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COVER: A print by Sharaku: 'Diadozan, sumo wrestler being proud of his own power'. The print tells us the boy was 8 years old, weighed 79 kg, was 120 cm tall, and had a waistline of 118 cm.

GLOSSARY OF JAPANESE TERMS

- AJI: Latent potential or threats left behind in a position.
- ATARI: Threat of immediate capture.
- GOTE: Not having, or surrendering the initiative (see SENTE).
- HANE: A contact play, 'bending round' an opponent's stone.
- JOSEKI: Fixed local sequence, usually at the start of the game and in a corner.
- KAKARI: An approach move to an opponent's corner stone.
- KIKASHI: A forcing move.
- MOYO: A large territorial framework.
- SEKI: Stalemate between two adjacent eyeless groups.
- SENTE: Having or retaining the initiative.
- SHIMARI: A corner enclosure.

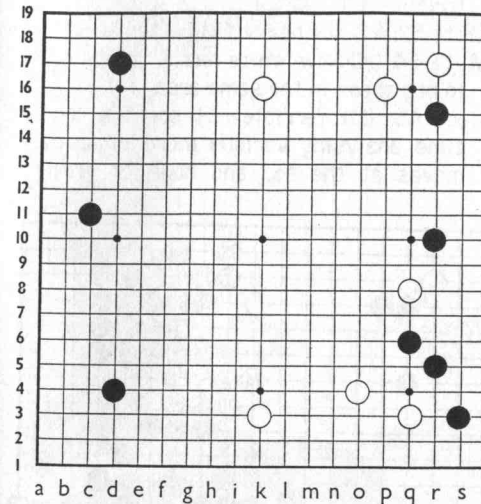
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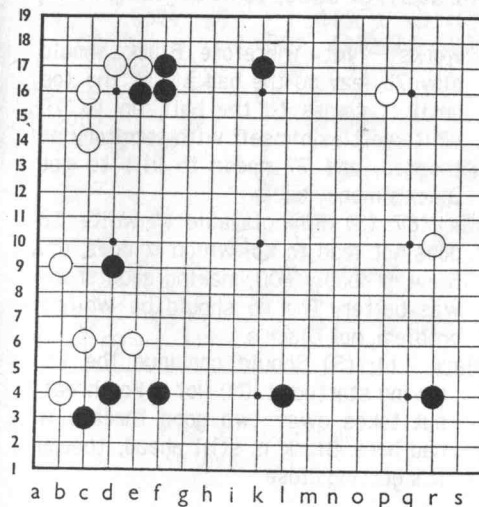
Spot the move

By Richard Granville



Problem 1. White to play.

Problem 2. Black to play.



Here are three more problems to test your sense of direction. As usual you'll be able to compare your efforts with those of a panel of dan players and a fellow hacker from the kyu ranks (not that most of our dan players aren't fond of a bit of hacking themselves!).

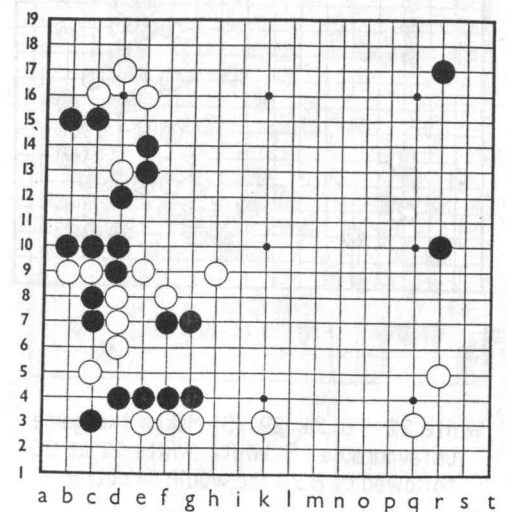
Look at the positions below and try and work out what part of the board you'd play in next, and what the best local move is. Try and think about the position and find a good reason for your choice.

The reader whose suggestions comes closest to those of our panel will receive a £5 token which can be spent at the BGA book service.

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

(The answers to, and commentary on, the last competition are on page 10.

Problem 3. White to play.



STACEY'S VICTORY

During the seven years of Matthew Macfadyen's tenure of the British Go Championship, in only one year has Terry Stacey not been his challenger for the title. We present here in full the four championship games which ended in a 3 - 1 victory for the patient challenger. In games 1, 2, and 4 (M) signifies Matthew's comments and (S) those of Terry.

According to Terry, the games were characterised by a fairly consistent level, interspersed with severe mistakes or sequences of mistakes causing the lead to suddenly change hands. The standard of play following the final turning point in each game was typically fairly poor on the part of one or both players because of byo-yomi or lack of concentration.

Game 1
Black: M Macfadyen 6 dan
White: T Stacey 5 dan

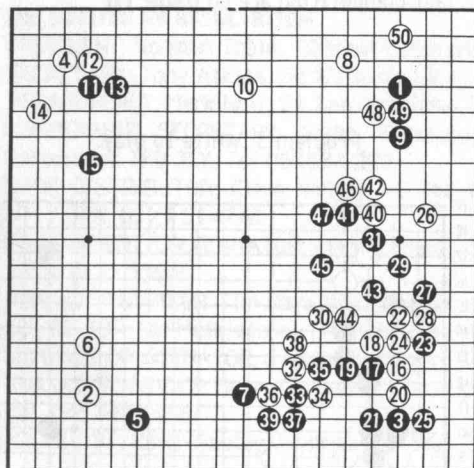


Fig. 1 (1-50)

White 22 - Black 29: (S) Makes the game unfavourable for White. White 22 at 25 followed by B 24 etc would be better.

White 26: (M) May be better one line lower.
 White 28 is too optimistic; of course Black won't answer and White is in trouble.
 White 52: (M) Too heavy. (S) Better at 60.
 White 64: (M) Now White has 3 groups all in bad shape in the same area.
 Black 65: (M) Terrible - I spent a long time analysing various more vigorous moves at the top and none of them

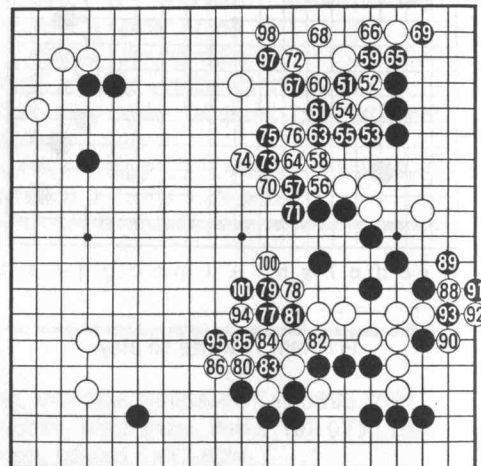


Fig. 2 (51-101)

62 at 51; 87 at 36; 96 at 88; 99 ko at 93

works - yet. Therefore Black should play 73 leaving the bad aji at the top until it comes to the boil. Up to 76 White settles himself with territory at the top, and 77 needs to kill to get Black's money back.

Black 87: (S) Only playable if White 88 does not lead to ko, which it does. (M) Slow, probably 100, making good shape was better. The ko should be White's problem, not Black's.

Black 111: (S) Should continue the ko, having started it. (M) Not a ko threat, but takes away two good threats W had here. Black is still ahead, though it's getting close.



The new British champion, Terry Stacey, pictured during a tournament in Paris.

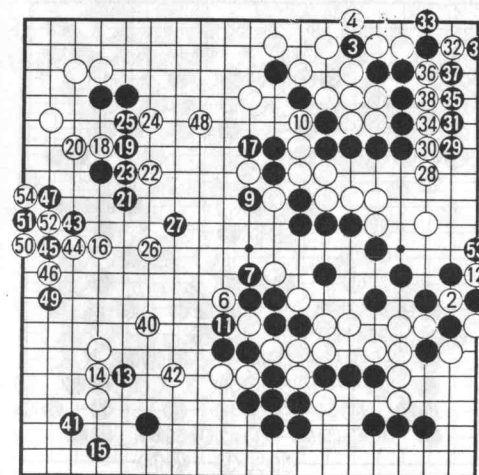


Fig. 3 (102-154)
 Ko (below 2), 5, 8

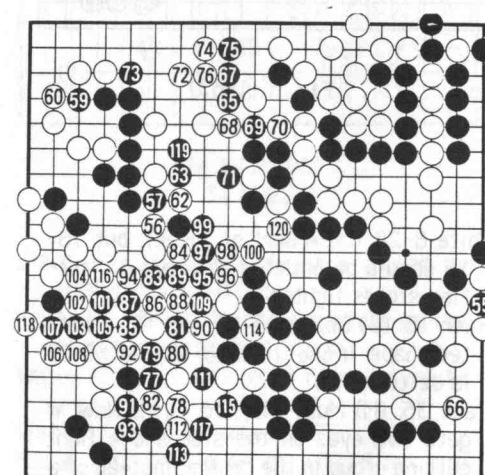


Fig. 4 (155-220)
 Ko (at 55): 58, 61, 64; 110 at 81

White 128: (S) Might have been better at 129, but Black loses the game in the sequence to 139. B 129 should have been at 131, and B 131 has to be at 137. (M) Idiotic, this must be at 137. Up to 139 W gets a gift of 24 points. The rest of the game is just thrashing around.

Game 2

Black: T Stacey (5 dan)
White: M Macfadyen (6 dan)

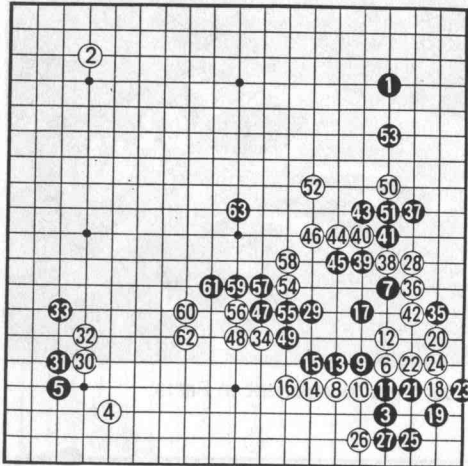


Fig. 1 (1-63)

White 8-28: (M) A sort of joseki, but 15-16 should be omitted to leave B's cutting stones lighter.

Black 15: (S) Better at 17, and 17 is better shape if one line to the left. 3 25 is better at 26.

Black 35: (M) Must play 36 first. Now W gets two eyes on the side and a light cutting group in the centre, instead of a heavy one-eyed group. (S) A blunder. W has a definite advantage already.

White 62: (M) Slow but almost completes the territory.

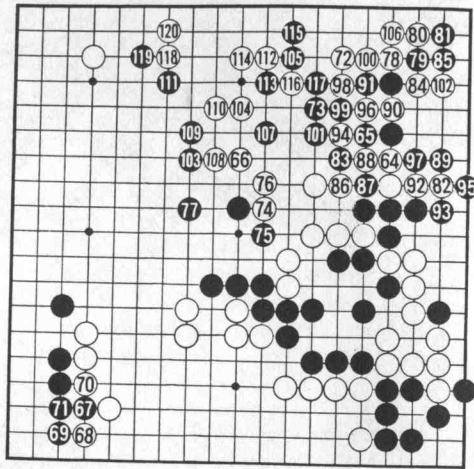


Fig. 2 (64-120)

White 78-102: (M) May look skillful, but actually White loses out here, since B becomes thick and W weak in the centre; also W's good move at 82 disappears. Up to 120, W gets a very weak group and B starts building the side.

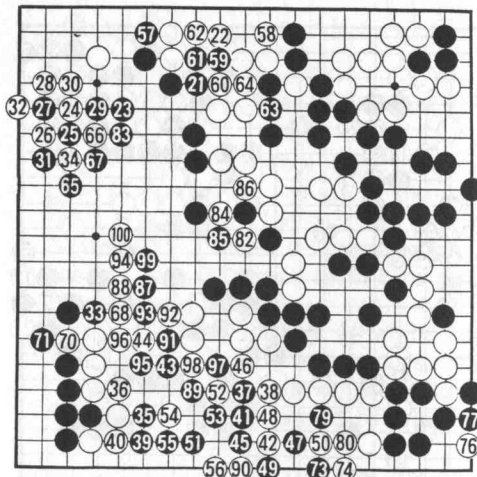


Fig. 3 (120-200)
Ko (at 25): 69, 72, 75, 78, 81

Black 125: (S) May be better at 157, followed by W 158, B 134.

Black 133: (S) Playing at 140 is not enough.

White 134: (M) 212 would be safer, but may not be enough.

Black 135: (S) Seems to be necessary, but unfortunately didn't work. (M) The fate of this invasion should decide the game.

White 156: (M) Kills, but a cutting point remains.

Black 157: Should cut immediately with the sequence B 189, W 190, B 191, W 192, B 193. (M) The correct order of B's plays seems to be 161, 159, 158, 157. This becomes ko (?).

White 168: (M) Should be the end. (S) Gives W the game.

White 188: (M) Absolute lunacy, 193 is quite enough. (S) Looks reasonable, but nearly lost the game.

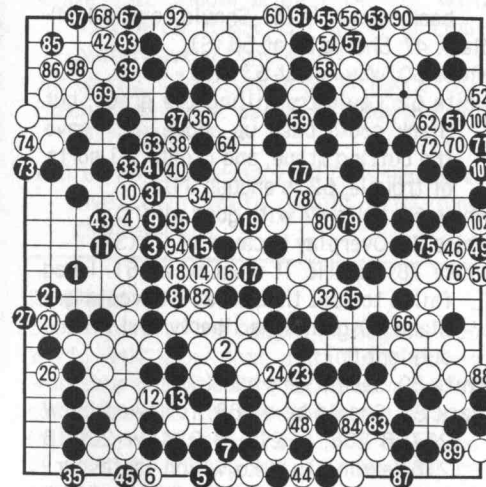


Fig. 4 (201-304)

8 right of 5; ko (at 19): 22, 25, 28; 29 below 7; 30 at 19; 47 right of 44; 91 above 59; 96 at 44

White 214: (M) Black is winning the semeai, so White had better kill the centre group, but even that should not be enough. (S) If W starts the semeai the result is ko, and W loses, hence Black is now unexpectedly winning. But Black was sufficiently confused about the result of the semeai to waste a couple of moves on it and permit White to regain the lead and win by 3 1/2 points.

Game 3

Black: M Macfadyen 6 dan
White: T Stacey 5 dan
(Comments by Stacey.)

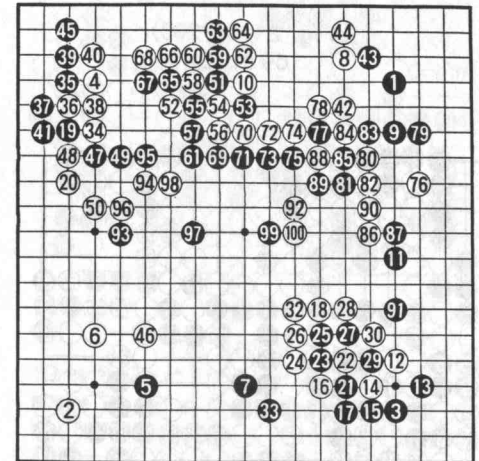


Fig. 1 (1-100)
31 at 22

Black 19, 21: Allegedly once played by Hashimoto Shoji 9 dan.

White 34 - Black 41: Bad for White as the result is worse than joseki.

White 124: At 125 looks more interesting.

White 134: Bad because of 135.

Black 185: Should be at 189. Black had failed to notice 188.

White 188: Deprives the black group of two eyes and gives White the game.

White 202: Better at 203.

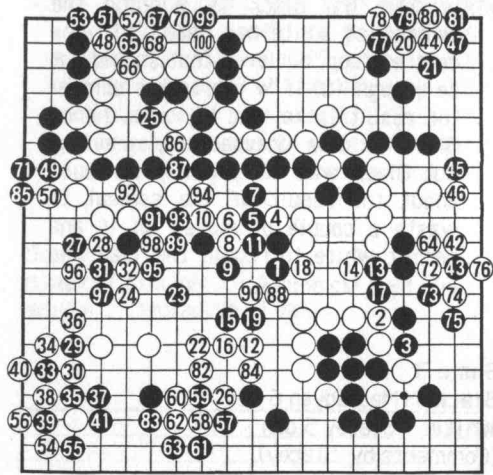


Fig. 2 (101-200)
169 at 152

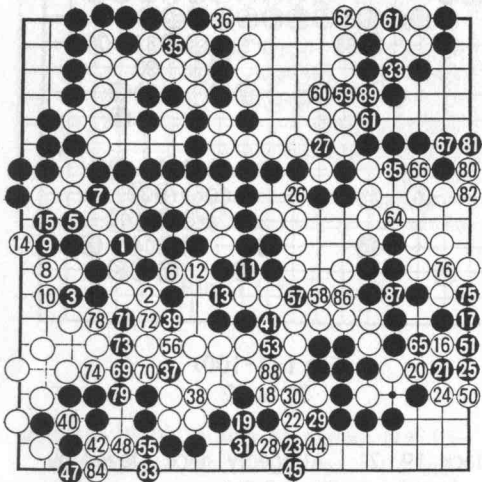


Fig. 3 (201-289)

4 left of 1; Ko (at 27): 32, 34 fills; ko (at 40): 43, 46, 49, 52, 54 fills; 68 above 35; 77 left of 57

White 208: 211 seems big. The game is now very close but Black later lost some points in the lower left corner and White won by 3 1/2 points.

Game 4

Black: T Stacey (5 dan)
White: M Macfadyen (6 dan)

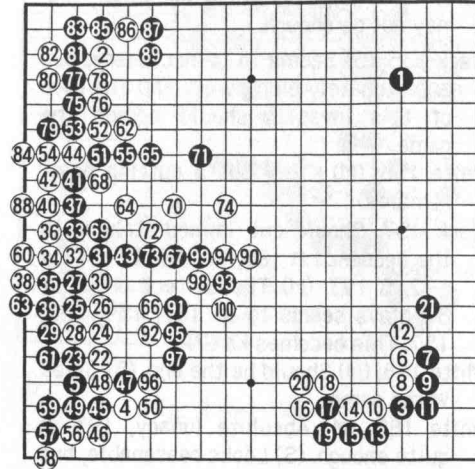


Fig. 1 (1-100)

Black 43: May not be as bad as the joseki book says it is (S). Should be at 44 (M).
Black 47: Should be at 56 (S).
White 60: Why not at 63? (S).
White 62: Could try killing the group, but Black could push up above 47, save the cutting stone, and create all sorts of trouble. 62 is enough (M).
White 66: Kills 47 with good aji (M).
White 70: Overplay because of 75 (S).
White 78: Lunatic. It must be at 81. I had failed to spot that 80 at 81 would get Black 80 gaining a liberty and killing outright (M).
White 80: Seems very odd! (S).
Black 85: Should be at 88, followed by W 207, B 208, W 211, B 214, W 209, B 216 leading to a ko which is favourable for Black (S). Probably Black would end up killing six white cutting stones (22 etc) with his ko threat. This would be very good for Black (M).
White 90: Takes the lead (S).
Black 91: Much better to leave this group for aji - it is White's only territory even if dead (M).

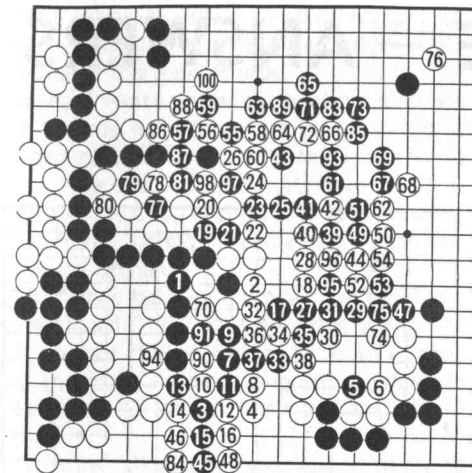


Fig. 2 (101-200)
82 at 77; 92 at 3; 99 at 56

Black 93: Too heavy. 132 is better shape, or try sacrificing with 110 perhaps (S).
Black 97: Very heavy! (S).
Black 101 - 131: No comment! (S).
White 118: Should protect the cut with 125. After Black 123 White is completely out of control (M).
White 132, 134: Gives Black a chance (S).
Black 143: Black seems to take the initiative here (S).
White 148: Unnecessary - 174 is enough to live, then White would still have chances (M).

Go World

Subscribers to the quarterly magazine Go World will know that distributor Games Workshop has woefully failed to meet its commitments. The BGA therefore intends to take over distribution of the magazine as soon as pricing and delivery can be agreed - which should be within the next couple of months. Subscribers are advised to contact Games Workshop and insist on any refund that may be due for undelivered issues. Their address is Chewton Street, Hilltop, Eastwood, Nottingham NG16 3HY. Tel 0773 769856 (ask for the mail order depart.)

Black 163 - 169: this sequence gives Black a clear lead although it is not clear who wins the semeai. It turned out to be seki. Black's lead survived the accidental loss of the upper left group during byo-yomi and White eventually resigned (S).
White 176: Should kill the centre, though it's probably too small (M).

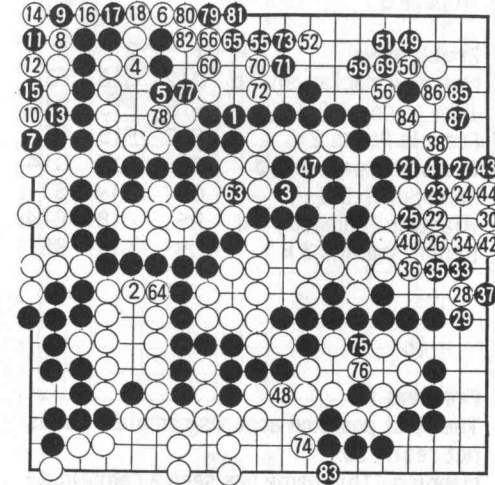
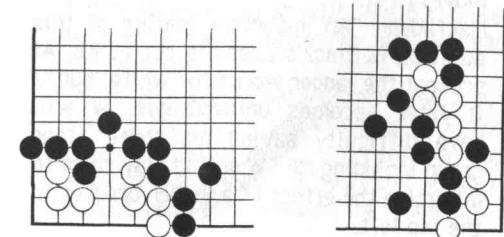


Fig. 3 (201-288)

19 at 9; 20 at 10; 31 at 15; 32 at 16; 39 above 25; 45 at 9; 46 at 10; 53 at 15; 54 at 16; 57 at 9; 58 at 10; 61 at 15; 62 at 16; 67 at 9; 68 at 10; 288 resigns

PROBLEMS

In each case Black is to play. Be careful with problem 1, there is a beguiling wrong solution. The other involves a really useful tesuji. Answers next issue.



SPOT THE MOVE – ANSWERS

Richard Granville summarises the answers of our panel of experts to Competition No. 4. The next competition can be found on page 3.

Problem No.	1	2	3
Matthew Macfadyen 6 d	D12	B18	F3
Toby Manning 2 d	F16	E15	R14
Francis Roads 2 d	C12	F15	F3
Piers Shepperson 3 d	O8	E15	Q14
John Smith 3 d	O8	H14	S3
Alastair Thompson 1 d	R5	L18	R14
Brian Timmins 3 k	Q5	G17	R6

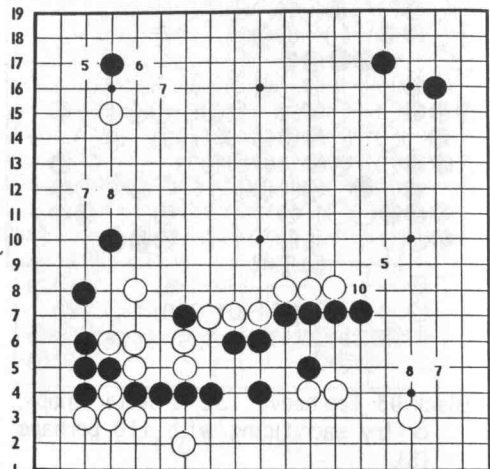
Problem 1

The first position appears complex, but is not really so.

Manning: "This game has seen a complicated joseki (the 'Taisha') in the lower left peter out into a sort of stalemate; both Black and White have weak groups, but neither can be profitably attacked at present. White would appear to be slightly behind; if he uses sente to strengthen himself at Q5, Black will respond at C13 or E15."

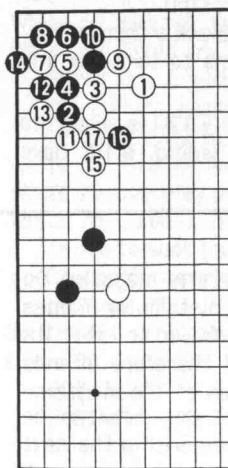
Since Q5 is "too slow", he goes on to prefer the pressing move, F16, to the outer attachment at E17, and suggests Dia. 2 is good enough for White. Two other panelists agree the top left is the place to play, but prefer to make a kikashi (forcing move) first.

Macfadyen: "An important feature of this position is Black's possible cut at K8. At present the ladder works for White, but if it later becomes unfavourable, W will have difficulty saving his three stone group including M8. W should play so as to minimise the effect of a ladder breaker in the top left.

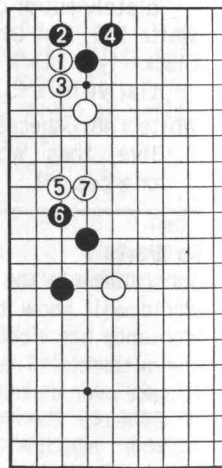


a b c d e f g h i k l m n o p q r s t

Dia. 1



Dia. 2



Dia. 3

"I recommend D12, when B's best reply is probably 'honte' (the honest move) at C10. White can then continue at F16. D12 is a light stone and ladder breaker, so Black

can't easily cut at K8. W could try C17 or E17 immediately, but the ladder will remain a thorn in his side."

Roads: "White needs to develop his stone in the top left. B's left side group has a weak spot at C12, and I think W should play there at once, threatening C9. If B defends at C10, W continues at C17, with C12/C10 having become an excellent forcing exchange."

RG: "Since both of the previous panelists mentioned C17, I have awarded points for it; in fact this was also the move I chose in the game. However two other panelists favoured the bottom right as the place to play.

Timmins: "Black's lower group is likely to escape, so an attack on the lower right corner or a splitting attack around about I 2 looks imminent. W should play Q5, which defends one of his groups (against eg Black P4). W's centre group is not in danger, since it has plenty of space to run away.

Thompson: "White can't get a satisfactory result in the top left: eg if C17, the sequence in Dia. 3 leaves his stones overconcentrated. therefore he should make a shimari (enclosure) at R5. If B attacks the D15 stone, he should treat it lightly."

RG: "I cannot agree with either comment: White's position in Dia. 3 is strong, rather than overconcentrated. Second, if W wants to treat his stone at the top lightly, he should play around L14. Finally, W's groups at the bottom are in no danger. A Black play at I 2 is gote, and does not even let B play the hane and connection at B3 in sente. Moves around Q5 are big, but not urgent.

Two other panelists also differ with our strongest player.

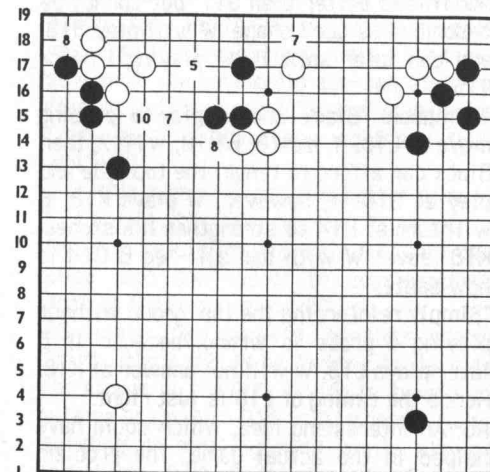
Smith: "The move that springs to mind is O8. It builds thickness, so will help W tackle any problems B creates elsewhere. If B extends, W keeps pushing.

Shepperson: "O8 is the vital point of influence for both sides; any other move is pedestrian by comparison. It strengthens the centre and weakens B's

group below. B is almost forced to answer at P7 to prevent W playing a double hane at P7 and Q6.

"But if B gets to play O8 first, W's centre position begins to look thin and the RHS is in danger of turning into Black territory."

Problem 2



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

Dia. 4

Shepperson summarises the position: "The main problem seems to be Black's three stones at the top, which could end up awkwardly placed if White plays here first. Some reinforcement is advisable, therefore. E15 seems to leave the least bad aji in the area."

But although the panel agrees on the problem, there is a variety of opinions about the solution.

Timmins: "How should Black strengthen the top group? G17 looks best, since it is good shape, and presses W's top left group. If W answers, B can later play at N16."

RG: "I cannot agree with Brian's suggestion of G17. W will play at B18, and B's group remains unstable; better to simply head for the centre.

Smith: "H14 seems natural, bringing B out towards the centre and ensuring he is not sealed in. Although this leaves a gap between B's groups, W will not find it productive to play there at the moment."

Roads: "B18 and G17 are big local yose, as well as attacking the White corner, but now is not the moment for either. I recommend the shape move F15, which is where W would attack if B tenuki's. If W defends at B18, B gladly extends to C10 or C9."

RG: This is better than G17, but cannot be described as good shape. W will play B18, and can later split B by playing E14 or E15.

Thompson: "Black should play a probing move at L18: if WM18, BK18, WM17, then Black can afford to tenuki the top side and play at C10. If, however, W plays K18, B will turn at H14 to strengthen his stones. K18 leaves W with bad aji - eg B O14 is now sente."

"Simply reinforcing the top group without playing a probe is wrong, because if B later plays L18, W will not answer at K18. Hence the timing of L18 is just right."

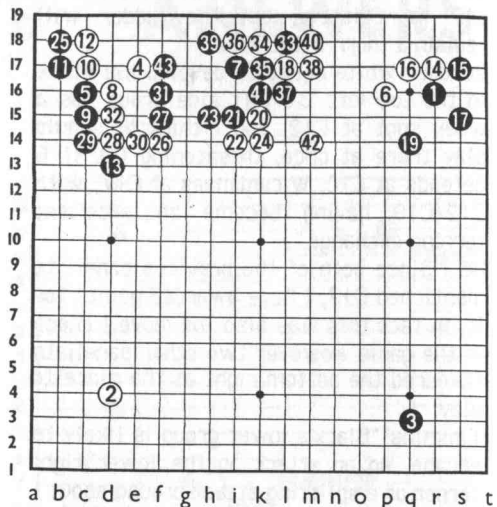
RG: An interesting idea, which could have helped in the actual game. The problem with such moves is that they tend to strengthen the opponent; in this position B may well want to invade around N17 at some time in the future.

Madfadyen: "B18 grabs a big yose point and attacks W's eyes. White G17 seems almost forced, after which B can play some kikashi around N16 before making thickness with E15."

RG: Yes, B18 must be the key point, even as yose it is worth 15 points. Unfortunately, when I played this move my opponent replied differently. Our final panelist explains why.

Manning: The key to this problem is: 'where would W play if it were his move?' In particular can he kill B's stones (with eg, F14) without weakening his own corner. The answer is difficult, but seems to be, yes (even if B scrapes life, it is a small life in gote). Accordingly Black should play at E15 to save his stones and put pressure on W's corner.

"Should Black play at B18 first (kikashi before life)? The answer is no, as W will still respond at F14, putting B in trouble."



Dia. 5

RG: Diagram 5 shows the first 43 moves of the game. Up to 14 seems unexceptional; but for 15 I should have made a pincer-extension to 38. White's connection at 24 gives the problem. White did indeed counter B18 with F14, and after the sequence to 43 Black is losing. However this is not the fault of the move at B18; if Black plays 27 at E15 he can obtain a satisfactory result.

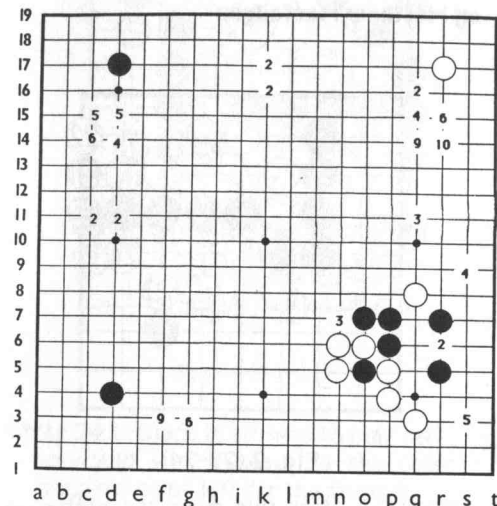
Problem 3

Macfadyen: "This is not really much of a problem - nothing has happened yet. The Chinese fuseki at C11 or D11 seems unattractive, since W F3 is an easy reply: B should play F3 himself to forestall W's approach."

"But it would be just as good to make a shimari in the top left. Alternatively B could try and expand the right side with R15, Q15 or Q14. Of these Q15 is least attractive, since W gets too much at the top."

"Personally I would probably play at F3 or C14, but it is hard to find a fuseki move which is bad for Black."

Matthew is the only panelist who considers that there are no urgent moves.



Dia. 6

The rest of the panel focus their attention on the bottom right, where a joseki has occurred.

Manning: "In this joseki Black can continue with S9, Q11, N7 or tenuki (according to Ishida). Which is better depends on style. I dislike S9 as too passive (playing on the second line so early), and the alternatives moves seem a bit slow."

"On the other hand, tenuki allows White to start a fight with R8, which is slightly unpleasant. Accordingly, I would play at R14, expecting W O16, B Q11. If instead W attacks in the lower right, R14 will turn out well placed in the ensuing fight."

RG: Toby wants to complete the joseki, so chooses his fuseki move accordingly. Presumably Matthew is prepared for W to attack his group, B having taken another large point elsewhere. For this reason I have awarded consolation marks to all the conventional fuseki moves available.

Shepperson: "The main feature of this position is the unfinished joseki. I prefer Q14 as the best local move, expecting the sequence W O16, B Q11, which defends the right side on the largest scale."

RG: Thompson agrees, but chooses R14. In the actual game, my opponent, Terry

Stacey, played at Q14 and continued with Q11 in answer to my extension to O16. One panelist agrees with just one of Macfadyen's alternatives.

"It is tempting to complete the joseki with S9 or Q11. The trouble is that the lower side, with the black hoshi (star-point) stone and the strong white group is very ripe for development, unlike the right side with the boring old san-san (3-3) at the top. Whoever gets to the lower side first, gets an advantage: eg Black Q11, White F3."

"For this reason Black had better play at F3 himself. Of course he must be prepared for an attack at R8, but after S7 Black can slide into the corner or counterattack against the W group above."

RG: Finally, two answers I consider wrong. Smith: Black should be looking to develop the stones on the RHS. Trying to expand on a large scale with Q16 or Q14 seems to be building on shifting sand, while playing tightly at Q10 or Q11 doesn't get rid of the problem. I prefer to play at S3, which stabilises the B stones, and is not negligible as far as profit is concerned."

Timmins: "The bottom right is unstable, where W is threatening to squash Black; a play around R8 or R4 would threaten to utilise the weakness at Q6. Best for Black seems to be R6, which is very solid and gote, but leaves S3 and Q11 as miai. Next best for Black might be R8, but this leaves many weaknesses behind."

RG: S3 is far too slow at this stage of the game, while R6 doesn't appear to do anything at all. Black would be delighted if White plays at Q6, since Q7 will weaken the stone above. White's strongest attack is actually to block at R8.

Results...Results...Results...Results

Scores for this competition were higher than previously (the lowest was 11). Winner with 24 points, was our BGA book distributor, Clive Wright (2 kyu); second was Edward Blockley (3 kyu), with 22. Our congratulations to them both. Clive should have no trouble spending the £5 voucher.

Staying alive

by Matthew Macfadyen

This is another game played during Francis Roads' birthday party (see last issue). It is distinguished by having more exciting incident than many games on a full 19x19 board.

Black: Harold Lee (2-dan)
White: M. Macfadyen (6-dan)

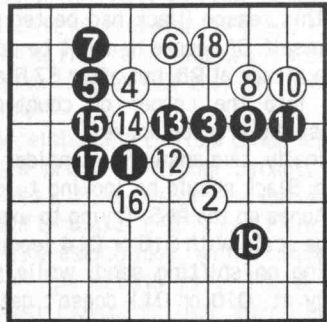


Fig. 1 (1-19)

White 4: There is no komi in this game, which is quite a large handicap. Black's strategy is to surround more than half the board fairly loosely, forcing White to build two separate groups. Experience shows that two groups can be very hard to keep alive simultaneously on this sized board.

White 6: A tesuji, making miai of 7 and 8.
Black 7: Insists on taking away eye space, but leaves some cutting points.
White 12: Must cut. White cannot afford to play simply.
Black 19: It is probably better to play atari at 28 first, though White might not answer.

White 24: With 23 on the board, Black could connect by playing either one or two points below 24. White's plan is to leave his upper group half alive in some sort of ko or seki, and take all the territory at the bottom.

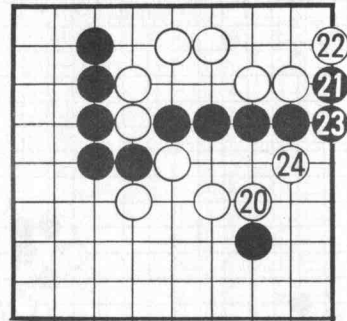


Fig. 2 (20-24)

Black 33: after this move the status of the two groups top right is now as follows: If Black plays first he should start by filling in the mutual liberties (the two points between the two groups), and the result is a ko which Black can win, although White gets two moves in a row elsewhere. If White plays first he can try starting the ko in the corner. This does not kill Black unconditionally, even if White wins it, whereas if Black captures and connects the ko White is absolutely dead.

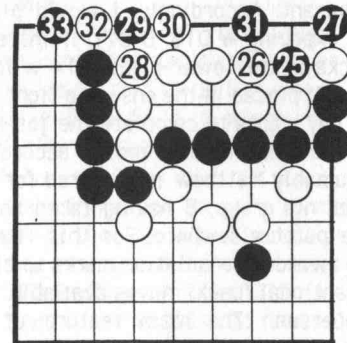


Fig. 3 (25-33)

Therefore White is better advised to fill an outside liberty and try to get a seki. But...

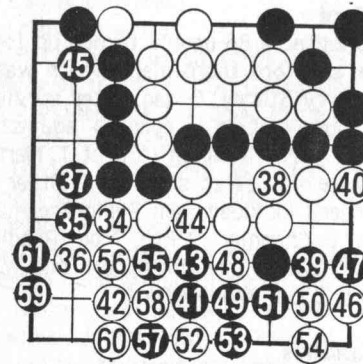


Fig. 4 (34-61)

White 34: If Black is allowed to play here, he would win anyway. So the upper group has to be left for the moment.

Black 35,37: Necessary to keep the territorial balance and ensure eye space.

White 38: Should play 40 first, since Black 39 (necessary to reduce White's territory) threatens to connect. However White 40 makes the ko at 45 dangerous - White can fight the ko without anxiety, since the result is still seki even if Black fills the ko.

Black 45: White's plan is to play 45 and kill Black's lower group by using his ko threat. Black wisely defends therefore, since his lower group is difficult to kill anyway. It begins to look as if 38 cost the game.

Black 55: Should be at 58. Black does not get eyes, but he easily wins the capturing race against White's centre group.

Black 61: White's position is now looking pretty hopeless. The upper groups are in something akin to a seki, but in the fight between the lower groups Black is ahead by one eye to none. Probably all of white's stones will die. So...

White 62: A desperation measure; it is necessary to conjure some sort of ko out of the position.

White 64-70: Reduces Black's lower group to two liberties so as to get a ko threat.

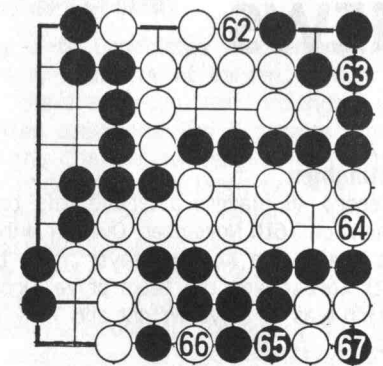


Fig. 5 (62-67)

Black 71: Spots the trap - if Black had not played here, White 71, atari, would be a good ko threat.

Black 75: It might seem that White could have gained a point or two by playing here, forcing Black to fill in at 80. But that would squander White's last chance of a good ko threat.

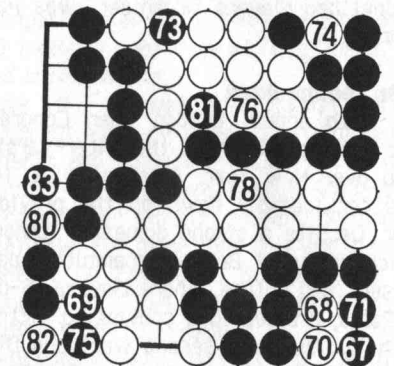


Fig. 6 (68-84)

72 at 70; 77 connects to the left of 73; 79 ko left of 74; 84 connects below 80.

Black 77: Should connect at 80.

White 78: Atari! The game reaches its climax.

White 80: The ko threat - Black can't afford to answer.

Black wins by 3 points.

NEWS

Nottingham

A record 48 players attended this tournament on 16th November. Overall winner was the 5 dan Korean player Y. L. Lee. Notts Forest won the team prize. Organization was by Clive Wright and Tony Atkins.

British Championship

Terry Stacey (5 dan) has at last ended Matthew Macfadyen's seven year tenure of the Championship with a 3-1 victory. A full report appears elsewhere.

Black Bull

Attendance at this year's Black Bull Handicap Tournament on December 8th at Leigh Sinton was 62. The top section was won by Tony Atkins (1 kyu) with four wins against dan players. Organiser was Paul Manning.

1986 London Open

The 12th annual London Open Congress was held as usual at the Inter-Varsity Club over New Year. Attendance at 104 was considerably down on the previous year. Despite a strong domestic turnout, which included British champions past present and future, Andre Moussa, 5-dan of Paris, cruised to a convincing victory with 7 1/2/8. Joint second were Jon Diamond 6/8 (losses to Moussa and Terry Stacey), and Matthew Macfadyen (Moussa and Diamond). Stacey and Quentin Mills (3-dan, from Monmouth) were joint fourth on 5 1/2. To cap it all, Moussa also had the nerve to win the lightning tournament, beating Alastair Wall (1-dan of CLGC) in the final.

Further down the tournament a 4th kyu from Paris called B. Bouzy scored 7/8 and was recommended for promotion. Our own Sam Perlo-Freeman (1 kyu) also did well with 6/8.

Oxford

A creditable 88 people turned up for this year's Oxford tournament which was won by Terry Stacey, 5-dan, after surviving a dubious position in round 1 against Eddy Shaw. Terry went on to beat T. Mark Hall and Harold Lee to score 3/3. Other prize winners included Sam Perlo-Freeman, 1-dan, B. Chandler, 2-kyu, from Reading, S. Goss, 2-kyu, from Bracknell, and W. Connelly, 3 kyu, from Oxford.

Trigantius

Mr. Lee from Nottingham repeated his success at his home tournament with an easy 3/3 win at Cambridge on March 8th. Attendance was 60, and organiser was Ben Keeping.

British Go Congress

Only three players out of the 86 who attended the tournament at Crewe and Alsager College over the weekend of April 4th-6th managed to win all six of their games; they were Matthew Macfadyen (6 dan), the overall winner, M. Shiono (4 kyu), and M. Munro (12 kyu). Other prize-winners with 5/6 were S. Flucker (11 kyu) and K. Timmins (16 kyu). Brian Chandler (2 dan) won the British Lightning Championship, and Bob Bagot won the problem competition.

The first holders of the very handsome Team Trophy, newly presented to us by the Nippon Club of London, was a team from Bristol.

RGM

T. Mark Hall joins the Council as Honorary Treasurer, and Tim Hazelden as an ordinary member, replacing Mike Harvey and France. Ellul. The President and Secretary were re-elected, as were ordinary members Mark Cumper, Justine Lattimer, Andrew Macpherson, the retiring Treasurer, and Francis Roads. Toby Manning is the new Honorary Auditor.

A motion increasing the BGA Tournament Levy for UK residents who have not chosen to join the BGA was passed by a large majority.

The Castledine Trust

Toby Manning writes:

This trust was established in 1979, in memory of the late Brian Castledine, former President of the BGA. Its aim is to help and encourage young people (under 21) to play Go, either as individuals or through educational establishments, and in particular schools.

If any young person, parent, or club is interested in obtaining financial assistance, and feels their cause falls within the guidelines of the Trust's activities, either I or any of the trustees, namely Jon Diamond, Bob Hitchins and Francis Roads, would be glad to hear from them.

The sort of thing we are looking for might be help in equipping a new school club, in running a schools tournament, or helping young people with travel to tournaments. Ideally applicants should present a brief written proposal.

The current assets of the trust are approximately £400. Donations are, of course, welcome from anyone who would like to contribute to this excellent cause. My address is 36 Martin Way, Morden, Surrey SM4 5AH. Tel. 01-540-8630.

BGA Subscriptions

If you are an unattached member, have you renewed your subscription? And club secretaries - are all your members signed up? Remember, the benefits are considerable...eg newsletters, the journal, cheap books and lower tournament fees.

Nippon Club Gift

To commemorate its 25th anniversary, the Nippon Club has very kindly donated a trophy to the BGA. This has been awarded as a team trophy to be held for one year, at the British Congress.

Publicity

Tim Hazelden (address on p2) has kindly agreed to relieve Francis Roads of the job of Publicity Officer. He will be delighted to hear from anyone with specific ideas for sponsorship or other forms of publicity.

TOURNAMENT DIARY

May 3-5: Candidates Tournament, Inter Varsity Club, Covent Garden, London. For all players 2-dan and stronger plus invited qualifiers. Top 3 players qualify for the Challengers League. Registration by 10.00 Check eligibility with Mark Cumper (address on inside cover). N.B. Open only to BGA members.

May 8-11: International Amsterdam Tournament. Eight rounds. Contact Annebelle Bousquet, Rapenburg 47, 1011 TV Amsterdam. Tel. 020 241171/264874.

May 17: Bracknell. Three rounds. Contact Simon Goss, ICL, Lovelace Road, Bracknell, Berks RG12 4UQ.

May 24-26: Challengers League. By invitation. Also, Not The Challengers - a parallel open tournament for all comers.

June 22: Leicester, at 66 Club, Albion House, S. Albion St. Three rounds, 60 minutes. Contact Eddie Smithers, 15 Loxley Dr. Melton Mowbrey, Leics.

June 28: British Youth Go Championship at Woodruffe School, Axminster, Devon. Competitors arrive previous night. Fee of £5 includes supper, breakfast, lunch, tea and accommodation

July 19 - August 2: European Congress. Budapest, Hungary. Usual variety of tournaments and special events. Fee is 1000 Forints for full two weeks. Variety of accommodation (hotels, student dormitory) available. For more info and entry forms contact Go Egyesulet, Budapest, Pf. 55 Hungary - 1364. Tel Istvan Rigo (in English) (361) 364-688.

September 6-7: (provisional) Northern Go Tournament. Contact John Smith, 21 Gwynt Place, Wilmslow Rd, Manchester (061-445 5012).

September 20: Wanstead. Three rounds, 70 minutes plus 5 seconds. Contact Francis Roads, 61 Malmesbury Road, London E18 (01-505 4381).

October 5: Cheshire Tournament (provisional). Contact Brian Timmins.

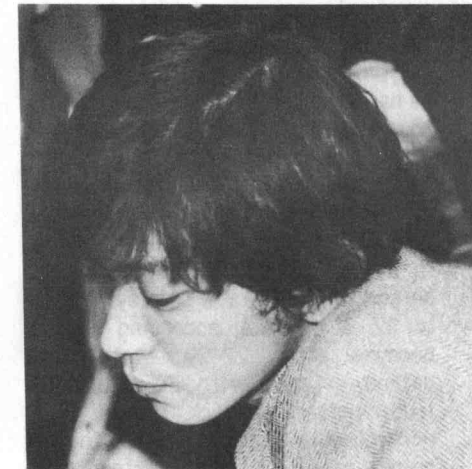
October 26: Wessex Go Tournament, Marlborough Town Hall. Four rounds, contact Steve Flucker, 37 Ratcliffe Drive, Stoke Gifford, Bristol.

BGA BOOK SERVICE

ITEM	Level	Code	Price (incl p&p)	Price by hand
Modern Joseki & Fuseki Vol.1	7k	G1	5.45	5.05
Basic Techniques of Go	20k	G2	5.10	4.65
Modern Joseki & Fuseki Vol.2	7k	G3	5.45	5.05
The Middle Game	6k	G5	5.20	5.05
Strategic Concepts	5k	G6	4.45	4.20
The 1971 Honinbo Tournament	10k	G7	5.10	4.65
In the Beginning	20k	G10	4.15	3.80
38 Basic Joseki	12k	G11	5.10	4.65
Tesuji	15k	G12	4.45	4.20k
Life & Death	12k	G13	4.15	3.80
Attack & defense	12k	G14	5.10	4.65
The Endgame	5k	G15	4.55	4.20
Handicap Go	9k	G16	5.10	4.65
What's Your Rating	10k	G18	4.45	4.20
Joseki Dictionary Part 1.	4k	G21	8.20	7.55
Joseki Dictionary Part 2.	4k	G22	8.70	8.05
Joseki Dictionary Part 3.	4k	G23	8.20	7.55
Enclosure Josekis	5k	G24	5.10	4.65
Appreciating Famous Games	10k	G25	5.10	4.65
The Direction of Play	6k	G26	5.10	4.65
Attack and Kill	10k	G27	4.45	4.20
Lessons in the Fundamentals	20k - dan	G28	5.10	4.65
Introduction to Go	25k - 9k	G30	2.50	2.15
Go for Beginners	25k - 9k	P8	2.00	
Takagawa's Go	20k - 4k	TG	5.65	5.05
Go Proverbs	12k - 1k	GP	2.50	2.25
1976 European Championship Games	8k - dan	ECG	1.00	
Tsume Go (Introductory)	12k - 5k	TS61	3.80	3.50
Tsume Go (Intermediate)	7k - 1k	TS62	3.80	3.50
Tsume Go (Advanced)	2k - dan	TS63	3.80	3.50
Magnetic Go set		MAG	10.25	8.50
Gostelow Club Board (blockboard)		BGB	12.00	10.00
Plastic Stones		SP	7.50	6.50
SPECIAL OFFER - 3 SETS OF ABOVE STONES			20.00	
Glass Stones (5.5 mm)		SG55	15.85	14.25
Glass Stones (8.5 mm)		SG85	21.60	19.60
Game Record Pad		GRP	1.30	0.90

Orders should be made payable to 'British Go Association' and sent to Clive Wright, at 4, The Crescent, Skeby, Sutton-in-Ashfield, Notts Tel. 063084 292.

INTERPOLIS MATCH



In September of last year a unique match took place between Europe's two strongest players. Yong-Su Yoo is a 32 year old Korean, who since 1981 has been studying in West Germany, and has dominated the amateur Go scene winning major international tournaments with regularity. His opponent, Ronald Schlemper, is Dutch, aged 27, the present European champion, and unquestionably the strongest indigenous European Go player.

The match was organised and handsomely sponsored by Interpolis, a Dutch insurance company with an admirable record of supporting what the Dutch call 'denksporten'.

The match of nine games took place over a week, in three different sites. Before the start there was considerable divergence of opinion about the likely outcome.

Yoo was one of Korea's strongest amateurs, and many of his student friends are today professionals. Schlemper, on the other hand believes himself to be of professional strength.

Following his success in the first World Amateur Championships, where he defeated one of Japan's strongest players,

Schlemper stayed in Japan for a year studying as an 'insei' or apprentice professional. Shortly before his return he had risen through the qualifying leagues to become the top insei - a position which would have assured promotion to professional status had he stayed.

Both players have a distinctive approach to the game. Schlemper is strongly influenced by the philosophical aspect of the game. He believes passionately that to play Go at the highest levels a player must cultivate a correct mental attitude. Yoo, on the other hand, has fewer high minded ideals. He sees Go as a struggle, or in his own words as a marathon race, where it is not the start or the middle of the race that counts, but who crosses the finishing line first.

This contrast produced a fascinating clash of opinions and a collection of games of great interest to amateurs. Yoo himself expected to win 6-3, and had prepared for the match by playing through some games of Schlemper from the European Championship. Schlemper, rather unwisely as it turned out, made no preparations.

Game 1

Black: Ronald Schlemper

White: Yong Su Yoo (6 komi)

White 10: Schlemper expected this move at Black 41. But Yoo felt that if Black plays next at 15, W16, B17, W 4, then he has invested too many stones at the top, especially since Black can also play a forcing move at 13.

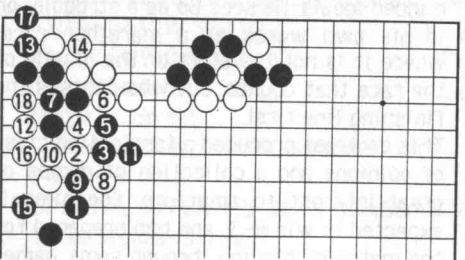
Black 15: The 15 and 17 combination are 'kikashi' - forcing moves which, here, strengthen Black's position temporarily. If White plays 31 Black can defend flexibly in a ko by playing A.

White 22: A mistake, according to Yoo, because after 22-29 White must defend in gote with 30, since the ladder after a Black cut at B is unfavourable. Black thus gets the big point of 31 first. Instead Yoo recommends W 24, B 29, W 25, B 27. The likely continuation then is White 31, Black C (safest given White's strength below), White D, B 49, W 32.

White 32: Important both territorially and because it revives the 'aji' (latent potential) in 8.

Black 35: A mistake. This invasion is large, but White builds central thickness and gets sente to take the last big point at 46.

White 44: Ideal timing. Black must submit with 45 because of White's strong wall. If he tries to resist with 1 in Dia. 1 he loses the fight.



Dia. 1 If Black resists with 1, White sets up a semeai which he wins by one move. Note that W16 is necessary otherwise Black cuts there and wins the fight.

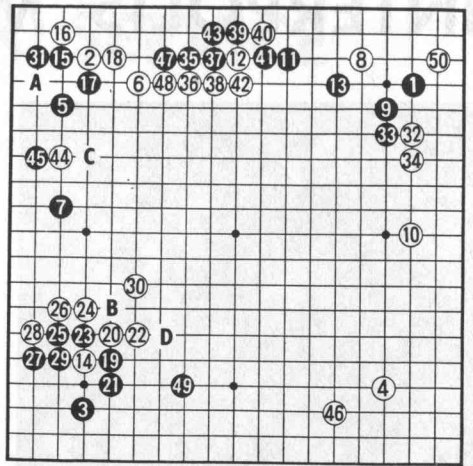


Fig. 1 (1-50)

Black 47: A small mistake, This move is 'aji keshi' - erasing one's own potential. Black loses the chance to play 48 himself.

White 50: The follow-up to 32; the stone can connect to either 8 or 32.

Black 53: A standard way of invading White's moyo, but a serious blunder of omission. Black should first force

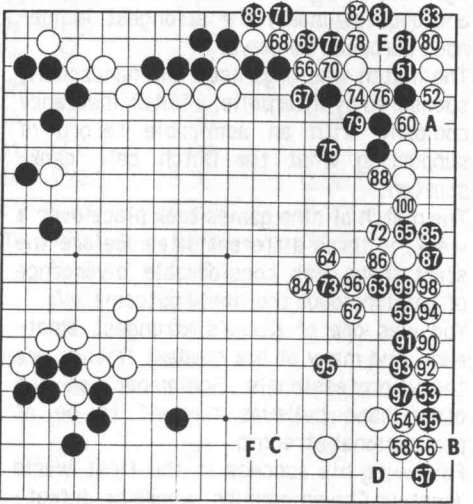
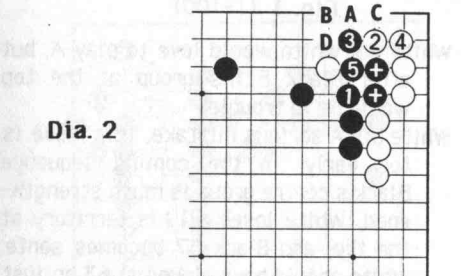


Fig. 2 (51-100)

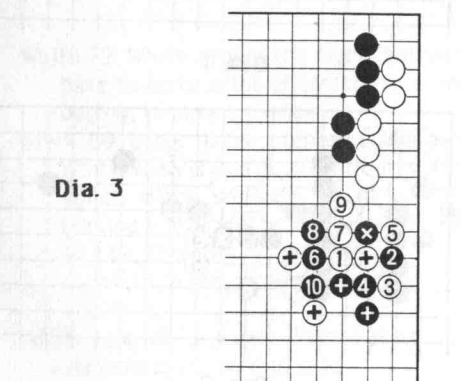
with 60, White A, for reasons which will become apparent.
 Black 55: Also aji keshi; Black loses ko threats and the chance to play 56.
 White 58: Descending at B leaves too much bad potential in the corner. For example a black stone at C is virtually sente because of the possibility of D.

White 60: Exploits White's failure to play here. Black is on the spot. He can hardly connect at 1 in Dia 2, since after 2-5 the two marked stones have become completely redundant, and later A-D overconcentrates Black still further. But 61 leaves some very nasty aji in Black's position that Yoo skilfully exploits.



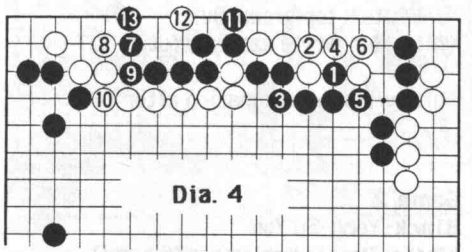
White 64: 'Attack with keima' says the proverb.

Black 65: A standard 'tesuji' in this position to extricate one's stones and well worth learning. If White replies with 1 in Dia. 3, Black breaks out in the sequence to 10.



Dia. 3

Black 69: May have been better at 70. The semeai in Dia. 4 leaves Black two liberties ahead, although White may have other options. Black now has great problems looking after his weak group because of all the forcing moves White can make at the top.



Black 77-83: Best, but White can start a large ko in the corner (with E).

Black 89: The losing move. It eliminates the ko, but the bottom group now falls under a fatal attack. Black must defend at 91, White will start the ko, but Black can take a large point such as F in compensation, and the game would still be close.

Black 91: The only chance now is to play at 94, but after White 91, Black loses half his group and White will end with sente to play on the lower side.

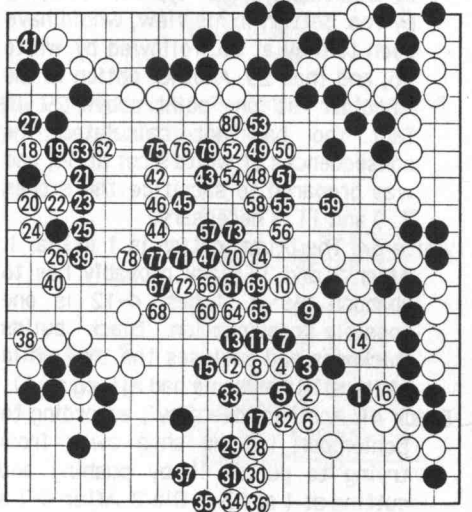


Fig. 3 (101-180)

White 91-114: White's attack has put him clearly in the lead. 114 is actually bad - he should extend to 115. But Yoo seems to have counted that this capture, together with the large yose at 118 and 128, is enough to win.

Black 141: A last desperate attempt to get something from an attack on White's top group. But...

White 160: White easily refutes it.

White wins by resignation after 180.

Game 2

Black: Yong-Su Yoo

White: Ronald Schlemper (6 komi)

White 6: Yoo had expected this move.

Black 7: An aggressive move that leads to early fighting.

White 14: usually played at 16.

Black 15: Essential, otherwise White can extend towards 1 and make a comfortable base.

White 16-28: an old fashioned joseki. Note the similarity of Black 19, which allows him to capture a stone in sente, to White 50 in game 1.

Black 29: This was apparently described by Schlemper as a "typical" overplay by Yoo. Better, in his view, would have been to play at 36, followed by White 46, and then 29. Another option is the 'shoulder hit' one point above 29. In fact Yoo had not calculated the consequences of White's cut at 30, and was prepared to sacrifice the stones 7, 9 and 11 if necessary.

White 34: The brutal option is 1 in Dia. 1. After 2 and 3, Black probably has to abandon his 4 stones. 4-12 is one possible continuation. Black builds thickness and encloses the top, while White still has some bad aji (eg at A).

Black 41: Another "overplay", according to Schlemper, but he shys away from trying to punish it by pushing and cutting at 1 and 3 in Dia 2. After 4-7 a complicated fight in the centre would ensue.

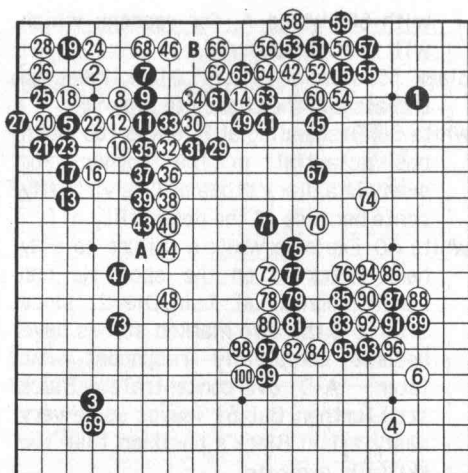
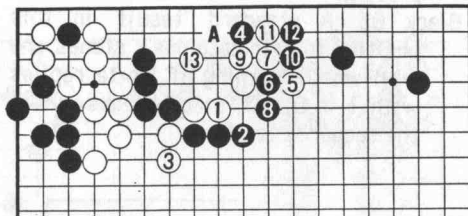


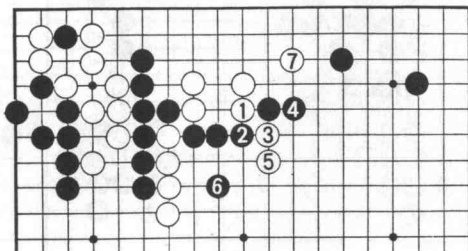
Fig. 1 (1-100)

White 46: White would love to play A, but after Black B his group at the top would be in trouble.

White 50: A serious mistake, this move is too early. In the coming sequence Black's centre group is much strengthened, White loses all his territory at the top, and Black 67 becomes sente. White should have played at 63 or just turned elsewhere.



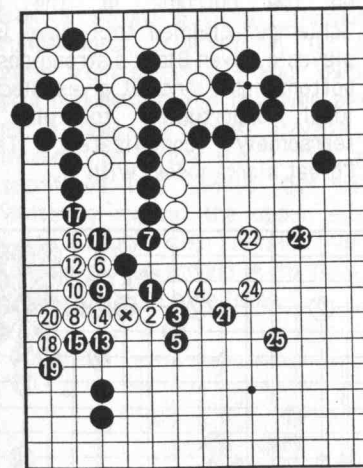
Dia. 1



Dia. 2

White 68: A painful necessity.

Black 69: How should Black defend the right side? According to Schlemper, a professional would never play this move and permit White 73. If White invades at the 3-3 point, Black's extra thickness would let him launch a severe attack on White's group. Yoo apparently thought it neither here nor there, whether a professional would play 73. He couldn't bring himself to play such a 'slow' move. His idea is to invite 73, then cut at 1 in Dia 3. Although 'bad style' (if the 'proper' cut at 2, White can get a ladder after 1) this cuts White into two weak groups. The moves to 25 are one possible continuation.



Dia. 3

White 72: White avoids the fight, but will have to make a lot of territory at the bottom to have a chance.

Black 89: Loses three stones, but leaves White with dreadful aji in the corner, which Black exploits with 109-11, putting him ahead. If White plays 116 at 119, then B 117, W takes, B116, W connects, B plays one point below 115, and lives.

White 124: White's only chance is to pull something off on this side.

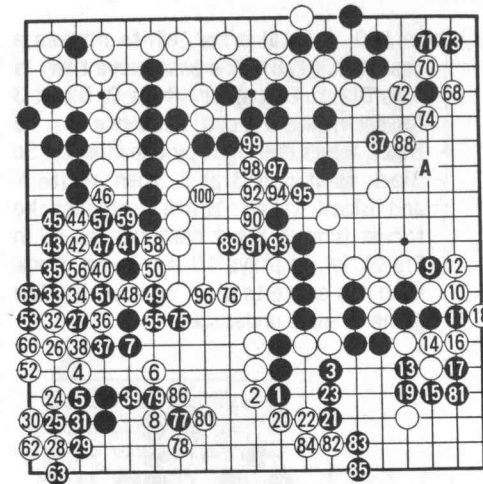
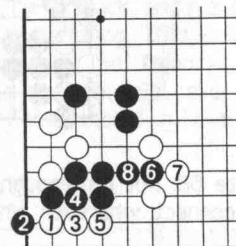


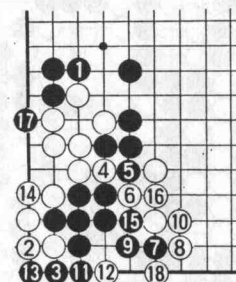
Fig. 2 (101-200)

Black 129: A mistake. Yoo felt White's efforts were doomed to failure and so decided to swallow all his stones. It transpires that Black would be safer to follow Dia 4.



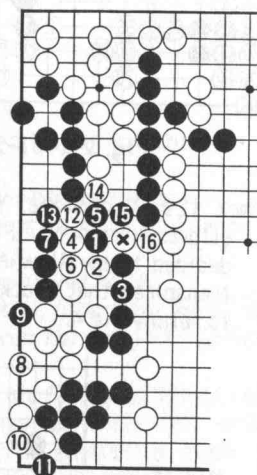
Dia. 4

Black 139; Forced, else Dia. 5 follows and Black loses the fight.



Dia. 5

White 140: A fatal error. White misses a tesuji at 41. Black's best move then is 1 in Dia. 6. But after White 2, Black 3 fails: in the forced sequence to 16 Black loses the fight by one liberty. So Black must play 3 at 6, then White 3 and Black takes. White's biggest ko threat is at 8, Black captures (at 49 in Fig 2), White plays 10 and lives. Black then has sente to play, eg at A, and the game is still undecided.



Dia. 6

White 68: Not big enough, but Black will connect wherever White plays.

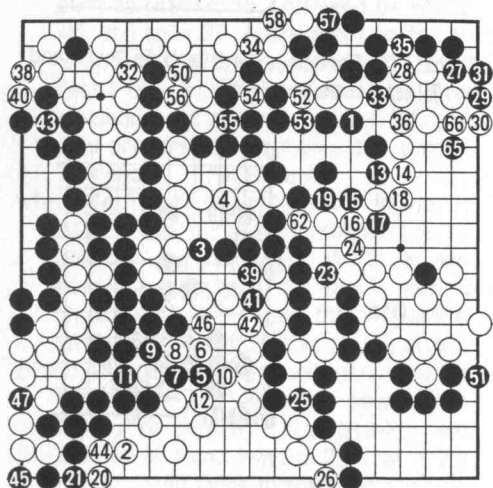


Fig. 3 (201-266)

Black 71 and 73: He submits in order to play at 181 (worth 8 points in reverse sente). After this move Black cannot be overhauled (note, however, that 177 was a bad exchange for 178.) Black wins by 6 points.

By now Schlemper must have been regretting his lack of preparation. However his fortunes recovered in the third game.

Game 3

Black: Ronald Schlemper
White: Yong-Su Yoo

White 6: This move sparks off a joseki which is to have a significant bearing on the outcome of the game. Schlemper claimed this move is not playable, given Black's strong position bottom right, since it gives Black the ideal opportunity to play the fearsomely complicated 'Taisha' ('great slant') joseki with 7.

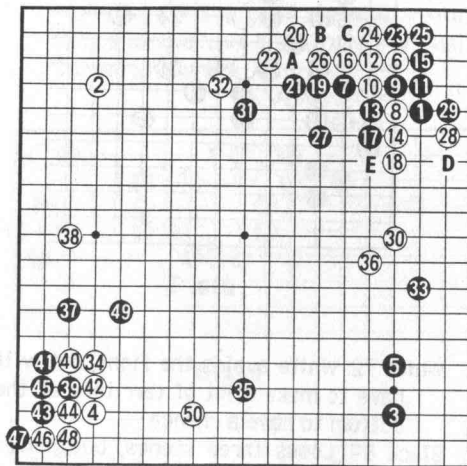
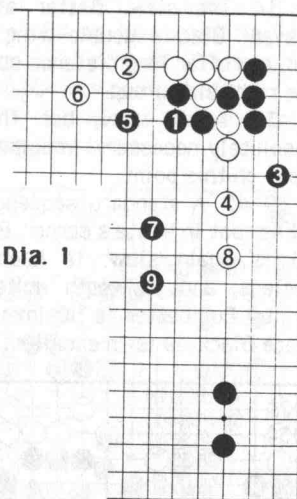


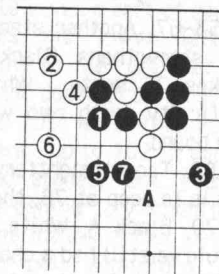
Fig. 1 (1-50)

Black 17: An alternative to the traditional, 'main' line of 1 in Dia. 1. This diagram shows why Schlemper condemns White 6 in Fig. 1. White's stones are forced to flee towards



Dia. 1

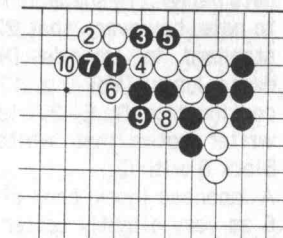
Black's strong position, violating a fundamental principle of Go (stay away from strength - your own and your opponent's). Yoo, however, believed 6 was perfectly playable. He intended to follow Dia 2. This move sacrifices two stones, but allows White to expand the upper side in sente. White also retains various forcing moves around A to help him invade the right side later.



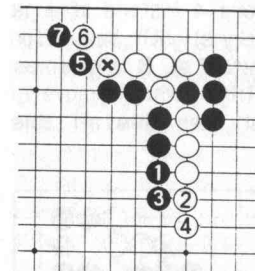
Dia. 2

White 20: Only possible if the ladder starting from 1 in Dia. 3 is favourable. If White plays 20 at A, Black follows Dia. 4

White 22: Condemned as an outright blunder by Dutch commentators. The point is, that after Black 23 and 25, White, it seems, must play at 26 to prevent Black cutting across at A, and

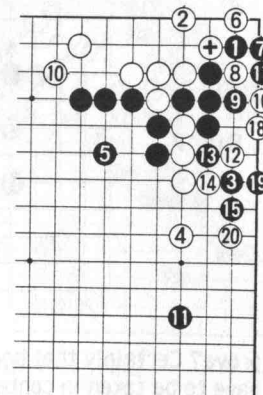


Dia. 3



Dia. 4

Dia. 4 After 1 and 3, Black makes the severe two-step hane. If White just connects now, so will Black, and his outer thickness is overwhelming. This position actually happened in the famous 'ear-reddening' game between Shusaku, 'The Saint of Go' and Gen'an Inseki in 1846.

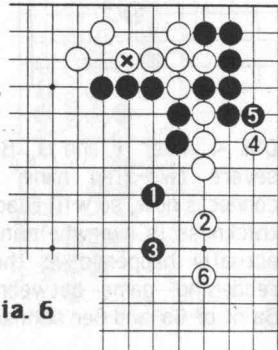


Dia. 5

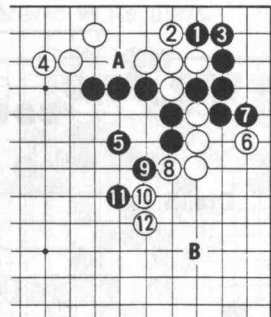
falls virtually a move behind. Instead, the continuation in Dia 5 is an improvement given by commentators. Black's corner is smaller, and White's group, thanks to the sacrifice stones,

gets better eye shape. It is interesting to note, however, that 22 is given as standard in Ishida's Dictionary of Basic Joseki (Vol. 2 p. 178), with the continuation D, E, 27. Ishida's ghost writer notes that White replies to Black B with C.

A Japanese joseki book also gives Dia. 6 as very slightly better for White - but of course there's no Black stones waiting bottom right. Finally, Dia. 7 where White plays 4 instead of A is also adjudged very slightly better for White, while White 8 at B is given as another possibility - White's move in the game. What does this all this



Dia. 6



Dia. 7

prove? Certainly that book judgements have to be taken in context; but maybe also that there's more to this position than meets the eye.

Black 33: An ideal move: an extension from a shimari that attacks White's stones.

White 34: Too slow. Better at 35 to prevent Black's double-wing extension, and offer long distance succour to the right side group.

White 36: Again slow, but this time absolutely necessary. Imagine a Black move on this point.

Black 39-43: A standard sequence. Black takes root in White's corner. But White 46 is again slow. It keeps Black eyeless, and is worth quite a few points. But better is 50 immediately, since Black 49 is an excellent point.

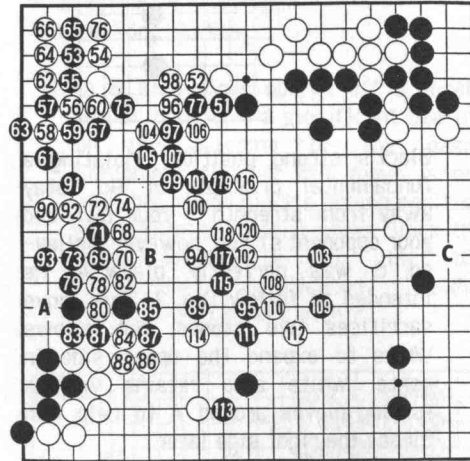


Fig. 2 (51-120)

Black 53-67: Another standard sequence. 67 strengthens Black's group, and makes 75 sente. White is now in difficulty, with two weak groups on the board.

White 68: Too straightforward, A better try is to peep at 78, then comes B 80, W 79, Black A, White B. Yoo felt he would've still had a chance after that.

Black 77: Good play. He calmly strengthens his last weak group, giving White no chance to start a fight. White in the meantime has many urgent points he wants to play (eg 94, 96, C, etc.).

White 78-88: A desperate attempt nonetheless to create a group to attack.

White 96-98: Seals off a large territory, and injects some bad aji into Black's positions at the top. But leaves himself with two chronic groups...

White 102: The decisive mistake, since it makes 103 an ideal splitting attack. Better is to play at 150, when Black has no obvious point of attack.

Black 109: White's right hand group is looking ever sicker.

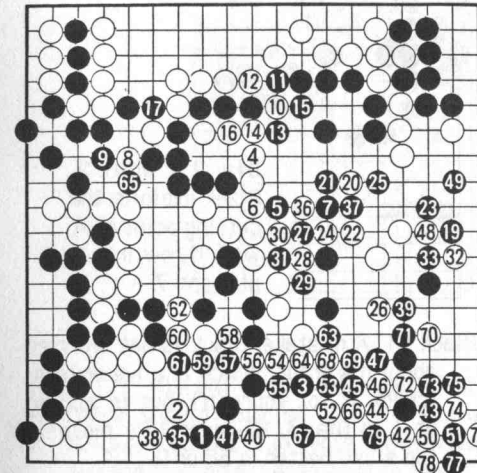
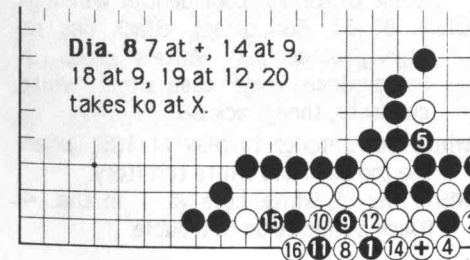


Fig. 3 (121-199 = 1-79)

Black 127: A mistake. If Black plays first at 132 the game is over, since White's sequence 128-138 no longer works, and his centre group probably dies.

Black 139: The coup de grace. In the moves to 158 White saves a part of his group and defends his lower left side, thanks mainly to the fact that Black plays safe and doesn't carry out his ko threat after 156. White then succeeds in the sequence up to 182 in capturing some Black stones. But even this leaves him behind (try counting the score). So he makes a last desperate attempt to pull something off in Black's corner.



Dia. 8 7 at +, 14 at 9, 18 at 9, 19 at 12, 20 takes ko at X.

Black 195: Almost a costly blunder. Should be at 196, when White's tricks are exhausted. But if White now plays 196 at 198, a direct ko for the life of White's group results - see Dia 8.

White resigns after 199.

In the next game Schlemper miscalculated the score in the middle game, then blundered some stones away to lose by 23 points. In the fifth game Schlemper constructed a large moyo; however Yoo managed to invade it successfully and win by 11 points.

This was bad news for the match's organisers, since it meant that unless Schlemper won the sixth game, the match would be decided before it moved to Interpolis' head offices in Tilburg and publicity would be thin on the ground.

Game 6

Black: Yong-Su Yoo

White: Ronald Schlemper

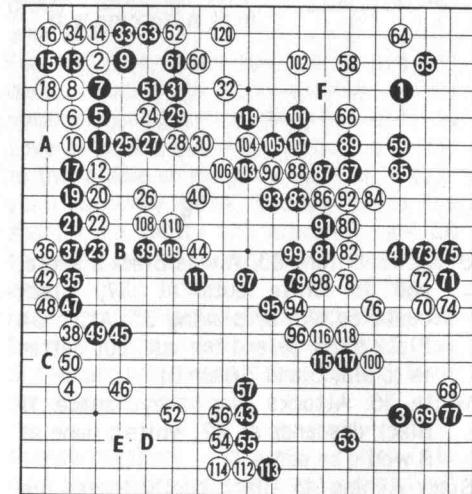


Fig. 1 (1-120)

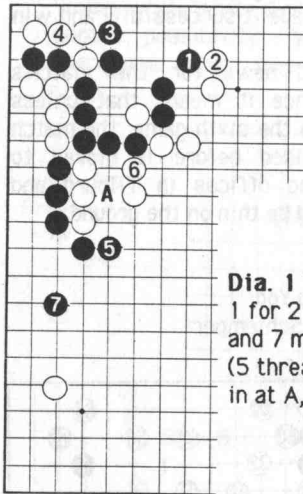
White 10: starts the "Large Avalanche" a very complicated joseki. White 10 at 11 leads to the "Small Avalanche". White 20 is an old move, either 34 or 33 are more common nowadays.

Black 17: If at 34, White turns at 33. If Black then captures 16, White gives atari to the right of 9 and Black gets a tiny corner and a weak centre group.

Black 21: If at 22, White plays one point above 26, and Black cannot defend against both 24 and 21.

White 24: The vital point, forcing Black to make an empty triangle (connecting would be far too passive). This stone becomes a sacrifice to surround Black.

Black 33: A mistake, better is 1 in Dia. 1.



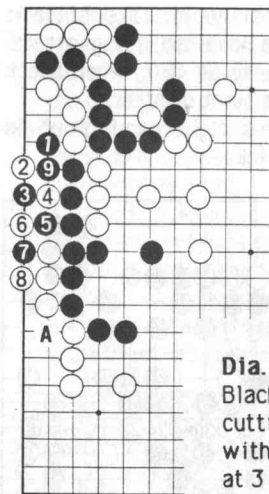
Dia. 1 The exchange of 1 for 2 is useful, then 5 and 7 make good shape. (5 threatens to wedge in at A, forcing W4).

Black 35: Before 33, A was Black's sente, and if White cuts at 37, Black captures him by playing 35. After 34 Black must defend the cut, but better is to play 5 and 7 from Dia. 1.

White 36: Attacks Black's eye space. If Black descends at 42, White's hane at B would be sente.

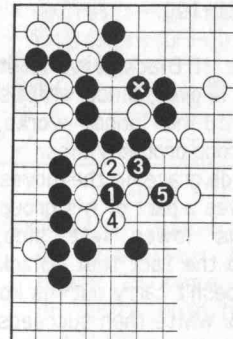
Black 41 and 43: Black coolly leaves his group for White to attack. The game will depend on how well White exploits it.

White 50: An oversight. Better to play at C. White wants to keep Black's group weak. But after 50 Black 1 in Dia. 2 makes an eye.



Dia. 2 If White 2, Black exploits the cutting point at A with throw in's at 3 and 7.

Black 51: A mistake. Black is not worried about his group, which is alive anyway (check it for yourself), but is aiming at 1 in Dia. 3. However this move is too slow. Better is 58 or D.



Dia. 3

Black 53: Again slow. Better is to probe at E. It seems unlikely White can hope to kill the intruder. After 54 and 56 W encloses a very large corner.

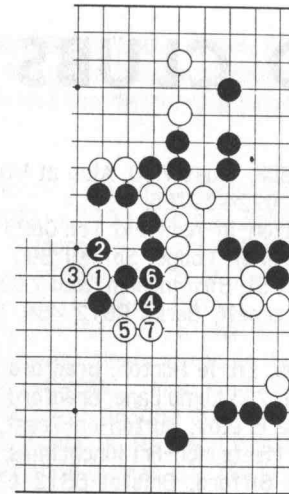
White 66: Makes miai of 67 and 68. At this stage White was confident of winning.

Black 81-83: Too direct. Black has no strong attack on White's group. A better idea is to peep at F, White connects, then Black 88.

White 90: Simpler to play at 107, when the top becomes white territory.

White 96: If White cuts at 1 in Dia. 4 Black seems to be in trouble.

Dia. 4



Black 101-103: builds thickness. But first Black should play at 114. If White blocks, B connects in sente, otherwise the bad cutting aji enables B to live in W's corner. (How? - the details are left as a problem for kyu players. White 112 and 114 are enormous (count just how much) and put White into the lead.

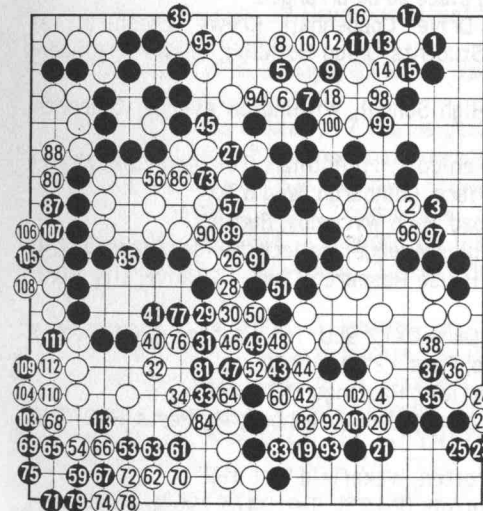


Fig. 2 (121-233)

White 162 (42 in Fig. 2): A losing blunder when ahead by 4 or 5 points. Black 163 becomes sente, and enables him to start a ko that White dare not lose. As a result Black lives in White's corner and takes a large lead.

White resigns after 233.

In the seventh game Schlemper experimented with 'Shin Fuseki' - an ultra modern opening strategy concentrating on the centre, but to no avail. Yoo won by resignation. In the eighth game Schlemper finally won again; Yoo mounting too leisurely an attack on an invading group. But the final game went to Yoo - by 1 point, and with it a handsome victory of 7-2, putting his superiority as Europe's top amateur beyond doubt.

Yoo seemed stronger than Schlemper at fighting, in the endgame, and showed better judgement in evaluating the strength of groups and who was leading on the board. His game could best be described as deceptively simple; he plays logically and solidly. Not for him the weak group strategy beloved of British amateurs.

For his part, Schlemper attributed his defeat mainly to time trouble. He obtained good positions from the fuseki in several games, but was overhauled by Yoo in the middle or endgame. He was in byo-yomi in every game, due partly to the short time limits (75 minutes and 60 seconds), lack of tournament practice, but also without doubt to Yoo's ability to keep finding troublesome attacking moves. Even if they were "overplays", as Schlemper maintained, they served their purpose admirably.

Acknowledgment is due first to Interpolis, who deserve the thanks of all European players for organising the match. Second, much of the above commentary is taken from the tournament book of the event, containing extensive analysis of all 9 games based on remarks by both players and assorted commentators (price 5 guilders from the Dutch Go Association).

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