the part of the majority of our members.  
I would like it to go on record that I was instrumental in founding the Aberdeen University Club, which is currently thriving, and indeed won the prize in 1983 for the highest number of fully paid up BGA members in the year. However I received little or no encouragement from the Aberdeen City Club in this and other projects to further Go in the city of Aberdeen.  
I would advise all others to take heed - don't let the secretary carry the club on his own: it doesn't work.

Yours sincerely,  
Mr. D. Hall.

And Toby Manning replies to a previous correspondent:

In the previous BGJ Jay Rastall wrote complaining about the organisation of the Bracknell Go Tournament. I am not going to defend that particular tournament in detail (I wasn't there), but would like to some more general points by way of riposte to his remarks.

Jay effectively made three complaints:

1. Shortage of information from the organisers
2. Too much time between rounds
3. Poor treatment of late entrants

Shortage of information from the organisers is not really excusable - Jay was awarded a bye in the third round, but was not, it seems, properly informed until far too late.  
Too much time between rounds - perhaps we need to reconsider the conventional tournament format. Three one hour games

is a bit too leisurely, while four 55 minute games can be a bit rushed. Woodford recently experimented with 70 minute games (with 5 seconds byo-yomi - equivalent to sudden death), which worked quite well.

But Jay's major complaint seemed to be he was badly treated as a late entrant. The entry form warned that "late entrants will be surcharged or given a bye", and Jay duly was.

Tournament organisers work hard, and do a lot of preliminary planning. Much of that depends on the entry numbers - catering, number of sets and clocks, prizes etc. Their job is a lot easier if the entries are received in advance.

As a result various threats are commonly used to dissuade late entrants - the commonest being byes or a surcharge. (As an aside, a discount for early entry may be preferable to a surcharge for late entry). Particularly in the allocation of byes, organisers have to make Solomon-like decisions, and this is much easier if there are clear-cut rules as to who is going to suffer.

As a final, and I hope, positive point, organisers are likely to be much more receptive to people who enter and then withdraw (at say 24 or 48 hours notice) than to late entrants. Usually I believe you will find that your entry fee will be refunded - possibly less a small administration charge.  
That reminds me, I must enter the Wessex.

(Ed. - as someone who has himself suffered many byes, for a variety of reasons, at Bracknell and elsewhere, I sympathised with Jay. And he was surely complaining more about the casual way he was treated than about receiving a bye itself.

But that aside, there is no doubt that byes are bad news, especially if you've travelled a long way to a tournament. Surely it would be better if, like the steward at a bridge evening, tournaments had a local club player/organiser who could step in and even up the draw?



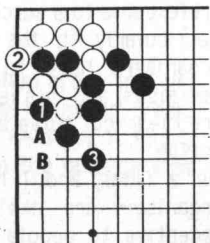
# Kikashi

by Matthew Macfadyen

In this issue we concentrate on using kikashis for speed - either to slow the opponent down or to accelerate your own progress (often these come to the same thing).

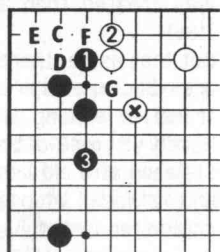
Dias. 1 and 2 show a couple of examples from joseki. In Dia. 1, the two black stones in the corner are going to be captured, and there is only one way to use the potential remaining in them. Black should play the 1-2 exchange as soon as possible - if he fails to do so, White may embarrass him by playing A.

Diagram 1



Although the 1-2 exchange does not stop White A, it put an obstacle in White's path. With Black 1 in position, he can answer A at B and force White to reply. The effect of the 1-2 exchange is to slow White A down by a whole move, and this makes the difference between a move White might well play in the opening and one which he should certainly leave until the endgame.

Diagram 2

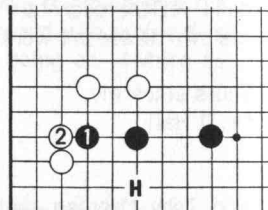


Dia. 2 shows another example. White has good moves at C and D, and Black plays the 1-2 exchange to reduce their effectiveness. White can still play C after this exchange, but in that case he would prefer to have answered 1 at F. Black 1 does not discourage White C as absolutely as the plays in Dia. 1, but it still helps a bit.

Incidentally, White might choose to answer Black 1 at F and then tenuki after Black C, but then Black can be satisfied with his secure corner. White G is definitely bad, since the marked stone is left on a silly point (though G is exactly where White would play in the absence of the marked stone).

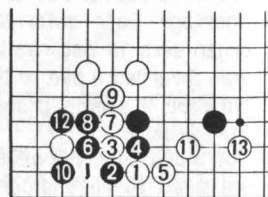
Dia. 3 shows a less clear cut example, Black has a large territory on the right, and White is about to play H to reduce it.

Diagram 3



The effect of the 1-2 exchange here is not so much to slow White down as to reduce his options. Dia. 4 shows a possible continuation - if White obediently plays 5 at J, then the kikashi does not do much. But there is a danger that he will play as shown, and trade the corner for the side. It is to remove this option that Black may consider the kikashi in Dia. 3.

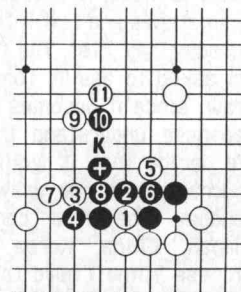
Diagram 4



When a weak group is struggling to survive in the opponent's sphere of influence, it is common for most of the plays to be kikashis, with both players struggling for extra speed. We conclude with two examples, one of a successful attack, and one of a successful defence.

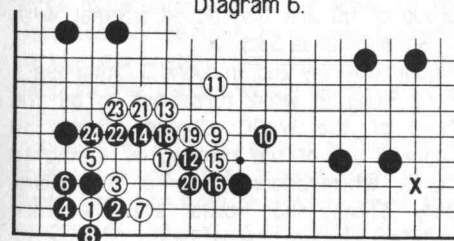
Dia. 5 comes from the game which took Michael Redmond to 2 Dan Professional. His opponent had incorrectly played the marked stone (it should be at K), and the string of kikashis from 1 to 7 more or less wrapped up the game. Black's group is heavy, eyeless, and surrounded.

Diagram 5



Dia. 6 is somewhat artificial, but shows the effects of the attacker being too slow footed. Note how White happily discards the stones 1,3,5,7 as soon as each has done its job of slowing Black down. After 24, White's group is quite close to being alive, and since he still has the option of playing X in the corner, Black has a lot less than his money's worth from the nine stone advantage with which he started in this area.

Diagram 6



## TOURNAMENT DIARY

**November 9:** Nottingham. Portland Building, University of Nottingham. Four rounds, 45 minutes/10 seconds. Contact C Wright, 4, The Crescent, Sutton-in-Ashfield, Notts, NG17 3FN. Tel. 0623 514718.

**November 23 - 24:** Scottish Open, Willie House, Guthrie Street, Edinburgh. Six rounds, 1 hour/15 seconds. Limited private accommodation available. 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:** The Black Bull Handicap Tournament and Teach-In (7th) at The Somer's Arms, Leigh Sinton, Worcs. Teach-in from 10.45 to 1800 by Matthew Macfadyen and Richard Granville. The tournament (8th) starts 10.45; 4 rounds, 50 minutes/10 seconds. **Note:** closing date is December 1st. Entries to Paul Manning, 31 Lower Chase Rd., Malvern, Worcs.

**December 28-31:** London Open at the Inter Varsity Club, Covent Garden, London. Eight rounds, 90 minutes/45 seconds. Contact Dave Andrews, 263 Mile End road, Colchester, Essex, CO4 5DZ. Tel. 0206 852338. **Note:** The Susan Barnes Trust would like to hear of any player under 18 who feels the Trust could help them to play in the tournament - see the preceding article in News.

**February 22:** Oxford Go Tournament. Contact Chris Wright, St. Anne's College, Oxford, OX2 6HS.

**April 4-6:** British Go Congress, Crewe. Contact Brian Timmins, The Hollies, Wollerton, Market Drayton, Shropshire, TF9 3LY. Tel. Hodnet 292.

**April 20:** East Anglia Tournament, Ipswich, sponsored by Cymbal Cars. Contact Verrill Baldwin, tel. 0473 79045.

# World Amateur 1985

**Richard Granville** describes his visit to Japan for the World Amateur Go Championships.

My first involvement with the WAGC arose in February, when Terry Stacey phoned me to say he was unavailable to play. Having myself come seventh in the previous British Championship, I was wondering if the next four players would also be indisposed, but it turned out that Jim Bates could accept. However a few weeks later I learned that I had been selected by the European Go Federation to be "Guest Official for the European Zone". Despite the short notice, I managed to make arrangements to stay for three weeks in all. Like Francis Roads, who performed a similar role in 1982, my report of what happened is in diary format.

Saturday May 18th. Arrive at Narita Airport at 16.00, having left home at 8.30 the previous day. Together with three of the European players, I proceed to Tokyo by train, where we are staying at the Tokyo Hilton International. Registration takes place later that evening.

Sunday 19th. Not a lot happens on this day, and I take the opportunity to play some Go. The first official event of the WAGC is "orientation", which basically means an informal welcome and instructions for the opening ceremony. In the evening I manage to join the directors of the International Go Federation for a meal at the Nihon Ki-in (the headquarters of the Japanese Go Federation).

Monday May 20th. The IGF general meeting takes place from 10.00 to 12.30. This is fairly uneventful, but Belgium, Luxemburg and Chinese Taipei are elected as new members. In the afternoon there is a

"Press Conference" (at which only a small number of participants are involved).

This is followed by a friendly match, in which I was ineligible to play. After this, a very formal opening ceremony occupied the early evening. The draw for the first round is made. It produces some very bad mismatches and few interesting games.

Tuesday May 21st. The first day of play. I am asked to assist Tom Goodey with the draw, since it becomes apparent that few Japanese understand the Swiss system. We decide that it would be bad for the tournament if the draw was completely random. The five contenders to win (Japan, China, Korea, Hong Kong and Chinese Taipei) need to play some games against each other in the early rounds, since it is ordained that the first three must play each other in the final three rounds (regardless of previous results). We also aim to compensate for the unsuitable first-round draw and avoid gross mis-matches where possible. Apart from these constraints, the draw is to be random.

There are no major upsets in the first two rounds. Jim Bates loses to Hasibeder (6 dan) of Austria, but has a good result, beating Cheong (5 dan) of Singapore. In the only clash between the top players, China beats Chinese Taipei - an expatriot mainland player who himself represented China in a previous year. In the evening a group of us are invited to a meal with Otake and Honda Sachiko.

Wednesday May 2nd. In round 3 China beats Hong Kong in what turns out to be the final of the WAGC. Chinese Taipei is knocked out of the running by losing to Korea, while Japan loses to Hong Kong. Only China and Korea are therefore undefeated. Jim Bates beats Siivola (2

dan) of Finland in the morning, but loses to Pocsai (4 dan) from Hungary in the afternoon. In the evening we are invited to play Go at Kobayashi Chizu's Go Salon.

Thursday May 23rd. China beats Japan and finishes the day on 6/6. Jim beats Arnold (2 dan) from Sweden, but loses to Chinese Taipei.

Friday May 24th. The final round, and China beats Korea to win with 7/7 - necessary since Hong Kong finished with 6/7 and a better Sum of Opponents Score. Jim also wins his final game, against Schoffel (4 dan) of Germany to finish 12th with 4/7. The closing ceremony is kept short, as is the farewell party afterward. Once it is over, we are invited to the Tengen Go club where we play until about 22.00.

Saturday May 25th. The Nihon Ki-in has arranged a free trip to Sapporo, and most of the participants decide to come along. We leave the hotel by coach at 7.45 and are taken to Haneda airport, whence we fly to Sapporo. Several hours are spent touring the city, including the ski jump built for the 1972 Winter Olympics. In the evening there is a reception, after which some of us visit a local Go club.

Sunday May 26th. After breakfast at the hotel we take part in a "Friendship Match" against a local team. This is my first (and only) chance to play Go in an official event during my trip. Fortunately I've managed to get some practice during the previous week and win both of my games fairly comfortably. Jim also wins two games, contributing to a 38 - 23 victory over the home side.

The match finishes at about three in the afternoon, and five of us decide to do some more sightseeing. We walk to the Hokkaido Shrine (set in a very pleasant park), and catch the subway to the Sapporo beer garden where we sample the local brew.

Monday May 27th. Breakfast at the hotel, then coach to Chitose airport. Most of the party are returning to Tokyo, since this represents the end of the official WAGC activities. But 14 of us have accepted an

invitation from the Kansai Kiin to spend up to five days in Osaka. For this I am supposed to act as team leader. I have already had to liaise between the participants and the Nihon Kiin to set up the visit.

Fortunately everything goes smoothly, and we arrive in Osaka at about 2 p.m. We are met and driven to the Kansai Ki-in where professionals play against us 2 or 3 at a time. I lose comfortably to Inoue (5 dan) on 4 stones. After a short game commentary we are taken out for dinner, and get back to our hotel at about 9.30. Most of the rooms are Japanese style; the hotel also has communal baths which most of us use in the following nights.

Tuesday May 28th. Sightseeing in Nara for the morning and early afternoon. We return to Osaka and play a friendly match at a Go salon which also provides us with a meal. Again I win both games, but my second victory is only due to my 5 dan opponent running out of time.

May 29 - 31. Mostly more sightseeing. There is also time for many games of Go, including a tournament to decide who should receive a present of a Go set from the Go salon. Jim and I are unfortunately eliminated in the first round. Some of our party depart during this time.

Saturday June 1st. All those remaining in the party leave Osaka today, the end of the organised trip. I take the Shinkansen to Nagoya where I meet Kazuyoshi Hayashi, who shares my interest in computer Go.

June 2 - 6. During this time I see some of the sights in and around Nagoya, and play some Go against both programs and people (without much success, in the later case).

June 7 - 8. Leave Nagoya at 2.30 p.m. and catch Shinkansen to Tokyo. Long flight back, eventually arriving home at 1.30 next day.

One of the most notable features of my visit was the lavish hospitality at every stage. I would like to take this opportunity to thank the WAGC sponsors (JAL and the Nihon Kiin), and all the people who were involved in my trip.

# The golden rule

Jim Bates had about as good a result as could be expected in the World Amateur, finishing 12th with 4/7. His best win was the following game in round 2 against the Singaporean 5 dan.

**Black: Jim Bates 4 dan**  
**White: Cheong 5 dan**

White 22: He must play at 30. Black's kikashi at 25 is too good to allow.

White 28: An overplay, but Black 29 is worse - Black must come out with 34. Even if White gets to play at 29, he is not completely alive.

Black 43: should be played before 41. It is unreasonable to hope for answers to both these moves.

White 44: However it works - White absolutely must play 44 at A. In the game, Black 43 becomes light, and White is under severe attack.

Black 61: seems natural, preparing to play 63 and make some territory on the side, but its main effect is to help White expand his corner, both by pulling out 64 and by forcing with 80 and 82. 61 at B would be normal.

Black 65: Should be at 67 first. This forces C, after which 65 gives White an empty triangle.

Black 77: Too slow - the black group becomes weak as well as over-concentrated. The ordinary move here would be D, but 92 might be even better.

Black 95: A ladder breaker, so that 97 does not die simply, but even so, 97 feels like a bit of an overplay. If 98 had simply extended downwards at E, Black would have a lot of work to do.

White 108: Incomprehensible - White could have forced 109 with 110, and it is hard to imagine that he would then have continued at 108.

Black 111: Very sharp - there is no way for the four white stones to escape.

White 116: Strange - if this had been one

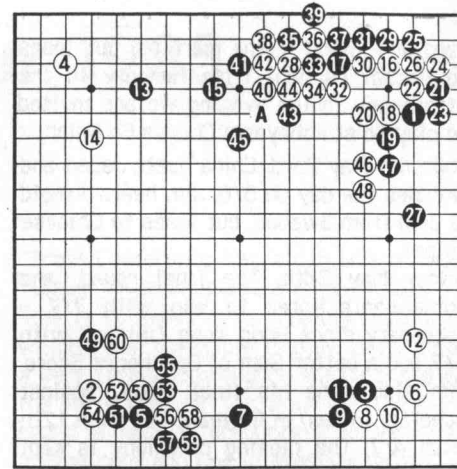


Figure 1. 1 - 60

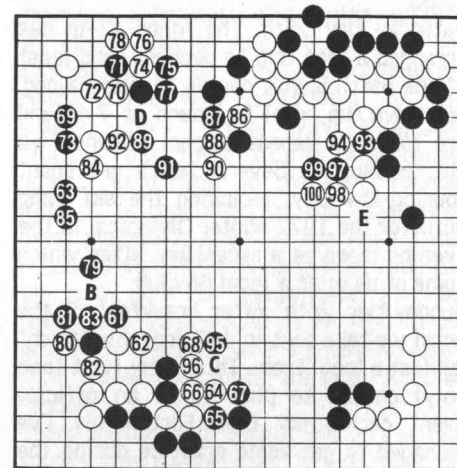


Figure 2. 61 - 100

point to the left, he could have connected along the edge.  
 Black 137: Now that the last weak group is connected to safety, Black is clearly ahead. But a string of slack moves lets it get close. Black 137 does nothing except save Black's stones. If Jim was really worried about the connection in this area, at least he could have played F, preparing an attack on the big white group at the top. Actually it was quite safe to take

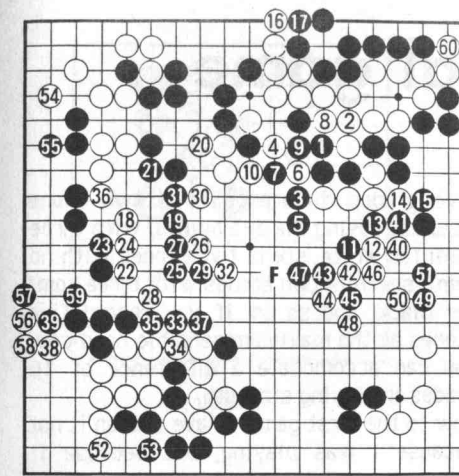


Figure 3. 101 - 160

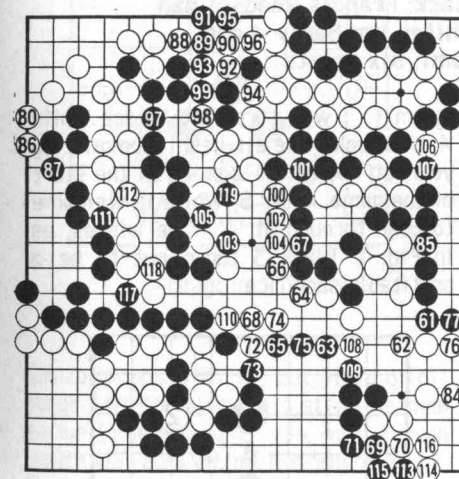


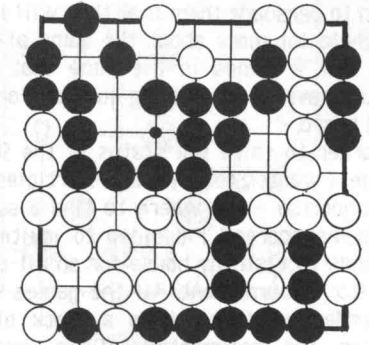
Figure 4. 161 - 199

one of the big points at 38 and 49.  
 Black 153-159: It is hard to believe that Black is trying to win. The golden rule of yose is not to answer your opponent unless it is absolutely forced. If White had played 160 at 171 he would probably be a few points ahead.  
 Black 161: What happens if this is played one point to the left?  
 Black 169: Worth 10 points, which is more than most of the preceding 30 moves.  
 Black won by 8 1/2.

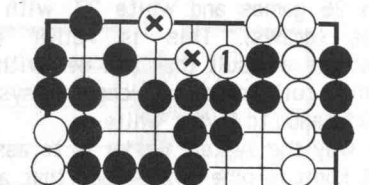
# Loony moves

by Brian Chandler

Diagram 1 shows an even game on a 9x9 board. There are no prisoners in the lids, and it is White's turn to play. What is going on? Who is winning? Try to answer these question before reading on.



What's going on? Well Black's big group has obviously got five points of territory in the top left corner, and White's group in the bottom left corner has also got five points, including the prisoner.



White's other group up the right hand side is alive in seki, and the two stones (triangled) on the top side are safely connected. So it's jigo (a draw) - there are no points left, and White ought to pass. But he doesn't, he plays 1, after which two more moves threaten to make a second eye, dissolving the seki, and winning by a lot. Where's the loony move: ie what must Black not do next. Turn to p.30.

# 9x9 GO is a real game

by Francis Roads

Beginners walk into a Go club and see everybody playing 19 x 19 Go, so naturally they want to do likewise. It is often very hard to persuade them that they will learn a whole lot more about the game playing six 9 x 9 games in the time that they would have spent playing just one on the full board.

In order to raise the status of the 9 x 9 game, I wanted to write some articles for this journal - but where to find a supply of game scores? I decided to invite ten friends to visit my house for an all-play-all 9 x 9 tournament. All the games were recorded, so I now have a stock of 55 games for commentary (Does anybody want any?).

The range of strengths was 6 dan to 4 kyu, so a handicapping system was needed. We borrowed the system used by the Dutch for their 13 x 13 tournaments. There was no reason for thinking it would work especially well, but in the event Black won 26 games and White 27, with two jigos (draws). This is rather more equitable a result than you get with the normal full board handicapping system, which tends to favour White.

The way the system works is to assume that komi is nine points, and that a one stone handicap represents a difference of three dan or kyu grades. So for an even game White gets nine komi; with one grade difference the stronger player (as White) gets only six points komi; with two grades, it is three, and with three grades, zero.

Theoretically, for a four grade difference we now need two handicap stones with six komi for White, but in order to reduce the need to place handicap stones, the players preferred to play an even game with Black receiving three points komi.

Five grades difference is a two stone handicap (using the 3-3 points) with three komi for White, six is two stones with no komi, seven is two stones with three komi for Black, and so on. If you regard five stones as the maximum sensible handicap, you can accommodate a difference of 16 grades in playing strength.

Now to the first game. I have chosen it not because I was playing, but because it raises some interesting questions about the endgame.

**Black: Francis Roads 3 dan**

**White: Jim Barty 4 dan**

**Komi: six points**

Diagram 1. I was surprised to see White 4, this looks like aji-keshi (committing yourself too early), coming at the start of the game. After 5, White is welcome to push through at 'A' if he wishes, as in Fig. 1. Black 3 turns out to be a profitable sacrifice.

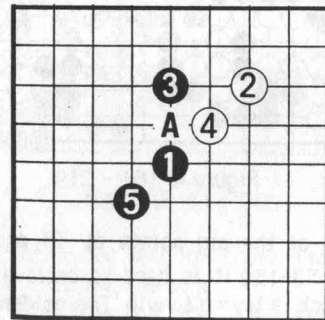


Diagram 1.

Diagram 2. After White has established himself in the lower corner with 8, it becomes worthwhile preventing the sequence in Fig. 1 with 9, which also forces White to defend his corner with 10. I could have separated the two

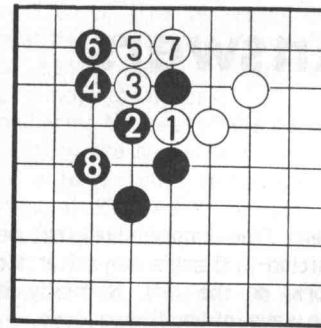


Figure 1.

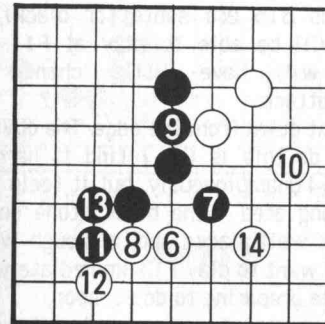


Diagram 2.

White groups with 11, but playing this large territorial move instead seemed to me to be enough to win, even though White was able to link his groups at 14. This concludes the middle-game.

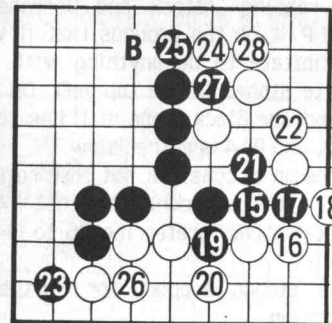


Diagram 3.

Diagram 3. Black make various sente endplays up to 23. White is right not to answer this move at once, but to play 24. Why? Well if Black ignores 24 to capture at 26, White can jump in to 'B', and Black loses far more on the upper side than he gains in the lower left. So Black answers at 25, leaving White free to go back to 26.

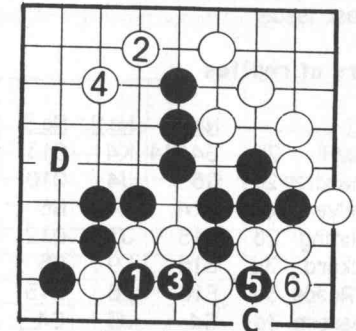


Figure 2.

If Black were to ignore White 24, Fig. 2 shows a possible outcome. Black captures some stones on the lower side, but White is threatening both 'C' and 'D', and is several points ahead (remember komi).

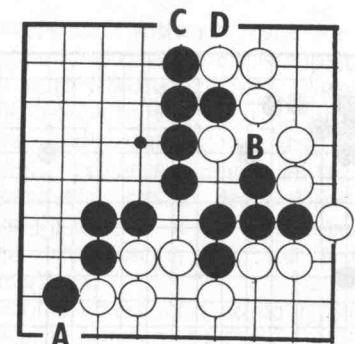


Diagram 4.

Diagram 4. There are three remaining endgame plays at 'A', 'B', and 'C' or 'D'. Can you work out the final moves before turning to the end of the game on page 27.

# Spot the move - Answers

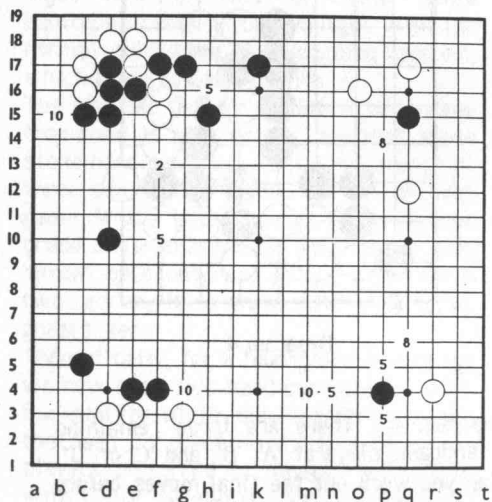
**Richard Granville** analyses the answers of our panel of experts to the competition in our last issue.

## Summary of replies

Panellist		No.1	No.2	No.3
Jeff Ansell	2k	G4/M4	K4	O13
Brian Chandler	2d	Q6	J4	O10
M. Macfadyen	6d	P14	K4	N6
Toby Manning	2d	B15	J3	Q12
John Rickard	3d	B15	L9	C5
Francis Roads	3d	F10	L8	P15
P. Shepperson	3d	G4	J3	C4

## Problem 1.

When I discussed the idea of the BGJ competition with Matthew Macfadyen, he said that panellists would sometimes overlook moves that were chosen by other people. This has certainly happened here, since none of the panellists even mentioned the move which I played.



Macfadyen: "The impressive feature of this position is Black's moyo (territorial framework) on the left. Normally there are three ways of handling a moyo:

a) Invade it directly. The only sensible way to do this seems to be to pull out the cutting stones in the upper left. Unfortunately, White's corner is weak (B14 and B15 are sente for black), so Black will be able to play at F11 and White will have little chance to counterattack.

b) Push it down from the edge. The obvious way to do this is G4. I find it hard to refute G4 unambiguously, but it feels like the wrong area - the black stone on P4 becomes well placed and, although White may not want to play F13 immediately, he should be preparing to do so soon.

c) Make some of your own territory so that the moyo needs to get bigger. There is a perfect move at P14 for doing this. As well as making a huge corner almost secure, it builds thickness towards Black's moyo.

"Other moves, such as Q6, N4 or C3 seem irrelevant, though they are all large. P14 is really the only move."

Brian Chandler almost agrees:

"Before reading 'Attack and Defense' I favoured P14, on the grounds that it was too precipitate to do anything with the two White stones in the top left. On the other hand, the Black stone still has some life in it, and P14 is rather slow."

Brian goes on to consider, but then reject, playing at D12, and concludes that P4 is the pivotal stone, preferring Q6 to M4 in reply to it.

There is strong support for Matthew's second option:

Rickard: "The white group in the top left seems to be alive, but the black hane and

connection at B16 is sente. The white hane at B15 and connection is also pretty much sente, but it might strengthen Black's moyo too much.

"Considering the rest of the board first, I would play the sequence in Dia. 2, which leave a large sente endgame sequence starting at D5. Black's left side becomes rather large but this seems better than allowing H5. Given that I am going to strengthen Black's moyo, the double sente seems worthwhile, so my first move would be B15."

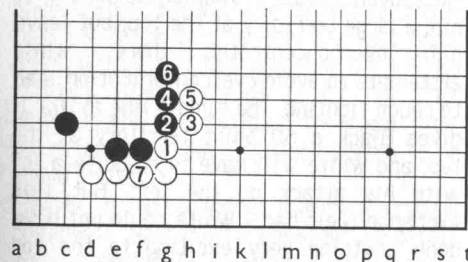


Diagram 2.

Shepperson agrees, but prefers N4 to the solid move at 7 in Dia. 2.

Manning also wants to play the double sente point at B15, and then to follow in the lower right, planning to reduce the moyo with F10 later. Roads on the other hand prefers to start immediately with F10, treating the two cutting stones as aji only.

In the actual game I played the sacrifice sequence in Dia. 3, so as to make shape in

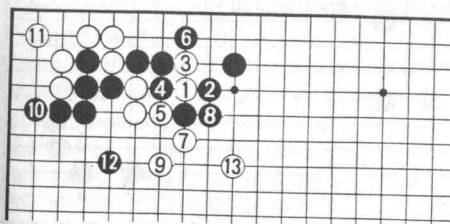
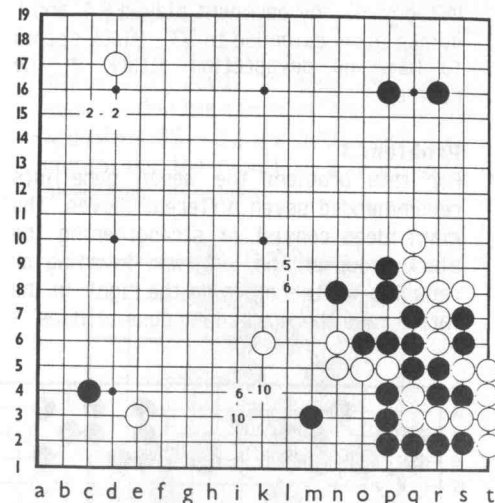


Diagram 3.

the centre. Later I was able to invade the lower left side. (Ed - this seems playable, but a bit illogical, since the main attraction of saving the cutting stones is to prepare a counterattack on Black's upper group.

## Problem 2

Despite the five different moves preferred by the panel, there is general agreement about what to do.



Shepperson: "Although there are several big points on the board, there seems to me to be only one urgent area. If White gets the chance to play K3 (threatening N2), Black will be almost forced to make the L3-K4 exchange, giving White a very favourable result. Hence Black must prevent this; J3 is the obvious way to do this (considering E3, K4 would be misplaced).

Manning agrees, and so do I, but other panellists preferred K4:

Ansell: "K4 prevents White K3, which would be overwhelming, and puts pressure on the running white group, a possible continuation would be O7, P7, N7, N10."

Macfadyen: "K4 is the vital point of White's shape - if Black plays K3, White can force him down immediately with K4,

N3 and M4, building eyeshape in the process, and then attack at N10."

The other possibility is to play in the centre immediately:

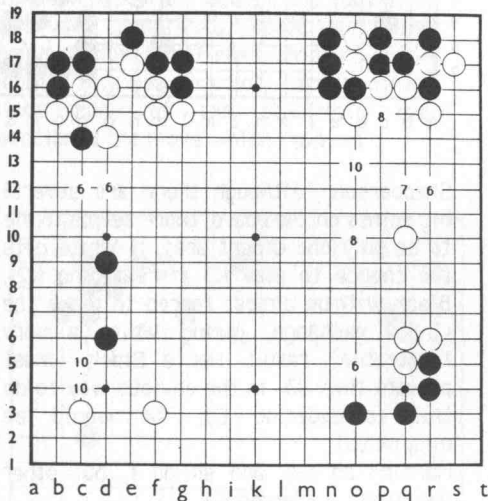
Rickard: "If White were to play around L8, Black would be forced to move into the uninteresting area near White's thickness. I am not good at judging shape in such situations, but for some reason L9 feels better than L8."

Roads prefers L8, and Chandler considers N7 in the centre, but ends up preferring J4.

In the game, my opponent played K4, and I immediately extended to H3 - Black seems to have no devastating attack in the centre.

### Problem 3

For this problem the seven panellists recommended seven different moves. The main ideas consist of strengthening the black group on the left, and invading or reducing White's moyo on the right. In the latter case there are many possibilities.



Ansell: "There are many large points to be played, the biggest of which are probably J3/K3 and N5. White N5 would greatly expand the side and also aims at M3. Black at N5 limits the side, but White replies at

K3 and gains from the exchange. The immediate reduction at O13 gets my vote."

This is what I played in the actual game, but several other suggestions also seem reasonable:

Roads: "Black wants to build up his moyo with H15 and P15; White's aims are P14 and N6/N5. In this case it is probably right to play at the focal point of two moyos, so Black plays P15, White Q15, Black P14 and then White Q13. Now it becomes more urgent to stop N5, so Black should continue with O5."

Macfadyen: "Black's simpler options give him a large territory at the top, but leave him overconcentrated there, while attempts to avoid overconcentration lead to rough fighting. The simple line in Dia. 6 gives Black a 60 point territory at the top, and White will have to do quite a lot with his attack on the left. But this exchange feels bad - White could not have done anything very exciting to the top side.

"Perhaps Black's most natural move is H3, but things now get complicated. White will probably invade around L4 and start covering the board with weak groups in the hope of finding a use for his thickness at the top.

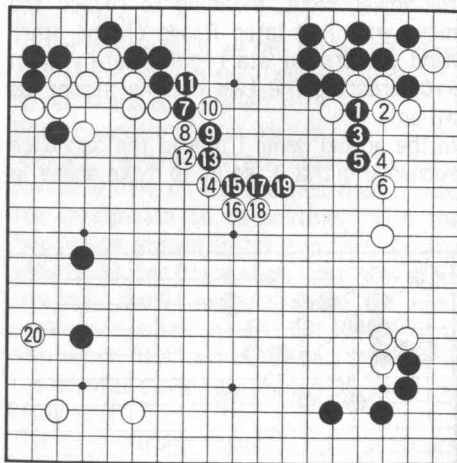


Diagram 6.

"My preferred move is N6. Since Black's main problem is that he will lose control in the centre after grabbing too much territory, he can afford a waiting move. White K3 seems forced, and now Black can reduce the side with Q9."

Manning: "The cut at P15 is an attempt to start a fight, but if White gives up his stone at O15 and defends on the right, Black has gained little and has gote. Thus I would play at Q12. This prepares for the cut at P15 but also has opportunities to decimate the lower side if White plays at P14."

Shepperson: "I can't see anything better than for Black to stabilise his last weak group with C4. If the sequence D4, C5, B3 follows, Black extends to C11 or C12. White might now build up the right side, but after playing at C4, Black seems to be ahead on territory."

Finally, Brian Chandler makes a cryptic comment: "No time to consider in detail. No immediately obvious vital/urgent points. Best to use sente to play another move in problem 1, where so much is going on. How about the boshi at O10. Can't be bad can it?"

No, it isn't bad, since it reduces White's moyo quite effectively, but its drawback is that doesn't do very much for Black's position.

### !!!!!! LAST MONTH'S WINNERS !!!!!!

He's done it again! Our overseas correspondent, Branimir Nedelkovic, who describes himself as a "very perspective (sic) 3 kyu", scored an impressive 28/30 to win the competition for the second time running. Second was Alan Robinson of Coventry with 14/30.

Come on all you British kyu players, wake up and save our honour. In the meantime, congratulations to Branimir who receives another £5 token for the BGA book service. He is also likely to be elected to serve as one of our panellists, if only to stop him winning!

This month's competition can be found on page 5.

### 9x9 Go Contd.

Diagram 5. Both 'A' and 'C' in Diagram 4 are sente for White (Black must answer), so Black prevents one of them with 29 (a 'reverse sente' play), gaining the three points marked 'X'. White then plays his sente sequence 30 - 33, which gains him three points, the one marked '+' and two for forcing Black to play 31 and 33. Why does Black choose 29 rather than 'D' in Diagram 4?

The reason is that 29 threatens to take a further two points from White. If Black were to play at 34, White 'E'; White still needs to play one extra move within his territory. So White 34 and Black 35 - 37 are both worth two points, and the result is a draw, both sides have 26 points.

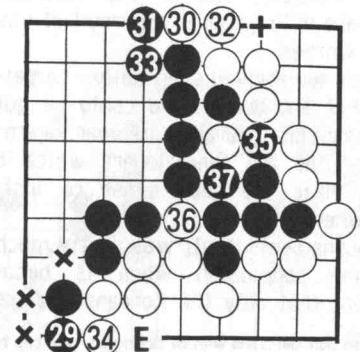


Diagram 5.

This game illustrates the benefits that even stronger players can derive from 9x9 Go. It is excellent practice in the endgame.

It encourages you to think not only about finding the next largest move, but in terms of the optimum sequence of moves - the pros and cons of 'small' sente versus 'large' gote plays, and so on. Often it is possible to count carefully and work out the correct sequence right down to the last move.

Of course this is something that professionals can do on a large board, almost from the middle-game.

# 1,2,3, (REN)GO

by Matthew Macfadyen

The Go scene in Taipei is dominated by the influence of one man. Ing Chiang Ki provides all the sponsorship, the rules, the sets, the playing rooms, and even the electronic clocks which do byo yomi for you. Last year he started the world youth Weichi (Go) championships.

This year's event happened at the beginning of August. The 18 players were mostly from the Far East, but included two Americans, an Australian and the three Europeans for whom I was nominally responsible.

These duties were not especially arduous, but included interesting tours of Singapore airport in pursuit of Bernd-Jan Buit's suitcase, and of the Taiwanese consulate in Singapore, in pursuit of visas which worked.

However we arrived eventually. Taipei is huge, hot and humid, and could be quite unpleasant at this time of year, were it not for the air conditioners which the people have the good sense to install everywhere.

The tournament itself was pretty much a foregone conclusion when it became apparent that only the Koreans had tried

Bernd-Jan Buit (left) and Wim de Schrijver, pictured here en route for Terschelling, were Europe's representatives to the World Junior.

to choose their strongest team. However the European contingent managed respectable results; Bernd-Jan Buit finished 7th, Raymond Zwiers (also from Utrecht) was 11th, and Lauri Paatero (Helsinki) 12th. The bulk of the players were around 1 or 2 dan (European).

Meanwhile the "team captains" played a separate tournament which, since the Eastern countries contributed go teachers, while the West sent their best players, was quite closely matched. There were eight players in this event, and I managed to lose the final game by one point, thus avoiding the embarrassment of having to fit the enormous cup into an aeroplane with me.

A good deal of Go playing and other activities happened outside the main event, and the game given below comes from one of these. It is a rengo (team game) in which each player had three successive moves for his side. This seems to be a highly satisfactory way of playing Go, and is recommended to anyone who wants a light hearted but instructive game.

The teams: Black: Iwata Hajime (6 dan pro, Japan); Don Potter (4 dan, once USA, now cosmopolitan around the far East); Lauri



Paatero (1 dan, Finland). White: M. Macfadyen; John Given (5 dan, USA); Bernd-Jan Buit (3 dan, NL).

White 10: The first problem. It would be best to play at 13, waiting to see how the top corner develops before playing at the bottom.

Black 19-37: A typical rengo sequence. The black players have three different ideas about how to rescue their group. 37 was played by Iwata, and was designed to help the rest of his team know what to do.

White 38: Should be at 39, since White ends up in bad shape. 40 could be at 41, but then Black 40 would make the capture too small.

White 50, 52 54: These plays show the advantage of giving each player three moves, they were all played by Buit, and develop a promising attack on the black group. Unfortunately I spoiled it for him with 56, which should be 57.

White 62: This play caused much discussion after the game, as to whether it made White magnificently thick or overconcentrated. Iwata approved of it, and confessed that he had considered playing 55 at 62, abandoning the upper group.

Black 67, 69, 71: Paatero, nominally the weak link in his team, was responsible for these three brilliant plays which more or less wrapped up the game.

White 76: The corner group can't be saved directly, and it seemed to be good to force Iwata to make bad shape (I played 76, and had expected 77, which is the only way to stop any fooling around.

White 80: Aims at a big territory in the centre, but it can't be big enough. White should play below 63 and try to live.

White 92: Last chance. 94 was just a forcing move so that Iwata wouldn't get to answer 96. Black obediently erred with 97 (they should atari above 96 first). But 98 was the final

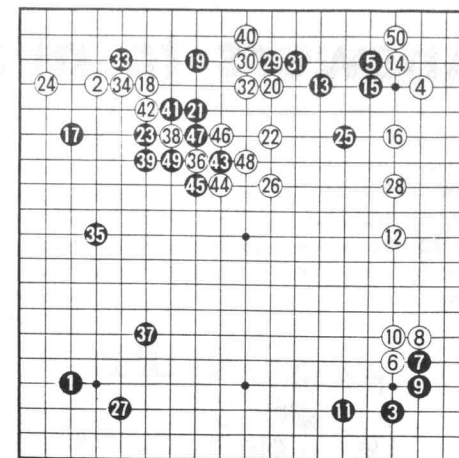


Figure 1. 1 - 50

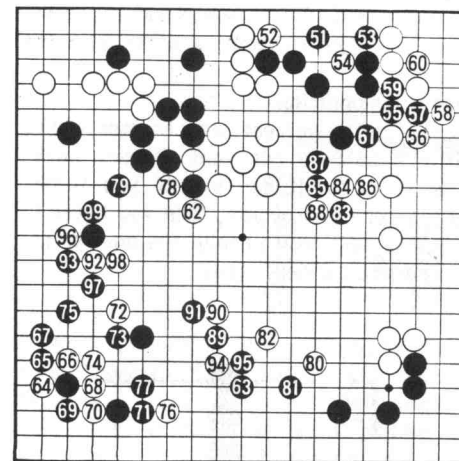


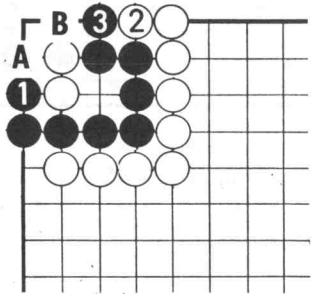
Figure 2. 51 - 99

aberration. The other two White players immediately resigned. If 98 had been at 99, there was still a chance of killing the whole black group at the top.

# Answers to problems

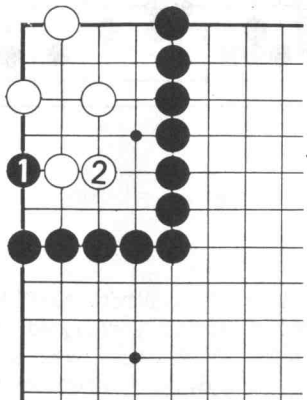
Shaw's position:

Black's ridiculous looking move at 1 is the way to live. White 2 is one way to fail - after 3, A and B are miai and the result is seki.



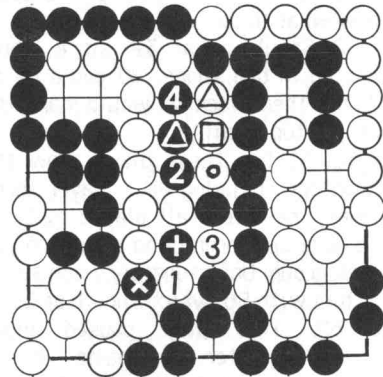
Feldmann's position:

Black 1 is the correct way to start, but White 2 is very resilient. Black's next move is difficult to find. If you think anything ordinary works, then you haven't found the best White reply. The answer is deferred to our next issue.



Siivola's Position:

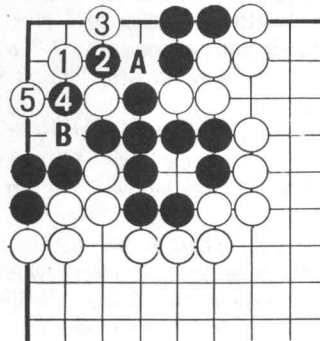
The short answer is that the position repeats itself after 10 moves. Here's how. The problem of proving that all the moves are forced is left to the reader.



- White 5 at
- Black 6 at
- White 7 at
- Black 8 at
- White 9 at
- Black 10 at

Symmetrical position:

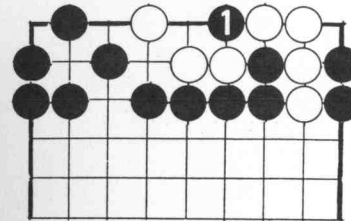
Play at the centre of course! Black can capture one stone with 2 and 4, but after 5 the two snap-backs at A and B are miai, so Black can't make an eye.



## Loony move - Answer

Black must resist the temptation to throw in at 1, a move that "looks natural". Of course this move "works" - White cannot make an eye and the seki is maintained. But now count up the points again. White has gained an extra prisoner (the stone at 1), so wins by one point!

This is something of a trick question, because there are actually two looney moves. If Black tries to be too clever, he will say: "Ah, but White needs two more moves for an eye, so I shall pass."



Unfortunately, when White plays 3, Black now has to choose but to throw in at 4, so once more White has an extra prisoner and wins by a point.

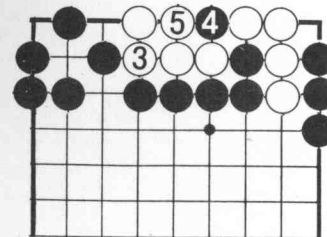


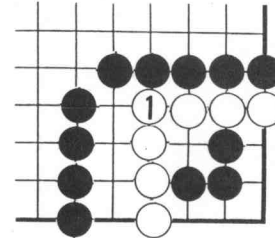
Diagram 2.

Black's only correct response to White's original move at 1 is to play from the outside at 3 in diagram 2, spoiling the eye in the most trivial manner possible. The moral of this problem is that Go is

won by the player with the most points at the end of the game, not the player who makes the cleverest moves.

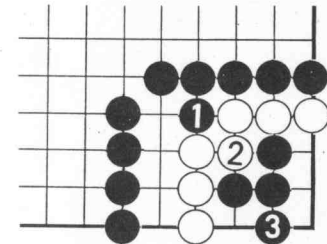
The problem is also unusual in another way: the loony move was played by a computer program (Alan Scarff's MicroGo!). For a computer it was a very high calibre blunder indeed.

## Last month's problem



The symmetry of White 1 should have helped readers find this move. It prevents Black 1 in diagram 2, forcing White to reduce his eye space with 2; after Black 3 White can no longer make living eye shape.

Diagram 2.



If Black still tries to kill White, with eg 1 in Diagram 3, White 2 lives easily because of the extra internal liberty. Note, however, that White cannot play at A in reply to Black 1. Black blocks at 2 and can make the dead "rabby six" shape- (see the "Life & Death" book).

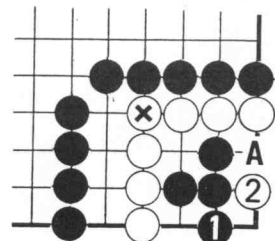


Diagram 3.