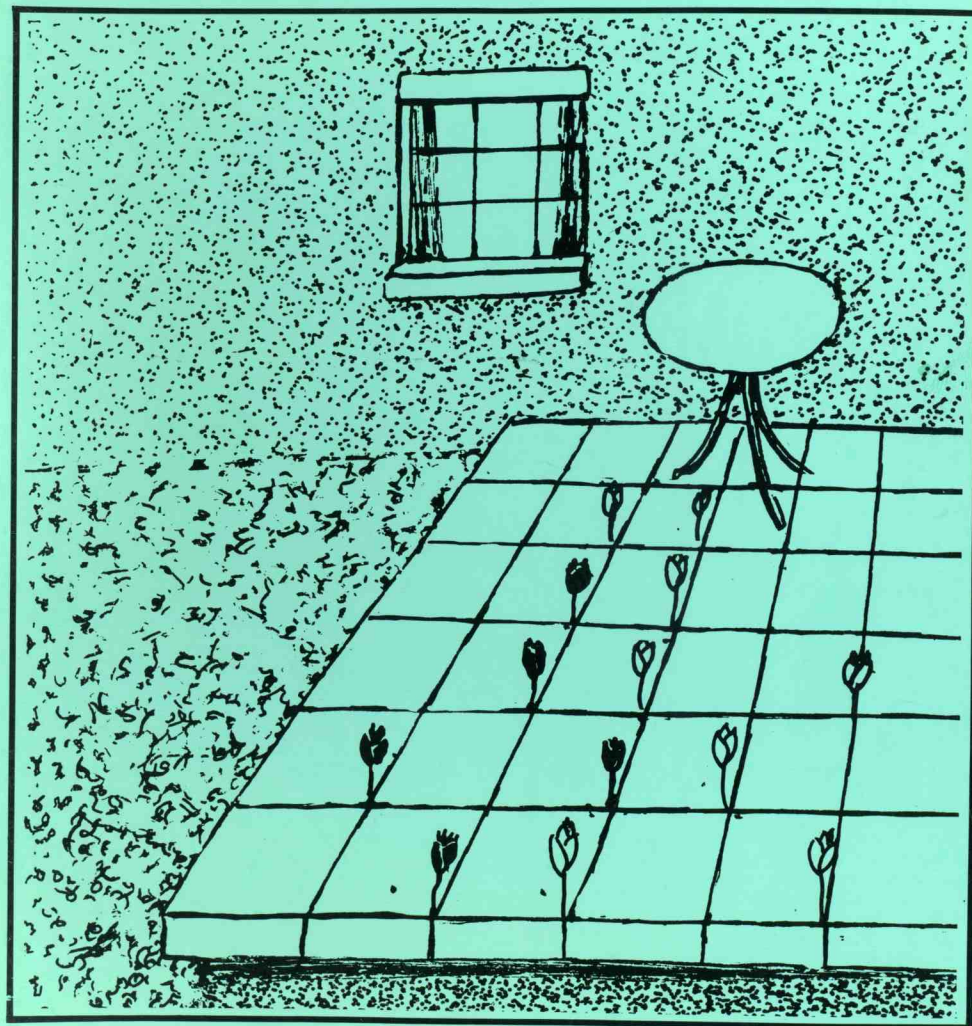

British Go Journal

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British Go Association

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Cover ("Hana-ko") by Helen Timmins

The views expressed in this Journal are not necessarily those of the BGA or of the Editor.

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Editorial

Tony's Teasers in the last issue aroused a lively response; readers complained that they could not tell where the edge of the board was, which is surely an innovation in go problems.

The lamentable presentation of these and many other diagrams was the handwork of a printer's apprentice who thought red biro cutting-marks were all part of the game. He is no longer with the firm.

Good sharp laser-print production of text is still for the future, when problems of compatibility with the firm's computer and printer are solved.

This issue is larger than usual in order to use up some older material and not waste the time and effort of many contributors.

In the next issue readers can look forward to a little more go-space if, as I hope, this particular column proves no longer necessary.

EDITORIAL TEAM

Technical adviser: I. Sharpe
Diagrams: S. Draper, P. Myers
Regular contributors: T. Atkins, T. Barker, B. Chandler, A. Grant, T. M. Hall, F. Holroyd, M. Macfadyen, F. Roads, R. Terry
Photographs: H. Williams
Distribution: K. Timmins

Publicity

Can you produce an IBM PC computer program which gives a clear exposition of the rules of go, with diagrams, and provides a simple board facility for two players? This could have e.g. just player-operated placing of stones, removal of prisoners, etc., but should provide some indication if a rule is broken.

Such a program could be distributed as Public Domain Software, and this would be an excellent form of free advertising, reaching a wide audience.

If you can help, please contact the Editor.

Thanks to Tony Atkins the BGA is now advertised in a new games magazine (*Games Monthly*, Unit 2, Harbour Rd Industrial Est, Oulton Broad, Suffolk) which is also giving generous space to articles about go and go events. This has already brought in several new members.

COVER DESIGNS

are needed for the front of the Journal. If you are interested please contact the Editor with ideas in the first instance.

Coming Events

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)

Bracknell: 20th May, at ICL, Lovelace Rd. Contact: Bob Lyon, 28 Welbeck, Bracknell, Berks, RG12 4UQ.

Leicester: 18th June. Contact: E. Smithers (see above).

Shrewsbury: 8th October, at The Gateway. Contact: Brian Timmins (see page 2).

.

Tournament Organisers: please send details in as soon as possible, bearing in mind that journals should reach readers about mid-March, June, September, and December.

CONTRIBUTIONS: Text and camera-ready material for the next issue should arrive by 13th May. Diagrams in manuscript form should arrive by 1st May, but earlier receipt would be appreciated.

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

Glossary

Aji: a source of annoyance.

Aji-keshi: removing aji.

Atari: threat to capture.

Damezumari: shortage of liberties.

Furikawari: trade of territory/groups.

Fuseki: opening play on whole board.

Gote: not keeping the initiative.

Hana-ko: "ko of flowers", very favourable for one player.

Hane: a diagonal play in contact with enemy stones.

Hasami: pincer attack.

Ikken-tobi: a one-point jump.

Jigo: a draw.

Joseki: a formalised series of moves, usually in a corner.

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

Keima: knight's shape (2 stones placed as knight's move in chess).

Kosumi: a diagonal move.

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

Moyo: potential territory.

Ogeima: a large knight's shape.

Ponnuki: empty diamond shape of one colour (4 stones).

Sabaki: a sequence which produces a light shape.

Seki: a local stalemate.

Sente: keeping the initiative.

Shimari: a corner enclosure of two stones.

Tesuji: a skilful move in a local situation.

Yose: the end-game.

BGA News

from Tony Atkins

BGA : AGM

The Annual General Meeting of the BGA is to be held on 1st April at Oakham School, Rutland, during the British Go Congress.

Agenda

1. Election of Tellers.
2. Minutes of last AGM and Matters Arising.
3. Officers' reports.
4. Acceptance of Accounts.
5. Election of Officers.
6. Election of 5 Council Members.
7. Election of Auditor.
8. Any Other Business.

Note: at least one new Council Member is needed.

TERRY STACEY TROPHY

The BGA is in the process of honouring the late Terry Stacey by launching a Trophy for the best results in tournaments during a year. A craftsman is being commissioned to design a trophy that will be a fitting memorial to one of our best players, rather than a simple cup. Our thanks to all those who have given to the fund. Any further donations can be sent to the Treasurer.

DESIGN A LOGO COMPETITION

Prizes of £100 and £50 are available to the designers of the best logos for the 1992 European Go Congress. Being held during July and August at the University of Kent at Canterbury, the European Go Congress will be attended by some 400 players from all over Europe and the Orient. In order to publicise the event, T-shirts will be made for the 1991 Congress. It is required that these should carry some bold, eye-catching logo. The logo will also be required to be suitable for use on all printed stationery, entry forms, results booklets and so on.

The logo should be no more than A4 in size, and on plain white paper. It should be designed with simple use of colour or monochrome, and must have room available to add a logo or name of a sponsor.

Designs should be sent to Tony Atkins (address on page 2), to arrive by 1st June. Judging will be by the BGA Council, who retain the right to use the winning logos and if necessary modify them to make them suitable for use. The winners will be recorded in the Autumn British Go Journal.

The Candidates' Tournament will be from 29th April to 1st May. The Challengers' League will run from 27th to 30th May.

.

British Championship 1988

Commentary by M. Macfadyen

Game 1

Black: M. Macfadyen
White: P. Shepperson

12: should be at A. Black will play 13, and White then has much better chances to establish communication between his high position on the left and the group on the right.

25: Black could also play A, hoping for a large territory on the lower side. I preferred to invade first.

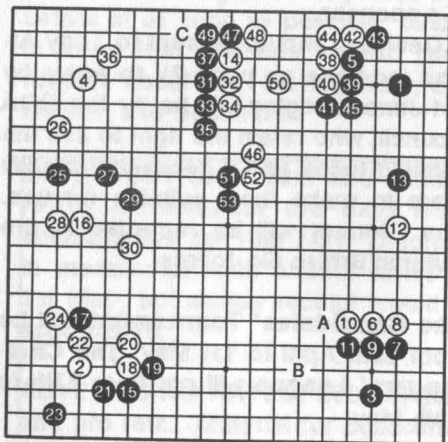


Fig. 1 (1-53)

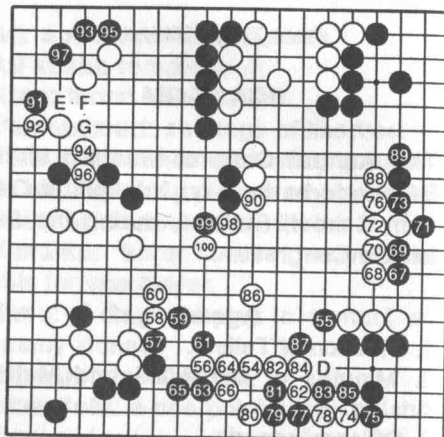


Fig. 2 (54-100)

30: is slow. Black takes the chance to expand his invading group.

36: must be at C.

White's invasion of the lower side was locally fairly successful, but it would have been better if 76 had been at 85, aiming to create sente moves against the corner. For the same reason White 80 should be at D, letting Black connect on the left.

94: should be at 95. Black cannot be allowed to take the corner so easily. Black will play E, F, 97 aiming to cut at G. Only then should White consider 94, and although Black may live in the corner, his centre group would be cut off.

11: very big, since a White play there would have been sente, but 13

was probably smaller than 14 and certainly smaller than 34. In the exchange to 21 White catches up a bit.

Black 39 was dangerous. If White had played 48 at 49 he could still rescue his stones after Black H (do you see how?).

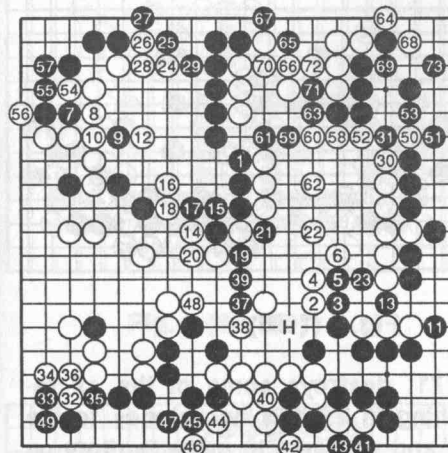


Fig. 3 (101-173)

Upto 63 White takes a few extra points in the centre, but the upper group gets cut off. White 64 is a mistake; he must first make eyes with 66, but in any case Black is winning by ten points.

Black 65 kills the group. White resigned at 73.

Game 2

Black: P. Shepperson
White: M. Macadyen

This is a reconstruction from memory of the second game. Piers fell behind when I lived comfortably with the invading group upto 58.

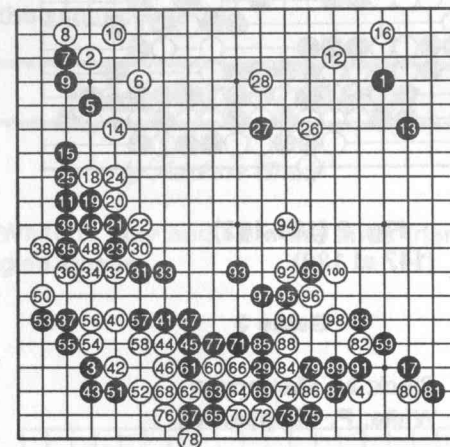


Fig. 1 (1-100)

The ko at 109 was huge, but my ko threat at 110 was even bigger.

155: too ambitious; after 160 White has two living groups in the area.

Piers tried hard to kill one of them, but resigned after his own group in the upper right died.

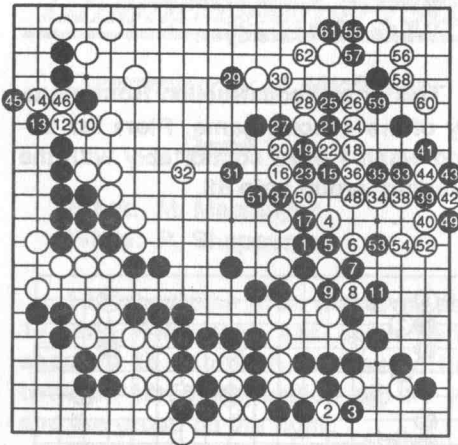


Fig. 2 (101-162)
(147 at 139)

Game 3

Black: M. Macfadyen
White: P. Shepperson

If White 14 is at 17, Black will play A, leaving the White position rather one-sided. When Black invades at 15 a running fight begins, and lasts for the rest of the game.

With 40, White can consider playing 43, hoping that the stones on the left can survive somehow.

If 60 is omitted, Black can play there and continue to attack.

65: does not capture two stones, but White can only rescue them at the

expense of strengthening the centre group.

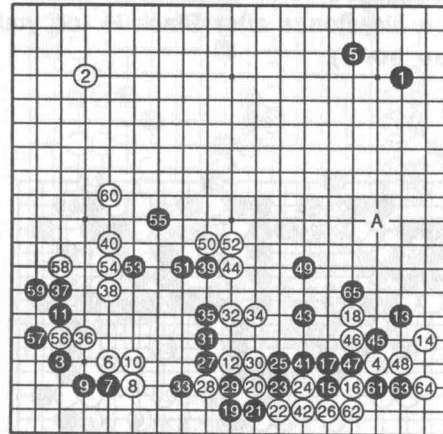


Fig. 1 (1-65)

71: destroys some of the aji remaining in White's two stones to the left, and prepares to make territory on the right, but it is a bit slow. An invasion two points above 68 would have been more vigorous.

72: feels like a bit of an overplay. White hopes to make Black defend the lower group in gote. However, Black successfully cuts off five stones, securing an extra 15 points of territory and both the lower groups.

86: at B might have worked better.

98: White hopes to capture Black's whole group. One option for Black is to play C, allowing White to take the cor-

ner and then cut at D. I decided to have a go at living first with 99.

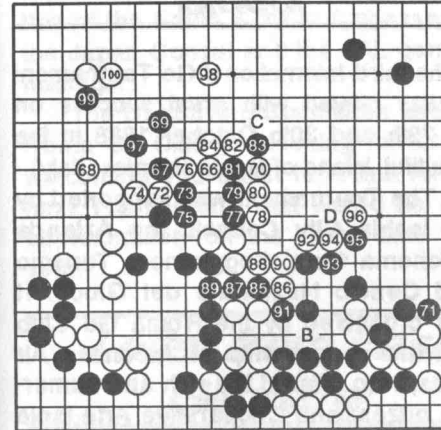


Fig. 2 (66-100)

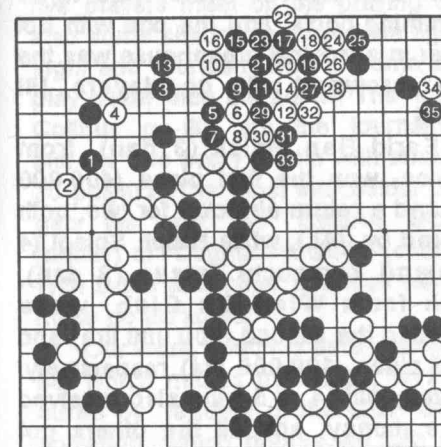


Fig. 3 (101-135)

104: takes away much of Black's eyespace, but there are too many weaknesses on the right.

113: could be at 133, leaving the upper left corner for the moment so as to attack in the centre.

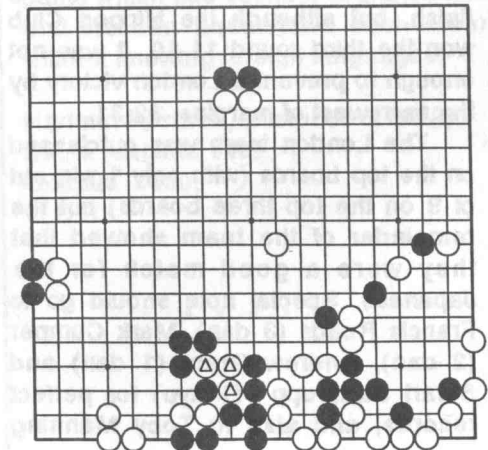
114: White could try playing at 123, hoping to make enough liberties at the top to fight a capturing race with Black's upper left group.

116: does not work, as is shown by the sequence to 133.

Ladder Problem

by Andrew Grant

White to play and save the three triangled stones.



A Friendly Game

Commentary by Fred Holroyd and Andrew Grant (1 dan). Andrew's comments are placed in inverted commas.

Black: Roy Nelson (3 kyu)
White: Fred Holroyd (3 kyu)

Both players are members of Open University Go Club.

2,4,6: an experimental fuseki, which seems to work well if I can get all three moves in!

7: a favourite move of Roy's.

"Playing contact moves in the fuseki is generally bad. In this position White already has two stones in this general area, therefore if Black picks a fight by playing in contact, he is unlikely to get a good result."

8: "This is the wrong contact response; it should be at 9. If White takes the corner he need not fear a Black left-facing wall because 6 is ideally placed to neutralise it. In the game, 6 ends up doing very little."

9,11: surely the wrong direction after 7; either of these moves would be better at 12 (or presumably 11 could be at 14).

9: "This move is correct and takes advantage of White's mistake at 8. If 9 is at 12, White 10 at 18 puts the Black group under attack while securing White territory."

10: Despite the proverb *hane at the head of two stones*, this feels better to me than playing 12 immediately and inviting the counter-hane at 10.

16: "Far too small. This move should be left until the yose. An ogelma shimari at 61 looks better to me. It is a mistake to play an extension too close to the White wall."

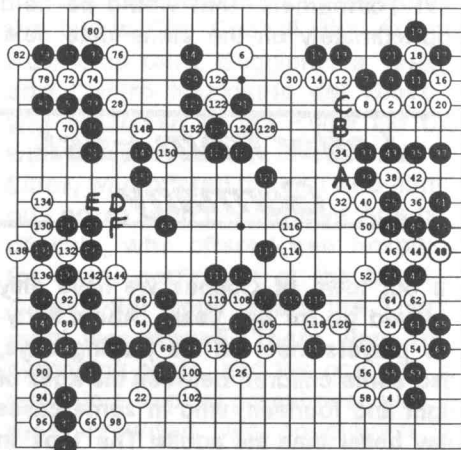


Fig. 1 (1-152)

140 at 132, 146 at 135

18: "Aji keshi. White should simply connect at 20."

21: seems unnecessary; it's difficult to see how Black can be killed even without this move.

"Unnecessary. Black should take sente and play elsewhere. However, if White had not played 18 it would have

been much harder for Black to tenuki without misgivings."

22: seems more spirited than grabbing territory at or near 23.

23: "This is too close to the White thickness; I would prefer 59."

28: would probably be better at 71 or 75; the move in the game gives Black the opportunity to play at 75 or one point to the right of it.

29: should be as above, to start a Black moyo.

30: "Good. If Black played here he would have a severe double attack against 6 and 28, and White's wall might even come under attack later."

33: "Aji keshi. If Black intends to play 35, he should just play there without making this exchange."

36: Not the time for a contact play! Playing at 51, or pressing from the outside, would be better."

37: "Should be at 45 to keep the Black stones connected and reasonably strong. It is not important for Black to cut off the White stone, since 36 can only connect by abject grovelling along the second line."

40: very bad. White should connect at 42 immediately; he then has the choice of pushing through at 43 or giving atari from the correct side at 41.

47: "Black has a chance to play 47 one point left of 34. This clamping tesuji cuts off the White wall, since it makes A and B miai. Black's group is safe, since if White B, Black A cannot be blocked, and if White A, Black B peeps at White's weak point at C. If

White defends this point Black lives at 49; if White plays 49, Black cuts at C, and lives in seki at the very least (I think!)."

48: misses a chance to wrap up the game! Should be at 49; if Black 50, then White plays at one point below 50, Black's three stones are in a ladder, and his group dies.

"If White plays 48 at 49, Black plays A, which threatens White's wall and simultaneously threatens to pull out his three stones 25, 41 and 45. Black isn't beaten yet!"

53: An excellent move.

"If White answers 53 at 57, Black is almost certainly dead, but even if he lives, White will shut him in and build a gigantic wall in sente while Black makes two eyes."

54: 55 or 57 is surely better.

55: an odd move! 57 would do the same job more effectively.

66: If this area is correct, then 67 seems more urgent.

"Now Black has lived, White has a golden opportunity to patch up his weakness one point left of 34 in sente by playing A. (This threatens to kill the Black right-side group with a play one point right of 49.)"

69: Black has pulled into the lead and throws it away with 71, letting White romp into the corner!

"69 must be at 83. If White defends, then 69 is all right, but to play 69 straight away gives White the chance to play 84, aiming into the Black moyo, at 89 for example."

79: "If Black is going to play in this corner at all, one point above 76 looks more likely to succeed."

88: White is proud of this move...

98: ... but not of this one! Much too defensive; should be one point below 1, or one point to the left of 1.

"98 should be at 99. It is not yet clear which of the two moves suggested around 1 is better, so neither move should yet be played."

100: "Must be at 101; Black's sente ponnuki is too good to allow. Note that Black 101 almost totally destroys any White aji around 84 and 86."

111: "Black should not be so willing to give up 103 and 105, since this eliminates the aji of a cut below 104. A play one point left of 105 is a better choice for Black here, despite the empty triangle."

112: horrible! 8 points in gote at most. The stone at 107 must be atari'd, one way or the other.

"I estimate this move to be worth 12 points in gote, but this is still too small. Atariing 107 isn't very big either, though. I would still like to see White play his sente move at A."

114,116: "Much too small."

117: unreasonable, as the ensuing sequence shows.

121-129: "As a result of this exchange, White has gained security but given Black a much firmer hold on the central territory. The score seems roughly even, but Black's territory is looser, so White will have the advant-

age in the yose. 128 at 152 would have put White clearly ahead; the only danger is that Black might answer at 128, and White could carelessly lose his upper-right group. However, if White sees that A is sente he will be all right."

128: pusillanimous! The cut at 152 is much bigger. Now Black is in with a chance again.

129: should be one point to the left, to protect against both cuts.

131-148: Whom does this exchange favour? Dan comments, please!

130-146: I would evaluate this exchange as follows. A White corner worth about 8 points has become a Black corner worth about 12 points, so Black has gained 20 points. In exchange for this, White has destroyed about 10 points of Black territory on the left side, and a similar amount by saving 84 and 86. At first sight, then, the exchange appears equal, but White can reduce the central Black territory by a considerable amount by playing D, which makes E and F miai. Black cannot cut White off due to a shortage of liberties. White should play here with 146. The move he actually played is unnecessary; if Black captures 88 and 92, White recaptures at 92, thus maintaining his connection."

148: "This ensures White's victory; if Black connects at 152, bang goes his major territory."

149,151: these should of course both be at 152.

If only I had known

writes Francis Roads

That 110 of you splendid people would turn up at my tournament at Wanstead on Saturday 4th February, I might have been better prepared. Like having a second full-time organiser. Or running away and hiding.

Last year 68 came. I thought with luck we might get 80 this year. The splendid total we reached, from 22 clubs and including 19 dan-players, was certainly a record for us. It *maybe* an all-time record for a British one-day tournament. What do you say to that, Oxford and Bristol?

It was too much for one organiser. Nothing went seriously wrong. There were minor cock-ups in the draw; we were a bit cramped in one room; the coffee ran out; etc. And the organiser was so bemused that he forgot to present two of the prizes (sake bottles + bottles of sake). But I am now convinced that 100 players is around the maximum for one organiser.

The problems are caused by human frailty, in particular.

- (1) People arriving late
- (2) Large numbers entering on the day
- (3) People not starting clocks promptly, and
- (4) Non-reporting of results.

You ought to be able to deal with (1) by just strictly excluding offenders

from Round 1, but when it's a minibus load of youngsters...

As for (2), I shall certainly increase the late entry surcharge to a punitive level next year. It is *very* awkward having so many extra at the last moment.

I don't know what to do about (3). Start them myself, I suppose you would say. But that too requires organisation, and I am busy answering silly questions like "I am a 24 kyu; why am I playing a 26 kyu without a handicap?" from people who haven't troubled to acquaint themselves with a McMahon draw.

As for (4), I did in one case apply the rule of recording a loss for both players. The result was that the offending player got an easier draw, and ended with a prize! I'll have to rethink that one!

There was a splendid entry of around 20 school players from Furze Platt and Brakenhale. It is very encouraging to have so many young players. Because they often finish their games rather quickly, I ran a do-it-yourself all-play-all 13x13 tournament for those who wished. Anyone could enter, but it was with the young players in mind.

See you all next year - but please let me know you're coming!

This Is Go The Natural Way!

Part Two

by Takemiya Masaki

Translated by Bob Terry from *Kido Year Book 1982*

In the opening of a game of go one's eye naturally gravitates to the big points. Of course, big points are important, but more important than that is the relationship between strong and weak stones.

Diagram 1 shows the opening of the first game of the 1974 Pro Best Ten title match. I was playing against Rin Kal Ho, who was Meijin at the time.

After Black sets his weak stones in motion with 1 and 3, White takes the big point of 4. It is here that Black plays the somewhat lukewarm checking extension of 5. As a result, White snatches a wonderful opportunity to stop Black in his tracks with the capping move at 6, and comes into his stride.

Black in turn throws a curve ball by jumping to 7. If Black plays 7 at a, White replies with b, setting up wonderful possibilities for inroads into the upper side. If Black plays 7 at c, White has a good answer at 7. The fact that Black is compelled to play such an un-

natural move as 7 is evidence of the difficulty of his situation.

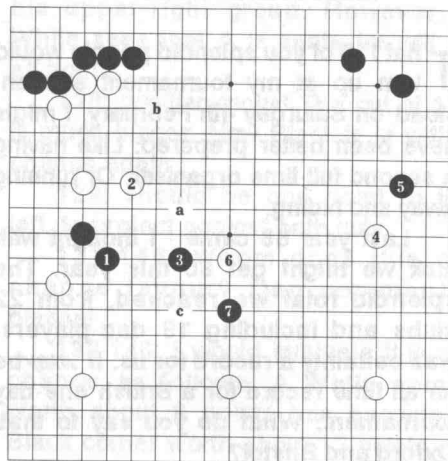


Diagram 1

No matter how big the point on the right side is, playing White 1 immediately there, as in diagram 2, is wrong. In that case, Black occupies the paralyzing vital point of 2. Upto 5 White manages to live, but after playing 6, Black's control of the upper side is sufficient to ensure the win.

It is essential that White jump to 2 in diagram 1, but when White plays 4, Black is too obliging to respond at 5, a mild move influenced perhaps by Rin's penchant for territorial profit. When White plays 1 in diagram 3, Black should probably give White a run for his money with 2 and then jump to 4. Extending against Black's position with

White 5 is big, but answering with Black 6 is sufficient. If events had proceeded like this, White would not have any effective attack on the centre group, and Black's position would be an easy one to play.

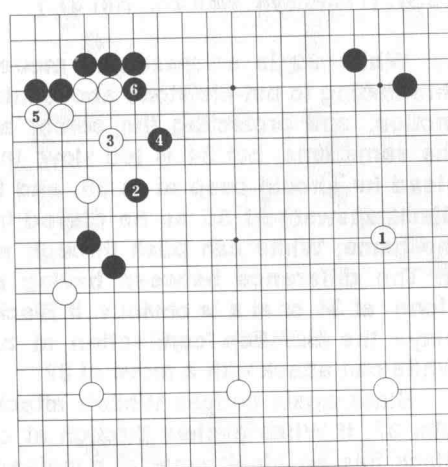


Diagram 2

Black 1 in diagram 4 (7 in dia. 1) is a painstakingly thought-out move. If, without thinking, White pushes between Black's stones with 2, Black darts out of the way with 3, and White has fallen in with his scheme. If White plays 4, Black jumps to 5, regarding the marked stone lightly; Black has successfully dodged the attack with sabaki. Before Black 3 he may in all likelihood play the forcing sequence of Black a, White b, Black c.

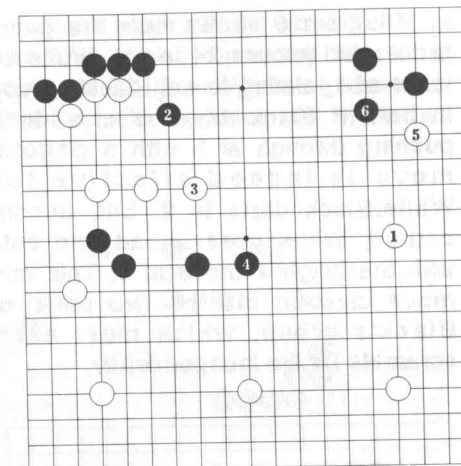


Diagram 3

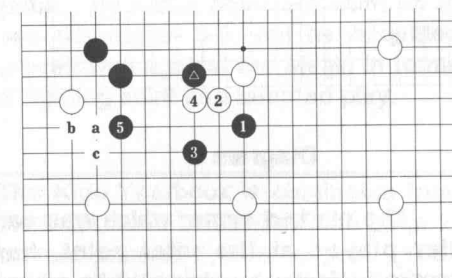


Diagram 4

Diagram 5 shows how the game proceeded (moves 24 to 31). White attacks at 1, aiming to cut Black's group in half. If Black answers at a, then pushing through at b with a diagonal move is indeed effective for White. Black darts to 2, but, unconcerned, White goes ahead and cuts with the knight's move at 3. This one move disconnects the two parts of Black's group, which must each scramble for life independently.

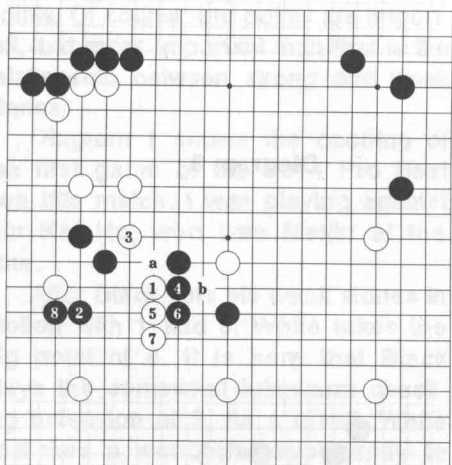


Diagram 5

The marked stone, which was earlier played at the vital point, has worked effectively, giving White a jump on Black in the opening.

GAME SUPPLEMENT

White: Takemiya Masaki (7 dan)
 Black: Rin Kai Ho, Meijin
 Kom: 5.5 points

Played in Tokyo, March 28th, 1974. (Takemiya was 23, Rin 31.)

White 32 is an essential move, threatening to put his stone above into motion, and protecting the corner at the same time, but 34 is too slow. Instead he should peep at 36, and if Black answers at 35 as he played in the game, White can push through at a. The difference between having a stone at 34 or at a is obvious. If Black plays the bamboo connection at b, White can attack with a move at 37.

Black again dodges White's attack with 37. If White pushes through at c, Black has an ideal move at d. Instead of that, White builds up strength on the right by attaching and extending with 38 and 40, and then attacks at 42. During the fighting that ensues, Black once again dodges to avoid White's attack, this time to 51, and with 57 and 59 he pulls through the danger with *sabaki*.

Upto 64, White plays well, but instead of 66 he should play the diagonal move in diagram A. With the sequence to 7, White protects the corner and keeps the pressure on Black for eyespace.

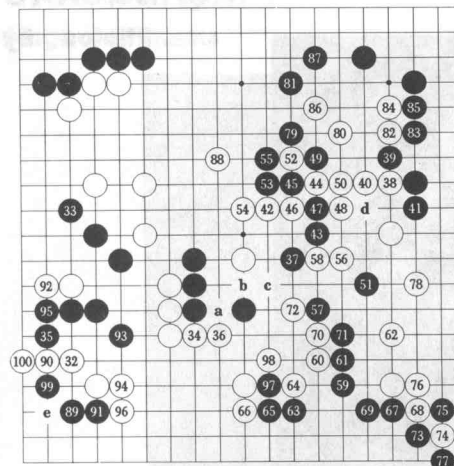


Fig. 1 (32-100)

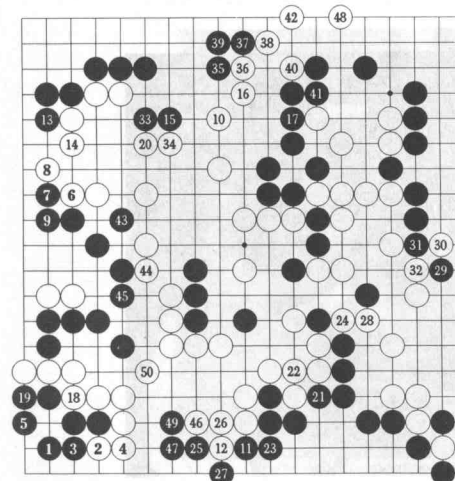


Fig. 2 (101-150)

Black plays all out with 89, but he has little choice since the only other move, at 99, gives White an ideal continuation with 90, Black 100, White e.

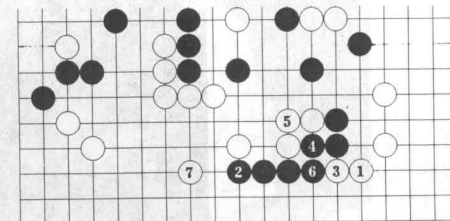


Diagram A

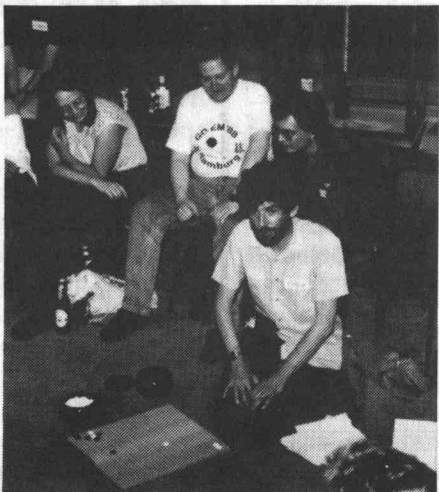
By living in the lower left corner (in figure 2), Black establishes a winning advantage. He then sets out to wrap things up with the moves to 27. After Black 49, White has no chance to win.

Takemiya did indeed lose this game... by half a point. He went on to lose the match 3-0, but he acquitted himself well against the Meijin in terms of fighting spirit and talented play.

The Kido Yearbook is obtainable from the BGA Book Distributor (see page 2) current price £17, £19 by post. (1987 copies are available for £2 less.) Although in Japanese, it offers good value, with diagrams for over 200 professional games.

Flashback to

Photos by



Francis Roads recites (and acts out) the *Ballad of Ronald Schlemperat* the British Song Evening.



Mrs. Honda stands up to Kathleen Timmins in a simultaneous game, but draws.

Hamburg

Hugh Williams



Des Cann has his trigger-finger ready in the Lightning.



...then it's back to Manchester for John Smith, and a friendly game: Keith Osborne is concerned about his opponent's eyes.

Oi-otoshi

by T. Mark Hall

Oi-otoshi is normally a term translated as "robber's attack," since there is an element of the unexpected in it. It usually occurs on the edge, and involves throw-ins and lack of liberties.

A: White's group looks lost, but can he use the "special properties of the corner" (real Japanese phrase from their old books and magazines) to rip Black off?

B: Again White's group has a resemblance to Norwegian Blue. Can he pull something off? Be careful on the timing.

C: White seems to have lost his three stones in the corner, but there are also problems of timing here.

D: White seems to have swindled his way around a handicap stone but seems to have found his way out. Can Black still catch him?

E: White seems to have lost his stones on the left, and he needs to catch the three Black stones to connect out.

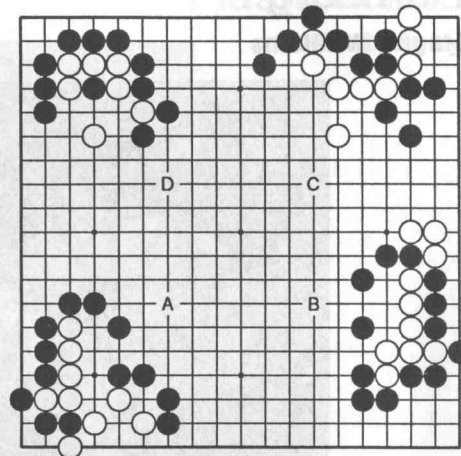


Diagram 1

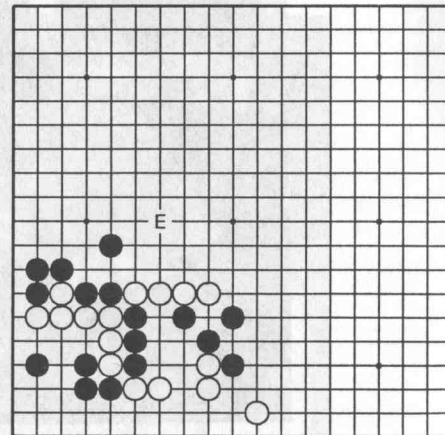


Diagram 2

Grand Finale

by M. Macfadyen (6 dan) supplemented with comments by Otake Hideo (9 dan professional) made during a lecture given after the game.

(Final match in the 1988 European Championship. Mr. Otake's comments are in inverted commas.)

Black: Tibor Pocsai (5 dan, Hungary)
White: Ronald Schlemper (6 dan, Netherlands)

Those of you who were at the 1982 European Go Congress in Copenhagen may recall an exceptionally keen Hungarian 3 kyu who managed to play 86 games in the Handicap Tournament during the fortnight. (These games have one hour each on the clock, and there are several other tournaments happening at the same time, so little time was left for sleep.) Since then, he has progressed steadily, but did not seem to have got further than a reasonably solid 5 dan.

Tibor Pocsai (pronounce it with three syllables, something like "pur-char-ee") has, however, a lot of physical stamina and enough patience and tenacity to outlast most of Europe's top players.

The bizarre tournament system in Hamburg was designed to focus attention on the last few games, with an eight-player knock-out following from

various preliminary games. Pocsai managed to win his quarter final game against the Austrian (1978 European Champion) Haslbeder and his semi final against the Russian Soloviev after having almost hopeless positions in both games. The punters did not give him much chance against Ronald Schlemper in the final. Ronald is generally agreed to be the strongest European-born player when he is on form, but in this tournament he had lost in an early round to Haslbeder, and had not been wholly convincing in his wins against Janssen (NL) or Wimmer (Austria) in the previous two games.

Commentary

4: "The diagonal fuseki is more difficult because the stones are spread all over the board."

6: "A hasami would also have been possible."

7: "Black should aim at 78 or 80 at the top. Therefore he has to choose a joseki that ends with sente for him. 7 is a good point to achieve this aim."

12: "The normal way would have been 140, Black 142, White 171."

13: "Black can also push with 18 instead of 13. If White A, Black 142, White 171. This is a bad result for White due to the bad shape (empty triangle). So White would not answer at A but at 168. Black continues with A, and a kind of furkawari (influence v. corner territory) develops."

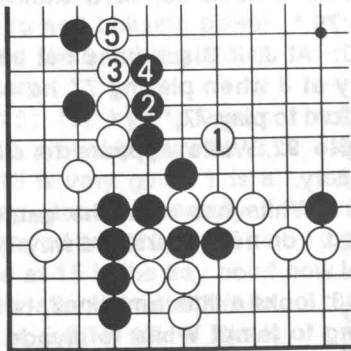


Diagram 1

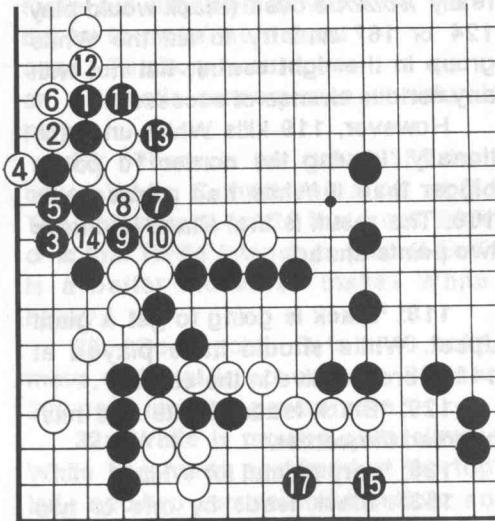


Diagram 2

161: a small mistake. White squeezes out a couple of extra points with the 164-5 exchange.

164: "White tries hard to catch up, but the further development of the game shows that 164 was a bit risky."

168: an attempt to grab one extra point; if Black answers at 170, White can play another forcing move to the right of 26 before answering 167. Most players would play 170 without thinking, but Pocsai was still alert enough to spot that White did not threaten to make eyes by breaking into the side.

However, at 171 excitement must have got the better of him. There is no need to cut here, since the other cut (below 167) is vital with this one. If Black answers 172 at 174 then White has sente plays at 173 and 179 and can live on the side. Black would be able to cut off 6 stones in the centre, but White would win by several points.

Pocsai had plenty of time left on his clock, and spent over 10 minutes on 173, while excitement grew in the lecture theatre where spectators were following the game on the television monitor. Once 173 has been played, the sequence flows naturally up to the tesuji of 183, which works. (Exercise for the reader.) White resigned.

Winning go tournaments is not just about being knowledgeable and skilful, though those things help. You also have to be lucky, and alert enough to spot when you have been lucky. Pocsai passed the test three times in this game, at 119, 169 and 173.

Crossword 1

by Derek Williams

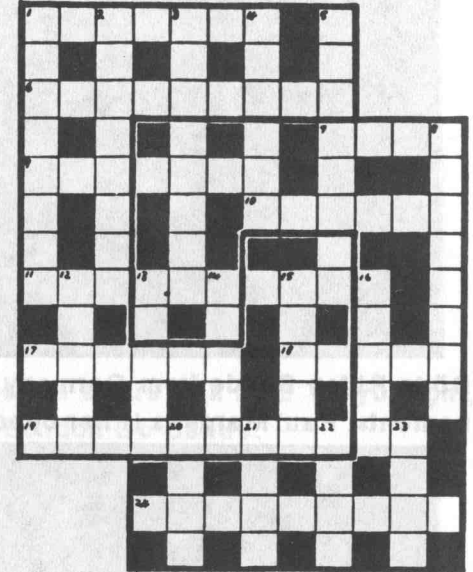
Across

1. A bold mixture in King George brings riches.
6. Worldly curl round the French in reverse agreement.
7. We go around in this drink.
9. Turnups result from these.
10. Gripping study in back street.
11. Blackened gin backs deserter in action.
17. Hits around Oriental old soldiers.
18. A North 44 block.
19. Sad organisers who endure stark arrangements.
24. High class 1 carat pin.

Down

1. Pointed to dug trees?
2. Well hallo cat, I only conceal the place.
3. Cattle round here.
4. An unusual way. Most unusual!
5. Yawn here? Just as likely as there.
8. Musical gathering.
12. Perhaps he found solace in red wine.
13. Mad Oriental follows a rat.
14. Mad rites to take again.
15. Follow lines.
16. Drive disjointed plunger.
20. Raise ones behind?

21. Fair young maidens have this bearing.
22. Every teacher has it.
23. Sergeant Major laugh's in pretence.



London Open

Photos by



Dörte Rüten-Budde from Germany is a familiar figure at European Tournaments. Paul Margetts is her opponent.



Geoffrey Kanluk presents overall winner Mr. Yoo with the cup that he keeps.

Go Congress

Francis Roads



Two prodigal sons: left, Richard Hunter on a rare visit from Tokyo; right, Adam Pirani, once the scourge of the London Go Centre.



A former British Open Champion, John Rickard, receives a prize for 6/8.

A Swindle

by T. Mark Hall

Black: T. Mark Hall (3 dan)
White: Mr. Takamiya
5 dan (plus 5 komi)

This game was played in the fourth round of the London Open (1988) and I don't think Takamiya-san was much used to European Tournament conditions or the use of the clock.

3: Normally I would play Chinese fuseki in the bottom right. In three games at London I played this move and had a good game as a result.

5-11: I already feel happy with the flow of the game.

12-20: A curious choice; undoubtedly secure for White, and it gives a potential attack between 13 and 19.

21: Is this territory or not? Is Black being too optimistic? This position caused considerable argument between a German 3 dan, a Spanish 3 dan and me. I thought the position better for Black; the German that White's potential for attack was better, while the Spaniard

thought the secure territory taken by White was too strong.

22, 23, 24: White obviously does not like being shut into the corner or being driven out into the centre. I would love either. He tries to mix things up; I don't

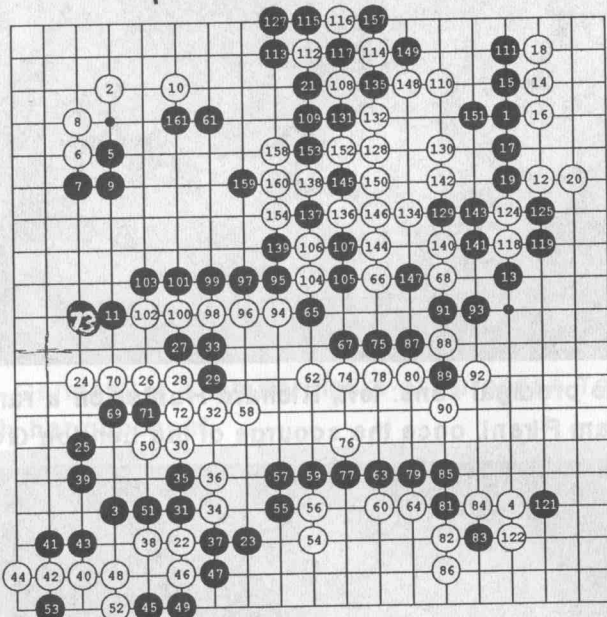


Fig. 1 (1-161)

120 at 112, 123 at 117, 126 at 112,
133 at 117, 155 at 106, 156 at 108.

mind at all!

27, 29: This is playground bully play. White should not allow me to push him around like this.

30 to 39: After 33 I was desperate to get to 61 and create a moyo, to make sense of all my influence.

White's moves in this area were played rather hastily. Normally, proverbs and teaching emphasise, it is easier to make eyes in the corner, rather than on the side. White could easily have lived here by playing immediately above my stone on the second line. He can do this because of the liberty above 38. Fortunately for me he tried the wrong move.

54: Having lost the corner, White's hope is to attack the stones on the bottom edge. Since his stones are just as weak, his attack is not very strong.

61: I make the moyo! White still has plenty of chances to reduce it; if he had looked at the situation calmly, he would have seen that he can push in from so many directions that Black cannot patch up all the threats.

66, 68: These are just waiting to be cut off. With a weak group (even if it is really not so weak, he thought it was) this is probably too far. Rather than attack them directly, I lean on the groups with moves 69 to 89, which lets me cut off the two stones with 91 and 93 and also allows me to shut off one possible reduction at 73.

94 to 103: The three black stones are still not dead; it takes another move to suppress them, but White can't afford it at the moment.

116: He gets a ko, and almost immediately loses his chance.

128: Should be at 129. This threatens the cut between 13 and 119; if Black defends this cut White plays at 130 and Black is in an awful mess. I

would have had to abandon those two stones and try to keep as much of the top as possible. This would throw the game back in the balance. When Black secures the capture of 118 and 124, White has to live to save the game. I have the feeling that Mr Takamiya was resigned to losing at this point, but I also think he swindled himself of the game several times.

Pork and Dumplings

by Francis Roads

On Sunday 12th February I partook of luncheon in a restaurant where the *only* food on offer was pork and dumplings. No starters, no vegetables, certainly no side salad or dessert. OK, the beer wasn't bad, but there wasn't much by way of alternative - nothing so exotic as orange juice, for example.

Bear these facts in mind if you are considering attending the Prague Go Congress. All right, there's more choice than that at other times and at other places. But not a lot.

Still, Prague's a beautiful and interesting place to visit. Actually I didn't get much time for visiting. Andrew Grant and I turned up on the Thursday to register, but play actually started with two rounds on Friday afternoon and evening. Matthew Macfadyen, the only

other Brit in residence, made the perceptive observation that the introduction of a computer to do the draw had, exceptionally, speeded up the organisation from previous years.

On Saturday you play a punishing three rounds (time limits are 90 minutes). Reeling from our efforts, the three of us teamed up with Barbara Calhoun, the American Go Association President, who had flown over just for this congress. We spent an English-speaking evening getting drunk on Czech wine.

Not a great deal of English gets spoken in Czechoslovakia. German is the local lingua franca, and you can see why. Of the 186 participants, the largest group of non-Czechs were East Germans. Czechoslovakia is just about the only country they can visit without a lot of hassle; Poland, for instance, is considered too right-wing for them.

By Sunday Matthew and I were on 4/5; Andrew and our friend Barbara on 1/5. So we all had good but different reasons to try and win our sixth and final game on Sunday morning. Which we succeeded in doing. I was especially pleased with my win over the former European Champion from Poland, Janusz Kraszek.

So Matthew and I won prizes, Matthew's for 2nd place and mine for 5/6, and Andrew and Barbara saved their reputations.

More eating and drinking with our West German friends in the evening, and on Monday time to visit Prague

once more. The others went off looking at things while I scoured the music shops for records of music by Fibich, a most underrated Czech composer. But like most other things you want, they were in short supply.

I hope I haven't put you off going to the Prague Tournament. It's very well organised, and you get to meet a new set of players that you never see in Western Europe. All my six opponents were from Eastern countries. It's certainly very different from Paris, Amsterdam, etc.

My schoolboy German was called into action when I failed to retrieve my baggage from a station locker. (The instructions were in Czech, a language which combines the complexity of Russian with the unpronounceability of Dutch.) Anyway, the four of us caught our plane in the afternoon. Barbara has almost convinced me that I should visit the American Go Congress this summer. (5th-13th August, New Brunswick, near New York. If interested, ring me on 01-505-4381.)

My first action on arriving home was to make myself a large fresh salad. My second was to write this.

.....

Book Review

by Tony Atkins

You can usually judge an Ishi Press book by its cover. If the cover's pretty, and this one is, then it's usually a good book. Originally published in 1975, but now translated for the first time by John Power, "The Power of the Star Point: The Sanren-Sei Opening" by Shukaku Takagawa is a fine work by the late Honorary Honinbo.

Though it is written by a nine dan, you don't have to be nine dan to understand it. In fact nine kyus could get something from it, though it is probably best suited for low kyu players.

The first section takes you through the theory of sanren-sei fuseki with simple diagrams. The simple diagrams continue into chapter two, which is on josekis, and this simplicity means the book can be read without resorting to the use of a board and stones. After a section on the sanren-sei in action, there are twelve tests of understanding, problems with answers to check your comprehension of what came before. The final chapter describes some contemporary games of players such as Cho and Rin.

I highly recommend this book because of its very readable style, and it is worth five pounds of anyone's money. It is available from the BGA Book Distributor (£5.80p by post).

Much Go in M.K.

by Fred Holroyd

On 18th October, eight members of Coventry Go Club, accompanied by Matthew Macfadyen, found their way to the Open University, Milton Keynes, to be confronted by the massed ranks of the OU Go Club eager for action.

Eight OU Club Members played games against Coventry, and Matthew offered to take on all other OU comers simultaneously at nine stones apiece. Five OU volunteers stepped bravely forward; Alex Eve (3 kyu) lost by an honourable 7 points, while the rest lost by resignation or large margins.

Fortunately for the morale of the OU, the result of the 8-game match was a 5-3 win. The details are as follows (visitors on the left):

D. Cann (3 D) lost to W. Brakes (2 D)
 N. Webber (3 D) beat A. Grant (1 D)
 S. Perlo-Freeman (3 D) lost to Nagasawa (1 K; 3 stones)
 J. Sells (2 K) beat R. Nelson (3 K)
 K. Healey (3 K) lost to T. Rose (3 K)
 M. Lynn (6 K; 2 stones) beat D. Macfarlane (3 K)
 A. Robinson (7 K; 3 stones) lost to D. Woodnutt (3 K)
 I. Hubert (20K; 9 stones) lost to R. Carter (7 K)

Solutions

(to problems set in Issue 73)

TONY'S TEASERS 3.

1. After 17 White can only play atari at 18 not 19. Black 19 looks like suicide, but after 20 Black can play "under the stones" at 9, trapping the five white stones and killing the group.

2. In the game the sequence continues and White 10 makes my group alive. But playing A catches Black short of liberties; I eventually spotted this and won by resignation.

3. In the original diagram, 9 should be at 12, and even after 9 Black can still play at 12, not 11, and scramble out. A sequence from 9 at 12 is shown. A ko occurs after 16.

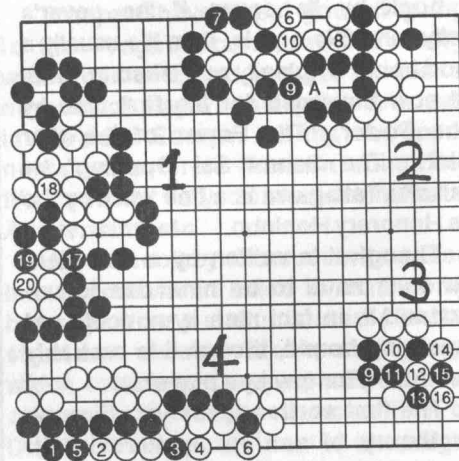
4. 1 is the key point and after 5 White cannot connect at 3 without losing more stones. If White 6, Black captures at 3 and three stones must be a second eye.

UPDATE TO THESE ANSWERS

1. Now you know the answer in the position shown, go back through the moves 1-15 in the original diagram and see if you find better moves.

2. Again go back to the original diagram and, bearing in mind Black's shortage of liberties, can you find a better move than 2?

3. If I tell you the edge of the board is to the right and bottom of the diagram in issue 73 (not clear, thanks to the printer's assistant!), now can you suggest better moves?



4. Thanks to Simon Goss and Furze Platt Club for showing me this one.

This time's "winner" was W.K.Djap, who suggested the alternative versions of problem 1 and 3.

Meanwhile earlier Teasers continue to tease. John Hobson writes to the Editor:

Regarding solution 3 (Journal 72), White *can* live. The mistake is 3, the throw-in. White can get the same position without the throw-in, and thus be one move ahead.

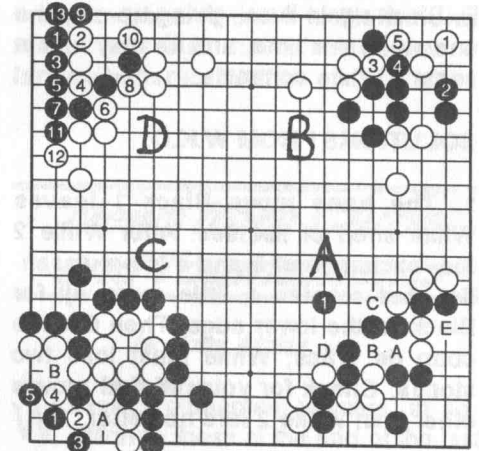
The sequence is White 1, Black 2, White 7, Black 4 (9 still does not work), White 5, Black 3, White 9, Black 10 (takes 2 stones), White 7 (atari), Black 1 (takes 1 stone), then White plays left of 2 (atari).

SYMMETRICAL SHAPE TESUJI

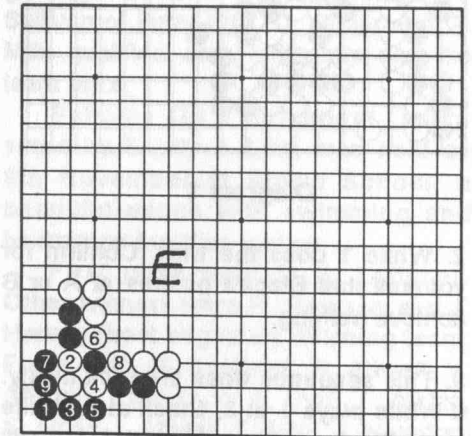
A. In the game Black played at A, and White was glad and relieved to reply at E, saving himself. The correct answer is at 1, which threatens to capture either single White stone. If White just ataris either pair of Black stones, Black should capture the other. If White pushes at B, Black connects at A, threatening the right side White, but at the same time White has removed his own liberty and can't win. If White pushes up at C or D, it is simple enough to connect at either B or A to threaten on the same side and then capture the single stone where White has not defended.

B. White simply plays at 1. Whichever side Black defends, White cuts and captures a stone on the other.

C. Black plays at 1. He can allow White to capture the stone with 2 and 4, because he keeps the options of capturing at A or B in reserve. If he just captured immediately at either of these points, White could defend and live in the corner. Any smartass who writes in telling me about the ko or kos is wasting postage and paper; I'm keeping these articles as basic and simple as possible!



Solutions A-D



Solution E

D. Black plays at 1, and whichever way White plays just manages to get a little life in the corner.

E. Black again lives, giving up only the one stone this time, and he may end in sente if White connects.

SOLUTIONS FROM W.K.D.

1. The hane move Black 1 leaves White short of liberties. After White 2 the exchange of 3 and 4 is not essential, but creates a little extra aji for Black on the lower edge. Then 5 is the coup de grâce; White must lose two stones. Check for yourself that moves other than White 2 fare no better.

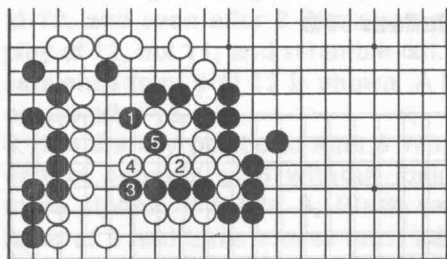


Diagram 1

2. White 1 does the trick. Confirm for yourself that Black's pushes at A or B achieve nothing.

3. This sequence does the trick nicely. If White plays 1 at 3, Black at 4, White at 1, Black won't answer at 2 but will play A, threatening the three lower

stones. I leave you to investigate what follows.

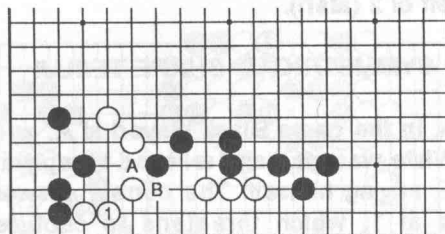


Diagram 2

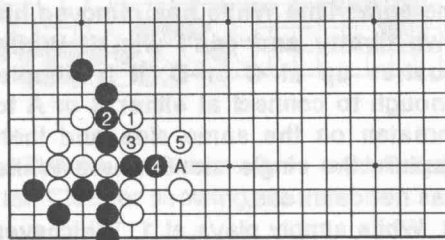


Diagram 3

4. Black can capture the two white stones. If White persists with 2, 4 and 6, Black must keep his nerve, and can always keep a liberty ahead of White. So White shouldn't persist with 2. The invasion at 7 is more use, answered then by Black at 6.

The remark about follow-up moves was a bit of a red herring. It is gener-

ally very true, but isn't much help in solving this particular problem.

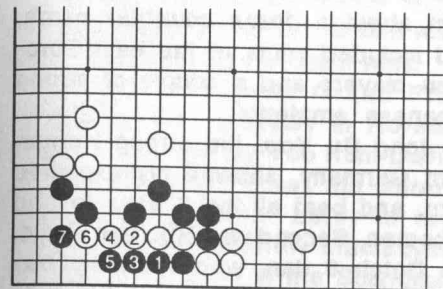


Diagram 4

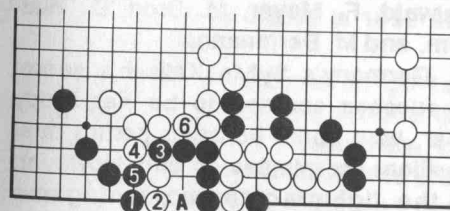


Diagram 5

5. The obvious starting move for Black is 3, but after exchanging 4 for 5 White would play the kosumi move at A, and Black is stuck, short of liberties.

The correct first move at 1 is also a kosumi. After the sequence to 6, White has a seki, but it is only a tem-

porary one. When Black is good and ready he will fill in all the liberties of the eight-stone white group. Please convince yourself that 1 is Black's only move, and that moves other than 2 fare no better for White.

News from Clubs and Tournaments

by Tony Atkins

Wessex Tournament winners, in addition to those at the end of the last issue of the Journal, were: J. Bond, C. Hendrie, W. Streeten, A. Shepherd, A. Manson-Chubb, and K. Poole. Mr. Best, who won the bottom division, kindly gave up his prize to a younger player, A. Sullivan of Furze Platt. D. Gilder and G. Mills qualified, and Nottingham won the team prize.

Schools Go Tournament, sponsored by Equity & Law, was held on 6th November at Stowe School, a beautiful venue with swimming and badminton facilities laid on.

First prize went to S. Lattimer. Other winners were R. Pearson and J. Harvey (best beginner). Winning team: Furze Platt (S. Lattimer, B. Attwell, V. Attwell). Thanks to A. Eve, T. Atkins, S. Goss, I. Attwell, F. Ellul, J. Hawdon, K. Timmins, D. Woodnutt, E. Lee and R. Shaw for their help and hard work.

The Grading Committee have met twice recently, and recommended quite a batch of promotions. In November, Clive Hendrie was promoted to shodan after winning a prize at the Wessex, and Steve Draper to two dan, having reached the Challengers' League earlier in the year. Good results over quite a long period meant that Michael Charles and David Ward received their shodan certificates in February, and Louise Bremner is now officially a British shodan, though she is three dan in Japan. Two of our top players from last year were Eddie Shaw and John Rickard, who were clearly standing out from the ordinary three dans with a brace of titles between them. They have both been awarded four dan in recognition.

John Rickard's latest win was the RTP Handicap Tournament in December. He fended off threats from strong players Hall, Roads, Shepperson and Macfadyen to be unbeaten and win the first prize. Other players who won four were Collin Williams (W. Surrey), Samuel Beaton (Furze Platt), and Stephen Blyth (Brakenhale). Fred Eldridge of sponsors Rex, Thompson & Partners also presented prizes to a long list of players with 3 wins. We again thank the firm for its generosity.

The previous day was a teaching day with lectures and discussions led by Francis Roads, Richard Granville and Matthew Macfadyen. The day ended with simultaneous displays (which the dans just won) and all the

20 attenders went away having learned something new.

This year's London Open was again held over the New Year at the IVC in Covent Garden. 158 players from about a dozen countries came, and included some of the best European players and a couple of strong Japanese amateurs.

Jong Su Yoo, the strong Korean from Germany, showed his expected form, and beat all the 6 dans to end unbeaten. Second was Rob van Zelst, the Dutch 6 dan, who obviously has taken advantage of a spell in Tokyo to improve so that he only lost to Yoo. Furinshi and Macfadyen were ranked next, with Pirani and Rickard not far behind. Prizes also went to J. Rickard, N. Symes (2 dan), J. van der Steen (3 dan), S. Kalsch (1 dan), and to kyu players T. Mahnecke, U. Ahrend, M. Malwald, F. Meyer, M. Brod, D. Walhom, and M. Bergmann.

Germany's Sylvia Kalsch's secret of success seemed to be her teddy bear, who could be seen poring over positions for minutes on end. However, in the lightning tournament game against the winner van Zelst, the teddy obviously couldn't stand the strain and hid under the table! Jim Barty was second in the lightning. Our thanks go to CLGC for running the event.

The Wanstead Tournament broke all records since 110 players attended, perhaps encouraged by the mild weather. Piers Shepperson again

of sake for three wins were A. Rix (2 dan), T. Atkins (1 dan), and kyu players C. Williams, P. Mellor, A. Reid, S. Blyth, and S. Kearon. J. Rawson also won a prize for 2.5 games won. The continuous 13x13 tournament was won by S. Blyth with 8 straight wins.

The first European Grand Prix Tournament was Brussels in November. This was won by Yoo from David Schoffel and Tibor Pocsai, the current European champion. Later in the month our own Matthew Macfadyen picked up first place in the Scandinavian Open in Göteborg. Second was local Jin Lee (3 dan).

Geneva was won again by Yoo with another German oriental J.M. Kang second. Clearly with his win at London Yoo was way ahead in the points table with 45. Macfadyen is second, though, with 23, and stands a chance of the trip to Japan in 1990 as Yoo is not eligible.

Macfadyen is reserve to go to Japan this year as he was second in the Fujitsu Qualifying Tournament in Amsterdam to Dutchman Ronald Schiemper. Pocsai was third, and our other representative Piers Shepperson was a creditable 10th.

Matthew Macfadyen won 2500 guilders for this feat, and surely justifies *Games Monthly's* title of Games Person of the Month. In the Jan/Feb issue the magazine reported on Matthew regaining the championship, and tells of his other loves such as bird watching and playing cards on his nar-

row boat. The article includes a colour picture of Matthew playing Piers at the Wessex, and is well worth having a gander.

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