

British Go Journal

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Editorial

On October 31st the Ventura Desktop Publishing software arrived, together with much material intended for the March Issue. This left thirteen days before the deadline on contributions to delve into the mysteries of MS-DOS, Ventura, and an assortment of papers.

Unfortunately, after a phone talk with the previous editor, we agreed that in the present state of human advancement it would not be possible to extract diagrams from the software records. This has meant that some contributions have had to be set aside for the present.

The deadlines for contributions to the next Journal are:

Articles, commentaries, etc: 14th February.

Diagrams: 1st February.

The latter date is to allow time for camera-ready production of diagrams by Steve Draper and Pat Myers.

Many thanks to Ian Sharpe for giving up two weekends to help on the technical side (refreshed of course from time to time with games of go!). Also to Kathleen, without whose help with diagrams this journal would have been (unpleasant four letter word) late.

EDITORIAL BOARD

Technical adviser: I. Sharpe

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Regular contributors: T. Atkins, T. Barker, B. Chandler, A. Grant, T. M. Hall, F. Holroyd, F. Roads, R. Terry

Photographs: H. Williams

Game proof-reading: B. Chandler, S. Draper

Distribution: K. Timmins

Advertising Manager: required

Publicity

There's the story about the London couple who contacted the BGA on returning from a holiday in Australia, where they had discovered go. There's the one about the woman who finally contacted us after six months' search. There's the one about...

Anyway, they all reveal that the biggest failing in the BGA is probably in the field of publicity.

What are NOT wanted are ideas (most of them have been considered before).

What ARE wanted are people who are prepared simply to DO something. Please contact Tony Atkins (address on page 2).

Coming Events

London Open Go Congress: 30th December to 2nd January. Contact G Kanluk (01874-7362)

Wanstead: 4th February. Contact F Roads, 61 Malmesbury Rd, London E18 (01-505-4381)

Trigantus Tournament: 4th March, Churchill College. Contact N Main, Fitzwilliam College, Cambridge.

British Go Congress: 31st March to 2nd April, at Oakham School, Rutland. Contact E Smithers, 15 Loxley Drive, Melton Mowbray, Leics. LE13 0EY (0664-69023)

European Go Congress: 23rd July to 5th August, Nis, Yugoslavia.

Glossary

Aji: a source of annoyance

Atari: a move which threatens to capture.

Damezumari: shortage of liberties.

Gote: not keeping the initiative.

Hane: a diagonal play in contact with enemy stones.

Jigo: a draw

Kakari: a play which threatens to attack a single corner stone.

Miai: points of exchange, "lit for tat."

Moyo: potential territory.

Sabaki: a sequence which produces a light shape.

Tesuji: a skilful move in a local situation.

Solutions

The solutions to problems in this issue will be published in the next.

PHOTOGRAPHS

Sorry there are none in this issue: too much text to catch up on!

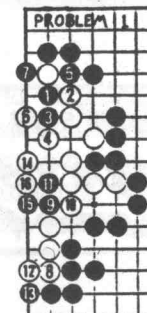
CONTRIBUTIONS: should not at present be sent in on disk. Typescript welcome, and handwritten submissions acceptable if perfectly legible.

ADVERTISING RATES: £50 per page and pro rata. Material for publication, if containing graphics, should be supplied camera-ready.

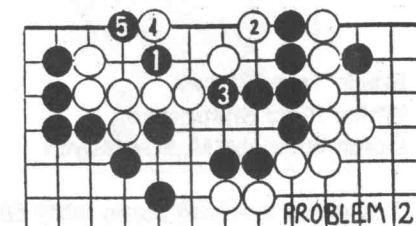
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Tony's Teasers 3

1: Taken from one of my games at Oxford against a 2 dan. I was Black, and attacked the white group shown. After White 16 he looks alive, but can Black find a sequence to catch White out?



Problem 1



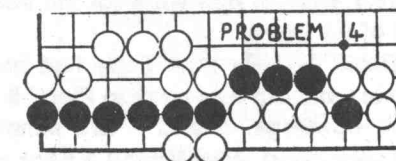
Problem 2

2: Against a sho dan at the Northern Tournament. Black attacks me, but with 5 he plays on the wrong side of 4. How do I seize my chance to live?



Problem 3

3: Against another two dan, this time at Cambridge. Black (myself) dies in the sequence to 22. Where should I go to avoid the bad shape?



Problem 4

4: Not from a game, but a problem shown to me at the Wessex Tournament. Black to play and live.

British Championship Game 4

Played at Inter Varsity Club,
12 Dec. 1987

Black: Terry Stacey
White: Piers Shepperson
Commentary by M. Macfadyen

This game involved some fairly difficult fighting, and the following commentary goes into rather more detail than usual about some of the scrapper variations. The example diagrams should be considered not as any sort of final analysis of what should have happened, but as illustrations of some of the options available. If some of the analysis seems more detailed than the players managed that is not surprising. Some of the moves took me a week or two to find, whereas the players were in byo-yomi for the later part of the game.

Black 5-7: By now Terry had had time to work out a counter to Piers' 6-4 point openings. 5 and 7 are simple and very good, establishing a base as quickly as possible so as to be able to aim at White's weak points later. After

the game sequence Black has options starting with A, B or D, but his main advantage lies in the lack of a good continuation for White: securing the corner with E-F-G strengthens Black on the side, so White's best move is probably C, but this leaves 6 looking slightly silly. Normally White plays 6 at A or C to avoid these problems.

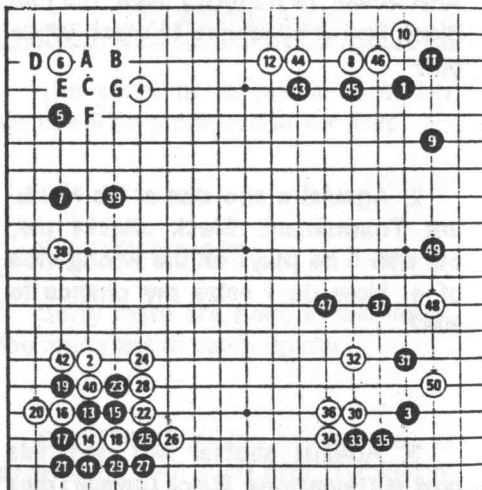
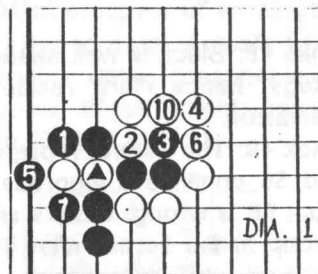


Fig. 1 (1-50)

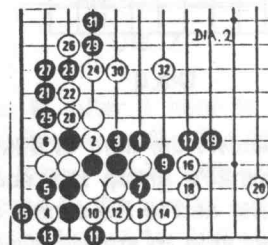
White 14: Piers seems to have been doing some homework on his 6-4 points. The ordinary moves here would be 16 or 25. Black 19-21 are commonsense replies and 22 is the only move but now what? It seems unlikely that White can hang on to everything but there are various ways for him to sacrifice stones profitably.

Dia.1 shows a failure for Black. Playing 23 at 1 here captures two stones, but the corner is far too small and doesn't even have proper eye-shape (8 at triangle, 9 captures).



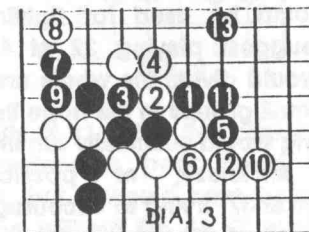
Dia. 1

Dia.2: Black 1 here is much more promising. White will presumably cut at 2 or 3. This variation is not very good for White; Black has the left side and the stronger group in the middle. White 4 here is a vital tesuji without which he would collapse. White 14 cannot be at 18 because Black would start a ko with 14 and use the ko threat at 28.



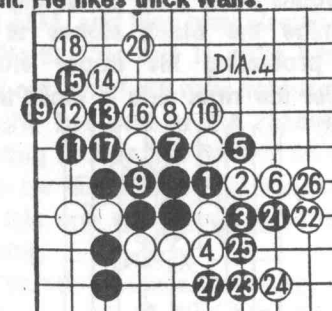
Dia. 2

Dia.3: This cut does not seem to be much better. Up to 13 White gets weak groups on both sides, and since the adjacent stones in both corners are black he has a lot of work to do.



Dia. 3

Dia.4: After the 23-24 exchange it is much harder for Black to break out. This variation leaves Black with a 30 point corner, but White's wall is very impressive. Piers would probably have been happy with this result. He likes thick walls.



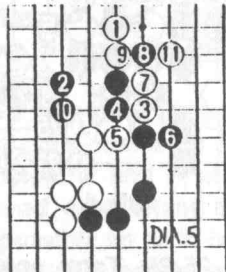
Dia. 4

Black 25-29: Terry opted for a simple line, and achieved a roughly

equal result. The next question is what White will do with his thickness.

White 30-32: Piers' solution is to build territory in front of it. This is bad, since Black immediately builds a territory larger than White's. Thickness should be used for fighting with. I suggest playing 32 at 48, which would divide the whole area up into small groups in the hope that the fighting would eventually run into White's thickness; or possibly playing 36 at 37, trying to encourage Black to cut at 36 so as to have a group to attack.

White 40 and 42 are extraordinary. The two stones (6 and 20) rescued by these plays are not doing anything useful, and Black ends up with a cut right of 2 where there used not to be one. If White wants to play on the left side a much better idea would be to play C, aiming to undermine the black stones at J while protecting his upper side. However the right side is more important.

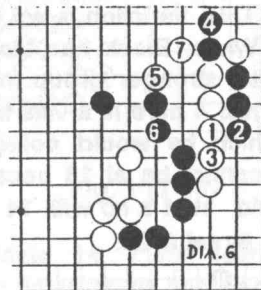


Dia. 5

Dia.5: White could try playing 1 here instead of 40. The obvious black response shown here fails, and alternative replies all seem to be submissive or to make bad shape. Probably Black should play 2 at 9 or 7.

White 48: Black is well ahead at this stage, hence Piers' recklessly deep invasion.

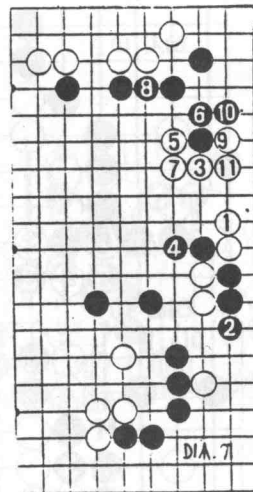
Black 49: The natural reply, and 53 and 55 continue a vigorous attack, but 56 is wrong. White's small live group in the corner after 61 is not enough to compensate for Black's enormous thickness. If White wants to build a group on the lower side the correct move is 61, not 56.



Dia.6

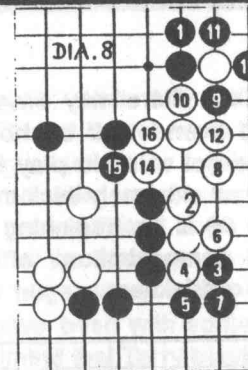
Dia.6 shows the kind of thing to expect. White's group has access to the corner and to the centre, so it should be able to scramble some eyes from somewhere.

Dia.7: Here is another idea for White 56. If he finds it too hard to live at the bottom why not try the side? Up to 11 the white group almost has eyes on the side, and there is room to run away as well as the distant prospect of an attack on Black's upper group. Actually this result looks quite reasonable for White, so Black might consider playing 53 at 57 instead.



Dia.7

Dia. 8: After 1 here is quite hard to live elegantly. The sequence shown leaves White with some sort of access to the centre, and a cutting point below 15, but all Black's positions become solid.



Dia. 8

Black 61: After this play White is guaranteed a poor result in this area, but it would have been even worse without the 63-67 exchange. There must have been some sort of hiccup in Terry's analysis at this stage, for if he intends to defend in gote at 67 it would be better to omit 63 and 65, leaving the possibilities of Dia. 9 and 10, or sente moves around K for later, while after 63 and 65 it would be better to continue with Dia. 11, which takes away White's atari at M, and then play elsewhere.

Dia.9: This one is quite hard to read out, and I still may not have got it right, but part of the reason for omitting moves like 63 and 65 is so as to be able to examine sequences like this one while your opponent is thinking.

Dia.10: This is a worse ko, since White can cut at L if he wins it.

Dia.11: Please convince yourself that White cannot prevent Black 3 here from becoming sente.

White 68: Piers may have felt that he had been let off the hook a bit when he got sente to play here, but 67 was an extremely thick move, and Black 69 is the beginning of a wonderful demonstration of the proper use of thickness.

liberties and can no longer answer N at P.

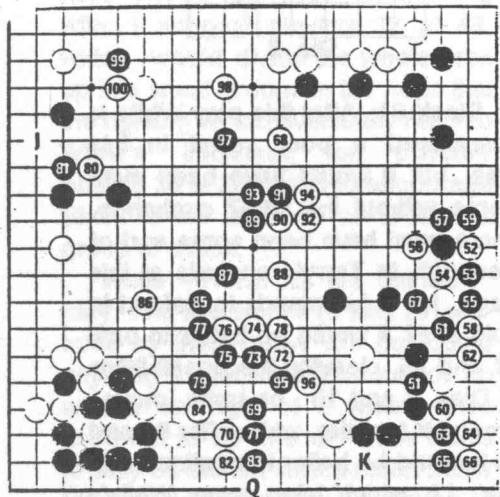
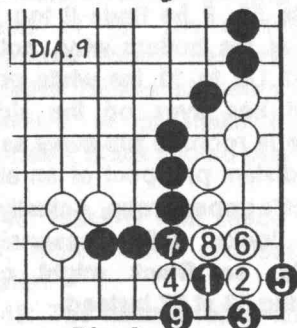


Fig. 2 (51-100)

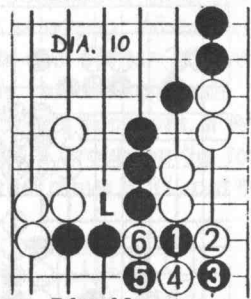
White 78: He would like to cut at 1 in Dia. 12 but there are too many weaknesses. There are various possibilities for White 5, but none of them seem to work.

Dia. 12: White 9 at P, starting a ko, is far too optimistic, but the alternative shown here fails. If White tries to rescue 15 he runs out of

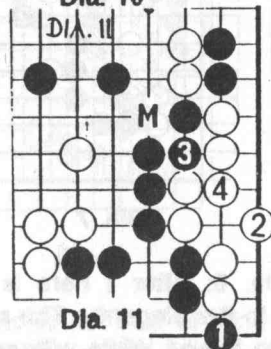
White 86: White has to go back and protect the cutting point so spuriously created by 40 and 42, so both sides run out into the centre



Dia. 9

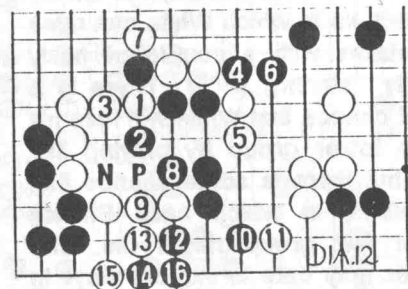


Dia. 10



Dia. 11

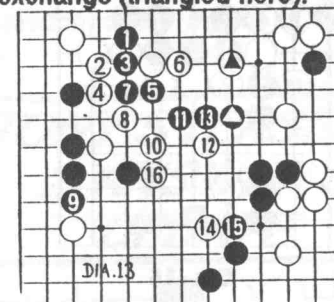
with weak groups. However, White is running into the barren area in front of Black's thickness, while Black is building strength in the centre to support invasions of the white positions above and to the left. Actually the black group is not very weak, since it can descend to Q at any time and link up on one side or the other, though neither player seems to have noticed this yet.



Dia. 12

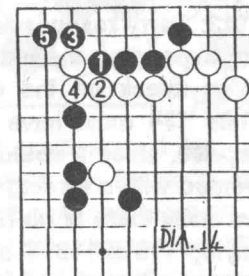
Black 99: The gaping hole in White's only substantial territory is now ripe for invasion. White had better decide at this stage whether he can possibly afford to let this stone live. If not it might be easier to kill something else instead.

Dia. 13: White 2 here deliberately lets Black out so as to develop a splitting attack in the centre. This is all a bit desperate but at least it might work (White's hope here is to kill either the black group on the left or the huge group in the centre). It may have been with something like this in mind that Terry played the 97-98 exchange (triangled here).



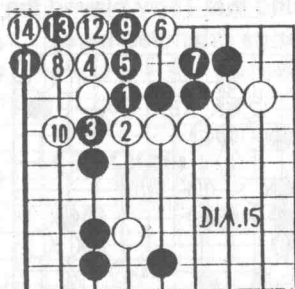
Dia. 13

White 104: Seems to be necessary. Dia. 14 is quite adequate for Black if White plays 105 instead of 104, but there is also the danger of Dia. 15.



Dia. 14

Dia. 15: White 6 and 8 here are quite hard to find, and they result in a two stage ko in White's favour, but the white centre group is so thin that Black may be able to find enough ko threats to win. It is due to horrors like this that White 6 in the game is normally played at A or C in Figure 1.



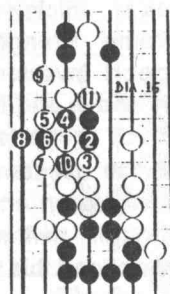
Dia. 15

White 108: This is simply not enough. After 112 Black has lived in sente and the game is virtually over. A better bet was the empty triangle to the left of 112. It is too generous to sacrifice a stone here.

Black 113: Terry rescues an odd stone while expanding the side and preparing an attack on the centre group. White 114 must have taken him by surprise, since it could have been prevented with a forcing move at S, but actually there is no reason against playing 115 at 116. T can be answered at U for the moment.

Black 117: Devastating. It threatens both 127 and 119, but Piers'

reply at 118 looks like a bit of a panic play. He has to try 1 in Dia. 16.



Dia. 16

Dia. 16: Black 2 and 4 here are the obvious continuation, but the result is a ko in which White can raise the stakes with a couple of nasty threats starting at 11. There is a good chance that White will lose his entire lower group by playing like this, but there is some chance that he won't, in which case Black's upper left group might die. The reader may care to explore ways in which Black can avoid this fight, or improve on it.

White 134: Now White is hoping for a miracle.

Black 141: Challenges White to try to kill the centre group, but probably Terry had spotted the descent at Q by now, and knew he was quite safe.

White 152: 155 instead might have prolonged the game a little (and therefore Black should play

151 before 147) but 155 and 157 cut the white stones off and the game is over. If 160 tries to capture 157, then Black pushes to the right of 135 and plays 160, cutting White off with sente.

Black 169: Does not kill the group, but suffices to point out that Black is four liberties ahead in the big capturing race in the centre. White resigned.

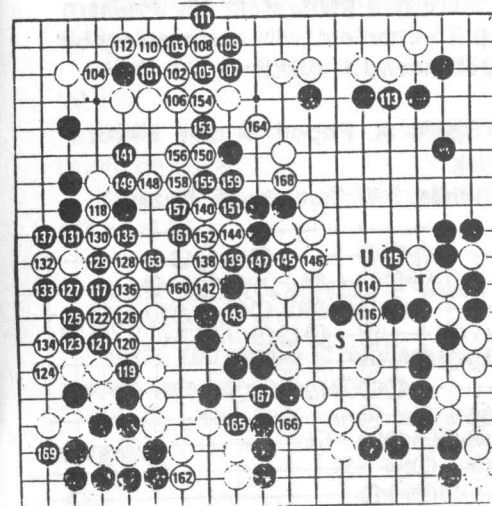
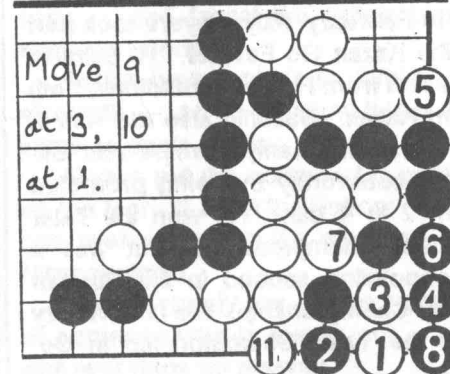


Fig. 3 (101-169)

The main feature of this game is the contrast between the way in which Piers used his thickness, trying to make territory immediately with 30 - 36, and the way in which Terry used his, invading severely at 69, pushing the weak white group

towards the thickness with 87 - 93 so as to strengthen his own weak group and build thickness in a more useful area, and then using that thickness to support the deep invasion at 99 and the attack at 117. Terry's thick move at 67 gave him a pivot around which to swing the fighting over the whole of the rest of the board and gives a graphic demonstration of the rhythm of fighting go.

TONY'S TEASERS 2: ANSWER 3 UPDATE



The wellknown 1 kyu claims he was White not Black in the game, and did not lose but won. Anyway, Andrew Macpherson and Nick Wedd spotted that move 7 was wrong, and White lives up to 11 in the sequence shown above. (9 at 3, 10 at 1.)

GO IN KAZAN

by Tony Atkins

The BGA has, over the last year, been receiving news from the "Kazan Go Amateur Club". Kazan is in the Tatar Republic, halfway between Moscow and the Ural Mountains. The club says it is writing to go friends as part of "perestrojka", and it has given the impression of being very active.

The club held a student team tournament in early 1987. Teams from Moscow, Leningrad, Odessa and other cities failed to beat the home teams; the Kazan second team actually beat the first team to win.

In February sixty players took part in the Kazan Go Festival. R. Salfullin was first from R. Sakhabutdinov, both from Kazan. Salfullin also did well in the Russian Championships and became noteworthy by being promoted from 2 to 4 dan. He won the Tatar Student Championships, but was a disappointing second in the Russian Youth Championship. His final victory was the Tatar Championship in October.

R. Sakhabutdinov and V. Telepenin did well in the Russian Championship too, and I. Detkov won the Southern Cup in Sochy. On the international scene some club members attended the Cologne Team

Tournament, and V. Solovjov was a creditable fifth in the European Championship in Grenoble. Kanal (4 dan) and Seljo (8 dan) from the Nihon Ki-In visited and were surprised that the locals won 14 games out of 51, with 3 Jgos.

If anyone wants to write to the club their address is:

Kazan Go Amateur Club,
Molodjehzny Tsentr, Dekabristof 1,
Kazan, USSR 420 123.

Here is a game from the Southern Cup Tournament, with commentary by I. Detkov and T. Atkins.

Black: A. Popov, 5 dan, Petrozavodsk.

White: I. Detkov, 6 dan, Kazan.

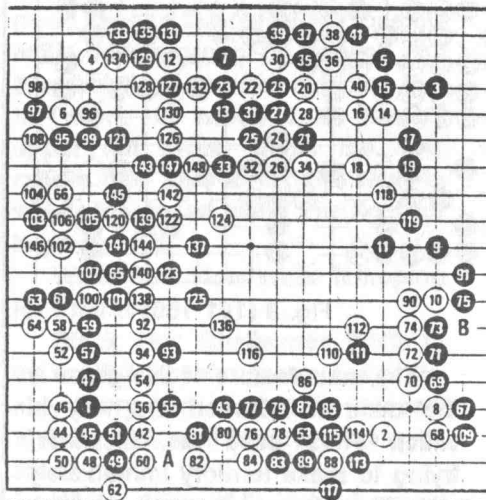


Fig. (1-148)

Rules for Producing Tournament Entry Forms

by Tony Atkins

Always be obscure as to the whereabouts of the tournament — it's obviously going to be at the same place as last year.

Always advertise the first round starts 30 minutes before it does — people are always half an hour late.

Always say lunch is available locally — and forget the eating place shuts on Sundays.

Always have a place to write one's strength — as we all know this is the same as one's grade.

Always put the address for entries on the tear-off bit at the bottom — no one ever seals it in the envelope before copying it.

Always supply the phone number of someone who is always out — no one ever rings up anyway.

Never say who cheques are payable to — that's obvious.

Always put some vital information on the back of the tear off bit — you need to know it too.

White 14: one of the recommended invasion points (see "Enclosure Joseki").

Black 21: too optimistic as with:

White 22,24: White now makes good shape easily.

Black 41: secures the corner so is quite large, but taking the large point at 'A' would be better.

White 54: the natural attack.

Black 59: better is the quiet move at 'B.'

White 66: Detkov also considered 'A' now.

White 76: and now playing 'B' would be better.

White 88,90: both aji-keshi; should still be at 'B.'

Black 95: too aggressive. Black is already ahead.

White 100: better if White had not played here, as ...

Black 101-105 are a clever defence.

Black 109: is big; he only needs to defend his weak group to win.

Black 121: a dangerous move, as he is forced to give up these stones.

Black 139: the losing move; the black group dies.

Black resigns after 148.

Always set the late entry fee date 14 days before the tournament — no-one ever enters in the last fortnight.

Don't bother charging extra for non-members — of course everyone's a member of the BGA.

Never send out entry forms with the newsletter — no-one reads it, and a heap at the previous tournament is *so* much better.

Don't print the time limits or komi — these are always the same at all tournaments.

Never mention that smoking is permitted — everyone loves cigarette smoke.

You don't need to tell the Journal Editor about your new tournament; he is telepathic.

KIDDIE-GO

Overheard at a Junior Tournament:

"No, it's all right to retake a ko the first time."

"What is komi?"

"Oh, it's when your opponent takes five stones in his hand and you have to guess how many."

When Dan Meets Dan...

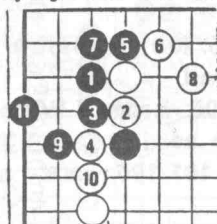
Black: T Atkins (1 dan, Reading)
 White: G Mills (1 dan, Monmouth)
 Played at the Leicester Tournament 1988.

Comments by Jim Clare and other members of Reading Club.

5: could be played in the empty corner opposite, but Black gets to play at 9 anyway.

15: more normal to play at 16. This way makes 11 look silly.

26: unusual, but Black panics and plays 27. The sequence could have been played as this diagram:



White gets a good position outside, but Black looks likely to get 4 corners. Perhaps 23 should have been at 27. 39: Black tries to liven the game up, threatening to link up.

42: stops 39 but allows Black 43 etc.

48: could be at 49, but 49 does not patch up the aji, and eventually Black has to play the correct 53.

58: a bit odd considering the position of 57.

61: threatens to get 54 and 56, but 63-73 stop the threat.

76: probably be better below 59.

82: is odd, but after this 86 could be at 87.

89: Black tries to make use of his aji here, but something goes wrong.

96: looks funny. However, Black 101 loses a liberty for nothing.

110: patches up some aji, then White takes advantage of the ineffectual 111 to make two eyes for sure.

124: should now probably be a splitting attack from below at 176, because 125 could be at 126.

128: loses the game. White should strengthen the top solidly, playing next to 8.

129: Black invades, and White can't really stop him, especially after he ignores 145, allowing 147.

148: White must now be desperate to kill everything, but Black's life becomes easy at the top.

170: is more interesting at 185, and even 172 would be better. We will leave the analysis of all the possible fights here to you.

176: White mucks about trying to get something back, but gets into more trouble.

193: White has now lost. He enters byo yomi and, in the five seconds of panic allowed per move, he

misses the cut right of 144 and allows Black to kill the group above before resigning.

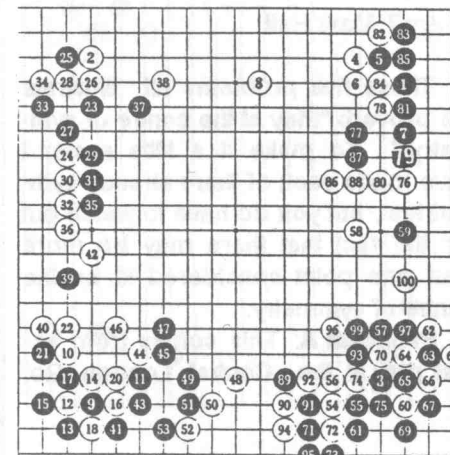


Fig. 1 (1-100). 19 at 12; 98 at 63

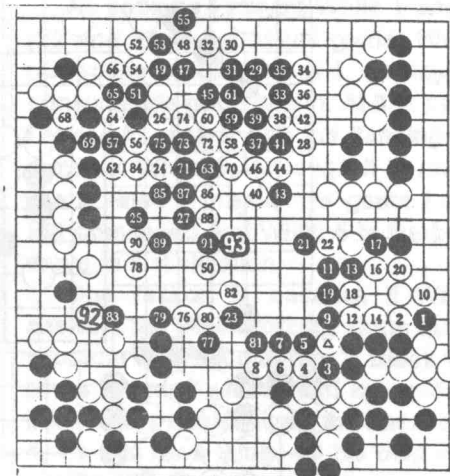


Fig. 2 (101-193). 115 at triangle stone; 167 at 164.

Symmetrical Shape Tesuji

by T. Mark Hall

These five problems all illustrate the proverb "Play at the centre of symmetry." To make it a little easier I have made each of them already symmetrical, but you do have to watch out for the fact that there may be more than one point considered to be the centre of symmetry.

Problem A: This comes from actual play at the Central London Go

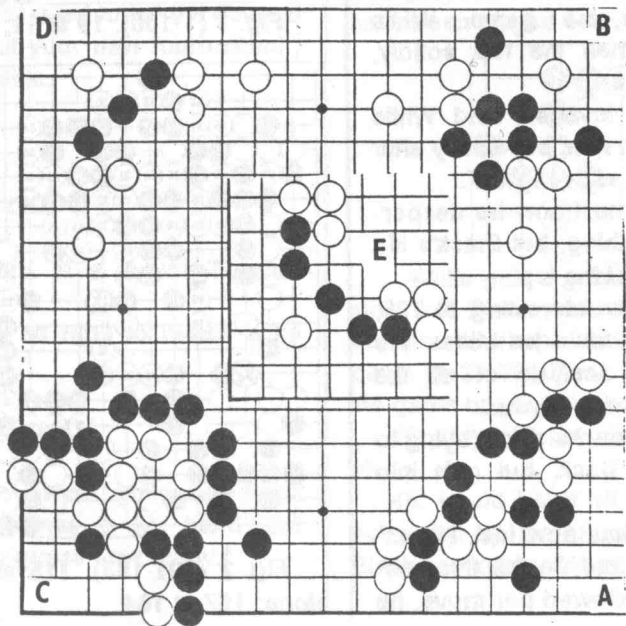
Club. White is threatening to take both sets of two stones on the outside. In the game Black missed the correct point; can you find it?

Problem B: There is a point or two on the outside which may shut Black in, but can White scoop out the corner however Black replies?

Problem C — Black can kill the whole group, but not by being greedy for short-term gains.

Problem D — White has just zapped into the corner. How can Black keep anything alive?

Problem E — Almost the same as D, but Black has more stones, and should be able to keep more.



This Is Go The Natural Way!

Part One
by Takemlya Masaki

translated by Bob Terry from
Kido Year Book 1982

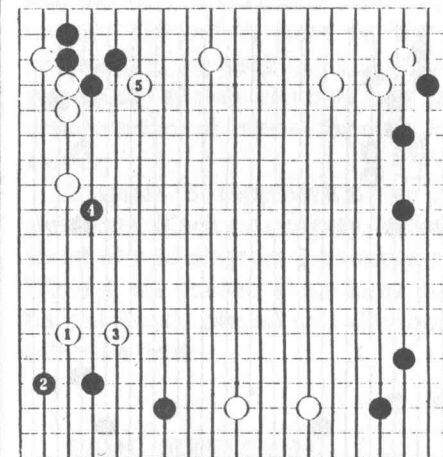
Diagrams produced by Dave Dyer
of Symbolics Corporation, USA

My style of play has been associated with the moyo for so long that the word has practically become my middle name, but during a game I do not consciously set out to create a moyo. However, since I do strive from the opening on to achieve overall balance throughout the board, and by so doing utilise my stones with maximum efficiency, in many cases this results in the development of a moyo. Conversely, should one ignore general trends and balance in the game and try to force a moyo into existence unreasonably, there is little chance of success; this is why one must not oppose the natural flow of play nor lose sight of the whole picture.

But let's take a look at actual examples of this kind of "natural flow of moves" and try to clarify the point.

Diagram 1 is taken from a game I played as White against Hashimoto

Utaru (9 dan) in the All Japan Number One Ranking Tournament in 1972.

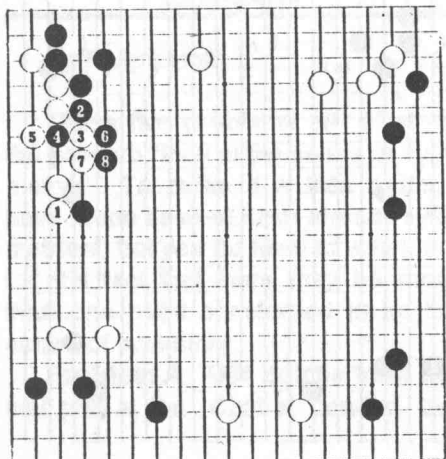


Dia. 1

As soon as I played White 1 and 3 (22 and 24 in the actual game) Black played the shoulder hit of 4, displaying consummate good timing. At that point I chose to answer with the "fencing-in" move at White 5. Although it is many years since I played this game I am still convinced that White 5 is the best move in that situation.

One reason is because if White answers the Black forcing stone at the shoulder with 1 in diagram 2, Black will press upward with 2, and by cutting into White's position with the finesse of 4, he can have things all his own way upto 8. The exchange of Black's stone

for White 1 is a forcing move that works in Black's favour.

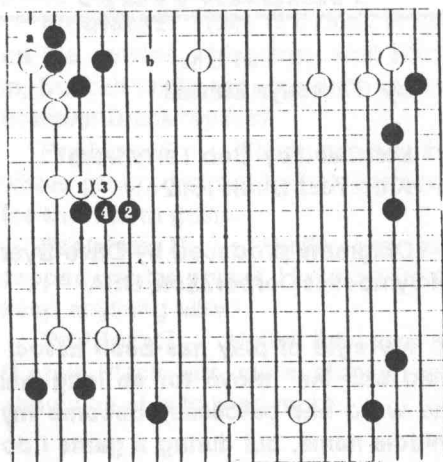


Dia. 2

If that is the case, what about responding by pushing up against Black with White 1 in diagram 3? Often this is effective, but here it is wrong. Black sprints lightly to 2, and the thickness White gains with 3 is inconsequential, since the Black group in the upper left corner is the only object of attack, and that group has at its disposal the moves at either 'a' or 'b' (miai) to secure life.

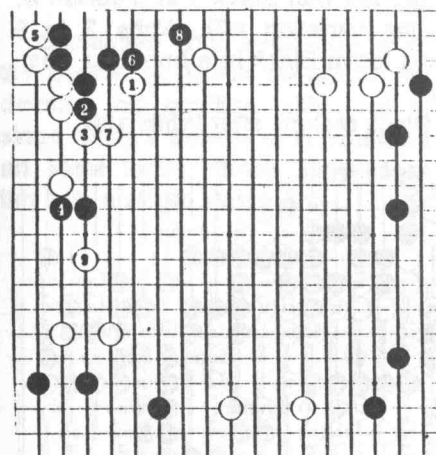
Therefore answering Black's shoulder hit directly is not effective here. From the reverse point of view, Black is afforded the opportunity to de-

velop his position naturally should White answer as illustrated.

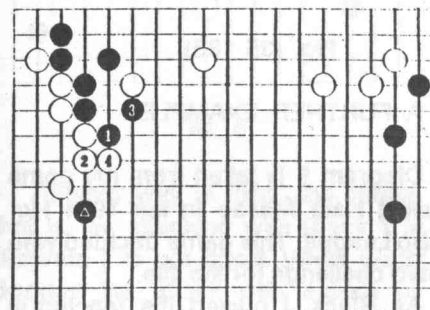


Dia. 3

Diagram 4 shows the continuation (White 26 to 34 in the game). Here I turned the tables on Black by initiating a fracas with that fencing-in move at White 1. Hashimoto answered once by pushing with Black 2, and then blocked at 4, showing natural fighting spirit. White strengthens his group above with with 5 and 7, and then takes the vital point with 9. Of course, Black has driven a wedge into the left side, but his two stones are somewhat heavy, and as long as they are vulnerable to attack White looks forward to an attacking advantage.



Dia. 4



Dia. 5

In short, when Black made his play for the initiative with 4 in diagram 1, White turned the tables on him with 5, and the flow of the game shifted in his favour. The moral here is that responding to the beck and call of one's opponent's moves can only lead to an unnatural flow of moves for one's own stones.

Diagram 5 supplements the previous one. Black cannot play 1 here instead of 4 in diagram 3 because after White 4, his marked stone turns out to be pointlessly played and abandoned without a fight.

GAME SUPPLEMENT

White: Takemiya Masaki, 6 dan
aged 21.

Black: Hashimoto Uтарo, 9 dan,
aged 65.

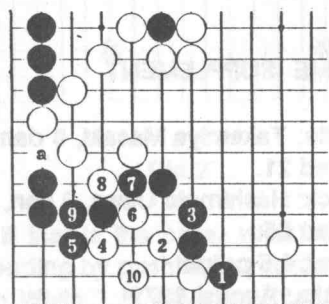
Komi; 4.5 points

Osaka, August 1972

Black 35 forces White to back down with 36, but Black would do better to play 37 one point to the right as an attachment against White's stone. However, Black has no choice but to play 43 in answer to White 42: if he replies at 44, White plays at 59 and Black is stuck for a good continuation.

The next bad move for Black is 49. He should simply play at 51. Upto 61, Black is forced into a dumping-like shape, and then, before descending at

74, White builds more thickness in the centre. This thickness creates the threat of a White invasion at 81 so Black plays 75 as a defensive measure, but even so White encroaches on his territory with the moves through 82. In this situation, if Black uses 79 to hane at 1 in diagram A, the moves through White 10 put him on the spot considering that a White move at A threatens Black's group above.



Dia. A

White 86 to 92 represent further encroachments made possible by his thickness in the centre, and with 100 White captures Black's stones in the upper right.

Black 115 is his last chance for an upset. He could secure life for both of

his groups with Black 1 in diagram B, but the variation with White 2 to 6 would leave Black in a hopeless position.

Black resigns after White 180.

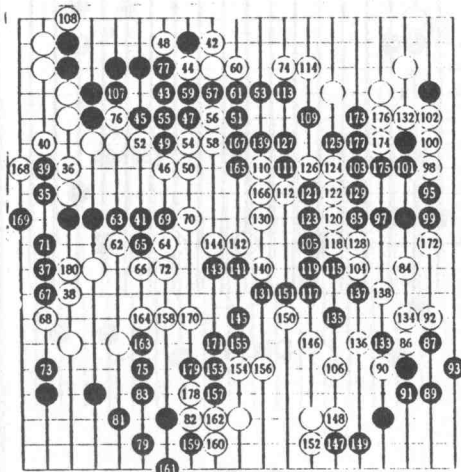


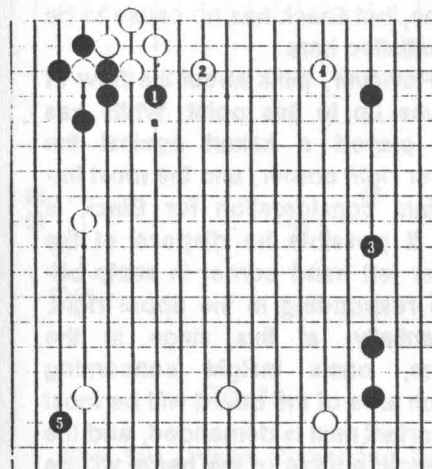
Fig. (35-180)

A FURTHER EXAMPLE

Diagram 6 is taken from my game against Kato Masao in the 1974 Honinbo League. This game decided who would challenge for the title.

As Black, I played the fencing in move of 1 and then built up my position with 3. When White attacks with the kakari of 4, the invasion at the 3-3 point with Black 5 is natural, considering the flow of play. I must say though, that no move was played unreasonably here.

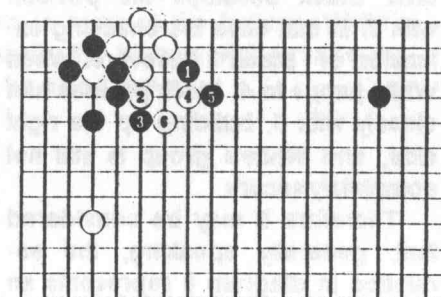
Explaining this sequence from the beginning: Black cannot simply develop his position with 1 at 3, since White's answer at A would be an ideal move; Black suppresses this with a single stroke.



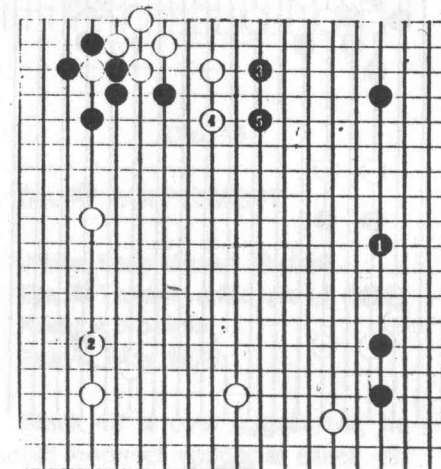
Dia. 6

Another way of fixing the shape, that is, by attacking with Black 1 in diagram 7 is not good. White easily dodges the attack with sabaki by pushing up at 2 and attaching at 4. Even if Black hanes at 5, White is simply given the chance to make good shape with 6. In this board position it does not profit Black to start a fight in this area.

Diagram 8 examines the merits of White using his next move



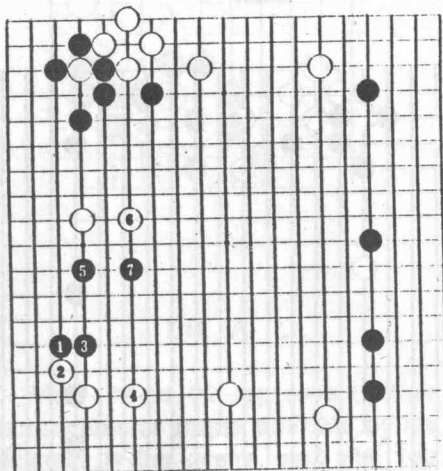
Dia. 7



Dia. 8

defensively with 2, to forestall a Black play in the lower left corner after Black develops his position with 1. In that case the checking extension of Black 3 is severe. When White jumps to 4, Black presses him closely with 5, building up the right side, and White's group is still not completely secure.

Therefore it may be considered that, generally speaking, the sequence in diagram 6 represents an inevitable flow of moves, but for Black 5 one other way of playing might be contemplated.



Dia. 9

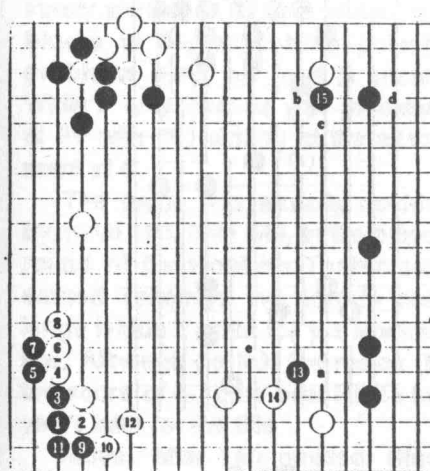
That is, taking the tack of playing the kakari of Black 1 in diagram 9.

White 4 after the diagonal attachment of 2 is the standard answer, and so Black gets to utilise his strong position in the upper left by jumping to 5 and 7. Of course this is just one other way of playing, and would result in a completely different game, but Black has no cause to be dissatisfied here.

However, think about the flow of moves up to this point. White has just played a kakari against the upper right corner, and the most important consideration for Black is that if possible he dispose of the lower left hand corner in sente before responding in the upper right. Essentially, at this stage in the game, one's insight concerning which area of the board will be most important next is demanded, and the strategic course of the game will be set from this point forward.

The continuation is shown in diagram 10 (Black 23 to 37 in the game). When Black invades at the 3-3 point, the variation following the White block at 2 through to 12 is a one way street. The upshot is that Black is able to take sente according to plan. Then Black plays the large knight's move of 13 to fix the shape before attaching at 15. Actually, it was already Black's aim to play this attachment at the time he invaded at the 3-3 point. If Black simply plays 13 at 15, White is left with the oppor-

tunity to jump to A, which would be a big move.

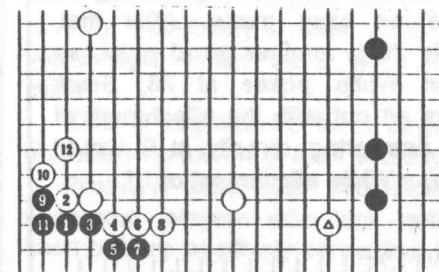


Dia. 10

After this, White exchanged the hane of B for the Black extension of C, and then attacked at D, initiating cut-and-thrust fighting, the object of which was to determine who would get to occupy the next most important point on the board at E. However, since Black has managed to play first in the upper right, it may be expected that such a fight is favourable for him. Black's strategy has proved to be successful.

Diagram 11 shows why White cannot play the variation blocking with 2 on the side with the farthest extension, which would normally

make sense in answer to Black's 3-3 point invasion. If this leads to the sequence through White 12, the position is open at the bottom. White's kakari, the triangle stone, turns out to be a bad move.



Dia. 11

GAME SUPPLEMENT

White: Kato Masao (8 dan)
 Black: Takemiya Masaki (7 dan)
 Komi: 4.5 points
 Tokyo, May 1974

Black 43 is over-aggressive; he should connect solidly at Black 40, and after Black extends to 46, Black A, White 50... Black 53 gives him a satisfactory position. Also, instead of

Black 47, which is a bit loose, A is better. However, White 48 is a heavy move.

Black took a vital point with 55. On the other hand, Black falters by playing 61 and 63 in the wrong direction. Black 1 in diagram B is the vital point here. White can jump in from above with 2, but Black protects his lead with 3 and 5.

When White gets to take the good point of 66, Black does not have an easy game. After that, White 70 is another good point, so when White pokes at 78, Black plays all out with the attachment of 79. Answering directly at B would allow a White attachment of 81.

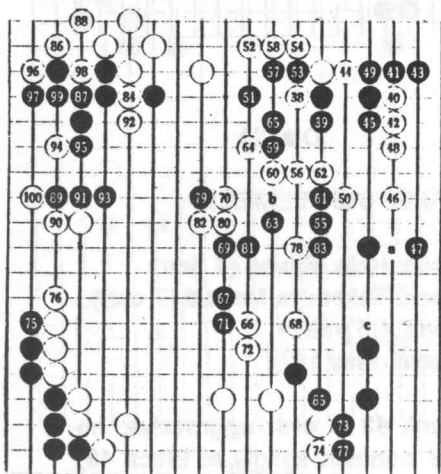
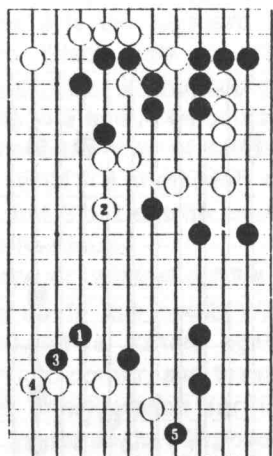


Fig. 1 (38-100)



Dia. B

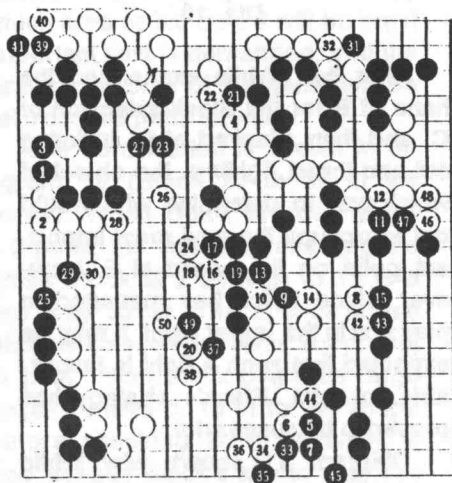


Fig. 2 (100-150)

MEMBERSHIP

AN APPEAL TO CLUB SECRETARIES from the Membership Secretary.

The number of clubs has now risen to over 60. This sounds good. Unfortunately the membership total is only marginally greater than 3 years ago, when there were 48 clubs.

This is regrettable, as a larger membership means greater viability.

Probably most club secretaries encounter players who are quite keen but are positively serpentine in evading invitations to join the Association.

There should be four Journals in 1989, but you could tell the hesitant that, in addition, those who join SOON may receive a copy of the present journal. (There are always a few spare journals left after distribution, some of which are reserved for a while as extra complimentary copies.)

It will be a matter of first come first served.

White 84 is the losing move. He probably thought that Black would surely answer at 92, but when Black blocks at 85, eliminating potential problems here, his lead is secure. White's only chance was to extend at 85 with 84, aiming at the attachment at C.

The game was already decided by move 100. This win, in the playoff round of the Honinbo Tournament, earned Takemiya the right to challenge Ishida Yoshio for his Honinbo title. Although he lost the match (by the score of 4-3), he beat Ishida two years later for the title.

Moves after 150 omitted. Black wins by 3.5 points.

Footnote: the Kido Yearbook is obtainable from the BGA book distributor (see page 2), current price £16.50p, £18 by post. Containing some 200 professional games, although in Japanese it is good value for anyone who likes to play through games and think their own thoughts uninfluenced by commentaries; over 200 pleasant evenings! (Ed.)

Note for beginners: more middle-range games are going to be supplied for the next issue.

PROBLEMS FROM W.K.D.

Par solving times: kyu players - as many minutes as your grade; dan players - within seconds!

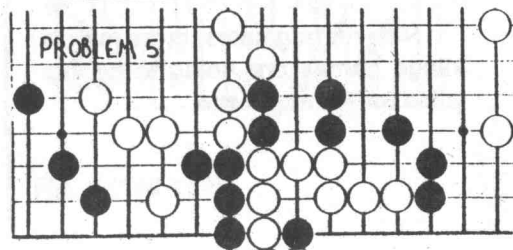
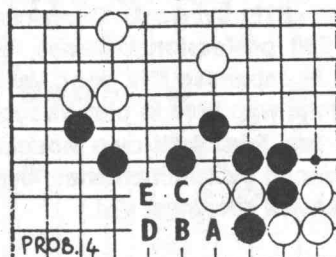
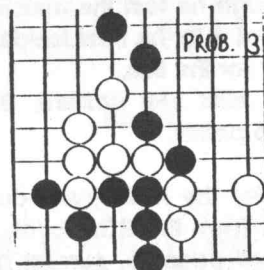
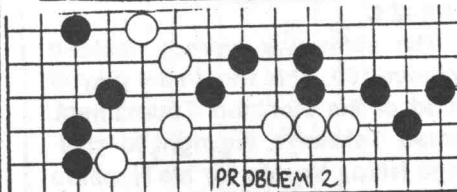
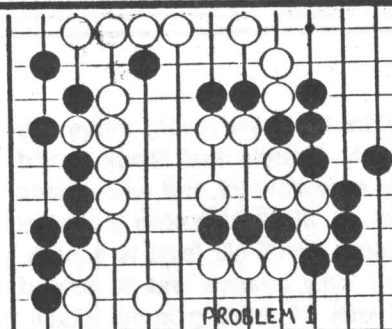
1: Black's stones on the right are safe enough. Can he rescue any of the six scattered in White's area?

2: Find the one and only move which links White's seven stones into a safe two-eyed group.

3: Can White rescue his six stones on the left? I'll give you the answer for free - it's yes - but how to do it with minimum damage to the three lower side stones is the problem.

4: Black to play, which of the moves from A to E saves the greatest amount of territory? Remember to consider likely follow-up moves that may be played later on in the game.

5: A lot is at stake here: If Black can link his four stone group safely to the left he can kill the white eight stone group thereby making all his stones safe. If you can discover why the fairly obvious move doesn't work it provides a clue to the correct answer.



Hondo in Action

by John Smith

Kazuki Hondo (7 dan amateur) finished second in the main tournament in Hamburg, winning 9 games out of 10, losing only to Sogabe, the only other 7 dan amateur present.

Unfortunately, due to the strange system employed in Hamburg, the highest placed European he played was Colmez, who finished 18th. However, it did give me, at 3 dan, the chance to experience his power at first hand (and receive a fan and decorated chopsticks into the bargain!)

7: nice and steady seemed appropriate in the circumstances.

11-13: avoiding the complicated variations of this joseki.

The sequence from 20 to 39 I find hard to evaluate. White gets considerable profit, and Black thickness. Certainly having 21 swallowed up whole is disappointing. Perhaps this should have been one to the left, or perhaps I should have resisted with 31 at 34.

After 40 I quickly got into deep waters. Notice 56. If omitted, Black can play there, which threatens to capture the five white stones (42 etc.) and get an eye in the corner, making the group far stronger.

74 and 76 provide White with a base while attacking the black corner

group. Dual purpose moves like these are excellent. After White stabilises his lower side group with 78, taking profit at the same time, Black must find something at the top left.

Mr Hondo said 93 should be at 99. Certainly the following sequence is bad for Black. Capturing the stones at the top does not compensate for losing the stones on the side; after 102 White has no weak groups. Mr Hondo said my only chance was to play A. Unfortunately I thought I could peep at B first, have White connect, and then play at A. Mr Hondo had other ideas, and responded at C. I played on for a few more moves then resigned.

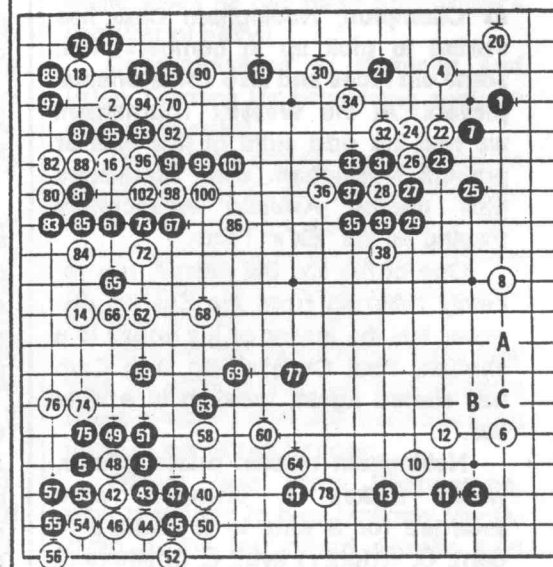


Fig. (1-102)

News from the clubs and tournaments

mostly by Tony Atkins

On 1st November Matthew Macfadyen won his third game against Piers Shepperson, retaking the title of British Champion 1988 decisively with 3 wins out of 3.

It's nice to see some of our clubs doing well again. Riding on Piers' year as Champion, Nottingham Club has started to pick up in numbers, with some old faces and also some oriental players. At the Wessex Tournament we had the odd sight of five past or present Nottingham club secretaries plus nearby Ashfield ex-secretary playing as the 'EX's' Team.

One of the six, Bill Aldred, has recently returned from the East to discover that the lessor of his house is a shodan, Paul Christie. So Bath Club has started again, meeting in a wine bar.

Nottingham results: prizes (plants, which makes a change!) were awarded for 3 wins to J. Rickard (3 dan), C. Wright (1 kyu), E. Smithers (2 kyu), A. Robinson (7 kyu), and K. Hunter (11 kyu).

Thanks to Dan Gilder and his helpers for running this tournament at short notice.

A bonus for four of the people who stayed behind although they had not won prizes: four surplus plants were given away.

In the Thames valley go is still doing well, with now three school clubs and several others, despite the demise of the Three Counties Club. Brakenhale School, Bracknell, seem very keen, with two of the lads coming to Reading Club regularly.

What with a rekindling of go in Aberdeen, a new school club in Hunsstanton, West Sussex Club, and once more in Leeds, go seems to be doing quite well.

Any information on events or people in your club will be gratefully received.

The 1st Coventry Go Tournament in March attracted 73 entries despite being held on the Sunday after the clocks went forward. Several competitors were caught unawares and had to make a final sprint.

Over-all winner: M. Macfadyen. Other prize-winners: G. Mills (1 dan), A. Jones (3 kyu), J. Mould (3 kyu), R. Inglis (5 kyu), A. Shepherd (11 kyu), A. Franklin (13 kyu), M. Brod (15 kyu), P. Moody (15 kyu), and J. Beaton (23 kyu).

The youngest competitor was Hugh Robinson of Warwick, aged nine years!

Bracknell: Winner was Eddle Shaw (Oxford). Qualifiers: J. Bond, L. Rutland, C. Hendrie. Other prizes to: G. Kanluk, R. Inglis, C. Williams, P. Mellor, R. Gilbert, S. Rabson, J. Beaton, and P. Hazelden.

The wellknown and wonderful lunchtime buffet at Leicester drew a large number of players. Piers Shepperson was over-all winner, Simon Goss and Clive Wright qualified. Norman Tobin and P. Moody also won prizes.

Manchester's regular two day go bash was a good way to avoid running in Sport Aid this year for those who prefer exercising their brains, or joining in the Saturday night sing-song and playing dice.

Winner of the Red Rose Trophy was Eddle Shaw, clearly the best 3 dan around, and qualifiers were Steve Draper and Barry Simmons. Other winners: D. Cann (3 dan), B. Simmons (1 kyu), S. Gratton (3 kyu), A. Hornbuckle (4 kyu), M. Schmidmeyer (12 kyu). The team prize went to Oxford.

The lure of ancient timbered buildings, winding streets, a castle, and ducks on the river was enough to attract 58 players to the 1st Shrewbury Tournament. The location was the pleasant modern surroundings of the Gateway Leisure Centre, with the River Severn flowing past the terrace,

where lunch could be enjoyed in the open, as the rain held off.

No one was surprised to see Matthew Macfadyen win the Go Ban Trophy. Prizes, donated by Sleuth Publications, went to him and other winners of three games: E. Smithers (2 kyu, Leicester), A. Hornbuckle (3 kyu, Leicester), A. Shepherd (9 kyu, Coventry), M. Schmidmeyer (10 kyu, Coventry) and D. Yerbury (20 kyu, Shrewsbury).

Don Yerbury must have seen some of the local go players' names before hearing of the game, since for many years he has been Shropshire's registrar of births!

Congratulations to Kathleen and Brian Timmins for organising such an enjoyable event.

The day the clocks go back was as usual the day of the Wessex Tournament. 106 players made use of the extra hour to travel there, and the fog kept away. Even Reading Go Club managed to arrive on time!

Between the four games there was time to walk in the sun and explore Marlborough's high street or relax for a while in the Green Dragon.

Winner was Piers Shepperson, who managed to beat Matthew Macfadyen in the last round despite then being two games down to him in the British Championship.