

The British Go
Association thanks

ICL
OFFICE SYSTEMS

for its support

British Go Journal

No. 69 Spring 1987

£1.00



CONTENTS

British Championship	3
Stacey makes it two in a row	
The machine plays Go	9
A report on the second world computer go championships in Taiwan.	
Kyu players' commentary	12
Unnecessary moves - Francis Roads explains how to eliminate them .	
Problems	15
Test your reading.	
News	16
A round-up of tournament results, plus BGA news and tournament diary.	
Book Service	18
The current list of books and Go equipment available through the BGA.	
Spot the Move Answers	20
Answers to last issue's competition	
Obituary - Takagawa Shukaku	25
A tribute to one of the century's greatest players.	
Solutions to problems	28
List of BGA Go Clubs	30

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.
 HASAMI: A pincer play
 HOSHI: The star points
 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.
 MIAI: Two points which are equivalent - if you take one your opponent takes the other.
 MOYO: A Large territorial framework.
 SEKI: Stalemate between two adjacent eyeless groups.
 SENTE: Having or retaining the initiative.
 SHIMARI: A corner enclosure.
 TENUKI: To play away from a local fight.
 TSUME-GO: Life and death fights.
 YOSE: The endgame

THE BRITISH GO ASSOCIATION

PRESIDENT: Norman Tobin, 10 West Common Road, Uxbridge, Middlesex. Tel. 0895 30511.
 SECRETARY: Tony Atkins, 58 Watmore Lane, Winnersh, Wokingham, Berks. Tel. 0734 78276.
 TREASURER: T. Mark Hall, 21 Terrapin Road, Balham, London SW17 8QW.
 MEMBERSHIP SECRETARY: Brian Timmins, The Hollies, Wollerton, Market Drayton, Shropshire TF9 3LY. Tel 063084 292.
 BOOK DISTRIBUTOR: Clive Wright, 4, The Crescent, Skegby, Sutton-in-Ashfield, Notts, NG17 3FN. 0623 514718.
 TOURNAMENT COORDINATOR: Mark Cumper: 5, Spence Avenue, Byfleet, Surrey KT14 7TG. Tel. 09323 53962.
 BGJ EDITOR: *Note new Editor:* Andrew Macpherson, 7 Davies Street, Hertford, Hertfordshire SG13 7BV.
 SCHOOLS COORDINATOR: Justine Lattimer, 14 College Road, Maidenhead, Berks.
 ANALYSIS SERVICE: Brian Chandler, 10 Simmondley Grove, Glossop, Derbyshire, SK13 9NQ. Tel. 04574 61906.
 ARCHIVIST: Keith Rapley, Wynnswick Road, Seer Green, Bucks, HP9 2XW. Tel. 04946 5066.

THIS ISSUE WAS PRODUCED BY IAN MEIKLEJOHN.
 ALL CONTRIBUTIONS ARE WELCOMED, ESPECIALLY NEWS OF LOCAL EVENTS. THEY SHOULD BE SENT TO THE NEW EDITOR, ANDREW MACPHERSON, AT THE ABOVE ADDRESS. INCLUDE SAE IF COPY IS TO BE RETURNED. THE EDITOR THANKS ALL CONTRIBUTORS.

The Marathon Man

Terry Stacey has firmly established himself as Britain's top player by retaining his British Championship with a 3-1 win over Matthew Macfadyen. After languishing in Mathew's shadow for many years, Terry now seems to have overcome what had at one time appeared to be a chronic inferiority complex in respect of Matthew. Certainly his characteristic tenacity was in plentiful evidence in this year's match.

The games themselves were not classics, but bore Terry's typical hallmark - the ability to whittle away a seemingly impregnable lead. In Terry's own words: "In all four games Matthew took an early lead and was generally winning by 5 or so points by move 100. In the three games that I won, however, this situation was reversed by move 150. The most interesting feature of the series was probably the fight starting with White 122 in game two, and culminating in the odd tesuji of Black 189."

All four games are given. Terry's comments are marked (TS). The remaining remarks are by the editor.

Game 1

Black: Terry Stacey
White: Matthew Macfadyen

- White 12: This move initiates a sequence, the result of which is that White gives up the corner in exchange for creating two groups on the side, and giving Black a weakish group.
- Black 45: Should first play atari at 100, then take sente (TS).
- Black 51: Since White is already very strong to the left, Black does not mind reinforcing White's stone (50) in exchange for blocking the corner.
- Black 55: Aji keshi, since Black loses the chance of peeping at 'A'; but it protects against White pulling out his stone at 42

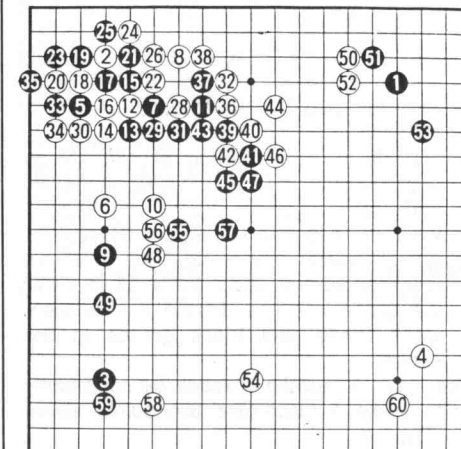


Fig. 1 1-60.
 Black 27 at 2

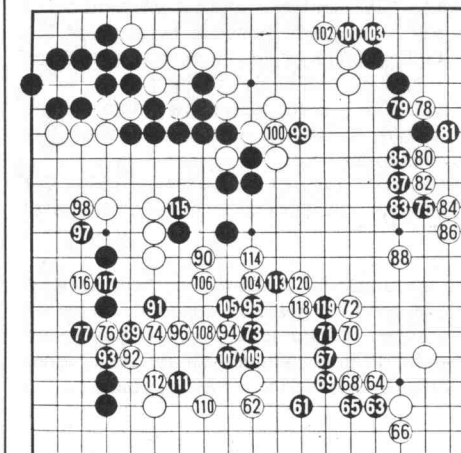


Fig. 2. 61 - 121

in the future.

Black 57: Strengthening these stones is necessary before invading (TS).

Black 63: Black plays in contact with White's stones to make shape quickly. In this sort of position Black has to be careful White doesn't get a double attack on his two groups.

White 70: Aims at extending to 83, but maybe White should play on the other side to keep Black's groups separated (TS).

White 78: Simply playing at 162 seems more normal, but cross-cutting at 187 is better still (TS).

Black 85: Keeps his stones connected, and retains sente to eliminate the cross-cut Black is worried about. After 89 much of the game revolves around the adjacent weak White and Black groups in the centre.

Black 97: A mistake - misses the opportunity to make a placement two points above (TS).

Black 101: Very big, but it seems to leave Black a few points behind (TS).

White 110: Would be better one point above (TS).

White 126: An important point for the eye shape of both groups.

White 128: Defends against an invasion of the side, made possible because of the cutting point at 83 Think about a Black play at 82, and at 'B', for example.

Black 135: Black plays his sente moves before defending; this shows why 101 was so big.

Black 151: Would be better at 156. But Black by now seems to have drawn level (TS).

In the remainder of the game, there were no major territorial upsets or fights, but Black gradually pulled ahead in the yose, and despite White's attempt to set up a long-running ko, went on to win by 5.5 points.

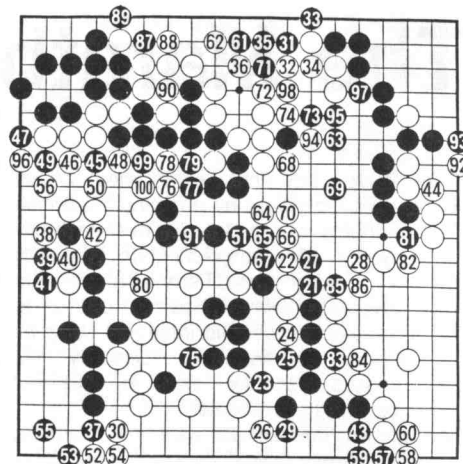


Fig. 3. 121 - 200.

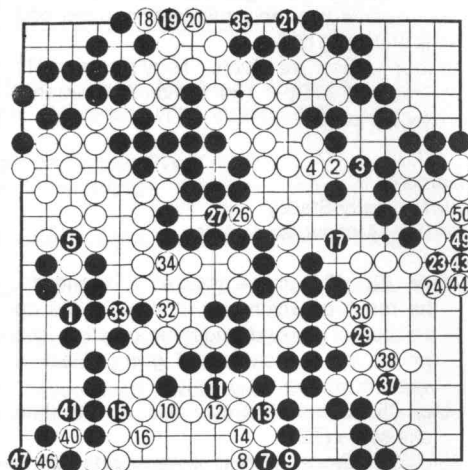


Figure 4. 201 - 250
(subsequent moves omitted).
Ko at 119: 22,25,28,31,36, 39,42,45,48, 51.

Game 2

Black: M. Macfadyen

White: T. Stacey

White 12: More usual is for White to fight back by attaching at 66, when a difficult variation ensues after Black at 67, White 68, Black 'A'.

Black 23: This starts a kind of middle game joseki where Black sacrifices three stones to make good shape on the outside.

Black 41: Black must tackle White's large framework on the lower side.

White 42: A little timid?

Black 43: makes use of the *aji* left in Black's three stones in the corner.

White 54: Up to now Black is doing very well in this game. This is an attempt to reverse the situation; however it backfires on White (TS).

White 74: I felt this move to be necessary, however in practice it only consolidates Black's lead. (TS) (Perhaps an invasion around 87 would be better, given White's thickness below? Ed.)

White 104- 121: This sequence could have gone better for White, eg by playing at 118 earlier (threatening a ko by playing at A in Fig. 2), or at least getting the atari of 167 (rather than 114). (TS)

Black 119: Skillfully defends against 'A' in sente.

White 122: Was supposed to be White's last fling before resigning. However.....

Black 131: This move avoids White getting a nice squeeze on one or other side, picking up points in the centre. However it leaves Black's group with only half an eye and gives White everything to play for.

White 158: Black now seems to be in trouble, however he skillfully sets about attacking White's groups on the outside and a large semeai results after 169.

Black 189: At first sight very strange, but may well be the only move (TS). (Black can capture 186 and 188 by playing at 200, but after extending once, White will then cut at 192, and Black loses the four stones in the centre. Therefore an

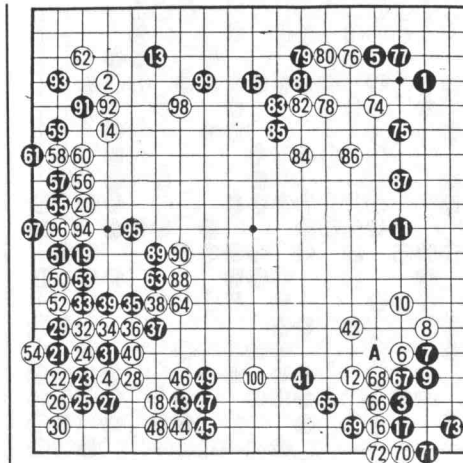


Fig. 1. 1 - 100

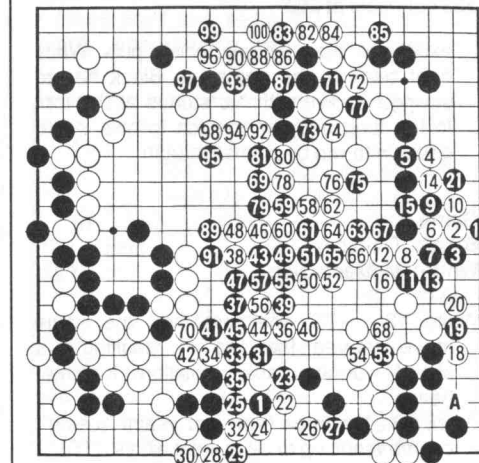


Fig 2. 101 - 200

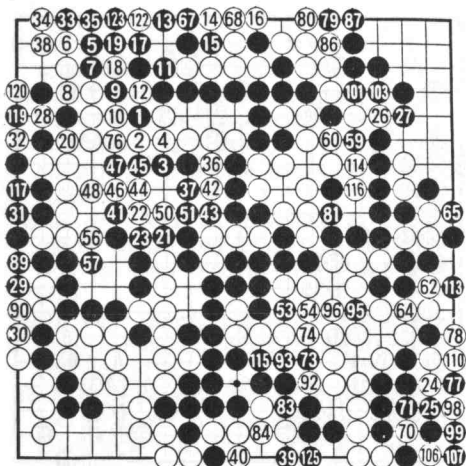


Fig. 3. 201 - 326

249 ko at 209; 252 ko at 218; 255, 258, 261: ko; 263 ko at 201; 266 ko at 212; 269 ko; 272 ko; 275 ko; 282 ko at 212; 285 ko at 201; 288 ko; 291 ko; 294 ko; 297 ko; 300 ko; 302 ko at 218; 304 at 177; 305 ko at 209; 308 ko; 309 at 298; 311 ko; 312 connects at 301; 318 ko at 218; 321 ko at 209; 324 ko; 326 connects at 209.

exchange now occurs which puts White right back in the game, as Black has to struggle to live with his stones at the top. In the long endgame which follows White goes on to win by a small margin.

Game 3

Black: T. Stacey
White: M. Macfadyen

White 12: (TS) Matthew tried the same move last year (see Dia. 1), resulting in a slightly unfavourable position for me, hence....

Black 13: Deviates from last year's "joseki", but the result up to 32 is even worse. (TS)

(The recommended move for Black in this position is 'A', followed by W17, B14, W38, B39, W29, B40, W26, when White will live on the side, and Black will live in

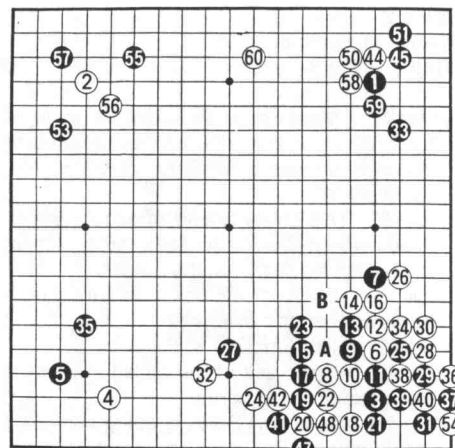


Fig. 1. 1 - 60.

43 at 29; 46 at 40; 49 at 29; 52 at 40

the corner, but Black's outside thickness facing the centre is a little better than the thickness White builds facing along the left side. Ed.)

White 18: A tricky move; normal would be 19, which threatens a ladder (on 15 and 17) by pushing and cutting.

Black 19: Seems natural, but perhaps B (preventing the ladder) would be better.

Black 23: Seems passive, but blocking at 41 fails because of the cutting points in his position.

Black 27: Wrong direction?

White 34: Seems unnecessary. Better to play a pincer against 5. (TS)

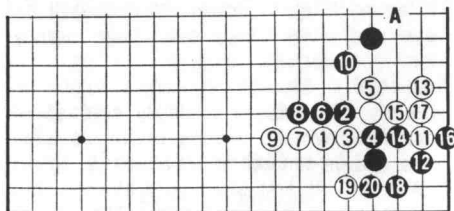


Diagram 1.

After 1 - 20, White jumped to 'A'. Black 18 would have been better at 19.

White 56: At this point White has had a major success in the corner, but Black has played 3 moves elsewhere. White is winning nonetheless. (TS)

White 88-97: Black stakes the game on the life of his centre stones (TS).

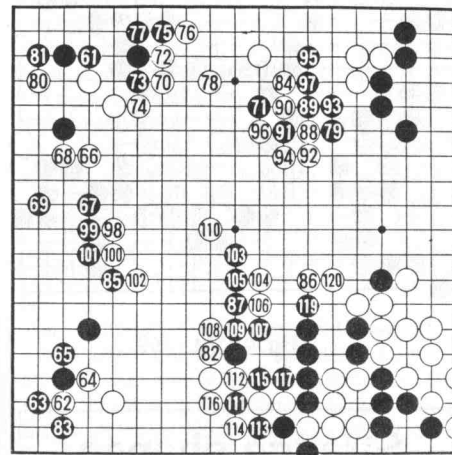


Fig. 2. 61 - 120. White 118 at 111

Black 131: May be better at 138. (TS)

White 134: Gives White enough territory and Black resigns after 184. (TS)

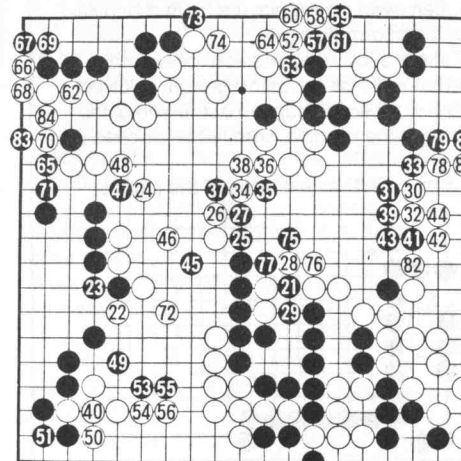


Fig. 3. 121 - 184

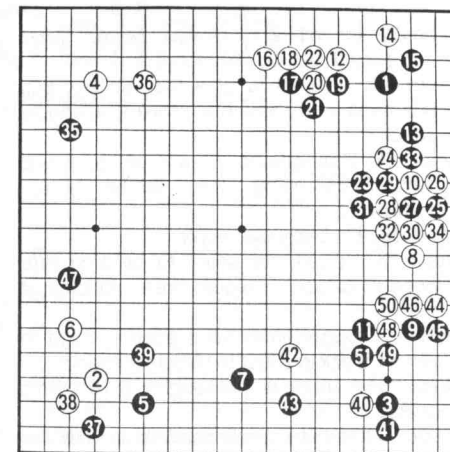


Fig. 1. 1 - 51

Game 4

Black: M. Macfadyen
White: T. Stacey

White 24: Bad, since it leaves Black's placement at 25.

Black 25-34: A good sequence as Black takes profit and sente, leaving White with only one definite eye. This makes it

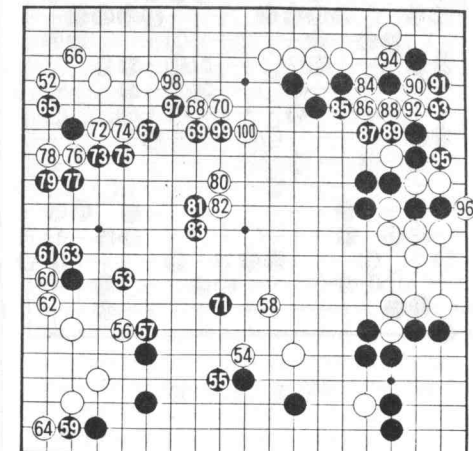


Fig 2. 52 - 100

harder for White to reduce Black's moyo and gives Black as definite lead.

White 44: Played to give the White group two eyes and therefore prevent a double attack.

White 56: Strengthens White's corner group before defending the centre group. However....

White 58: Probably too heavy.

Black 71: Does not seem to be a severe enough attack. I would prefer to play at 126.

Black 83: Ought have been good enough to win as Black is about 5-10 points ahead.

Black 105: Black is still roughly 5-10 points ahead.

White 124: White nearly catches up with this move. In the remainder of the game Black is overhauled. he makes no further profit on the board, while White by contrast makes an extra ten points in the centre to give him a win by 2 1/2 points.

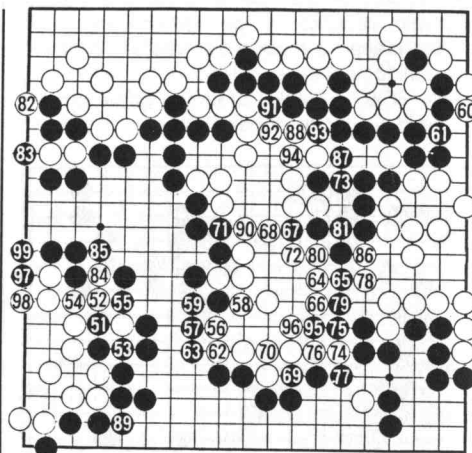


Fig. 4. 151 - 199.

Strange shapes

It frequently happens among amateurs that a dispute arises at the end of a game about the status of a group. Is it dead? - 'No it's alive (or seki)' cries the opponent. Often even strong players have difficulties with abnormal shapes.

Take the following position for example. What is the status of the groups involved, and what would happen at the end of the party if the position were left untouched till then?

Answer in the next issue of the journal.

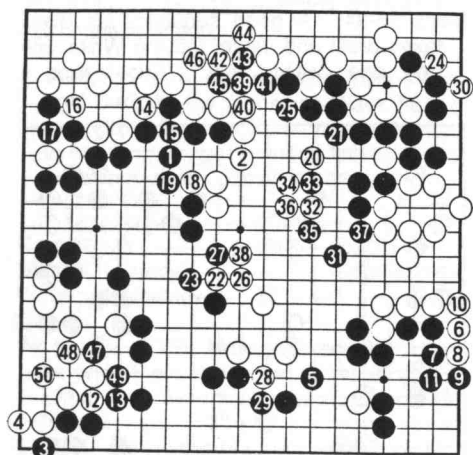
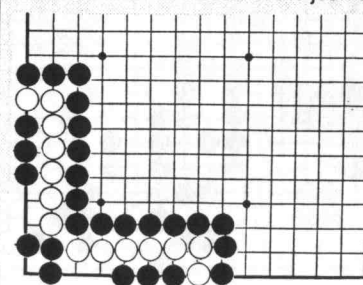


Fig. 3. 101 - 150

David and Goliath

The Second Computer Go Championships in Taiwan.

At the end of last year the second computer Go tournament was held in Taiwan under the sponsorship of computer manufacturer Multitech and the Ing Chang Ki Wei Chi (Go) Educational Foundation.

The tournament - which is scheduled to be an annual event until the year 2000 - is a serious attempt to stimulate computer Go, and enjoys attractive prizes. The winner of the 19 x 19 event gets around £4,000, and if the program should manage to beat a professional, then the sum of US \$1,000,000 US.

The competition this year consisted of 12 Taiwanese programs selected from 40 entries, plus four foreign programs: our own Allan Scarff with a prototype of MicroGo II, Bruce Wilcox's Nemesis, a program called Goliath, written by a Dutch team, and a program from a US-resident Chinese programmer.

In the end, both the 9x9 and 19x19 events were won by the same person, a 25 year old medical student called Tu Kei-Chung, who last year came fourth (behind MicroGo 1). His program was 93K worth of code, all written in assembler. According to Allan Scarff, the Taiwanese programs were good at playing other computer programs but not at playing people, owing to their predictability. (the winning program was wiped out when taking 16 stones from a 5 dan). However they contained "cunning fuseki sequences and set pieces to good effect," he says.

Allan's own efforts were handicapped by the fact that he had heard of the competition very late in the day, and the fact that MicroGo II plays according to the Japanese rules and not the Chinese rules stipulated by the competition. At the time his program was also too slow for the time limits (1 1/2 hours. he therefore crudely limited the candidate moves considered at each turn, a decision

which "proved to be the program's downfall" he says. In the game given here he notes that the timeouts are very noticeable at moves 62, 176, 188, 194, 272 and 234.

However Allan is hopeful for the future. Since his return has improved MicroGo II. It is now 4 times faster, can play Chinese rules, and plays conservatively when well ahead (!). Allan wishes to thank Mr Ing and Multitech for their sponsorship and looks forward keenly to this year's event.

White: MicroGo II (England)

Black: Competitor 15 (Taiwan)

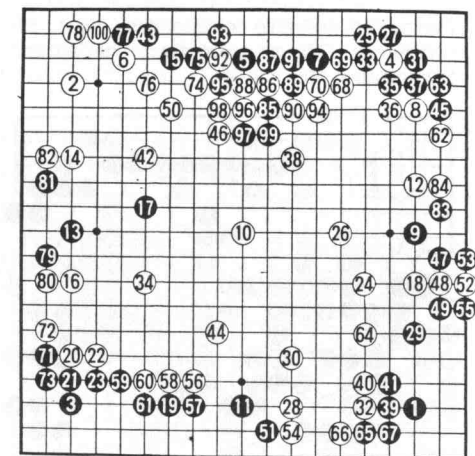


Fig. 1. 1 - 100

Moves 1 - 100: MicroGo 'knows' that the three black groups in the centre are theoretically dead and that it is at least 100 points ahead. In the opponent's position it would consider resigning! The latest version will not rely on resignation, however, it will play extra moves to eliminate any chance of resurrection.

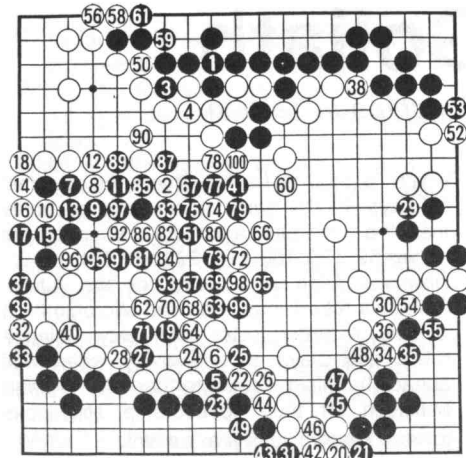


Fig. 2. 101 - 200
176, 188, 194: Pass

Passing is desirable for Japanese rules, but dangerous. The program did not get around to evaluating 195 in time.

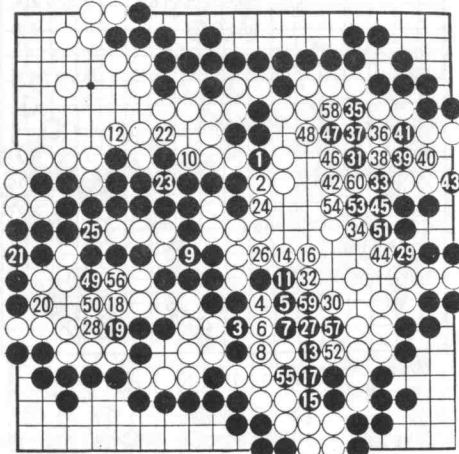


Fig. 3. 201 - 260. 261 at 238

Having found 212 the program stopped looking. Having lost a group it uses 230 to seal off rather than reply to 229 which leaves dangerous weaknesses. Black wins.

Double Dutch

The following game is played by an early version of the program Goliath, written by a team of Dutch Go players including Robert Rehm, Peter Zandveld and Mark Boon. The program is playing against itself. Comments are by the program's authors.

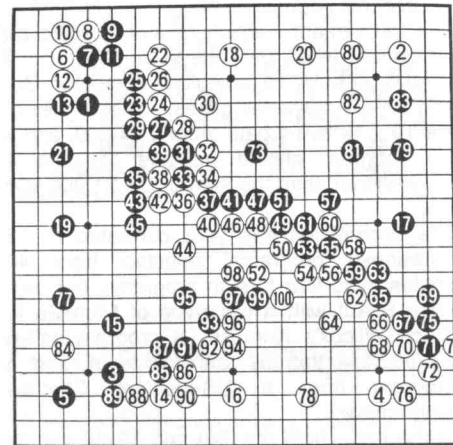


Fig. 1. 1 - 100

Black 1-4: Played by humans, because the random move generator had not been implemented.

White 6-13: The program does not know any joseki, but attempts to play "good shape".

White 14: Tenuki is dubious. The program does not know that it has to add a move in order to live, but by the same token its *alter ego* does not see that it can kill White.

White 20: A typical 'small board' move.

White 38: Just like a human beginner - too keen to give atari.

White 50: Chicken!

Black 111: Unreasonable - White does not allow itself to be tricked.

White 138: Again a doomed invasion.

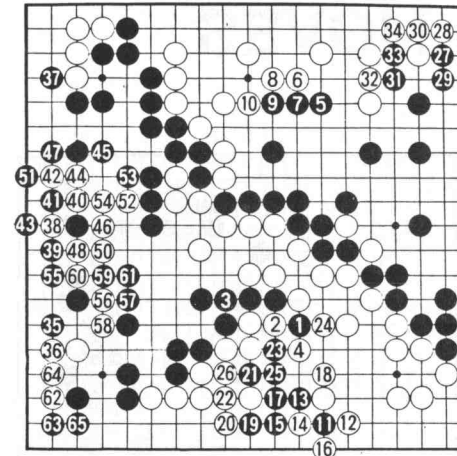


Fig. 2. 101 - 165
49 at 138

Black 171: Oops. Black takes the wrong stone. A semeai results. Nore however that the program does not yet know how to play such a semeai.

Black 241: The weakness of the program is the endgame. Concepts like territory are only partly implemented, whereas concepts like shape no longer apply in this phase.

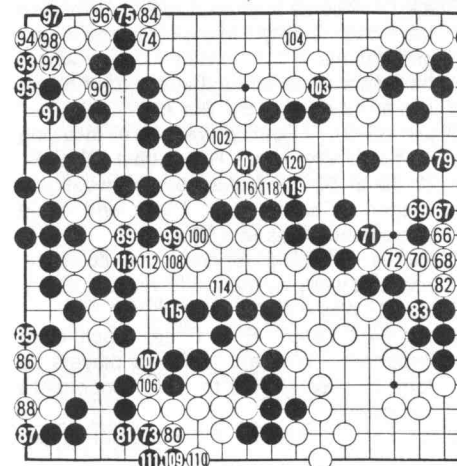


Fig. 3. 166 - 200

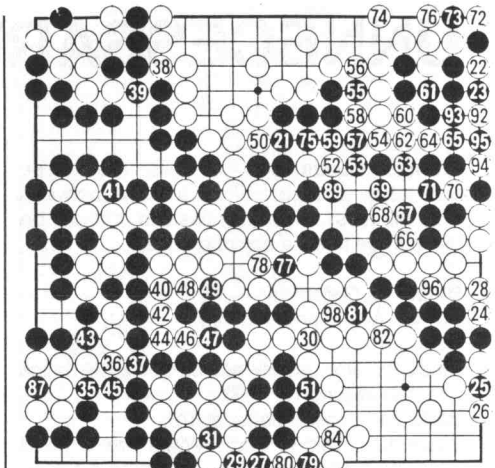


Fig. 4. 221 - 301
232 at 74; 233 at 210; 234 at 225; 283 at 279; 285 at 280; 286 at 272; 288 at 222; 290 at 217; 291 pass; 297 pass; 299 pass; 300 pass; 301 pass.

Tesuji Flash

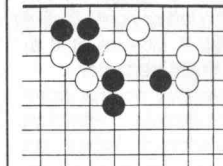


Diagram 1.
Black to play

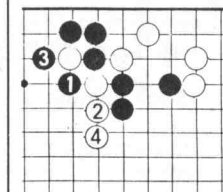


Diagram 2. A failure.

Here is a test of your tesuji skills. Black looks to be in some difficulty, with his stones cut into two groups. The obvious move of cutting and capturing with 1 and 3 in diagram 2 is bad, as it leaves the three stones on the right all but captured. So how is Black to play? Answer on page 28. (Hint: try thinking in terms of a key point)

UNNECESSARY MOVES

Francis Roads gets out his microscope and takes a close look at a game between two 10-kyus. His conclusions should be taken three times a day after meals.

Black: N. Greenway
White: A. Macpherson

Black 9: Not usually played without a black stone around 12.

White 11: Loose - better at 44.

Black 17: This is odd. White has a good splitting attack with 26. As White is strong in this area of the board, Black should settle himself with A.

Black 19: Better is 21. For white, 26 is better than 18 or 20.

Black 25: Very naughty. 26 leaves him without eye shape and a weak group of stones next to a strong white group, after the pon-nuki capture. White is then well ahead.

Black 29: I like this bold, multi-purpose move - helping the group above, threatening to build up a moyo below, and also invasions to the left or right.

White 32: No great threat. A closure at B or an invasion around 43 might be better.

Black 33 - 42: Black invades on the right, and then boldly plays tenuki, regarding his invasion stones as kikashi. White can get most of his territory back at any time by cutting at C (work it out).

Black 43: If Black prefers another invasion, B is the point. But 42 helps to reinforce the looseness of 11.

White 44: Not yet. An extension to D is better, expanding his own moyo while reducing Black's.

Black 47: Why not 49? Black can win a fight hereabouts.

White 48: White decides to exchange the corner for some outside influence, but the trade is not to his advantage. White's

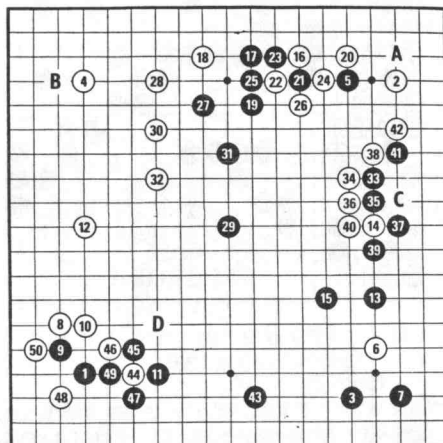


Fig. 1. 1 - 50

corner is of less value than the strong pon-nuki shape is to Black in building up his moyo.

Black 51: Not as bad as it looks. It makes the bad empty triangle shape, and strengthens White where he wants to be strengthened (after 52 he has a fine move at E). But in

Black 55-60: Both players are following joseki blindly here. How about 56 at 61 or 58 at 59? I leave you to investigate further. For his part, Black can avoid these possibilities with 55 at G.

Black 61: Having reached this point, he might as well play the joseki move at 62.

Black 63: Why not 64?

White 64: Yose! E or F are much more important. Why are high kyu players so fond of playing next to their opponent's last move?

Black 65: Excellent. A focal point of two moyos.

Black 67: Not so good. How about H?

White 72: Odd. The best way to attack this group is at 76. But any attack is premature - Black's group isn't weak enough yet. There are still moves like C in diagram 1, F, and 90 to play.

Black 73 - 83: Several dubious moves here on both sides. Why is White so anxious to connect his safe stones on the right to his safe stones on the left? Wouldn't 81 be better at 82, making two eyes and reducing White's territory?

White 84: Why does this stone need saving? Black lives anyway, and it is not protecting any White territory. As with 64, White is following his opponent around the board.

Black 85: Cowardice. If Black wants to reinforce here, 91 is better. Better still are C and F of course.

White 86 - 92: I don't know what White is up to here, but look at that move 92. Is it really the most valuable point on the board?

White 94: Same again. As long as Black still has the push at 99 available, this is virtually valueless.

White 96: Why not at 99? If Black 96, White defends at I.

Black 101 - 103: Three mistakes in a row. Did Black think his group was short of eyes? If so, then he should have noticed before now! So we charitably assume that 101 is a yose move, though we already know of two bigger ones waiting to be played. But in this case 103 seems completely pointless - if Black must play here, why not at J? Likewise, 102 should be at one of the other bigger yose points.

White 104: Does this threaten to kill the Black group? The question is not easy for 10-kyu players. I shall merely direct your attention to the point K, and leave you to work out the variations (not forgetting Black's group in the upper left). But if Black thinks his group is moribund, he should play 109 at once. If not, he has no business wasting a move at 109 after th exchanges 105 - 108. By the way, 106

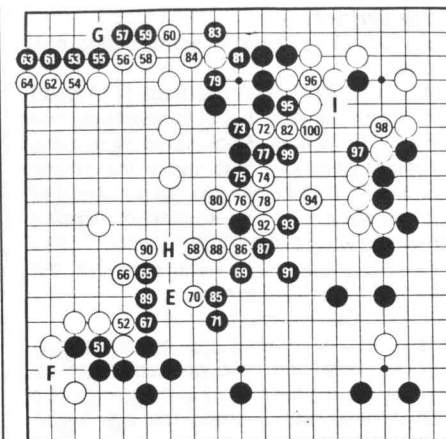


Fig. 2. 51 - 100.

is better at 144.

White 110 - 121: White succeeds in playing this big yose in sente. How about 111 at 114; then White ends in gote.

White 124 - 125: White wastes a ko threat.

Black 127: Why not at 128? What is there

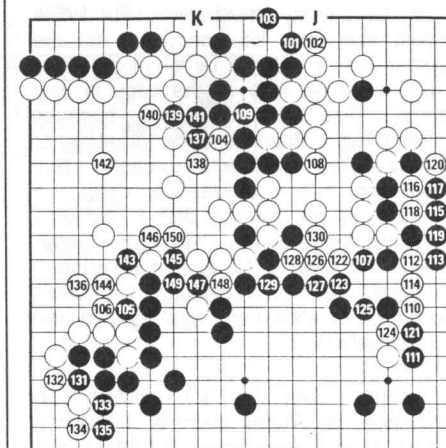


Fig. 3 101 - 150

to be afraid of?

White 130: This move is worth minus one point.

Black 131 - 132: The proverb says: "A good point and a bad point lie next to one another". At last Black spots where the biggest yose is - and plays the wrong move. 132 would have recaptured the corner territory. This exchange hands it to White, while Black fills in a dame.

White 136: White has a weakness here, but this is not the move to repair it.

White 140: Could capture at 141.

White 142: If he feels the needs to play around here, the solid connection below 140 is more useful. 142 is the move of a player who has counted the game and knows he is ahead.

Black 143 - 147: This proves that 136 was on the wrong point - look at it now!

White 148: The net effect of this move is to fill a dame in gote. If White plays 150 first, Black would still play 149. Why should White want to then play 148?

Black 151: The move of a player who has counted the game and knows he is ahead.

White 152 - 167: The final debacle. This shows the usefulness of playing 142 at 163, as already mentioned. But White could still save his honour, if not the game (he is behind) by playing 162 at 163, when his loss on the edge is very small. The ko is disastrous, because after filling it Black at once threatens L, killing a very large white group. This being so, 171 is a distinctly dodgy ko threat - its not obvious that it threatens anything (better is M). White has a better threat than 180 at N, but the situation is hopeless. Even if he wins the ko, he will lose points elsewhere, putting him still further behind.

The game continued for another 50 odd moves, as White tried for a belated invasion of the lower edge, but Black had already forestalled any nonsense there with i51.

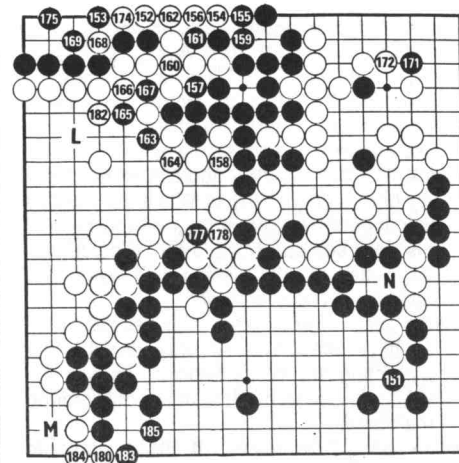


Fig. 4. 151 - 185
Ko at 167: 170, 173, 176, 179. 181 fills.

CONCLUSIONS

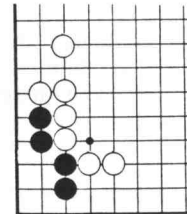
This game is typical of many between kyu players in that it contains several moves which either achieve nothing at all, or actually help the opponent. Simply by eradicating wasted moves from your play, you will undoubtedly improve.

Second, it also exposes the tendency of weaker players to meekly follow their opponents around the board. By contrast Black 43 is a shining example of the right sort of spirit, keeping an eye on the board as a whole.

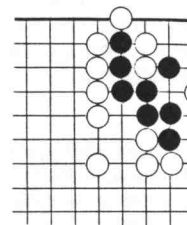


Fighting spirit

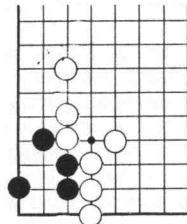
Tsume-go corner



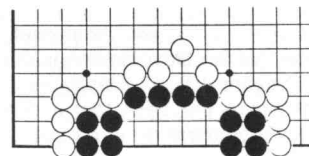
Problem 1.
White to play.
What is the status of Black's group?



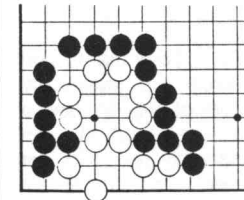
Problem 2.
Black to play. Can the group in the corner be saved? Look out for White's clever counter to the obvious move.



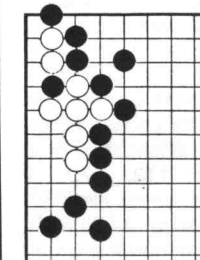
Problem 3.
White to play.
Black's group looks flakey, but how you go about killing it is not obvious. Can it be done?



Problem 4. This problem is something of a perennial: long-toothed players will recognise it straight away. But even they might have trouble with the elegant solution. Black is to play and live.

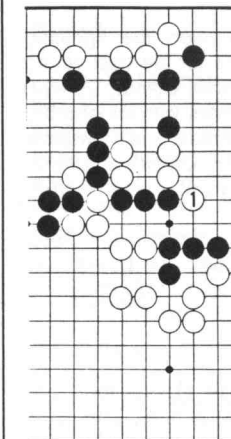


Problem 5.
White's group looks to have plenty of eyes - or does it?



Problem 6.
What is the killing sequence - the problem looks easy, but be careful to read everything out to the end.

Finally, a tesuji problem from a real game. White has just played 1, which seems to put Black's stones on the right side in trouble. What is Black's counter?



NEWS

Nottingham

The Nottingham Go Tournament on November 8th was won yet again by J.Y.Lee with a clean score of 4/4. Mr Lee, a Korean visitor, has now returned to his homeland with the remarkable record of not having lost a single (even term) tournament game. Others who remained unbeaten were Eddie Smithers (3-kyu), M. Shiono (4-kyu), and M. Carr (10-kyu). M. Harvey qualified for this year's Candidates.

London Open

The Inter Varsity Club, Covent Garden was once again the venue for the London Open, held on January 1-4. Attendance was slightly disappointing at 112, with a noticeable lack of stronger foreign players - probably because of a French rail strike, a conflicting Dutch tournament, and the wrong dates published in the last BGG (no-one told the Editor).

At any rate Matthew Macfadyen ended what for him was a slightly disappointing year by winning the tournament comfortably with 8/8. Equal second were Terry Stacey 5-dan, Jim Barty, 4-dan, and Richard Hunter 3-dan, all with 6/8.

Brian Chandler, 2-dan, won the lightning tournament, while a prize for the best young player went to T. Harvet-Clarke, 20-kyu, with 5/8. Prizes to to others with six or more wins also went to R. Polak, the inevitable fraudulent Dutch 1-dan, P. Godin, a burgher of Calais, R. Altena, 7-kyu of Alkmar, and P. Crepy of Lille.

Thanks go to the organisers, Peter Polkinghorne, Jon Diamond and David Vine as well as Bill Stretten who ran a computer Go demonstration on the Saturday.

Oxford

A bumper turn-out of 114 players took part at this year's Oxford tournament. The usual last-round show-down between Mathew Macfadyen and Terry Stacey was failed to

materialise after Harold Lee beat the British champion. However Harold failed to repeat the trick, letting Matthew take their title.

Other prize winners were P. Manning, W. Connolly, M. Abbot, K. Pulverer, P. Voisey, R. Canning, S. Flucker, T. McCurrach, W. Bignell, J. Lattimer, S. Field, R. Stroh, D. Jones, P. Dillen, L. Ashman. The team prize was won by Furze Platt school.

BGA Membership

Latest figures show that the ranks of card-carrying members have swollen to 589, while the number of clubs has increased from 48 to 51 (Births: Bournemouth, York University, Woking, and Basingstoke. Deaths: Ashfield and Susses University)

Computer Go

The long beard and hollow chested brigade will be interested to know that a magazine devoted to the problems of programming Go has been launched. Called simply *Computer Go*, the magazine is edited by David Erbach in Canada.

The first two issues are being distributed free, and if there is enough world-wide interest will move to a subscription basis. Issue one contained a number of articles on Go programs, as well as a reasonably extensive bibliography on the subject. Anyone interested should write to David at 71 Brixford Crescent, Winnipeg, Manitoba, R2N 1E1, Canada.

AIDS

Worried members will be immensely relieved to know that the Government, in the shape of the Department of Employment, has written to assure the BGA that in the course of its activities there is no danger of contracting AIDS.

Members who had stocked up on packets of Featherlite in anticipation of the coming tournament season are advised to donate them to higher risk members of the community, such as chess or bridge clubs.

Postal Go

Expatriot Steve Fawthrop has written from

TOURNAMENT DIARY

16 May: Bracknell. Contact Bob Lyon, 27, Welbeck, Bracknell, Berks RG12 4UQ.

May 28 - 31: Amsterdam. Details from Ethel Boucher, W. Molengraafstraat 17, 1063 LK Amsterdam. Tel. 020 130745

June 21: Leicester

July 25 - August 8: European Championships at Grenoble. Contact P. Bizard, 150 Galerie de L'Arlequin, 38100 Grenoble.

November 7: Nottingham

Join the British Go Association

I wish to join/rejoin the BGA, and enclose the fee of £.....*

Name.....

Address.....

.....

.....

.....

.....Tel. No.

(optional).....

Club (if any).....

Grading (if UK dan-level).....

I heard of the BGA via.....

Signed.....

I agree to the information given being stored as computer data, but understand that this is purely for ease of communication; no such information is ever passed to non-members, except that contained in lists of club meetings.

* Full Club - £5; Club Student - £3; Unattached - £6.50; Overseas - £7.

Cheques should be made payable to "The British Go Association" and sent to: The Membership Secretary, The British Go Association, The Hollies, Wollerton, Market Drayton, Shropshire TF9 3LY.

the US asking if anyone is interested in playing postal Go. Steve, who, envisages playing roughly 6 games at a time, claims to be 4-dan, but is happy to play handicap games. His address is: 2340 S Quebec #305, Denver, Colorado 80231, USA.

Go on the Piste

Alexander Martin is interested in hearing from anyone keen to combine a skiing holiday (in 1988) with some apres-ski Go playing. Contact Alex on 01-874 1236.

Cherchez la Femme

Paul Barnard has written suggesting it would be a good idea to establish a British Woman's Championship. What about it BGA?

Promotions

Congratulations to Terry Barker, Mark Cumper and Sam Perlo-Freeman, who have been promoted to 2 dan, while John Dawson has finally made it to 1 dan, as has Alan Thornton and Mike Harvey.

The grading committee would like to remind tournament organisers that they should forward results promptly (to Andrew Grant).

Japanese News

Kobayashi Koichi has successfully defended his Kisei title against the challenger, Takemiya Masaki, by 4-1. Interestingly, Koichi was a junior pupil under the older Takemiya in the 'school' of Kitani Minoru, and earlier in his career imitated Takemiya's centrally oriented style of play, though without success. The first game of the match was, unusually, held abroad, in Los Angeles (won by Kobayashi)

The Honinbo and Meijin titles are half way through the leagues to find a challenger to Takemiya and Kato Masao respectively. Yamashiro is leading the Honinbo with 5/6 while Cho Chikun has 4/6 and leads the Meijin with 3/3.

The challenger, Kato Masao, has won the first game of the Judan title against the holder, Kobayashi.

BOOKS AND GO EQUIPMENT

ITEM	Level	Code	Price (incl p&p)	Price by hand
Graded Go Problems For Beginners Vol 1	230k	GGP1	5.20	4.60
Graded Go Problems For Beginners Vol 2	25k	GGP2	5.20	4.60
ISHI PRESS BOOKS				
Modern Joseki & Fuseki Vol.1	7k	G1	5.60	5.00
Basic Techniques of Go	20k	G2	5.10	4.50
Modern Joseki & Fuseki Vol.2	7k	G3	5.60	5.00
The Middle Game	6k	G5	5.60	5.00
Strategic Concepts	5k	G6	4.70	4.20
The 1971 Honinbo Tournament	10k	G7	5.10	4.50
In the Beginning	20k	G10	4.30	3.80
38 Basic Joseki	12k	G11	5.10	4.50
Tesuji	15k	G12	4.70	4.20
Life & Death	12k	G13	4.30	3.80
Attack & defense	12k	G14	5.10	4.50
The Endgame	5k	G15	4.70	4.20
Handicap Go	9k	G16	5.10	4.50
What's Your Rating	10k	G18	4.70	4.20
Breakthrough to Shodan	4k	G19	5.10	4.50
Joseki Dictionary Part 1.	4k	G21	8.20	7.30
Joseki Dictionary Part 2.	4k	G22	8.80	7.90
Joseki Dictionary Part 3.	4k	G23	8.20	7.30
Enclosure Josekis	5k	G24	5.10	4.50
Appreciating Famous Games	10k	G25	5.30	4.70
The Direction of Play	6k	G26	5.10	4.50
Attack and Kill	10k	G27	4.70	4.20
Lessons in the Fundamentals	20k - dan	G28	5.10	4.50
Takagawa's Vital Points of Go	20k - 4k	TG	4.40	3.50
Go Proverbs (Mitchell)	12k - 1k	GP	2.50	2.20
JAPANESE TSUME GO BOOKS				
Tsume Go (Introductory)	12k - 5k	TSG1	3.50	3.00
Tsume Go (Intermediate)	7k - 1k	TSG2	3.50	3.00
Tsume Go (Advanced)	2k - dan	TSG3	3.50	3.00

Equipment

Magnetic Go set	MK1	10.25	8.50
Gostelow Club Board (3/4" blockboard)	BGB	13.00	10.50
Plastic Stones	SP70	8.00	6.50

SPECIAL OFFER - 3 SETS OF ABOVE STONES 22.00

Glass Stones (5.5 mm)	SG55	16.25	13.75
Game Record Pad	GRP	1.60	1.20

OTHER ITEMS

T-Shirts: Grey (L & M) Green (M) Blue (S)	ATSH	3.90	3.50
Childs (Gold, 32-34")	CTSH	3.40	3.00
Sweat Shirts: Maroon (Small 34" - 36")	SSH	9.20	8.50
Red (Medium 38" - 40")			
Tie: maroon, bottle green (Go symbol)	TIE	2.40	2.00
Advertisement labels for re-sealing envelopes (per 100)	ENV	1.30	1.00
Gift vouchers	GV	0.20	0.20

TEAR ALONG DOTTED LINE

Only members of the BGA may purchase items from this price list (membership application forms available on request)

Payment in sterling must be made with every order. Cheques and postal orders should be made payable to *The British Go Association* and crossed. For postage outside of the UK and Eire please add 20% to the above prices. Orders should be sent to C.R. Wright, 4 The Crescent, Skegby, Sutton-in-Ashfield, Notts, NG17 3FN

Membership No.....

Name.....

Address.....

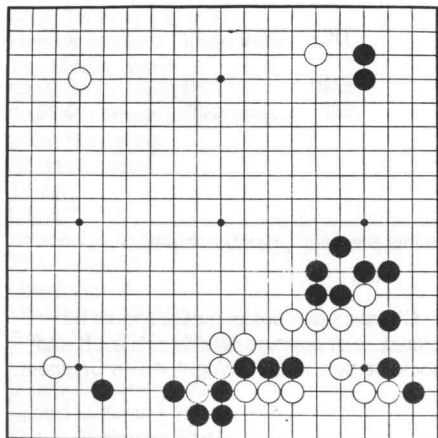
ITEM	No./Size/Colour	Code	Price
Total:			_____

SPOT THE MOVE - ANSWERS TO NO. 6

Problem

	1	2	3
B. Chandler 2-dan	K16	C6	Q3
A. Daly 3-dan	K16	J3	F7
M. Macfadyen 6-dan	K16	K4/J16	O15
T. Manning 2-dan	L17	C6	F7
F. Roads 2-dan	O15	K4/K16	F7
P. Shepperson 4-dan	K16	C6	F7
J. Smith 3-dan	L17	H17	R3
A. Thompson 2-dan	O15	K16	Q15

Problem 1



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

All the panellists drew attention to Black's strong position on the right side, and there was fair agreement on where to play. But first, where *not* to play:

Macfadyen: "The lower right corner is played out. All moves in that quarter of the board score zero."

Daly: "D5 is worth considering, but if Black plays there White will take territory, while the solid White group in the lower right neutralises Black's influence."

Two panellists wanted to build a moyo at the top and were prepared to solidify Black's

right side territory.

Thompson: "Clearly White must deal with the situation in the top right. I suggest playing at O15, expecting Black P-14, White O-14, Black P-13. The idea is to reduce Black's territory as much as possible, while building a wall over the upper side. Importantly, White has sente and can take the large point, D7."

"Purists may claim that this sequence is *ajikeshi* and favour a simple K16. I would argue that the prospects of a later invasion on the right are remote, while Black can swell his area considerably by playing at O15 himself."

Roads: "O15 seems to be the key point for both players - once Black has played here White can resign."

Two panellists disagreed, however.

Smith: "Since Black has marvellous thickness on the right hand side, this is an area to approach carefully. The move I favour is L17, to strengthen the isolated stone. If Black builds up the right side, then another move can be played at the top to build up a position here. If Black does nothing on the right, then you are in a better position to try some gentle reduction."

Manning: "If it were Black's turn to play he would pincer around L17. White should therefore play at L17 himself, expecting Black to extend to R13 or thereabouts. In effect White's play at L17 is *honte* (the 'honest' move): it is slow but best - it solidifies his position in preparation for the future, including an invasion on the right."

This is certainly the most direct way to save the stone at O17 from attack, but it has little effect on the rest of the board. The remaining panellists treated the stone at O17 more lightly.

Daly: "On the upper side K16 and L16 look good. The stone at O17 needs some support, since the corner is closed. Moreover a Black stone around K16 would be strong. K16 is the better of the two, since

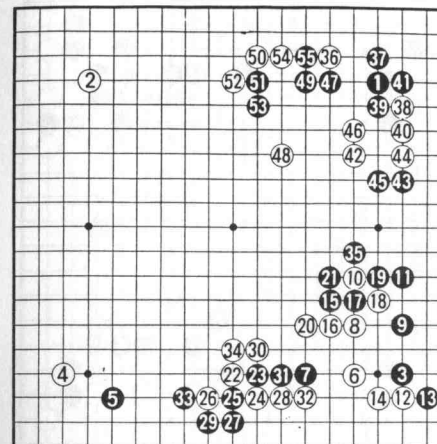


Diagram 2 Moves 1 - 50.

it leaves open the possibility of sacrificing O17 on a small scale."

Shepperson: "I would play K16, which has two purposes. First, it makes an ideal shape between D16 and O17, preparing a double wing formation. Second, it reduces the influence of Black's *pon-nuki* and prepares a deep invasion in Black's right hand side - the two can be considered *miai*."

Chandler chooses K16 for similar reasons, and plans to answer Black's approach at C14 with a one-space pincer at C12.

Macfadyen: "The naive strategy is to play O15, but Black has N16, O16, P14 and the side is already about secure. Better is K16, O15, D10. White treats O17 lightly, and retains the option of an erasure around O12 later. If White really wants to invade the right, then R15 is appropriate, but White will acquire a chronically weak group."

None of the other panellists even considered an invasion on the right - which is a pity, since that is what happened in a professional game. The first 55 moves of the game are shown in diagram 2.

Problem 2

Macfadyen: "White has two solid positions on the right, while Black has influence over

the rest of the board. Sooner or later White must invade, so his useful options are: to invade the left side; to invade the top side; or play a waiting move at K4.

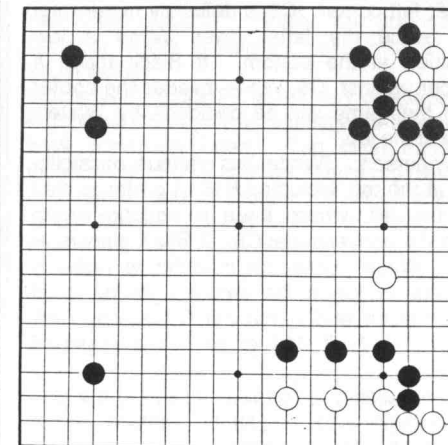
Francis Roads was torn between two of these options:

"White's joseki on the right do not match at all. Black has two excellent moves at K4 and K16 (White can't take them both), with C10 to follow. White's useful *aji* at P15 will only be effective if he can get in a move around N7."

"If White plays K4, Black will reply at the top. White can attack with the sequence in diagram 4, but Black builds a larger-scale position. If White prefers K16, Black plays at K4, working perfectly with his stones at D4 and D14. White can now build good influence by cutting at P15, but he finishes in *gote* and Black plays C10."

two panellists went into the position at the bottom in greater detail.

Daly: "The best move is clearly around K4, but if this move is played, Black has an annoying reply at H3, threatening a cut at L4 and K3; if White then defends at K3, Black has a good move at H5. Playing at L5 is possible, but Black will respond calmly at L6, and White will end up by strengthening Black's potentially weak group. For this



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

reason my choice is I3. It looks rather timid, but doesn't suffer from the drawbacks above."

Macfadyen: "On the lower side K4 is the only move, preparing to attack at R6, giving White access to the lower and left sides, and stopping Black's very good move at L3."

I must say that I3 has little effect on the rest of the board and Black will simply ignore it. What about invading on the left?

Macfadyen: "On the left side White C6 is definitely bad, since Black will reply at D9 or C8, and White can't invade the corner because he will finish with too low a position. If White must play on the left, C9 looks about right, but it's a bit uninspired."

Despite Matthew's remarks, I must award full marks to C6, since three panellists have chosen it.

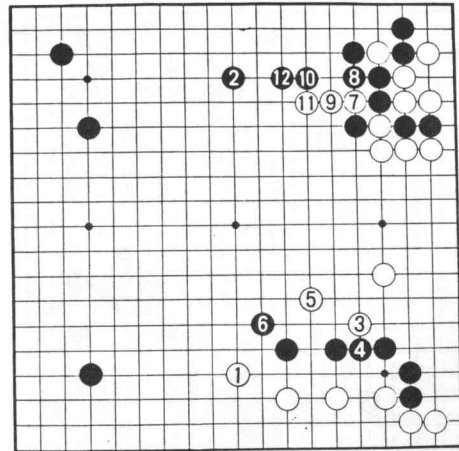
Chandler: "Gut reaction is to jump into the top, but that is bound to create a weakish White group, while Black will make a nice territory on the left. So I go for C6. Black doesn't want to squeeze, because thickness facing right will do him no good. So he will extend to F3 and take sente to play K16 at the top."

Manning: "White could invade at C9 or I17, since both moves allow an extension on either side. But I prefer to approach the lower left corner. C6 is definitely better than F3, since the latter gives White a low position at the bottom. If Black make a pincer against C6, White invades the corner and the game will be decided by White's play at the top."

Shepperson: "White has various possibilities at the top, including K16. I prefer to play on the left, where there is nothing wrong with the conventional C6. If Black pincers at C10, White jumps out in order to make a flexible shape in the centre. White could also invade at C7, but not C9, since Black C7, W C12, B B13 gives him a cramped position."

The remaining option is to invade at the top. Macfadyen had no strong opinion, here, unlike the other panellists.

Thompson: "White should play K16. This is precise, leaving Black with no good play. If



a b c d e f g h i k l m n o p q r s t
Diagram 4.

Black pincers from the left, he merely encourages the cut at P15, while extending from his wall is taboo. White moves on the third line don't work as well in conjunction with the cut."

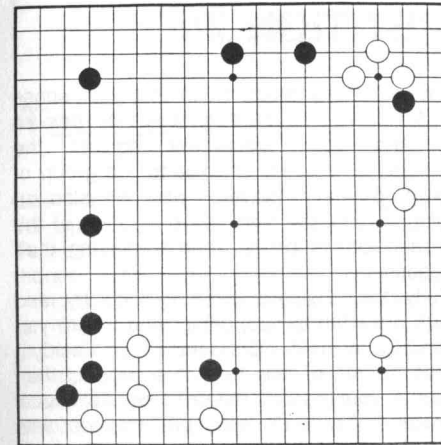
Smith: "The three moves that I consider at the top are H17, I17, and K17 - each allows a two-space extension on both sides. The right-hand formation is relatively thick, and Black will be looking to pincer by extending from the corner stones, so I would choose H17. If Black plays L17 from the corner, White has N17 in reserve. I would expect K17, followed by E17, D16, K16, then violence."

In the actual game I played at I17 and my opponent (Jon Diamond) answered with C9.

Problem 3

Manning provides a range of options: "Invade at Q3; solidify at C14, F17, or C17; expand the moyo at F7 or N15; fight in the top right corner with Q15."

He goes on to reject the second option as too passive, "and I would reject option four as being premature," he adds. "Black should not start a fight here until he is ready. As for F7 and Q3, neither is absolutely *sente*, so Black can expect to get exactly



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

one of them. If Black plays Q3, the sequence in diagram 6 may result, whereas after F7 and White Q3, Black can play as in diagram 7 to nullify White's *shimari*. However I feel that the choice between these moves is very close." The other panellists who chose F7 were more dogmatic.

Shepperson: "The choice is between F7 and R3, but I much prefer F7 since it is a

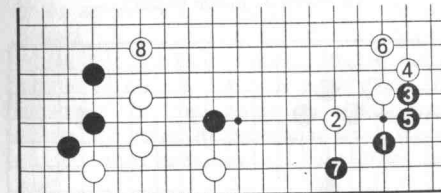


Diagram 6.

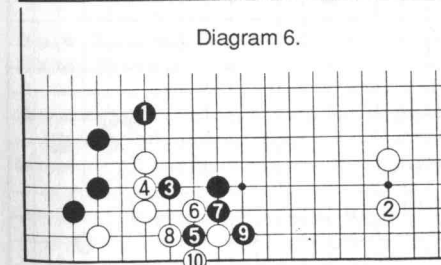


Diagram 7.

double moyo point and also affects the overall balance of power. If Black invades at R3, White will take sente and play F7."

Daly: "A tale of two moyos. My impulse is to play at the key points on the frontiers - ie F7 or O15. Black could consider Q3, but the White *shimari* is not large enough in this game. N15 would be quite good if White answered by capturing R15 on a small scale, but he will switch to F7, which Black must lose no time in playing himself."

Roads: "F7 - this took me about two second - it's the focal point of two moyos." However two panellists where of quite another view.

Smith: "Both sides have large scale structures with open corners. Black would like to play in White's open corner, retaining *sente* to come back and play in the top left corner first. Playing F7 as a junction of two moyos seems off key when the structures are so loose.

"Where to play in the bottom right? Q3 seems dangerous with the stone at R11 on the board, since White can reply at O4 and continue with the inside hane if Black plays R5. Therefore I would play at R3, retaining a balanced position."

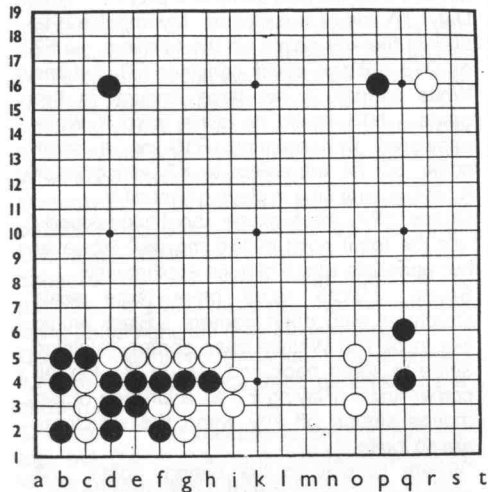
Chandler: "Q3 - this must be the last big point. The lower right is more urgent than the upper left."

Q3 was also chosen in the game (between two 3-kyu players). Finally, our strongest panellist again considered two moves of equal validity.

Macfadyen: "Black F7 is not very disastrous, but White I16 is just as effective as it would have previously been. The other double moyo point at O15 is more interesting, since it is rather hard to answer. If White plays *tenuki*, Black P15 shuts him in. If White P15, Black O14 is too good to allow. If Q15, Q14 plasters White into the corner. Probably White will cut with O16, N16, N15, O14, but Black is not unhappy with this fight.

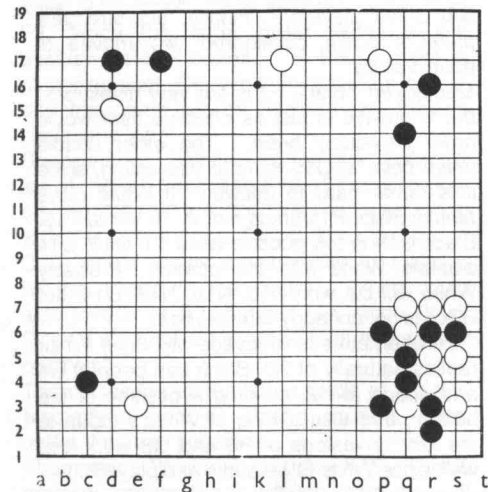
"The alternative is to invade at P3. If White replies naturally at R3, Black can peep at G4 and attach at K2, building a position at the bottom, and also aiming at White's group to the left. Invasions at R3 and Q3 work less well, since White takes sente and play F7.

SPOT THE MOVE - COMPETITION 7



Problem 1. White to play.

Problem 2. Black to play



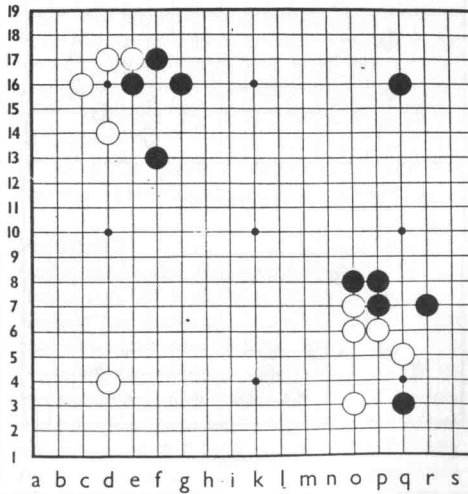
Problem 3. Black to play.

A further three problems to test your sense of direction. As usual, you will be able to compare your judgement against the opinions of a panel of 'experts' - a group of British dan-level players, who will also be trying to pick the best move in each of the three positions below, then explaining their reasons.

Study the positions carefully and try and work out what is happening, and where you should play next. Concentrate on deciding what sector of the board is urgent, then narrow your search down to possible local moves. Try and test your choices with sample variations before you come to a conclusion.

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

Answers should be sent to Richard Granville, 47 Hale Reeds, Heath End, Farnham, Surrey.



Obituary

Takagawa Shukaku

One of the century's greatest players, Takagawa Shukaku has died, aged 71. Takagawa was one of the giants of the modern game, his greatest achievement being to hold the prestigious Honinbo title for nine years in a row, a record which will probably never be surpassed. He also won the Meijin title at the age of 53.

Takagawa was noted for a style of play which seemed deceptively straightforward. He was particularly fond of simple moves such as one point jumps and capping plays. But behind the apparent simplicity was a profound appreciation of the position over the whole board and exceptional accuracy of judgement. His approach to the game is evident from his book, *The Vital Points of Go*, which is a marvellous explanation of the basic principles of Go (unfortunately marred for English readers by a poor translation).

The following game, played in 1952, the year he won the first of his Honinbo titles gives some idea of his style. He defeats Sakata Eio, perhaps the strongest professional of this century, with the aid of moves which any amateur could find. An attraction of the game is Takagawa's lightness of touch in the way he freely trades groups and territories to consolidate his lead.

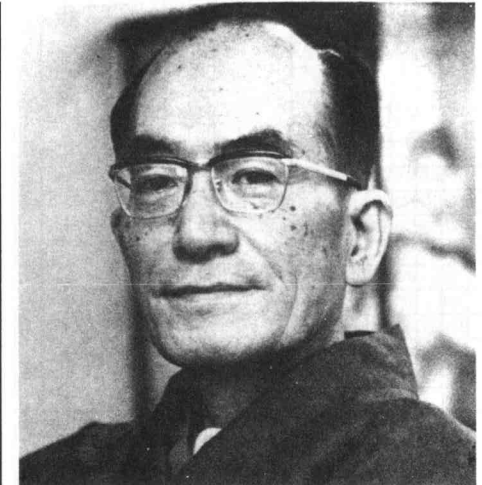
Black: Takagawa Shukaku
White: Sakata Eio

White 14: Normal is 15; the move played leads to early complications.

White 16: A standard move in this situation to make shape.

White 32: Necessary, otherwise White is left with terrible aji (for example a Black contact play under 32 is dangerous).

Black 33: Bad shape but the strongest



move, since it robs White of his vital point.

Black 37: It is also possible to play at 1 in diagram 1, but the move played is more severe, although White's stones are left with a lot of aji in the corner.

Black 43: Aims at exploiting White 42 (if this had been one point to the right, Black 43

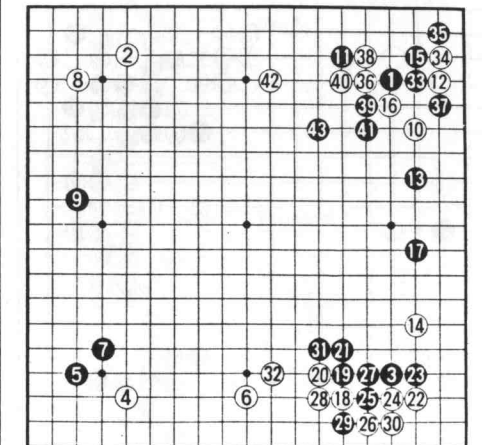


Figure 1. 1 - 44

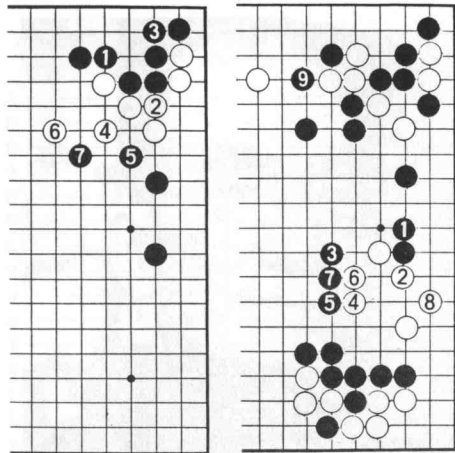


Diagram 1.

Diagram 2.

would have been a one point jump up from 13). Both sides play all out, defying one another to do their worst.

Black 45: Another possibility is 1 in diagram 2, when White lives in the sequence to 8.

White 50-54: Uses the aji of his dead stones, but Black first exploits some aji of

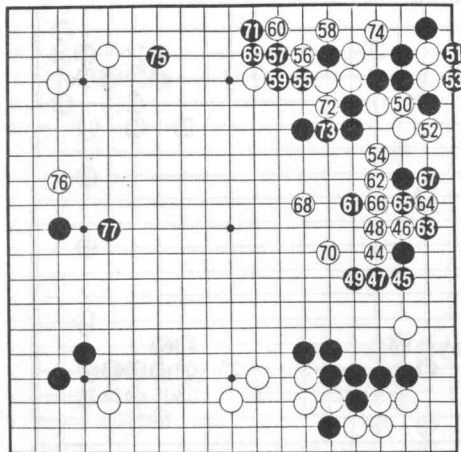


Figure 2. 44 - 77

his own with 55 & 57, then counters with 61 and 63.

White 68 & 70: White escapes with his stones, at the cost of letting Black break into the upper side.

White 78: White creates more complications. Black 81 is a standard move, threatening the 'driving tesuji' by giving atari on 80 then extending from 81.

White 82: A troublesome move. If Black blocks at 92, the sequence in diagram 3 occurs when White can set up a ko against Black's group on the side. However...

Black 83: Black continues to harry the large White group. Despite losing the rest of his territory on the right side, he builds a large territorial framework in the

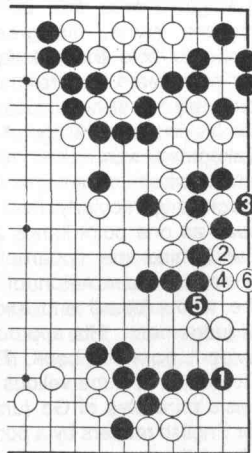


Diagram 3.

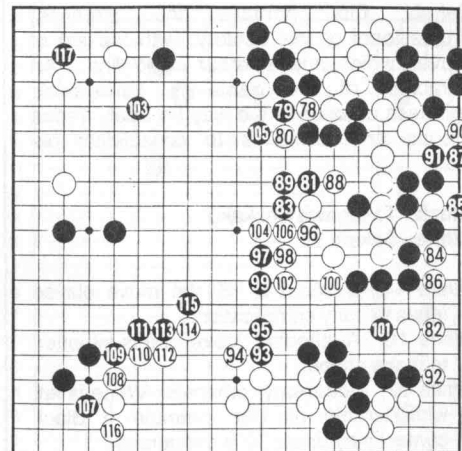


Figure 3. 78 - 117

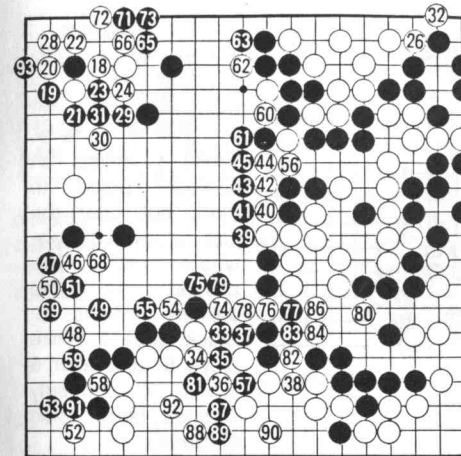


Figure 4. 118 - 193

125 takes at 117; 127 connects; Ko at 57: 164, 167, 170, 185

centre top. Black 93: Strengthens his group on the right which has lost its base, and attacks White's group from a distance.

Black 103: Black has kept sente, and his moyo is growing ever more impressive.

Black 105: Black has too many weaknesses to cut at 106 (in particular the cutting points above 81 and 95).

Black 107: Very large, and provokes White into consolidating Black's left side territory.

Black 117: Twisting the knife. If White plays 120 at 121, then Black can live in the corner and White has to worry about eyes. So the sequence to 123 is forced, but Black annexes a White stone and expands his moyo.

Black 127: Another trade in Black's favour (again ending in Black's sente).

White 138: Necessary, otherwise when Black takes the ko he is threatening to give atari on both sides. The move also conceals a sting of its own.

Black 139: Another sacrifice, which simplifies the game.

White 146: White has left it too late to live

inside this area (he should have played here earlier), but he now skillfully creates some bad aji for Black

White 174: White plays tenuki to try one last card.

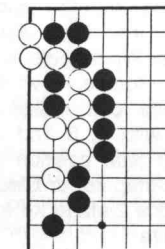
Black 177: If played to the left of 176, White can play 182, Black 183, White 184, Black 186, White 180, capturing four Black stones. But Black has a counter to White's trap.

Black 181: Black calmly sacrifices his stones on the right in return for devastating White's area at the bottom and retaining sente to play...

Black 193: The coup de grace.

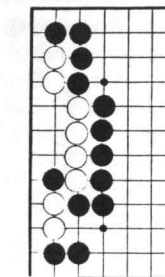
Looking at the final position it is remarkable to note the transformation in territory which has occurred. Almost all of the right side of the board - once Black's province, has been captured by White, while the left side of the board has fallen entirely to Black.

Finally, here are two problems composed by Takagawa. Both bear the hallmark of his elegant thinking. Answers are on page 29.



Problem 1.

Black to play and kill White.

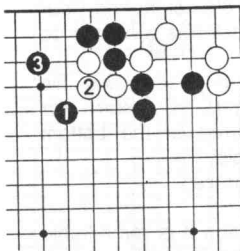


Problem 2.

Black to play and kill White unconditionally. Be careful you look at all White's defenses.

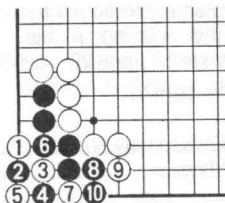
ANSWERS TO PROBLEMS

Tesuji Flash



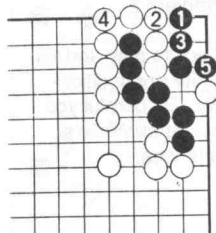
It is amazingly easy to overlook the possibility of a loose net (geta), especially when the position seems so open as here. But Black has a complete answer to his problems in 1. If White 2, Black 3 squashes all further resistance.

Tsume-go corner



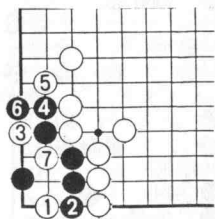
Problem 1.

The difficulty in this problem is more in evaluating the result, than in finding the best line. After White 1 Black 2 is forced, when White can make a ko with 3, 5 and 7. The final position is a 2-step ko for Black and a 2-stage ko for White



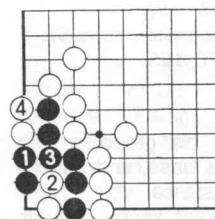
Problem 2.

Black 1 is the vital point for both sides and enables Black to live easily. But if Black carelessly gives atari at 3, White plays 1 and Black dies.



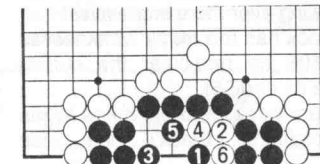
Problem 3.

White 1 seems an obvious place to start, but after the just as obvious reply, where next? The answer is the unlikely looking 3. Black after 4 White plays 5, and after 6 White 7 suddenly catches black short of liberties.



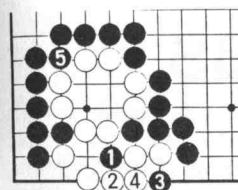
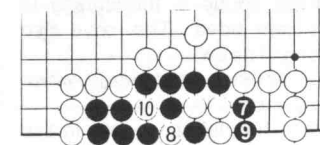
Problem 4.

If Black tries playing 6 at 1 in diagram 2, then White throws in 2 in sente before making a false eye with 4.



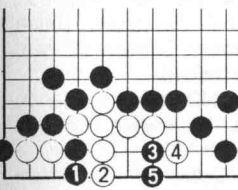
Black 1 is an obvious starting point, but after 2, Black 3 is not so easy to find. This threatens to make two eyes, so White 4 and 6 are forced.

Black then plays back in 'under the stones' (ishi no-shita) with 7. White captures at 8, hoping for a ko, but Black can discard his 5 stones and save his major group with 9.



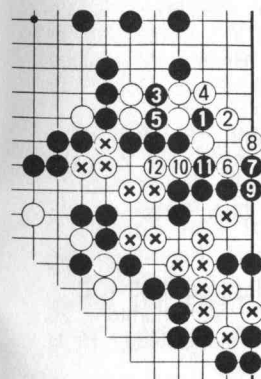
Problem 5.

Black 1 is the only move - because it reduces White to one eye on the edge *in sente*. the difficulty in this problem is in seeing the quiet move 5 which leaves White with too many cutting points and not enough liberties.



Problem 6.

Black 1 is an obvious start, as is the follow-up of 3. But after 4 Black must be careful to play the descent at 5 which puts White in difficulty because of shortage of liberties. If Black carelessly plays one point left of 5, White can play 5 himself and live.



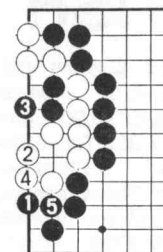
Middle game tesuji

Black 1 is the key move, which prepares to exploit the shortage of White liberties with 3.

This problem is an unplayed variation from a professional game between Kato Masao and Fujisawa Shuko in the final of the 2nd Kisei. Black has set out to capture a

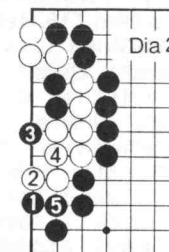
large White group (marked stones). After 1 to 5, White would have been able to set up a ko with 6 and 10, enabling him to escape with ko threats. The complete game is given in Go World No. 8 - Shuko captured White's group and won by resignation.

Takagawa's problems



The quiet move 1 is the only way to kill White. If White replies at 2, Black descends at 3, forcing 4, but after 5 he is caught in shortage of liberties.

If White tries 2 in diagram 2, Black gives atari and again White runs out of liberties.



Dia 2.

Problem 2.

The eye-stealing move of 1 is correct. If White connects, Black plays 3, 5 and 7 reducing White to one eye. If White tries 2 in diagram 2 below, Black again exploits the shortage

of liberties. Note that Black 1 in diagram 3, though similar, fails. White can set up a ko by capturing 1 (not the stone below) then throwing in with 6.

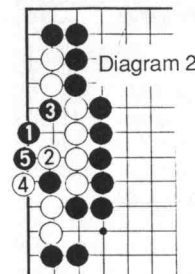


Diagram 2.

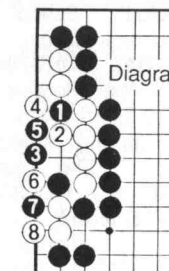


Diagram 3.

BRITISH GO CLUBS

ABERDEEN D. Hall, 368 Queens Rd. Aberdeen, AB1 8DX. Thurs 7.30. Also at Hillhead Hall on Sundays, 5.00 and Johnston Hall on Wed at 7.30. Tel. 0224 39766.

ASHFIELD C.R. Wright, 4 The Crescent, Skegby, Sutton-in-Ashfield. Meets various places, Wed 7.15. Tel. 0623 514718.

BIRMINGHAM R.N. Moore, 101 Nethercote Gdns, Solihull Lodge, Solihull B90 1BH. Tel. 021 4305938. Meets in Triangle Cinema Coffee Bar, Holt St, Birmingham. Wed 7.00.

BRACKNELL Simon Goss, ICL, Lovelace Lane, Bracknell, Berks RG12 4SN. Meets at this address. Tel. 0344 24842 (work).

BRADFORD COMMUNITY G. Telfer, 29 Quaker Lane, Little Horton, Bradford BD5 9JL. Tel. 0274 573221. Meets Manningham Community Centre, 203 Lumb Lane, Bradford. Mon 7.30.

BRETRY M. J. Willet, MRDE, Ashby Road, Stanhope Bretby, Burton-on-Trent, Staffs DE15 0QD. Tel. 0283 21922 (home), 0283 216161 (work). Meets Mon-Fri lunchtimes.

BRISTOL S. Flucker, 37, Ratcliffe Drive, Stoke Gifford, Bristol BS12 6TX. Tel. 0272 693917. Meets at Waggon & Horses Wed 7.30.

CAMBRIDGE UNIVERSITY P. Dorey, Queens College, Cambridge CB3 9ET. Tel. Cambridge 311679. Meets in Room B1, Trinity Hall College. Mon 9 pm (in term).

CAMPION SCHOOL Ian Carson, Campion School, Wingletye Lane, Hornchurch Essex.

CENTRAL LONDON P. T. Manning, 36 Martin Way, Morden, Surrey SM4 5AH. Tel. 01-540 8630. Also J. P. Diamond 01-546 0460 (home). Meets at the Inter Varsity Club, 2, The Piazza, Covent Garden, London WC2. Fri 6.30 and Sun 2.00.

CHELTENHAM D. Killen, 33 Broad Oak way, Up Hatherley, Cheltenham, Glos. Tel. 0242 576524 (home). Meets at various places. Thurs 7.30.

CHESTER D. Kelly, 18 West Street, Newton, Chester CH2 3PS. Tel. 0244 319484 (home). Meets at Olde Customs House, Watergate Street, Chester, Wed 8.00.

COVENTRY J. R. Ennis, 79 Upper Eastern Green Lane, Coventry, W. Midlands CV5 7DA. Tel. 0203 461422 (home), 88733 x 50 (work). Meeting place to be arranged.

CREWE & NANTWICH I. C. Sharpe, 2 Cromer Drive, Coppenthal, Crewe, Cheshire. Tel. 063084 292 (B. Timmins). Meets in Room C1-2 Students Union Building, Crewe & Alsager College, Crewe, Thurs 6.45 (including vacations).

CULCHETH HIGH SCHOOL R. Bagot, Culcheth High School, Withington Avenue, Culcheth, Warrington WA3 4JQ.

EDINBURGH J. H. Cook, 27 Marchburn Drive, Penicuik, Midlothian. Tel. Penicuik 73148. Meets at Post Grad Student Union, 22 Buccleugh Place, Edinburgh. Wed 6.30.

FURZE PLATT SCHOOL F. C. L. Ellul, 18 Perth Road, High Wycombe, Bucks.

GLASGOW UNIVERSITY Contact to be announced. Meets at Hetherington House Research Club, 13 University Gdns, (off University Ave). Tues 6.00.

HARWELL C.F. Clement, 15 Witan Way, Wantage, Oxon OX12 9EU. Tel. Wantage 4201 (home), Abingdon 24141 x2917. Meets at AERE Social Club, Tues 12.00 to 2.00.

HASTINGS (1066) R. A. Hill, 23 Heathlands, Westfield, Hastings TN35 4QZ.

HEMEL HEMPSTEAD A. Thornton, 20 Garland close, Hemel Hempstead, Herts HP2 5HU. Meets Thursdays.

HUDDERSFIELD D. R. Giles, 83 Ashdene Drive, Crofton, Wakefield WF1 1HF.

ISLE OF MAN David Phillips, 20, Belgravia Road, Onchan, Isle of Man. Tel. 0624 20386. Thurs 8.00.

IPSWICH V. Baldwin, 58 Heath Road, Ipswich, Suffolk IP4 5SL. Tel. 0473 79045.

Meets at 1 Church Lane, Sproughton, Ipswich. Thurs 7.30.

LEICESTER H. Holmes, Buckminster Road, Leicester. Meets at 66 Club, Albion House, South Albion Street, Leicester. Tues 7.30.

MALVERN P. Manning, 31 Lower Chase Road, Malvern, Worcs WR14 2BX. Tel. 06845 2990 (home), 06845 2733 x 2076. Meets at Somers Arms, Leigh Sinton. Mon 7.00.

MANCHESTER A. Moran, 31 Overton Crescent, Sale, Cheshire M33 4HG. Tel. 061 962 2057 (home), 061 998 79999. Meets at Teachers' Centre, Mersey Road, Sparth Road, West Didsbury. Thurs 7.30 (in school term).

MONMOUTH Mrs E. M. Hitchins, Kilmallock, Highfield Road, Monmouth, Gwent NP5 3HR. Tel. Monmouth 6256 (home). Meets at the White Swan, Monmouth. Tues 7.30.

MORETON SAY SCHOOL Mrs K. Timmins, The Hollies, Wollerton, Market Drayton, Shropshire TF9 3LY. Tel. 063084 292.

NORTH WEST LONDON K. Rapley, Lisheen, Wynnswick Road, Seer Green, Bucks HP9 2XW. Tel. Beaconsfield 5066 (home), 01-750 5867. Meets at Greenford Community Centre, Oldfield Lane, Greenford. Wed 7.00.

NORWICH A. J. Boddy, 2 Lime Tree Road, Norwich NR2 2NF. Meets Wed 7.00.

NOTTINGHAM UNIVERSITY D. Gilder, 316 Queens Road West, Beeston, Nottingham NG9 1GS. Tel. 0602 223446 (Mark Skinner). Meets in East Concourse Lounge, Portland Building. Thurs 7.00.

OPEN UNIVERSITY F. C. Holroyd, 10 Stacey Avenue, Wolverton, Milton Keynes MK12 5DL. Tel. 0908 315542. Meets in the Common Room, 7.30, alternate Tuesdays.

ORWELL PARK SCHOOL Stephanie Perks, Orwell Park School, Nacton, Ipswich, Suffolk.

OXFORD CITY N. Wedd, Bartlemas Road, Oxford. Meets at 64 Southfield Road. Mon 8.00.

OXFORD UNIVERSITY D. Lowe,

Brasenose College, Oxford OX2 6HS. Meets at Lecture Room A, Queen's College. Thurs 7.30 (during term).

READING J. A. Clare, Flat 32, 28 Granville Road, Reading, Berks RG3 3QE. Tel. Reading 507319 (home), 0344 424842. Meets at ICL Club, 53 Blagrove Street. Reading. Tues 6.30.

SHEFFIELD A. Cornah, 32 Havelock Street, Sheffield S10 2FP. Tel. 0742 21814. Meets at various locations, Mon 8.00.

SOUTH COTSWALD R. D. Hays, 87 Robin Way, Chipping Sodbury, Bristol BS17 6JR. Meets at Buthay Inn, Wickwar. Mon 7.30.

SOUTH LONDON Jay Rastall, 17 The Heights, Foxgrove Road, Beckenham, Kent BR3 2BY. Tel. 01 650 9828, 01-628 7700. Meets at address given. Wed 7.00.

STEVENAGE J. E. Allen, 5 Greenways, Stevenage, Herts SG1 3TE. Tel. 0438 729100 (home), 0438 726161. Meets at I-DEC, London Road, Stevenage. Wed 5.30. Ring first.

ST. DUNSTANS COLLEGE J. Hawden, St. Dunstons College, Catford, London SE6 4TY.

THREE COUNTIES Cathy Naef, 24 Hartford Rise, Camberley, Surrey. Meets at various places, Thurs evenings.

UNIVERSITY OF SUSSEX S. Wathanasin, 28 Catherine Vale, Woodingdean, Brighton BN2 6TZ. Tel. 0273 36747. Meets in Marble Bar, Refectory Building. Mon 6.00.

WANSTEAD & EAST LONDON R. Arundell, 10 Fernhill Street, Silverton, London E16 2HZ. Tel. 474 1921. Meets at Wanstead House, 21 The Green, Wanstead E11. Thurs 7.15.

UNIVERSITY OF WARWICK (ex Coventry) C. A. Robinson, 14 Morningside, Earlsdon, Coventry, W. Midlands CV5 6PD. Tel. 0203 75040 (home). Meets in Maths Faculty Common Room, Gibbet Hill Site (East Site). Tues 5.30-10.00.

WEST CORNWALL F. J. Culmer, Rose-in-Vale, Gweek, Helston, Cornwall TR12 7AD. Tel. 0326 53167.