
British Go Journal

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Cover (Oakham School) by Hugh Williams

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Coming Events

European Go Congress: July-August, Niš, Yugoslavia (v. page 14).

Meijin Sen: September (v. page 4)

British Youth Go Championship: at Stowe School. **Date changed to 2nd July.** Contact: A. Eve (v. page 2).

Shrewsbury: 8th October, at The Gateway. Contact: B. Timmins (v. p.2).

Milton Keynes: First GoTournament, October 14th.

Wessex: 29th October.

Text and camera-ready material for the next issue should arrive by 13th August. Diagrams in manuscript form should arrive by 1st August, but earlier receipt would be appreciated. Commentaries should refer to letters or e.g. 'left of 48' as K10 etc. notation is not printed on game figures. As regards announcements, contributors should note that delivery dates of the Journal are the middle of March, June, September and December. Advertising rates: £50 per page and pro rata. If containing graphics, material should be camera-ready.

Glossary

Aji: a source of annoyance.

Aji-keshi: removing aji.

Atari: threat to capture.

Byo yomi: shortage of time.

Dame: no-man's land.

Damezumari: shortage of liberties.

Furikawari: trade of territory/groups.

Fuseki: opening play on whole board.

Gote: not keeping the initiative.

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.

Komi: points given to compensate for Black having first move.

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: corner enclosure of 2 stones.

Tenuki: to play elsewhere.

Tesuji: a skilful move in a local situation.

Yose: the end-game.

Meijin Sen

by Toby Manning

The first game of the 1989 Meijin Sen will be played at the Montcalm Hotel, Great Cumberland Place, London W1 on Thursday and Friday, September 14th and 15th. The defending title holder is Kobayashi Koichi; the challenger is not yet known, as the eliminating competition is still uncompleted, but the favourites are Rin Kai Ho and Takemiya Masaki.

The Meijin Sen is sponsored by the Japanese newspaper Asahi Shimbun, who are celebrating four years of their London operation. In addition to the Meijin Sen, Asahi Shimbun will also be sponsoring a two-day tournament, to be run by the Central London Go Club, on Saturday and Sunday September 16th and 17th.

To coincide with this, at least one game of the British Championship (defender Matthew Macfadyen, challenger yet to be selected) will be held. It is also hoped to organise some social events along with tuition or simultaneous displays.

Planning is at an early stage yet, but all BGA members should keep these dates free, as this will represent an unrivalled opportunity to see top Go players in action without going to Japan. Further details, including the prizes for the Tournament, will be made available as soon as possible.

Japan Week

by John Smith

Manchester enjoyed a Japan Week during February, with cultural events put on by the Japanese community. On the final day, Saturday 11th February, there was an exhibition at Manchester Town Hall in which the Go Club took part, along with groups doing demonstrations of Japanese drumming (very loud), karate (much shattering of tiles), Kimonoes, koto, aikido, origami and calligraphy.

The Manchester Go Club played demonstration games, had a display of equipment and books, and answered the queries of the public. Large quantities of the leaflets *Go Facts* and *How To Play Go* were distributed. Bob Bagot bravely did an interview for local radio.

Prior to the event, the Manchester Evening News had visited the club and published an article and a photograph of Peter Yim. Peter did much of the organisation, and produced a poster. All in all, Japan Week aroused a good deal of interest.

Bob Terry (5 dan) would like opponents for postal go, with a view to writing a commentary on games for the Journal. If interested, write to him at 3205 N. Lakewood Blvd, Long Beach, California, 90808-1799 USA.

This Is Go The Natural Way!

Part Three

by Takemiya Masaki

Translated by Bob Terry. Diagrams by Dave Dyer of Symbolics Corporation, USA.

Diagram 6 shows the opening of a game I played as White in the 1977 Otea (Ranking Tournament) against Abe Yoshiteru, 8 dan.

In this game an interesting variation appeared on the upper side when Black slid into the corner with 5 after playing the kakari at 1, and White played the diagonal attachment at 6.

Up to Black 9, both sides seem to be shadow-boxing as they play moves with little regard to the opponent's, but the thickness White builds as a result perfectly fits the theoretical demands of the position.

In response to the kakari of Black 1 in diagram 7, white must not play the low pincer of 2. That is because Black has the obvious shot of the attachment at 3 at his disposal. Even if White plays the restrained move of 4 in response, Black can apply pressure on both sides with 5 and 7, and White will end up with a painful concentration of strength (korigatachi) on the upper side. The differences between the third and

fourth lines cannot be overemphasised.

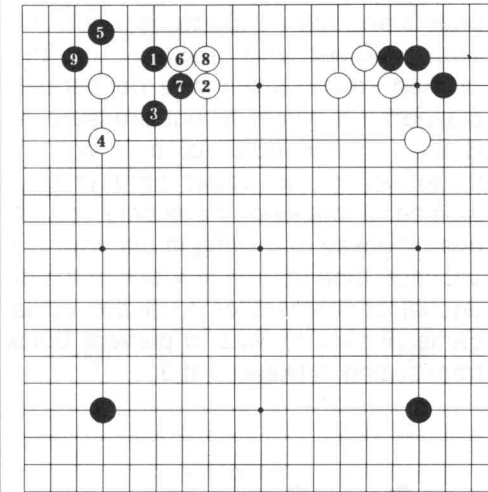


Diagram 6

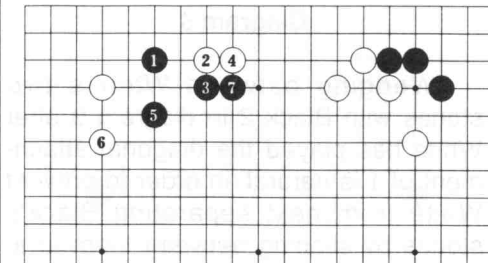


Diagram 7

Next, if White answers unimaginatively Black's sliding move at 1 in diagram 8 with the defensive diagonal play at 2, Black will undermine White's position again with 3. Sliding underneath at both sides allows Black to settle his shape. Over and above that, the marked stone, which was deliberately played as a pincer to put pressure on Black, is now floating, and White's thickness in the upper right is neutralised. If this kind of outcome results, even the way of playing in diagram 7 is superior. One of the purposes of the diagonal attachment of a, in the actual game (Figure 1), was to prevent Black from sliding in like this at 3.

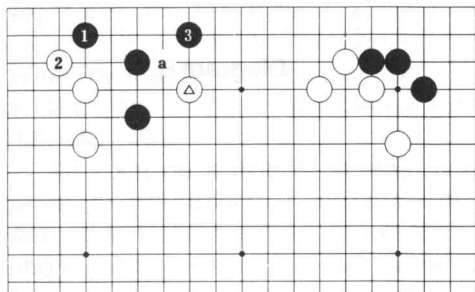


Diagram 8

Wedging between White's two stones with Black 2 in diagram 9 after White has played the diagonal attachment of 1 is natural, in order to prevent White from next separating Black's stones by slipping between them at a, but at that point Black would perhaps do better by descending to 4. If White

answers in the usual way, by protecting the corner with 5, Black can build up a strong position with the hane of 6 and then by extending to 8 and 10. Up to 11, White is able to play on both sides, but it somehow seems insufficient.

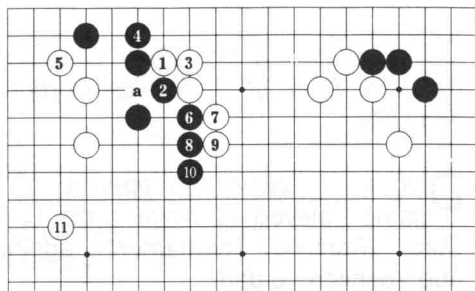


Diagram 9

In response to Black's descent to 1 in diagram 10, the effective technique is to first play the knight's move at 2. The trick is to force Black to respond once with 3 and then defend the corner with 4. Instead of the good shape Black makes in diagram 9, here his shape more resembles a stick, which could hardly be detrimental to White.

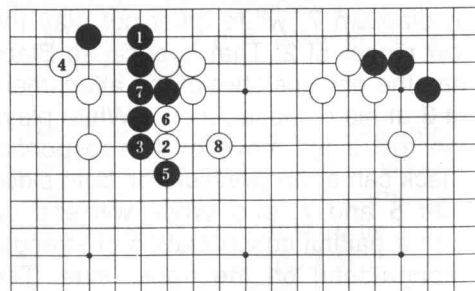


Diagram 10

In the actual game, play continued with 20 to 30, given as 1 to 11 in diagram 11. The hane of White 1 spoils Black's shape, but patiently drawing back to Black 3 instead of playing 2 is no good either.

White could also consider building thickness in the centre by playing 3 at a, and when Black answers at 4, White could play b.

But this is a minor point compared to Black's questionable decision to vacate the principle fighting arena so as to rush to occupy the big point of 8 before White does. Considering the clump-like eyeless shape Black suffers from in the upper left, there is no good reason for him to turn elsewhere. White plays to fix the shape with 9, and is happy to continue the attack by jumping to 11. White's shape on the upper side is excellent, and descending to c prevents Black from making two eyes in the corner. White has established a definite advantage.

Instead of 8 in diagram 11, Black should by all means hane at 1 in diagram 12, and up to 5 he can get his group out into the open. Since the checking extension of Black a, next, is severe, White 6 is par for this situation. If this had happened, the position would still be equal for both.

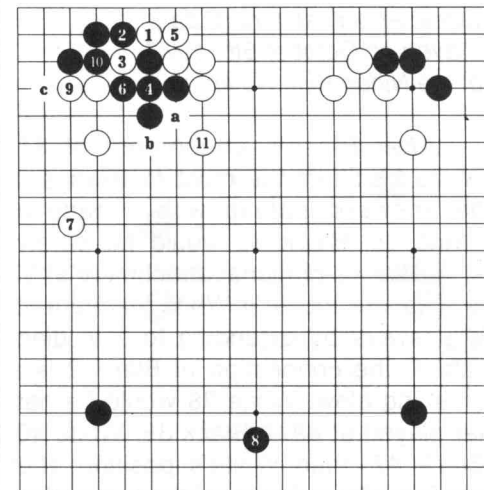


Diagram 11

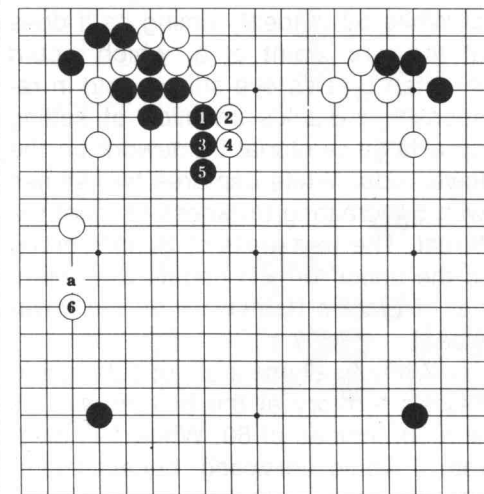


Diagram 12

GAME SUPPLEMENT

White: Takemiya Masaki (8 dan)
Black: Abe Yoshiteru (8 dan)
 Played on October 6th, 1977
 at the Nihon Kiin. No komi.

After Black's attachment of 31, White 32 offers the most resistance. If he answers instead with a hane at White 38, Black 32 would be paralyzing. Black's diagonal attachment at 37 is a severe move; if White inadvertently answers by extending to 1 in diagram 1, the connection of Black 2 is a crushing blow. White 38 would be better played at 42. If Black 39, White 40, Black 47, then White's position after playing 46 would be a little better than in the game.

The one point jump to Black 51 is a questionable move. The knight's move of White 52 is ideal, aiming as it does at the vital point at a, which would threaten Black's eye shape. And in response to Black's intention of setting up a large territorial framework on the lower side, White captures two stones with 54, creating thickness to meet the threat. The weakness of Black's group in the upper left will negate the potential of Black's framework on the lower side.

White finally sets about cutting into Black's territory at the bottom with 58 and 60. Instead of 60, White 1 in diagram 2 would be wrong, because after Black 6, the marked stone is working effectively, and White must struggle to

live. This explains the rationale behind the two-step hane; if Black in response connects at 1 in diagram 3, the marked stone has already proved its worth. Black is forced to play 3, but even so White is left with the option of making a ko at a.

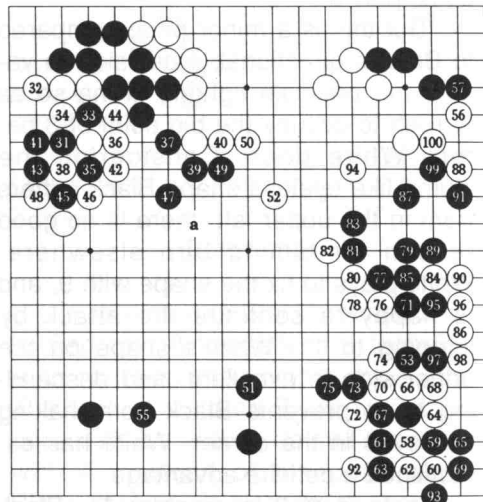


Figure 1 (31-100)
54 at 38

Through 70, White breaks out into the centre, and his invasion can be judged a success. White 72 is good technique. If he simply plays at 74, Black will jump to 78, keeping the pressure on White. In addition, 72 leaves White with the follow-up move at 92.

With 80 through 86, the tempo of the game is dictated more and more by

White. Black is forced to make eyes within White's sphere of influence.

In answer to White 92, it is painful for Black to have to back down with 93, but if he resists as in diagram 4, White squeezes with 2 and 4, threatens to capture Black with 6, and sets up a ko with 8.

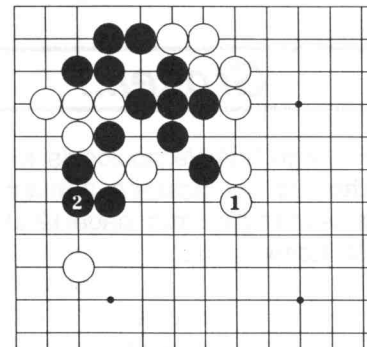


Diagram 1

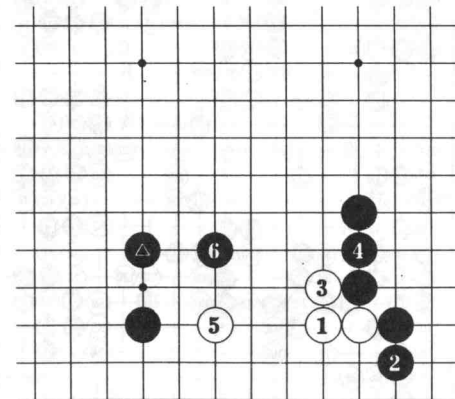


Diagram 2

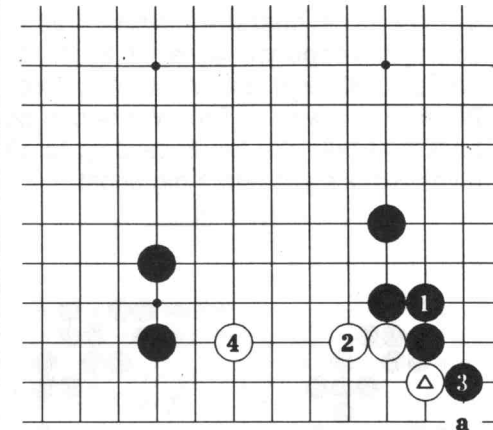


Diagram 3

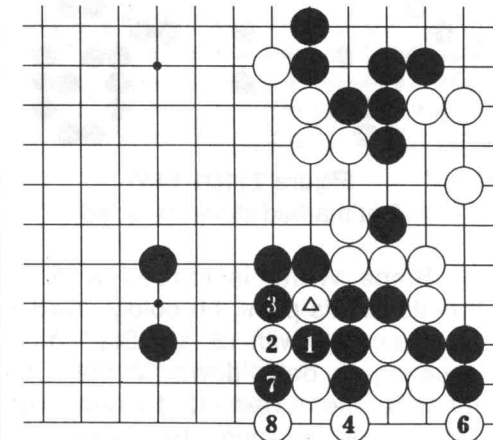


Diagram 4
5 at marked stone.

White plays 2 (Fig. 2) to start a ko that threatens the life of Black's group, but 14 is a mistake. White has a stronger response at a. If Black b, White c, Black d and White 113 force Black to live with e. Then White can go back and take the ko. Extending to 13 gives Black's position a big boost.

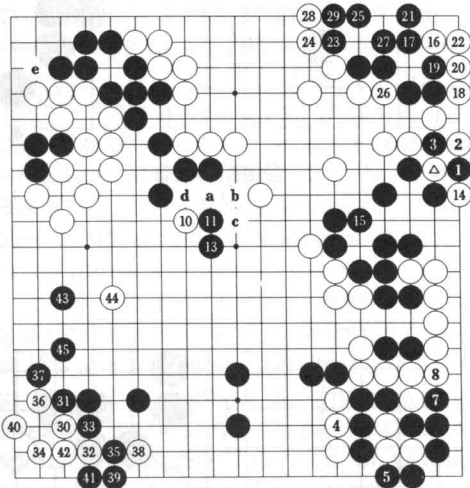


Figure 2 (101-145)
6 at marked stone; 9,12: ko

Since White is loaded with ko threats at this point, he boldly invades Black's corner with 16, and Black must once again back down. White then turns to the lower left to deal with Black's territory there. He easily lives in the corner, and the aji of his stones on the lower side allowed White to erase even more of Black's territory.

Moves after 145 omitted. White wins by 6 points.

By winning this game Takemiya earned his promotion to 9 dan, and he rose to that rank in thirteen years of Oteai play, which was a record then and stands to this day.

Grovel...

Here, with humble apologies to those who did not possess a magnifying glass, is the figure from page 12 of Journal 74. Editor's fault.

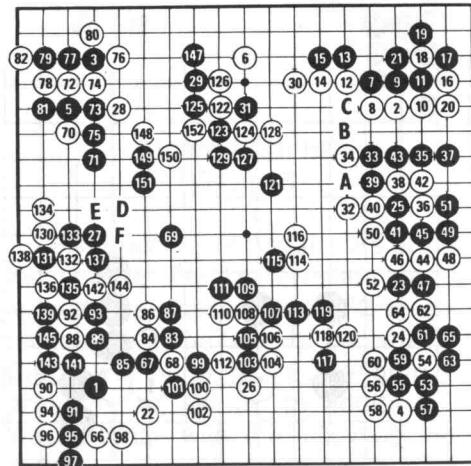


Fig.1 (1-152)
140 at 132; 146 at 135

BGA ACCOUNTS 1989

Book Distributor's Account
01/01/88 - 30/11/87

Income	
1987	1988
1938.14 Stock end year	1697.94
6490.84 Sales	5731.28
68.10 Unpaid orders	17.60
94.00 CR Notes redeemed	40.50
Stock / Transit	2478.97
	9966.29

Expenditure

1987	1988
2327.26 Stock begin year	1938.14
4547.42 Purchases	6661.75
643.00 Recd for out of stock	66.90
233.99 Postage	230.38
2.00 Phone	0.00
12.00 CR Notes issued	3.93
11.75 Stationery/travel	35.99
154.30 Refunds	33.70
250.00 Go World liabilities	573.00
Stock written off *	73.66
	672.78 Surplus
	348.84
	9966.29

* Various items held for sales which we consider to be commercially depreciated.

INCOME

1987	1988
2970.76 Subscriptions	2653.15
88.00 Candidates etc.	170.00
169.25 BGC	0.00

146.20 Bank Interest	191.04
522.18 Tournament levies	668.74
672.78 Book distrib surplus	348.84
Terry Stacey Fund	20.00

EXPENDITURE

1987	1988
257.19 Newsletter	428.99
827.00 Journal (3 issues)	1129.43
269.64 Postage	135.92
255.94 Travel	169.00
77.32 Phone	63.59
496.67 Affiliations	269.41
80.00 Engraving/Insurance	64.50
275.00 Depreciation	612.77
N Tobin Expenses *	91.05
46.94 Corporation Tax	0.00
805.00 Computer software	54.00
Purchase of Company	120.00
Purchase of demo board	50.00
Spend on sets	65.00
Stationery	89.07
Miscellaneous	28.00
Debt written off **	126.14
913.40 Surplus	860.90
	4357.77

* Original record lost in the post, so I am unable to provide a breakdown.

** A claim against Dietmar Hartung, which we are not likely ever to obtain.

BALANCE SHEET

1987	1988
6618.86 Capital	7532.26
312.65 1989 Subs	248.00
77.09 Creditors	40.52
643.00 Out of stock	66.90
913.40 Surplus	860.90
9.07 Membership sec	15.77
Corporation tax	42.40
+ 6.77 Bookseller cash	8.95
Go World liability	573.00
(Tony Atkins)	2.00
Uncleared cheques	103.75
	9493.99
1987	1988
218.77 Computer equipment	1111.01
111.97 Sets	69.36
307.41 Clocks	241.01
4589.79 Deposit accounts	2844.87
500.00 Current account	500.00
68.10 Unpaid orders	17.60
706.98 Booksellers account	444.23
1938.14 Book stocks	1697.94
126.14 Debtors	89.00
Stock in transit	2478.97
	9493.99

Candidates Tournament

by Francis Roads

The mindless head-banging of distant rock music is omnipresent in the Covent Garden area, but the buskers were kind to us this year. Two guitarists favoured us with their unique aid to concentration, but there were no saxophones this time.

Twenty-six players took up their places, ranging in strength from a four dan to a dozen or so sho-dans and one kyus who had had to qualify from regional tournaments. As the draw is Swiss, a three dan like myself expects an easyish draw on the first day, with perhaps a sho-dan or two to carve up. So I was surprised to find myself drawn against the only four dan, Adam Pirani, in round one. I was even more surprised to beat him. The tournament director, Alex Rix, assured me that it had happened randomly. The draw, I mean.

Alex had had the right to a play-off match with Eddie Shaw for fourth place in last year's Challengers League, and a walk-over into this year's league. He decided to forgo that right and to try his luck at getting in the hard way.

On day 2, Sunday, we were herded into a single smallish room, as the other rooms were needed for other IVC activities. Two boards were banished to the bar area in the basement.

This might have been a good plan had the bar been open, but it wasn't.

Round 4 was late starting. Was someone late back from lunch? No. Was the organisation inefficient? No. Was Harold Lee in byo yomi? Yes. In the end, Harold ripped himself off to give Neil Symes a comfortable win.

Jim Barty cannot take his place in the Challengers League this year, so there were five places up for grabs, to join Piers Shepperson, John Rickard, and the aforementioned Eddie Shaw. At the end of day 2, only John Smith (3 dan) had a perfect record, and eight players, including a sho-dan, were on 3/4. So there was plenty to play for on the last day.

Francis Roads just winning his last game to scrape in.



Harold Lee seems unconcerned about losing to Neil Symes

At this point in the tournament, three players decided that they had had enough and withdrew (after politely informing the tournament director of course). This left an odd number, so the ever-helpful Geoff Kaniuk was pressed into service as a reserve.

The Swiss system can be cruel to the lower graded players. Simon Goss (sho-dan) and Clive Wright (1 kyu) had a wooden spoon match in round 5, both being on 0/4.

Five players had 4/6, but yours truly had the highest SOS (sum of opponents' scores) of 24, and went through on tie-break. First reserve should be T. Mark Hall, but he is unavailable, so it will be Bill Brakes.

Honourable mention goes to Dan Gilder for win-

ning 4/6 entering at 1 kyu. Dishonourable mention goes to the five three dans who failed to prevent two dans Chandler and Symes from qualifying!

Now I am going to engage in something rarely seen in these pages: crystal ball gazing. Who will win the 1989 Challengers League? My main prediction is that it will be the most close fought for many years. Piers Shepperson as last year's champion and this year's Open Champion remains favourite, but his recent form is not so good that he cannot expect strong challenges from recently promoted Rickard and Shaw. Pirani on his best form could easily demolish most current opposition, but he has only recently returned to tournament go after several years.

Even more unpredictable are Smith and myself. We are both capable of doing well, and both capable of coming an ignominious eighth. Symes is a man to watch; he did well in this year's London Open, another tournament with long time limits. Chandler has a goodly collection of promotion points and did well to win five in the Candidates', but in his own words, "I didn't beat anybody strong."

So here are my predictions: after much breaking of ties it will be (1) Shepperson, (2) Rickard, (3) Shaw, (4) Pirani, (5) Symes, (6) Smith, (7) Roads, (8) Chandler.

To see how wrong I am, come along and kibitz at IVC from 27th May onwards.

Euro-Go

Fresh information has just been received (18th May) about the European Go Congress 1989. As this was given over the phone, accuracy cannot be guaranteed.

Dates: 23rd July to 6th August.
Venue: Niš, Yugoslavia. Contact: Ezeljko Veselinovic, Pariske Komune 7/8, 18000 Niš, Yugoslavia. Tel: 38-18-32-12-85.

Payments to: Kompas Touristik Int GmbH, Wilhelm Leuschner Strasse, D6000 Frankfurt/Main. Konto (account number?) 900/70811/23833/22, 880610/000010.

Travel: Jugobrod GmbH, Alter Wall 36, D2000 Hamburg 11. Tel: 040-362-646. Fax: 040-363-440.

Accommodation ranges from 14DM B & B to 86DM hotel half board. Also available are sleeping-bag places at 20DM per week.

Tournament fee: 100DM for two weeks, 60DM for one week, 20DM for a weekend tournament.

Mr. Ing of Taiwan is one of the sponsors, and will attend during the first week. Acer is sponsoring the Computer Go Championship for which there will be a prize of a free ticket to Taiwan. At least ten players will attend from Japan, and so far thirty-six players have registered from Russia.

The organisers state that reports about political unrest may have been exaggerated, and that this is confined

to certain areas, which do not include Niš.

Russian Visit

by Alex Rix

Richard Hainsworth, who lives in Moscow, has extended an invitation on behalf of the Russian go players for a party of four British players to visit Russia for up to a month during the summer. The party would be responsible for getting to Moscow, but Richard indicated that expenses thereafter would be met by the Russians. He also thought that at least two or three of the party should be 2 dan or stronger.

If anybody is interested, please contact me on 01-346-3303.

Book Review

by Bob Bagot

It may seem strange that one of the world's strongest players should write a book for beginners. Actually, *The Magic of Go*, by Cho Chikun, is the first of a series, and avid go book collectors will want to add this one to the bookshelves. It is produced in the usual beautiful Ishi Press style with (unusually) a photograph of the author at the beginning.

The chapters on the rules, live groups capturing stones, and other

elementary tactics are no better and no worse than other beginner's books. The chapter on opening strategy seems a bit short for such an important topic. Perhaps the idea is that beginners should hurry to reach a level at which *In the Beginning* becomes intelligible, and therefore about the best book around. The chapters concentrate on examples rather than problems, but everything is clear and easy to follow.

So why is the book at £4.50 almost double the price of the Ishi Press book *Introduction to Go*? Interspersed with the chapters on tactics are essays on the history and culture of go. They certainly add to the book, but may be of marginal interest to the budding go players who buy the book in the first place. I am probably being over-critical - one of the attractions of the game is to become bound up in the ethos of it all - so why not start straight away?

Many go players may not feel the need to buy this book for themselves, but it will make a beautiful present for that friend or neighbour you always intended enticing into the world of go.

(*The Magic of Go* is available from the Book Distributor at £4.50, or £5 by post.)

Also available is *Go World*, often mentioned in these pages, a quarterly printed in Japan (but in English!) dealing with high-level professional games but also offering advice for kyu players. £18 for 4 issues.

Roger v Holroyd

Black: K Roger (2 kyu)

White: F Holroyd (3 kyu)

Commentary by Andrew Grant

This game was played at the First Shrewsbury Go Tournament last October.

11: This is usually played at the 4-4 point, leading to the notoriously difficult Taisha joseki. However, the presence of White 8 makes the joseki somewhat simpler: see Volume 1, page 74 of the Ishida joseki dictionary for the variations.

12: A good move, since the wall Black builds with 7, 11 and 15 faces White 8. Although Black could invade between 2 and 8, White could chase him out and seal off the lower left corner at the same time; alternatively, if Black invades the lower left corner, White will seal him in and make outer thickness that works well with White 8.

16: This should be at 23. The cut here only strengthens Black, making it easier for him to use his wall more effectively. For example, after 19, if Black invades the lower left and White seals him in, White will still need an extra move to defend 8, since Black's wall is that much stronger. Both players have been led astray by their knowledge of joseki, for they have con-

fused the position with the tsuke-osae joseki in diagram 1.

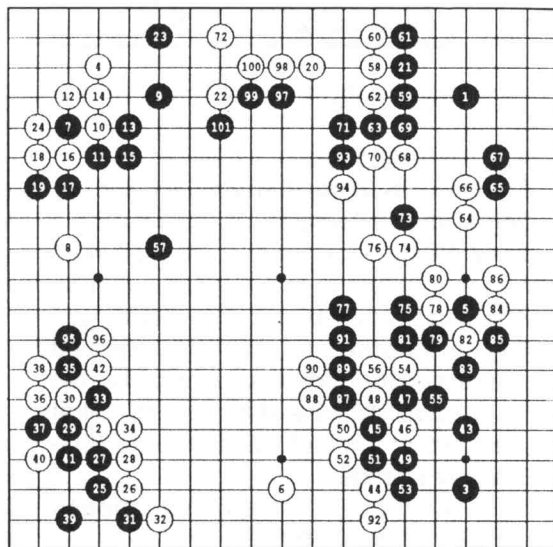


Figure 1(1-100)

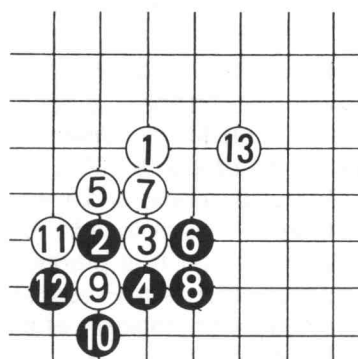


Diagram 1

20: Since White made the last mistake, he has fallen behind and has to rush here without having had time to patch up his lower left corner.

21: Horrible! This is far too small, and since White 22 forces Black to defend, it doesn't even attack White effectively. Black would do better to play this at 25.

24: Cowardly. I can't see any obvious way to kill White even without this move (unless you know different...)

27: This would normally be played at 31, leading to the joseki in diagram 2 or something similar. The move played is a wellknown bad move, for after 28 Black has effectively forced White to hane at the head of two stones.

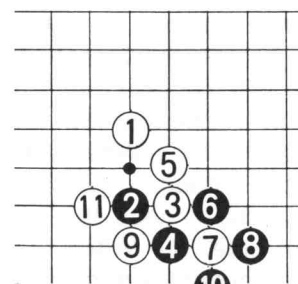


Diagram 2

25-42: This exchange is better for White, who has a good position on both sides while Black has only a dozen points or so in the corner.

45: Good! The focal point of two moyos.

46-56: White has built up a wall while Black captures one stone! Black has to play more vigorously than this; for example, 49 could have been played at 50, following the proverb *Extend from a crosscut*. Or 51 could have been a counter-atari at 56 (so could 53).

58: Presumably White is worried about his two stones, but if he wants to defend them he should just jump out to 105 or somewhere around there. He has no reason to strengthen Black like this; after 61 the aji of a 3-3 invasion in the corner has gone.

However, I would rather not defend at all, but take advantage of the looseness of Black 57 with a peep at 162. In this way it should be possible to defend the upper side while attacking Black's upper left group.

65: With all the strength Black has in this area, there is no excuse for such a negative move as this. He absolutely must attack with 73.

73: Good. This is the vital point of White's shape.

75, 77: This is a very simple way of taking advantage of White's weak group. Black 77 is now an ideal base from which to reduce White's lower side. Contrary to popular opinion, you don't have to be a master of fancy tesujis and complex fighting to attack a weak group.

78: White's group is too weak for him to start a fight here. This is just asking for trouble.

83: This should be at 84; White can then do nothing with 82.

92: Rather small as yet. I would still prefer to play 162; Black's group is not at all strong, but both sides are ignoring it.

101: Black finally rescues his group. The game is now quite close.

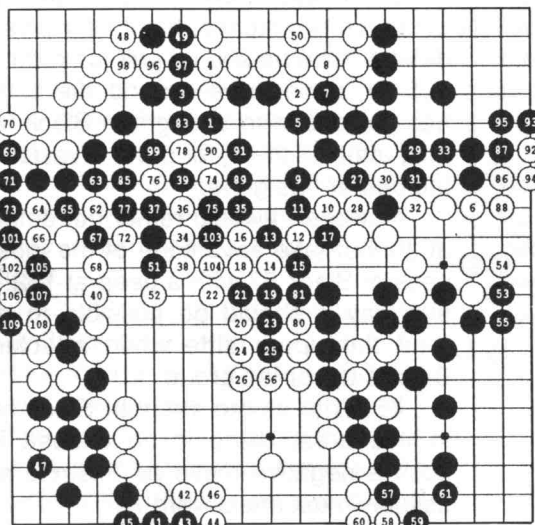


Figure 2 (101-209)

179 at 167; 182 at 162; 184 at 167; 200 at 139

106: Small gote. Of course White is concerned about his group, but he has to find a more active way of looking after it, at 112 for example, or 109. White 106 is the move of a man who is twenty points ahead. Here, it merely allows Black to push his way into the lead.

127-133: Black has no real hope of killing this group, and simply wastes time and ko threats instead of getting on with winning the game. In particular, Black 133 is awful, giving up sente to save two stones after White has clearly lived.

134-140: As a result of Black's blunder at 133, White gets sente and pushes Black enough to stay in the game. Black is still ahead, but only by a few points now.

147: Unnecessary. White now has the chance to draw level...

150: ... but he blows it with an unnecessary move of his own. White should play the sente here and connection above 61, and then tenuki; his eyespace is too big for Black to do anything.

156: Another small move. The monkey jump in the lower right corner is obviously bigger.

179: A horrible blunder! If White answers at 183, then if Black captures 172, White will play 185 and Black is dead.

183: Black sees the error of his ways in time, but White has taken a large bite out of his territory and is now ahead, though only by a few points.

202: The losing move: Black can cut and capture it because of White's shortage of liberties, and does so with 205. At 208 White realises his blunder, but it is too late.

Moves after 209 not recorded. Black wins by 5 points.

Candidates Tournament 1989

Pos'n	Name	Grade	Wins	1	2	3	4	5	6
1	N Symes	2D	5	+17	+11	+12	-10	+5	+2
2	J Smith	3D	5	+19	+18	+4	+5	+10	-1
3	A Pirani	4D	5	-5	+6	+18	+11	+13	+12
4	B Chandler	2D	5	+26	+14	-2	+21	+12	+7
5	F Roads	3D	4	+3	+21	+7	-2	-1	+13
6	T M Hall	3D	4	+8	-3	+15	-7	+11	+10
7	W Brakes	2D	4	+23	+15	-5	+6	+19	-4
8	D Gilder	1K	4	-6	+16	+14	-13	+RES	+22
9	S P-Freeman	3D	4	-18	-10	+26	+20	+14	+15
10	D Cann	3D	3	-15	+9	+20	+1	-2	-6
11	A Grant	1D	3	+13	-1	+25	-3	-6	+18
12	H Lee	3D	3	+24	+25	-1	+19	-4	-3
13	D Ward	1D	3	-11	+24	+21	+8	-3	-5
14	S Draper	2D	3	+20	-4	-8	+25	-9	+19
15	A Wall	1D	3	+10	-7	-6	+26	+18	-9
16	A Atkins	1D	3	-25	-8	-17	+24	+20	+RES
17	W Connolley	1D	2	-1	-19	+16	+23	X	X
18	R G Mills	1D	2	+9	-2	-3	+22	-15	-11
19	A Daly	3D	2	-2	+17	+23	-12	-7	-14
20	A Thornton	1D	2	-14	+22	-10	-9	-16	+26
21	A Rix	2D	1	+22	-5	-13	-4	X	X
22	D Phillips	1K	1	-21	-20	+24	-18	+23	-8
23	E Smithers	1K	1	-7	+26	-19	-17	-22	+24
24	S Goss	1D	1	-12	-13	-22	-16	+26	-23
25	J Chetwynd	1K	1	+16	-12	-11	-14	X	X
26	C Wright	1K	0	-4	-23	-9	-15	-24	-20
RES	G Kaniuk	1K	0	X	X	X	X	-8	-16

Free-For-All

by Terry Barker

Black: W.Conolley (1 dan)

White: T. Barker (2 dan)

Played at the Oxford Tournament

Go is a fighting game. The following game is one where both players are happy to experiment, and the outcome is a free-for-all. White builds up a large moyo after a long and complex joseki. Black invades this moyo but is unable to reduce it enough. He then plays a sequence with a double purpose: to reduce the White moyo and to build up his own. This time he is successful, and now White has to destroy a Black moyo. In the end the result of the game hangs on the life and death of a large White group.

8: The start of a long complicated sequence (new to both players) which contains several mistakes. (Usually the pincer is one space nearer. See *Dict. of Basic Joseki II*, p.120.) White's aim is to sacrifice a handful of stones to enable him to build a strong wall.

19: A difficult choice. If Black plays here, White finishes off his wall in peace. On the other hand, if Black pushes through at 20, White 19 captures three Black stones because of 4 and 12. These two stones have aji which both players have to be alert to.

Notice that the two stones themselves do nothing, simply threaten much.

24: With 6, a standard sequence to force Black into a cramped position, called a two step hane. It is very strong here because of the aji in the corner.

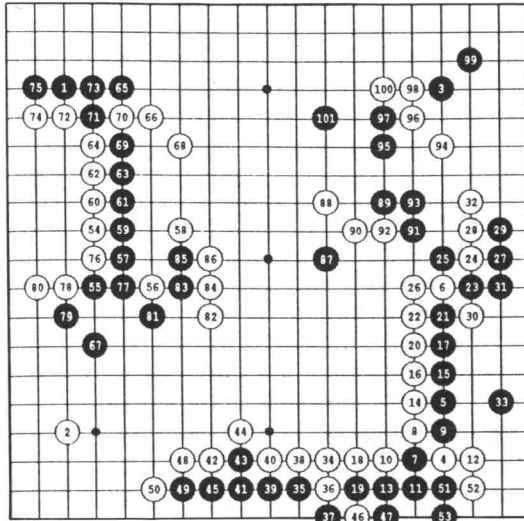


Figure 1 (1-100)

White is aiming to cut at 30 and perhaps live on the side or capture five Black stones. Playing at 25 is insipid.

29: Allows White to cut at 30 after all, so Black should probably play at 31 instead, even though it has no effect on White. This shows just one of the values of the two-step hane.

33: Another difficult decision. Black has to do something about the aji in the corner, and this is probably as good as any move. Unfortunately...

34: ... forcing Black along the second line (which the proverb calls the line of defeat) because of the corner aji again.

38: Pushing from behind. This is nearly always bad, so White soon jumps ahead with 42.

53: The Black group lives independently, but at considerable cost.

54: Completing an impressive moyo. The next 30 or so moves show one way of tackling moyos. Notice how some terms such as cap, knight's move, cut etc. occur frequently. They are standard in close fighting so it is worth spending time on them.

55: An invasion rather than a reduction.

56: A capping move, which restricts Black's freedom while building up more thickness.

58: Usual in positions like this, forming a common shape. Notice the knight's move from 56 to 58.

59: A clumsy move. Correct is Black 60! This is a standard reply in positions like this. For a similar move see *Go World 7*, page 54. In the game, Black ends up pushing from behind. You have to be much more subtle at a time like this.

66: Disconnects 63 and 65. Notice how White is attacking from a distance (56, 58, 66) rather than pushing directly. White 64, 66 is another knight's move.

67: Black has to live, but if he runs out towards the top he will only help

White to wall off even more of the centre.

68: Bad. Black counter-attacks, cutting off some White stones and making 68 almost a wasted move. White has to live quickly, which helps Black solidify his corner and make good shape for his outer group. A success for Black.

82: Another capping move. With 84 and 86 White begins to turn his moyo into territory...

87: which Black again invades...

88: and White again caps.

89: A cross between a side-step and a cap. Black begins to build a moyo of his own based on the upper right corner.

94: A poor move, giving Black something to attack. White should probably play at 106, giving up the three White stones on the right, or at 99, taking part of the prospective Black area.

97: Shows little imagination. Compare this position to the one on the left after Black 57. Playing at, say, 136 would be stronger. In the game Black is again pushing from behind, which only serves to strengthen White.

99: Seems slack. Locally it secures the corner, but it puts no pressure on White.

103: Bad shape. The bamboo joint (155) is better.

109: Again bad shape. It is too loose, leaving bad aji which White later exploits.

114: An interesting move, connecting 68 to the centre which indirectly exerts pressure on the Black group.

116: Compare 66. The only way for Black to cut it off is by separating his own groups.

127: Allowing White to capture the corner (with 128), but Black is eyeing the larger White group. If Black can kill this group, he wins; if it lives, White wins. However, 127 is too loose, allowing White to turn the tables later. (It should be at 149.)

138: Probably gives White a spare eye.

145: Doesn't seem necessary. White is able to begin a counter-attack now, so Black 151 or 153 is probably better.

148: Exploits the aji of 116, putting Black on the spot.

151: Secures life for the side group, but...

156: now, after Black connects 95 to 89, White connects 152 to 154 and wins the capturing race with the central Black group.

This is because if White were to play right of 68 (threatening a connection or a capture), Black would only have five liberties, so Black has to defend by playing there himself. Next, after White plays left of 152, Black has to stop White pushing through above 148 by playing there himself and allowing White to capture playing left of 131,

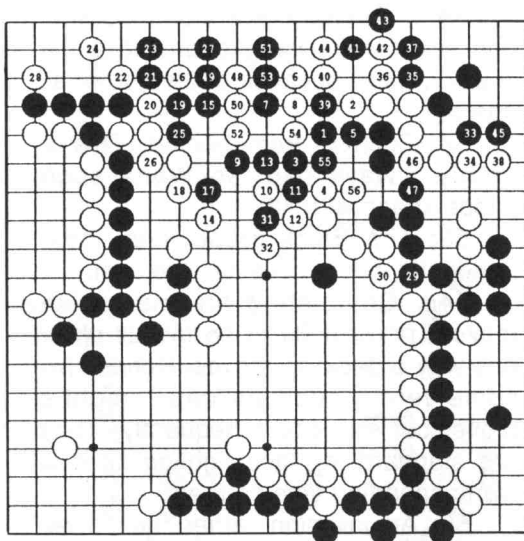


Figure 2 (101-156)

again leaving Black with only a handful of liberties.

There are other possible sequences, but none of them rescue Black, so he resigned.

A better example of a game showing these same attacking moves - caps, knight's moves, etc. - is in *Go World* 51, page 39, especially figure 3.

PUBLICITY: Thanks to Tony Atkins's efforts with adverts (e.g. in Chess magazines), the Membership Secretary can report a noticeable increase in the number of enquiries about go and the BGA.

Discrimination?

by Simon Rudd

As one representative junior member of Furze Platt Club, the question I've put bothers me. Although all tournaments provide a discount rate for juniors (which is exceptionally good at Shrewsbury) the way in which the tournaments are organised does differ greatly.

In 1987 I travelled to Farnham as a 20 kyu, and was annoyed to be drawn against a fellow club member in the first round, when there was a plentiful turnout, and more annoyed when the same was done in the second round, and I say this despite having the pleasure of winning. After being drawn against a fellow member in round 4 I complained before the draw was announced, but was told this was the only possible draw, which I found to be a meagre excuse considering it was a handicap tournament.

Many children finish their games early, so it could very well be a good idea to lay on something for them, which was done at Coventry with table football and pool very well, but I feel the best idea would be the one applied by Francis Roads in the 1989 Wanstead, which was to have a handicap 13x3 where you choose your opponents. Other organisers could well follow the good example set by Francis.

I am sure that for us of the younger generation the thrill of getting a prize is

greater, so I feel that we should be treated equally when it comes to the prize-giving, but not given any perks. At most tournaments this is done fairly, with the organisers starting with Dan players and working through to the lower kyu's. In some of the tournaments there are extra prizes given to children, such as Bracknell and Oxford, where the organisers were even good enough to purchase some journals in case alcohol was not wanted.

At Farnham children are called out first, despite being of high kyu's, also instead of being given 4 bottles for 4 wins and 2 bottles for three wins, they are given a £2 voucher for 3 wins, and 2 bottles and a £2 voucher for 4 wins, which works out at about £6 less in prizes.

To end, although there is not a regular tournament for all players at Stowe, in 1988 they provided superb facilities and competitive tournaments.

Coventry 1989

by Mike Lynn

There was another strong turnout at Coventry, including fifteen dan-players of whom eight were at 3 dan and above. When Jim Barty went down to Matthew in round 2, the stage was set for another Macfadyen Shepperson confrontation. This time, however, Piers turned the tables and earned a well deserved victory.

Other prize-winners: Clive Wright, Eddie Smithers, Alan Hornbuckle, Dan Gostelow, Bill Rivers, Simon Rudd, Barry Anderson and Helen Polak.

Andy and Helen Polak had been playing go for ten years, but had never heard of the BGA. They stumbled on the Coventry tournament quite by chance.

One cautionary note: two local players who turned up ten minutes after the scheduled starting time found round one well under way.

Many thanks to Kirsty and Ruth for super organisation on the day!

Crossword 2

by Derek Williams

Across

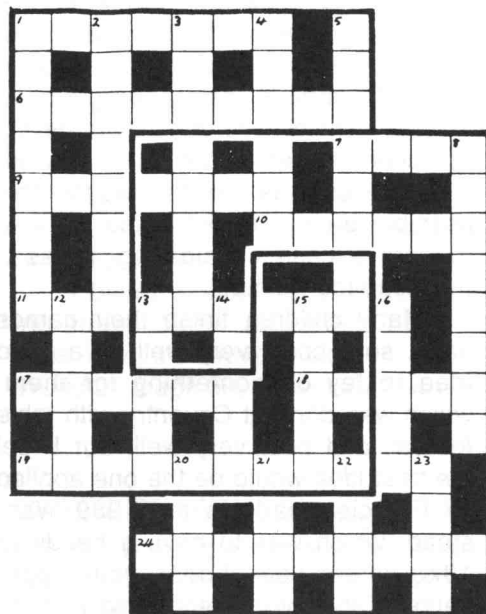
1. Tear around South Italian river in reply.
6. Counting Northern pigment in note.
7. Image of love.
9. Listens to joins?
10. Dealer dart's back to The Queen
11. Dr. 'E', ship builder, a boon to the fashionable lady.
17. Starting in the R.A.F., use King's commission.
18. Sort of regulation.
19. Notices leer about second choice.
24. They tell about beers.

Down

1. Melted finalist in colour
2. Ape is back, dumb round the

French.

3. Sets of balls, oriental, as abroad.
4. Desiccated Doctor for example, a saint.
5. To gate 'C' I think.
8. Unsteady dogs.
12. Get up, and turn in a bloomer.
13. Foreign vegetable.
14. Pit round a state.
15. Scourge Knight. No turn inside.
16. Send a Dior creation.
20. Vegetable eked out.
21. Many argue, and boast about it.
22. A little Greek.
23. Tells of a polar vessel.



Solutions

(to problems set in Issue 74)

OI OTOSHI

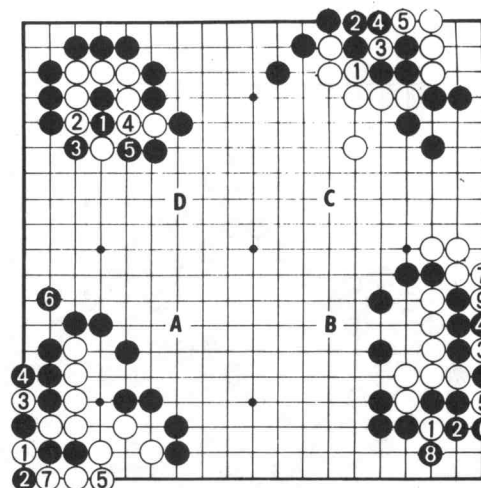
A: White throws in at 1 and 3, and creates the shape he is after. If Black tries to save his stone he is going to lose everything. Usually in a game, Black would be better connecting at 3 after White 1, and allowing White to capture at 7.

B: White needs to watch out for the order of 1, 3 and 5. If he played 1 at 5, Black 2 at 6, then when he cut at 1, Black could defend simply at 8 rather than at 2. That is what is meant by timing.

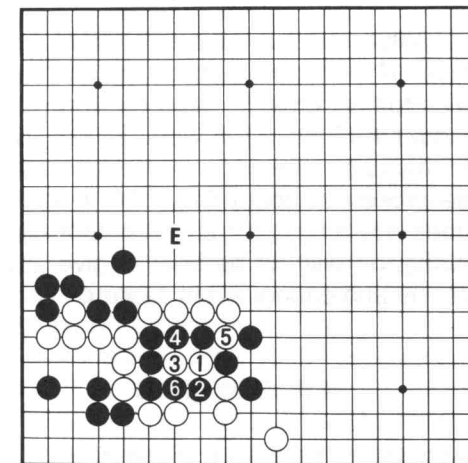
C: White simply plays at 1. This is the point that Black would like, but after White gets it there is no way that Black can rescue his three stones.

D: Strangely enough, Black gives up another stone and forces White to take them both with 3 and 5. Now, if White connects at 1, Black plays atari on the outside; if White comes out, Black can throw in at 1 (even if White tries an atari on 3 to confuse things, it doesn't help).

E: White gives up two stones to force Black's shape and he will end up capturing the stones whatever Black does. 7 at 1. If White 1 at 4 then Black 5, White 2 and Black 6, creating a snapback.

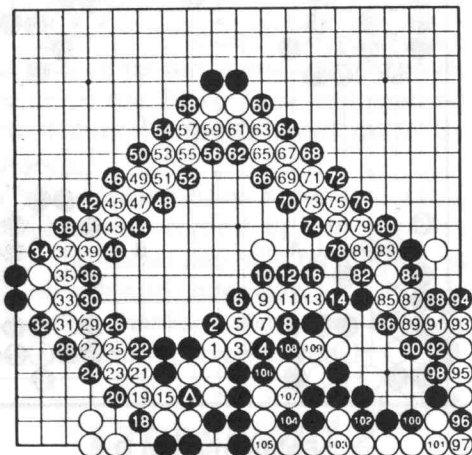


Solutions A to D



Solution E

LADDER



17 at triangle, 99 at 96

White must run out to 13 then capture. If he runs further he will still eventually have to capture since the ladder 1-13 does not work for him, but in this case the ladder with 15 etc. will be broken at about Black 80. If White does not run as far as 13 before capturing, he will not be able to give atari at 109 and cannot avoid capture.

CROSSWORD 1

Across: 1 gold bar, 6 secularly, 7 wine, 9 upturns, 10 treads, 11 denigrated, 17 sweats, 18 anvil, 19 undertakers, 24 patrician.

Down: 1 gestured, 2 location, 3 bullring, 4 rarest, 5 anywhere, 8 ensemble, 12 Edwin, 13 irate, 14 resit, 15 track, 16 diver, 20 rear, 21 airy, 22 each, 23 sham.

Tudball v Rudd

Black: Mike Tudball, 8 kyu
White: Simon Rudd, 9 kyu.

Comments in quotes are by Simon Rudd, the remainder by Simon Goss. This game was played at the Coventry Tournament.

7: An excellent move, approaching White 4 while developing in front of the shimari. Because of this, I would prefer 6 to be played at 7, 8, or 9.

12: "I played this instead of exchanging 20 for a move on the left which would complete the joseki but give Black a strong shape in relation to stones 1 and 5."

I have mixed feelings. It is much better to play like this than to trot out joseki aimlessly. But, while this puts a fly in the ointment for Black in one way, it also offers a target for attack. Some other approaches to consider:

a) Complete the joseki and take sente to play elsewhere, worrying less about Black's position and doing more to develop your own.

b) Use move 8 to play a pincer immediately, without committing yourself to one shape in the corner.

c) Play move 12 on the fourth line, for an easier escape into the centre.

13: "I had expected a move near 4." That would certainly be good, as it would confine White to the corner, but 13 is good too. It tries to confine White to a small life on the side. Black can still hope to keep sente and return to the vicinity of 4 later.

16: At this stage it is more important to get the corner group out into the open at 20 than to protect a few points of corner territory. But the corner group cannot be killed yet, so a jump out to 125 would be better still, moving out and separating Black as well.

20-81: It's fine to leave the left side for a time, if it's for something bigger. However, the White group is extremely weak, and both sides should be eager to play the next move here. In particular, it is strange for Black to only launch the next attack (83) just after White defends it (82).

24: "Trying to use 22 to help attack."

26: The comment on 24 is right, but 26 spoils it. The White group on the right is strong, so he can play all out at the bottom. 26 should be at 37. White has not played any move above the third line yet!

32: Yose. Black played 31 to live, not to attack.

33-37: Well played by Black (helped a bit by White 34, which should

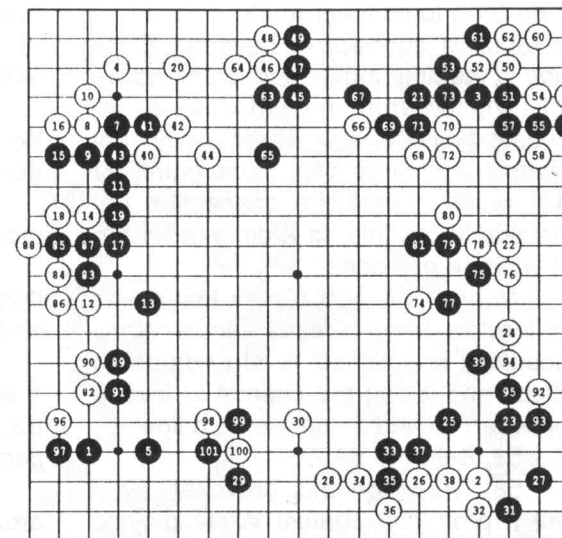


Figure 1 (1-100)

be at 35). He makes a nice strong position on the outside, pushes White down, and keeps sente to boot.

40-44: "Trying to take away the good aji of Black's wall." The good aji is *thickness*, which means the sort of weighty strength that you can't harm as much as you'll hurt yourself, like Giant Haystacks. You cannot really take this aji away at the moment.

40 is actually a good move as a *kikashi* (forcing move). White gets a stone on the outside while forcing Black to play a dame point to keep his connection. Normally, White should then play elsewhere, but Black 41 is a mistake.

If Black played 41 at 43, and White then tried to connect at 42, it would be a tenuous connection because Black has a forcing move one point above 41, which White has to defend between 4 and 20. So Black would not want to exchange 41(a dame point) for 44; which makes the connection unbreakable. But this, in a different order, is what he has done.

46,48: Only add a very few points of territory to an already secure White position, and White is strengthening Black and losing the chance to invade between 45 and 21 on the third line.

52: Better at 54.

58: "Although this provokes 59, I felt it protected against White playing further along the edge." It doesn't work, and worse, 59 makes it possible to kill the corner. (Think it out, with a throw-in as the clue! Both players missed it.)

63-69: Black wants to expand his territory at the top, and White his on the right, so both sides should hurry to play on the junction of these two areas. Black is being too timid here, while White 66 and 68 are too bold.

71: The same mistake as 41. The strength of the solid connection at 72 is worth quite a few points.

66-67, 75-76: These two exchanges are very similar. In both cases the invader has come in far too deep, and the "invadee" should cut the stone off from its neighbours and attack on a large scale, not grovel to recover the rest of the territory.

86: "I didn't play at 87 because I hallucinated that Black could play at 86, forgetting that 83 would be in atari."

88: There isn't time for this yet, as White does not have two eyes and this doesn't make any.

92-95: Outrageous! The White group on the left is unstable.

106: Better one point to the right, then Black cannot get down to the second line in sente.

113-117 : Horrible. Black captures a worthless stone, while White gets a thickness that reduces Black's prospects in the centre considerably.

119: Go for more with a move around 122!

124: "Played with hopes of killing the large Black group." Just say, attacking it; a kill is only one possible outcome to hope for. 125 saves the group, but 124 and 126 are a good combination provided that...

128: ...you don't do this! White must play 129, which threatens 131, so Black must answer at 130. Then White captures a stone, forcing Black 169. With this and more sente to follow, actually killing Black doesn't matter.

130: Aji keshi. White at 148 would do more work, and has a nice follow-up at 146, but this should be left for now, as the arrival of a Black stone at 127 means that White needs to come back to play on the edge left of 90 to live.

139, 141: Presumably arising from a misread, but why try such things?

White cannot make much territory here anyway.

151: Unnecessary. There is no rip-off while Black has liberties for 99 and 103.

152: "Hoping to play at 153 to give a chance to kill Black stones including 143."

This is rather unwise. If one assumed, as both players must be doing, that the White groups are unconditionally alive, then White would be a little ahead. An approach like this may, if it doesn't work, jeopardise his lead by giving presents.

167, 169: Black hallucinates a snapback, and has a nasty accident. A play left of 156 would save him.

172: "White enters byo yomi." ... and continues to record the game. You must be bonkers!

175: Below 178 is bigger.

178: Below 178 is better.

179: Kills the group. 180 does not actually threaten to save it, but 182 does, so 181 is a disaster and 183 needs to be on the edge north west of 180.

Recording stopped at 188. Apparently the White group on the left lived, and Black somehow managed to capture the three White stones 46,48,64, so it came to a close finish, which White won by half a point. (Komi 5.5)

The result is a little surprising.

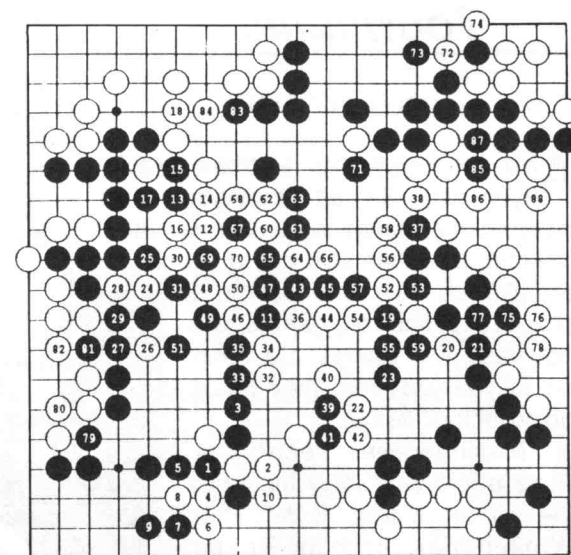


Figure 2 (101-188)

Black took an early lead, built up a winning advantage, and outplayed White in the local situations until 113. He played with a nice spirit of resistance, too, e.g. 99. How could he have lost?

The reason is that Black followed White around the board. After 7, his next genuine tenuki was 119.

This may be partly the result of a lack of confidence about life and death situations, something we are all prone to. But this Black is strong, and doesn't need to play so sheepishly. Some opportunities to take the initiative were 39, 63, and 83.

Clubs & Tournaments

by Tony Atkins

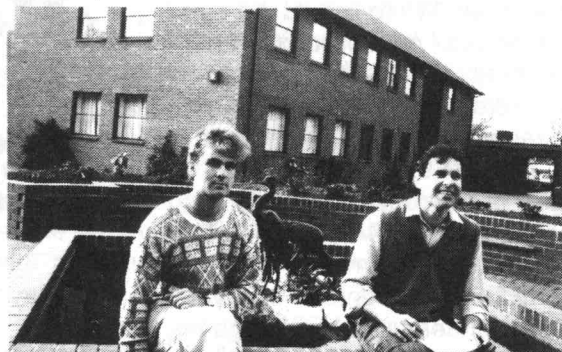
After the news that Matthew Macfadyen was *Games Monthly's* games player of the month comes the news that the magazine has sold out to *Games International*. This one seems to cover boxed, war and rôle games, but not traditional games. So hang on to your editions; they could be collectors' items!

Matthew was second at Prague this year, only losing to the winner, Czech 5 dan Petr Winkelhöfer. Francis Roads came a notable 9th with 5/6 and was placed above even Tibor Pocsai. Matthew stays second in the Grand Prix rankings, as Yoo romped away with more points scored at Paris. The only British players to do well were T. Mark Hall who finished in the top 10 and, I think, David Ward.

In the British tournament season, Oxford will be remembered by most as the tournament that started one hour late. A succession of attempts at doing the draw on various computers was foiled by the gremlins, who eventually gave way to allow the tournament to continue on reduced time limits. In between watching the rugby on the common room TV of St Edmunds Hall or

trips around some of Oxford's dreaming spires, some of the ninety players managed to win a few games. Matthew Macfadyen won, with other prizes going to D. Ward, A. Thornton, M. Carr, P. Margetts, B. Rivers, J. Pusey, K. Hunter, M. Skinner, S. Rudd, C. Poole, I. Abraham, K. Cobbey. The other prizewinner was actually one of the organisers, Chris Wright. Is this a record?

The Cambridge Tournament (66



P Margetts (left) registers for Congress with Eddie Smithers

players) was in its usual location of Churchill College. Again Macfadyen was the victor, with A. Rix, K. Pulverer, A. Shepherd, S. Crawley, A. Swann and D. Chapman walking off with cakes and bottles for winning three games.

Oakham, renowned throughout the world as the ancient capital of Rutland, was home of this year's British Go Congress. The public school provided the venue, and proved very suitable.

Accommodation was in student halls spread around the town, meals were on the main site, and play took place opposite the church. The sun shone for the Friday and Saturday, so it was pleasant to wander around the town with its castle and market, or to sit by the Japanese pond recently built by the school.

The British Lightning on the Friday evening saw some frantic play, and at the end, Alex Domay (German 10 kyu), Matthew Macfadyen and Adam Pirani were unbeaten. Then there was still time for a trip to the pub or a late night game of dice before bed.

Saturday saw the start of the main tournament, and the players found the disadvantage of being opposite the church: bell-ringing practice. After the evening meal the lightning final was played, and then replayed as it took Matthew two attempts to force a result.

The AGM was dominated by the fact that the accounts had been left behind. This means an EGM will have to be held at the Leicester Tournament on June 18th.

In his report as President, Norman Tobin complimented the book sales and journal production and explained how plans were getting on for the 1992 Canterbury European. He also announced the holding of the Meijin title match in London in September. The

existing Council was reelected with the addition of Hugh Williams.

Birmingham Club is happy to announce that it is not only growing, but meeting more often. In addition to the usual Wednesdays, there are now some meetings on Mondays. (Phone Robin Moore, 021-4305938 for details.)

Bracknell Tournament (May 20th) drew its record entry of 98 contestants.



Matthew wins the British Lightning. What has Eddie dropped?

It may also hold the record for a late ending, the prize-giving commencing at 8.30pm! Over-all winner was Eddie Shaw.



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