

136-140: Matthew had overlooked this sente sequence, the existence of which is why Black 121 was wrong. This oversight probably explains Black's solid play with 125 etc.

142: White regains the lead, which does not change hands again. White wins by 4.5 points (let's hear it for komi!).

The endgame is left as an exercise for the reader...

Game 4

Commentary by Matthew Macfadyen

*Black: Edmund Shaw
White: Matthew Macfadyen*

9: Slightly perverse. The normal way to invade this shape is at 20. White can then simplify the position by invading at the 3-3 point or can jump to 15 as alternatives to 10.

13: Should probably be at 15; the fight in the game gives White a good result when he is able to capture Black 13 without losing White 10 and 18.

32: It came as a surprise, but Black cannot capture this stone after atari at 36 since his centre stones are in a ladder.

33: An attempt to rescue something from the position by attacking White's group with 43 and 45, but the attack is not very forceful since White can make two eyes on the side. (Do you see how?)

Black's weak group escapes to the centre up to 65, but at the expense of giving White fifth line territory with 60 and 64.

68: Was meant to be a kikashi forcing Black to respond at 74. I then intended to look for a way to run out with

the White group while aiming to cut with 112. Edmund decided to counter-attack.

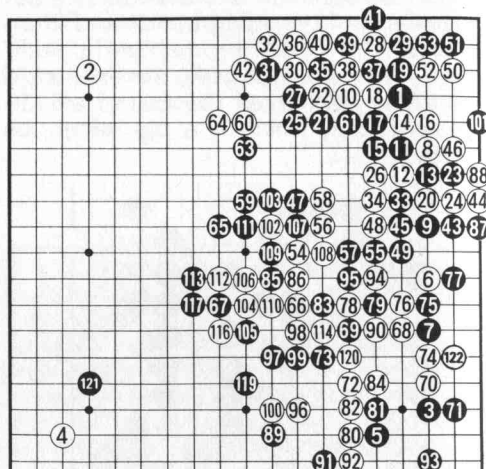


Figure 1 (1-122)

62 at 35, 115 ko at 79, 118 retakes

The sequence from 70 to 90 is decisive: White ends up destroying most of Black's territory while keeping plenty of ways to make eyes with both groups.

101: A desperation measure, preventing a White play there which would have made two eyes. Black continues to attack obstinately up to 113, but White only needs one ko threat to be able to play 114, since 122 kills the Black group. Black resigned.

LOGIC... Last year Cambridge Go Club printed a paragraph about go informing readers that the game is "about 4000 years old." This year they have amended it to read "about 4001 years old."

The Empire Strikes Back

*by Tony Atkins
(Photos by Francis Roads)*

The aim of the six Brits who played in this year's US Go Congress was to put the British Empire back on the map and teach those Yankees a thing or two. Francis Roads wrote a song whilst on holiday in New England that put this sentiment to music. This song was performed during the congress banquet and fitted in with what the British achieved, as you will see below.

Despite panics over airline tickets and overbooked Kuwaiti flights, Allan Scarff, Paul Margetts, Sue Gardner and myself boarded flight TW701 on Saturday 5th August and jetted our way westwards. Allan won the inflight go tournament and avoided the inflight movie.

Our first taste of America was a temperature of 92 degrees that greeted us as we finally passed through immigration and customs at JFK Airport. However, our air-conditioned limousine was waiting, and the lady driver whisked us around New York's south side and into New Jersey state.

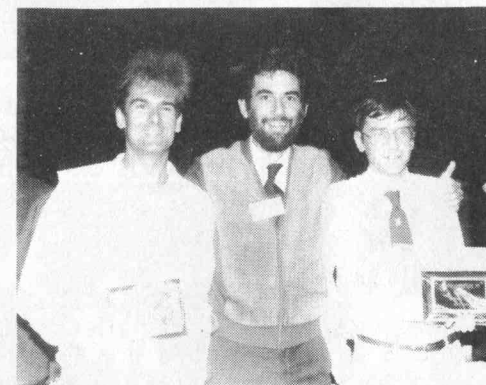
It was already 8pm when we arrived at Rutgers University in New Brunswick town, and Wayne Bignell drove us to a diner by the motel where he and friend Julie Reid were staying. Having filled our stomachs it was back to register and crash out for the night to recover from the five hours difference.

The main tournament spanned the morning of five days during the week.

Time limits were much shorter than those at the European - ninety minutes plus overtime (and not byo yomi). There were 150 players. These ranged from numerous six dans to a computer program, *The Star of Poland*.

The British score was 17/30 with Allan Scarff scoring five wins at shodan. Ron Schneider, the New York six dan, clinched the title by beating Los Angeles' James Chan (five dan) in the last round.

The many sideline events proved popular. Our favourite was the rengo event, where the British Empire team of Roads, Atkins and Margetts smashed the Yanks accompanied by rousing choruses of "Rule Britannia!"



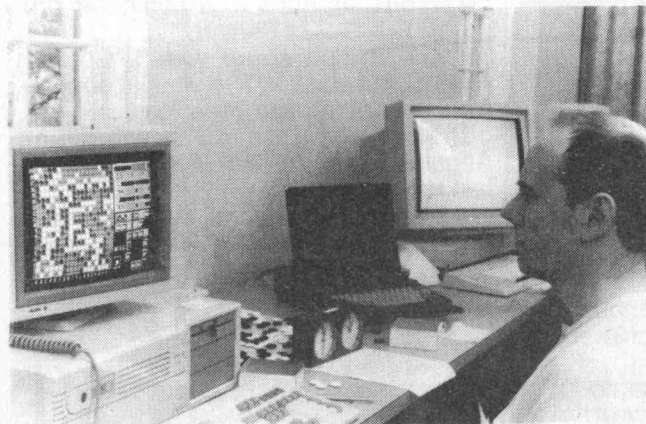
The victorious British Empire Rengo Team: Paul Margetts, Francis Roads and Tony Atkins

Allan won the dan section of the lightning (proving his Reading Club seven dan rating), and Francis got a prize in the 13x13 and Paul got one in the 9x9.

There were ten programs in this year's computer go. Allan fielded *Micro-go 2*, but having beaten David Fotland's *Cosmos* it could not beat Ken-Hsun Chen's *Go Intellect* which was the un-

beaten winner. Jean-Claude Chetrit's program was fourth.

There were about ten professionals



Allan Scarff with Microgo2

present, homegrown and oriental. Lectures, analyses and simultaneous displays were all arranged. Mr. Fang (seven dan, from China) lost to Francis Roads in a ten on one match, Bruce Wilcox lectured on his "instant go" theories and his Korean-crushing Great Wall Strategy; later the Koreans lectured on how to overcome this. It is always nice to see Nakayama at the congress, and also Takagi (nine dan), both from Japan.

The weekend US Open drew 202 entrants, making it the largest ever tournament in the States. With five rounds of one hour each over two days this was the fast and furious climax for those who were not yet sick of go. Paul Hu was the winner, but Charles Hu was second and will be the World Amateur Go Championship competitor. Ten year old five dan Alan Chan scooped a prize, as did Paul and Wayne in the five

kyu section. Sue won the "fighting spirit" prize.

California's Howard Landman was judged the best competitor on a points system, having played seventeen different strengths in the handicap tournament and having played in most side events, and carried off a very nice go set donated by the Ishi Press.

Sunday saw the start of go with the temperature still in the nineties. However, the playing-rooms were air-conditioned, though the walk to the dining-room or dorms was a bit sticky.

Wayne discovered that the US is a country where you can't drink beer in public.

But you can get raped. This unfortunate event happened to one of the staffers actually in our dorms, though this was the only trouble witnessed during our stay.

The weather broke that evening after the rengo, with a thunderstorm, but luckily we had already returned, to play liar dice in the organisers' apartment.

Monday was cooler, and saw the start of the computer go. In the afternoon one could go for a dip in the pool, or play go on the veranda, before the evening's lightning tournament. Then we taught the Yanks to play pits before eventually getting to bed in the early hours.

Wednesday was the free day. Wayne and Julie headed for New York, and the rest of us Brits joined the organised tour of nearby Princeton. We toured the campus of this famous

university, seeing the historic building that was once the Capitol, and the beautiful grounds. Then we went to the National Plasma Physics Laboratory, where we were bombarded by neutrons

The highlight of the week was the Banquet. Although the help-yourself meals were all very well for quantity they lacked quality. This may have had something to do with the cook leaving after a fight, and luckily outside caterers were used for the banquet meal.

After chicken Kiev and oodles of sake it was time for the after-dinner speech. One of the founders of the American Go Association gave some reminiscences of go fifty years ago, causing at least one nodding head. Then came the prize-giving and presentations to the professionals. Prizes consisted of plaques and books, fans or tee-shirts, and quite a few Brits were seen clutching one or many of these. Then came



Ron Snyder receives the Championship prize from Mr. Nakayama

the combined AGA/BGA choir singing a selection of go songs including Fran-

as billions of dollars are spent trying to create helium from hydrogen by nuclear fusion. It is estimated that successful energy payback will be achieved by 2040, so by then we will all be inundated with helium-filled balloons.

We then visited the super-computer centre where we saw the new ETA-10 machine and a demonstration of high resolution animated 3D graphics.

A go event of unusual interest was the presentation of a video of Haskell Small's musical rendition of one of Shusaku's famous games. Two pianos play the roles of the players as moves appear on the screen. The music's tempo increases and decreases as the game proceeds, and the game eventually ends in a jigo.



(L to R) Roy Laird, Barbara Calhoun, Ken Koester, Francis Roads, Katherine Wolfthal, Terry Asrael, Terry Benson

cis's new rendition. Then it was back to the dorm again, for more singing and liar dice.

During the final weekend former Reading player David Buckle turned up, since he now lives in the States. The congress finally wound up with tournament prize-giving.

Wayne and Julie then headed for Canada, Allan to Stamford on business, and the rest of us to New York. We spent between one night and a week at the heart of the AGA, staying in the neighbouring apartments of Bob High and Barbara Calhoun. This gave us the chance of further sightseeing, before we bade our farewells and headed back across the Atlantic to a well-earned rest.

To sum up, the Congress was great, the Yanks are friendly (despite Francis's song), and I would thoroughly recommend making a trip to a future US Congress. 1990 is scheduled for Denver, and 1991 for Rochester in New York. If you go you'll find you're welcome!

● As one result of this visit, fourteen Americans became members of the BGA. And the other result? Just in time to find mention (13th November) the American Go Newsletter dropped on my doormat. In it there is an article entitled "Invasion Of Britain on New Year's Eve." Several AGA officers and other US players "plan to follow up on a bond of friendship that formed when six British players attended this year's US Go Congress" by coming to the London Open. It looks as though Tony and his task-force did a good job! (Ed.)

Club Changes

Entries in bold print denote clubs that are new or resuscitated.

Bournemouth: N. Cleverly, 6 Swift Close, Creekmoor, Poole, Dorset BH17 7UZ. Tel: 0202-782553 (work). Meets at Parkstone Hotel, Station Rd, Parkstone, Tues 8pm.

Cambridge: S. Crawley, 8a Ashfield Ct, Ashfield Rd, Chesterton, Cambridge. Tel: 0223-426465 (home), -334626 (work). Meets at University Centre, Mill Lane, 2nd Floor, South Lounge, Tues 8pm (vac and term).

Dundee: R. Philp, 26 Seafield Rd, Dundee DD1 4NS. No fixed meeting place as yet. Tel: 0382-23839.

Isle of Man: D. Phillips, 1 Bemahague Ave, Onchan, Isle of Man. Tel: 0624-20386. Meets at Crescent Hotel, Queen's Promenade, Douglas, Mon 8pm.

Nottingham: A. Dilks, 31 Forsythia House, King's Mill Hospital, Sutton in Ashfield, Notts. NG17.

Sheffield: J. Hampton, 7 Farenden Rd, Sheffield S9 3EP. Tel: 0742-437365. Meets at The Jolly Buffer, Ecclesall Rd, Wed 8.30pm.

Stevenage: J. Allen, 5 Greenways, Stevenage, Herts SG1 3TE. Tel: 0438-729100 (home), -726161 x 8203 (work). Meets at the Marquis of Lorne, High Street, Stevenage Old Town, Wed 7pm.

West Cornwall: P. Hunt, 1 St Mary's Place, Penzance TR18 4EE.

This Is Go The Natural Way!

Part Four

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 Black against Hashimoto Shoji (9 dan) in the 1969 Pro Best Ten Tournament. In this game I was able to take advantage of a slack move by White to gain the lead in the opening.

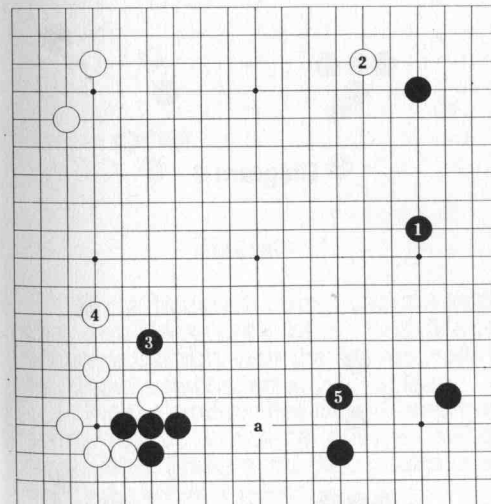


Diagram 6

In response to Black 1, White 2 is a little too mild. In this position the forcing

move of Black 3 is the vital point, and when Black builds his position up with 5 he is able to set up a large well-balanced territorial framework with excellent prospects for further development. Instead of 2, White should defend at 3, aiming at an invasion at a.

However, if one complacently answers a slack move by the opponent with an equally bland move, one squanders a golden opportunity.

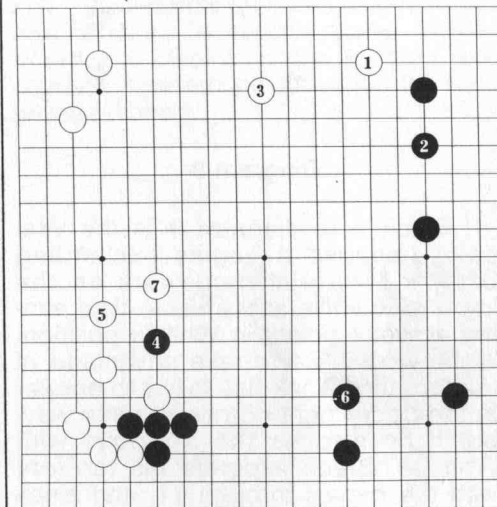


Diagram 7

If Black answers White 1 in diagram 7 with 2, White builds an ideal position on the upper side with 3. If play continues as in the game with Black 4 and 6, White expands his own territorial framework with 7 and it is anyone's game. This by no means reflects credit upon Black.

What if Black plays the pincer of 2 in response to White 1 in diagram 8? The natural answer would be for White

to take profit by invading at the 3-3 point with White 3. Up to 14 Black makes thickness and the game is playable but it is troublesome to realise that Black's position on the lower side is but vaguely defined.

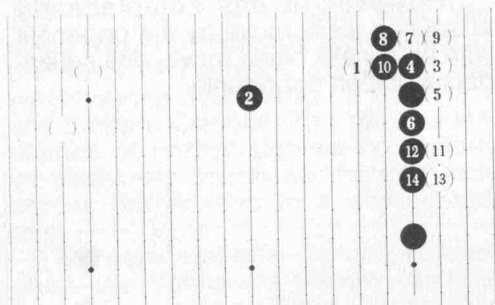


Diagram 8

Black 1 in diagram 9 is the vital point because it begins expanding Black's territorial framework on the lower side while at the same time aiming at weak points in White's position. White would like to take advantage of the fact that Black has failed to answer in the upper right corner in some way, but if he invades the 5-3 point with White 2, Black expands his territory with the moves through 11, and since Black 13 next aims at the attachment at a, he almost certainly retains sente. If this sequence was played White would have a hopelessly lost game.

Another point is that Black should be satisfied with the single forcing move at 1; after that the important thing is to leave it at that and turn elsewhere. If he jumps to 3 in diagram 10 to see what will happen, White is now under no obligation to answer. White will invade at 4 and set up a position within Black's territorial framework with the moves to 8, and it becomes obvious

that Black 3 has become a pointless move. When the time is ripe for an attack, one must attack; when the position calls for a defensive play, one must defend precisely. Timing of such plays is always of the utmost importance.

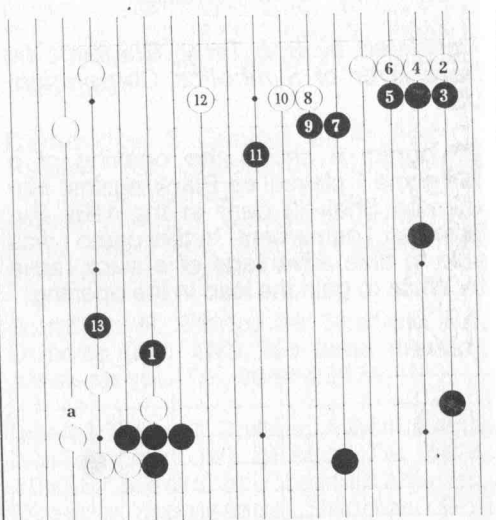


Diagram 9

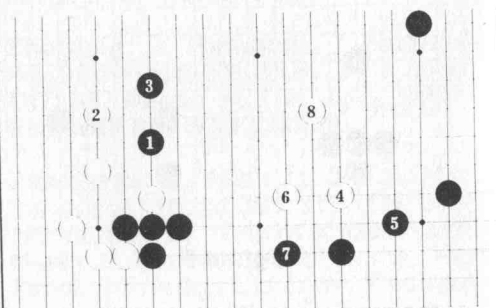


Diagram 10

Play continued with the moves in diagram 11 (20-29 in the actual game). When White blocks further expansion with 1, the pincer of Black 2 is the only move. If Black plays to enclose his territory with a, then White creates a large territorial framework of his own with b, Black c, White d, which is in no way inferior to Black's.

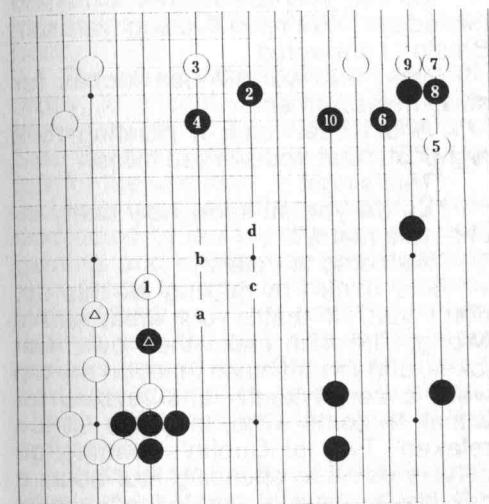


Diagram 11

White initiated complications with the double attack of 5, but Black answered simply with the moves from 6 to 10 and established a definite lead.

Please notice that Black's marked stone forced White to answer twice, once with White's marked stone and then with White 1 (kikashi).

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GAME SUPPLEMENT

White: Hashimoto Shoji, 9 dan (aged 35)
 Black: Takemiya Masaki, 5 dan (aged 19)
 Played on May 22nd, 1969 in Osaka.
 Komi 5.5 points.

Instead of 30-38 in figure 1, White should try to handle the situation in such a way so as to gain sente in order to play in the vicinity of the centre star point (tengen). When Black plays at 43, erasing this territory will be very difficult. Hashimoto's plan was to grab definite territory in various parts of the board but Black's central territory exceeds a hundred points which far surpasses White's.

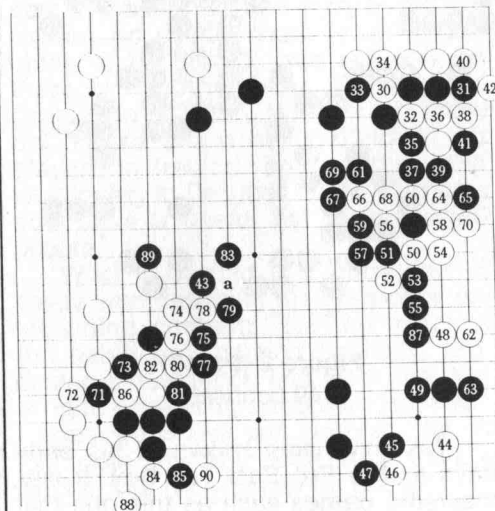


Figure 1 (30-90)

White plays all-out with 74, staking the outcome on this move, but 82 is too mild. He had to cut at a. When Black

made the hanging connection of 83 the game was over.

White makes inroads into Black's territory with 90 and 100 (see Figure 2), but Black can afford to give up a little ground.

The territorial boundaries are set and there is no scope for complications. The endgame is straightforward, and by 157 Black is ten points ahead over and above komi.

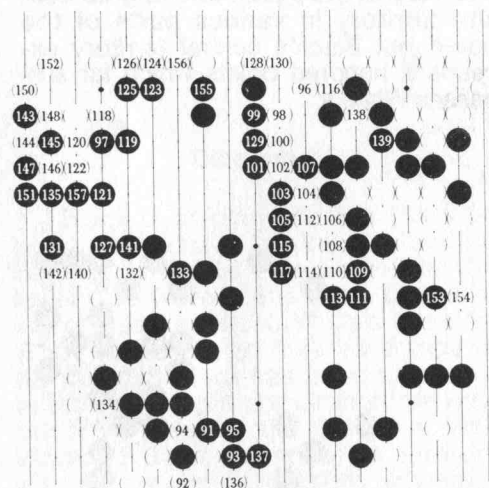


Figure 2 (91-157)
149 connects.

Takemiya was known in his early days as the Pro Best Ten Boy. It was masterful games such as this one that established his reputation.

Black wins by resignation.



Go in Ireland

by Francis Roads

"It's about a hundred metres around the next corner," said the friendly young go player, whilst directing me to his house, where he had kindly offered to put me up for my first night in Dublin.

"Oh, so you use metres in Ireland nowadays? We're still using yards in Britain," I answered.

"Yes, but we still use inches for small measurements."

"And I see," said I, pointing to a signpost, "that you still use miles."

"That's right."

"So do you all know how many inches in a metre?"

"Welcome to Ireland!"

You think I'm making all this up, don't you? If that's your idea, you're wrong. The Irish make their own Irish jokes, and the Irishmen I met on my trip were a very friendly and relaxed lot withal. In some ways, maybe a bit too relaxed. Two of Dublin's leading go players admit to spending four hours a day playing bridge! And indeed, almost all the go players I met, who were mainly under- and post-graduate students at Trinity College, had interests in wargaming, science fiction, etc. Amongst the Irish that I met there were none of the single-minded go fanatics so familiar in Britain and Europe.

But I did meet one Japanese who fell into that category. Isao Toshima is a Japanese living with his wife in Dublin to learn English. He is about a ni-dan, and his appetite for go is insatiable. The players meet in his flat once a week, and judging by results he is a good teacher as well. There are no Irish

dan players yet, but the high kyu players that they have have mostly learnt from him.

I had gone, of course, in response to Noel Mitchell's plea in the last BGJ for help with their first Irish games convention, which he was organising. I went over a few days early, to play as much go as possible, and to fit in sight-seeing round the go, as one does. I had plenty of takers for daytime go, and I ended up with just three wettish mornings to inspect Dublin. I shall have to go back.

The convention started on the Saturday, in a cold warehouse-like building. I was joined by Paul Margetts and Sue Gardner, who had made the trip just for the weekend.

As is usual with these events, it was dominated by fantasy role play and wargaming, and in this case science fiction also. (I had the chance to hear a talk by Harry Harrison.) The good news was that go was the only one of the more serious games on offer, apart from a desultory attempt to get people playing chess, which met with the success that it deserved.

Right in the centre of the hall, there were set up tables with go sets, and a large demonstration board. The sets were in pretty constant use, and people were being taught the rules more or less all the time. Many of the basic BGA go leaflets were given away. Good care was taken to get the names and addresses of all enquirers.

In the afternoon I gave a lecture on the big board, explaining the basics. This was organised like street evangelism - most of the seats were occupied by existing go players, but their presence attracted people to stand around the edge listening, without "getting too involved."

There were fewer there on the Sunday. Things perked up p.m., and I gave a simultaneous display on all the available boards (seven). It was decided to give me people who had learnt at the convention as opponents, rather than established players. One cheeky Irishman was heard to exclaim, "How can I lose?" when he saw his seventeen-stone handicap being set up for him. Well, the announcer had been drumming up support over the PA, he had said that "Francis says that he hasn't yet been beaten by an Irishman." Which had been true, and was still true at the end of my display.

The convention continued on the Monday, a Bank Holiday in the Republic, but I had to return to work. I was left with the impression that if Ireland is now to make a belated entry to the European go scene, there is an opportunity to be seized. Isao will only be there for another year. The present generation of Trinity students will move on. There are other individual go players in Ireland, and another club functioning in Drogheda. The Dubliners now have a useful list of interested people.

What is needed is a good deal of spade work teaching the beginners, establishing contacts, playing matches (on handicap), gaining publicity, producing a newsletter, and when the time is right, organising a tournament, which I hope we British will support. But all this takes time and effort. I can't see it leaving four hours a day for bridge!

Overheard at Wanstead Go Club:
"I prefer the Central London Go Club. You meet a better class of social misfit."

Macleod v. Hunter

Commentary by Andrew Grant

Black: D. Macleod (5 kyu)
 White: K. Hunter (4 kyu)
 Komi: 6

The shimari of 3-5, though playable, is rather unorthodox. Professionals avoid it since it does not secure the corner. White can invade at the 3-3 point, at 31, or one point left of 27, although he should not do so immediately since Black makes thickness. The variations following each invasion are given in *Enclosure Josekis* by Takemiya, pages 194-201.

9: This should be one point above 10, to make use of the black shimari. White would then have to extend to 9, and the sequence Black 131, White 130, Black 15 would leave White over-concentrated while Black gets a nice position on both sides. In the game, White gets a nice extension to 10, whereas Black 9 does not help Black's upperside position much.

12: This would be better at 20 or 67 to combine a pincer with an extension. Of the two, 20 seems better, since White 6 is on the fourth line and therefore should be balanced with a third-line extension.

14: This invasion is premature - there is still lots of territory to be had on the left side and at the bottom, so why take a risk like this? If White plays at 20, for example, he expands his moyo, puts pressure on Black 11, and Black still needs another stone to defend the top right corner.

16: If White intended to play here he should not have played the 14-15

exchange which only helps Black - after 17, Black 15 defends Black's cutting point.

22: Trying to make territory with a 4-4 stone which is not well adapted to defend the corner. White would do better to play at 53, which increases the pressure on Black 11, and is more consistent with the 4-4 stone's emphasis on outside influence. The need for White 24 to secure the corner shows the inefficiency of White's play here.

23: Easily the worst move of the game so far (and, to be fair, the only really bad move of the opening). This is a slow move with no real impact on White and no real benefit to Black. If Black wants to limit the White moyo the correct point is two points below 12.

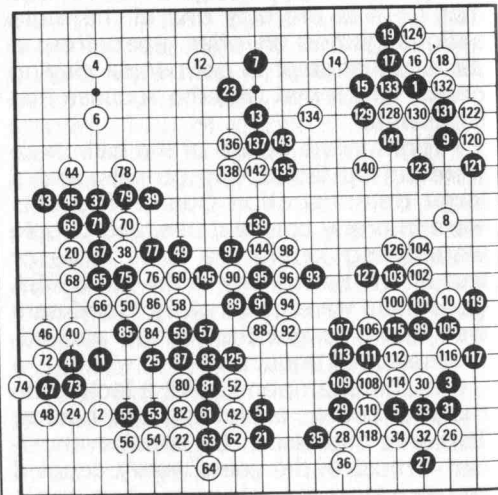


Figure 1 (1-145)

37: This invasion has become necessary, since Black is now behind thanks to 23.

42: White clearly intended this as a leaning attack on Black 11, 25 and 41, but it is insufficiently forcing and Black quite rightly ignores it.

44: This peep forces Black to strengthen himself and so weakens the three white stones below. Nor does it do much to secure the top left territory. Not all forcing moves are good.

49: Black must play the sente hane and connection one point left of 48 before he can play here. As it stands, White can connect to his corner by playing 72, making 73 and 74 miai.

51: This pushes White towards the four weak Black stones, making them even weaker.

53,55: Horrible aji-keshi. He should just run out into the centre instead of securing White's territory for him.

61,63: More aji-keshi.

65: White can connect at 72 or run out into the centre at 90. Under the circumstances, trying to kill White's group like this is optimistic beyond belief, especially as the Black group below it is not exactly over-supplied with eyes.

66: This should be at 67 to swallow Black whole.

86: Playing at 87 to start a ko is also possible and may be better.

93: Doesn't work, as soon becomes clear. White builds a wall and drastically weakens Black's lower right group.

108: With this peep White is trying too hard, and it backfires on him in the sequence to 115 which destroys all White's prospects in the centre.

118: This move is virtually dame. I can only assume White misread something, which is a pity, as allowing Black 119 is terrible. White's right-side group is now in grave danger.

120-124: White lives in the corner at the expense of the side...

125: ...and the centre.

128: White must defend his central and side groups directly if he can - he's trying too hard again. The sequence to 133 leaves him with nothing but two dead stones.

134: With two weak groups already, why make a third?

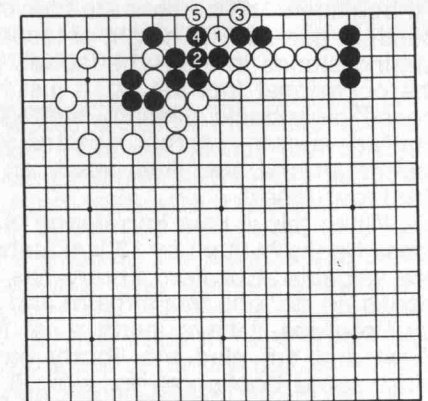
136: White helps Black strengthen himself, and weakens his three weak groups still more. Black is going to get a massive territory here by killing them.

Record stops at 145. Black wins by 26 points.

Endgame Solution

by T. Mark Hall

White must start the ko. Not only does this threaten the two stones but possibly the whole Black group.



If Black plays to the right of 3 then White still plays at 5 and gets a ko.

Draughts : An Alternative View

by Steve Bailey

Having just read Francis Roads's article *Five Games of Draughts*, I feel it necessary to put forward an alternative view. I am sure that his opinion of the books he mentions as being badly written and inaccurate is correct, but only in a scientific sense and from a 3-dan viewpoint. From the point of view of a weaker player, say 20 kyu, they can be very valuable and informative. It is a case of perspective.

For example, when teaching a beginner to read, you start with very simple sentences of somewhat limited literary merit. "John throws the ball. The ball is red." *War and Peace* would be overwhelming in size, vocabulary, grammar and general concepts.

The same philosophy applies in go. To beginners the corners are four independent games. The height of tactics is putting stones in atari, the ladder, and the occasional (not set up, it just happened) snapback. Similarly strategy is limited, mostly to the "scatter your stones around, two lines apart, on the third row" fuseki.

When this is your knowledge of go, these books (written by 13 kyu authors) are valuable. Guildford library has two books on go, one by Fairbairn and one by Pritchard. I have learnt a lot from them and am glad the library has at least some books on go, even if not masterpieces on Chinese Fuseki from the Ishi Press.

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No Not Looking?

by Andrew Grant

There is of course also 'No not looking' clause and also a clause forbidding one to get an advice from the side-looking persons."

- This intriguing statement concludes an introductory pamphlet on go which I used to have in my possession (although sadly it got lost during my move to Milton Keynes two years ago). I was reminded of this impenetrable document by reading Francis Roads's article *Five Games of Draughts* in the last Journal.

Francis's introductory draughts pamphlet is, as he says, just one example of this grotesque genre - another leaflet which I saw accompanying a boxed set in a games shop about five years ago combined ignorance of go with ignorance of English to such an extent that the shop assistant eventually asked me what I was laughing about!

Incidentally, I think I know the origin of the term *Natural* for White, which puzzled Francis in his article. The document in question, which I have come across before, was produced to accompany a particularly nasty boxed set which had wooden stones, similar in size and shape to aspirin tablets. The black stones had been painted black, but the "white" stones had been left in their natural state - hence *Natural*.

A great deal of merriment can be got from these pamphlets, but as Francis points out, some beginners may actually be put off go by them, and that isn't funny at all. It brings me to the serious point of this article.

Commercial games manufacturers occasionally produce boxed go sets, but clearly have no idea just how incompetent some of their blurb writers are. In future, I would suggest that if any commercial go set is produced with inadequate rules, the BGA should immediately send off two letters: one to the manufacturer, explaining that their rules leaflet is flawed (and offering the services of the BGA to provide a replacement), and one to the leaflet writer himself if he can be traced, pointing out as politely as possible the errors in his work.

It is obviously in the manufacturer's interest to co-operate with such an approach - if the rules of go are presented clearly and accurately, more sets are likely to be sold. It is even more obviously in the interest of British go generally to correct, or at least suppress, the peddlers of misinformation. British go labours under sufficient handicaps already - surely we can at least make sure people get the rules right?

No Discrimination

by Colin Williams

Thank you, Simon, for your illuminating comments (BGJ 75) on the treatment of, and provision of facilities for, junior players at tournaments.

I agree that more could be done to provide recreational facilities outside the actual tournament (you mentioned table football etc.), but in many cases the venue dictates what can and cannot be provided. The idea of an informal 13x13 competition is a good one, and could perhaps be used more.

I apologise for 1987 at Farnham, where you played three other Furze Platt competitors. The organiser has since explained that he minimised the number of "internal" Furze Platt games played overall, not realising this resulted in some individual discrepancies.

The prizes at Farnham are usually called out in the order of those with three wins first, starting at the lowest kyu, followed by those with four wins. There is certainly no intention to discriminate against juniors.

Your financial calculations are slightly incorrect; the book vouchers were for £3, not £2. I'm sure of this as I'm the one who bought them. You are also over-estimating the quality of the wine we provide; it was less than £4 a bottle.

In 1988 the Farnham tournament ended up around £100 in deficit, and was only possible through the sponsorship of Rex Thomson and Partners. This deficit would have been significantly reduced had we not charged a reduced entry fee for juniors, emphasising our commitment to promoting go at a junior level. I look forward to seeing you at Farnham this year.

PROBLEM SET by FRANCIS ROADS. Most problems in this journal concern positions on the go board. The correct answer to a problem is only the opinion of the person who sets the problem. The same is true of the following: when you are giving a beginner his first lesson in go, what would you hope to have taught him by the end of the first session? Yes, I know it will depend upon your perception of how much he is taking in, but nonetheless, try writing down your objectives for a first lesson in go. (Solution in next issue.)

Altena v. Wright

Commentary by Chris Wright
aided and abetted by Edmund Shaw

Black: Karel Altena, 1 kyu (NL)
White: Chris Wright, 2 kyu (Oxford)

This game took place in the last round of the Main Tournament at the European Congress in Niš. Black had 4/9 wins and was aiming for an even result, whilst White had 5/9 and was hoping to achieve something better than mediocrity. A Dutch 1 kyu on 4/9? Surely some mistake, you may think. In fact, this game proves that there are some reasonably graded Dutchmen and also exhibits just how many crass errors you can make and still have a grade in the low kyus.

10: The first point of interest, which shows up a rather limited knowledge of 3-4 joseki – this move should be at 12.

13: Fails to punish this error severely enough; the double hane at 15 would allow Black to squeeze White into a small corner whilst getting massive outside influence. White 14 prevents this, but Black 15 still gives a good result.

17: White doesn't really have time to answer this atari, and jumps to 18, a debatable move which should probably be an extension to one point below the hoshi point. However, 19 completely justifies it, giving Black an over-concentrated side. Overall, though, he is still quite happy.

20: This would be better high and one point further away. With the stone in atari, White is unlikely to make much territory here, so he should aim for influence.

21: Dubious, as it invites 22. (An excellent kakari here – E.S.)

26: Correct direction of play. Playing 36 and then tenukiing is awful as it leaves a hole at 71 to which there is no good response. White shouldn't play this exchange if he isn't going to follow up with something like 208, 71 or 206.

39: The only move. White is then faced with a decision at 42, whether to block at 167 and take a large side in exchange for Black's side but retaining sente, or going for broke and disconnecting with 42 as played. It is very easy to be carried along with the flow of events without stopping to think. Had White counted the position, he would have realised that White 167 would have given a playable game, but, feeling he was behind, played aggressively with potentially disastrous results. Black lived in the corner to 47 and White embarked on an unreasonable invasion with 48 which could only damage his potential for a central moyo. White ends in gote at 58, but Black then plays an unusual move at 59 which seems to achieve little so close to Black's thickness.

68: Up to this move White builds up his moyo, but then Black exposes his weaknesses with 71, forcing him to give way due to the threat against his wall of stones. 69 was bad as the potential would have forced White to pull back and would still have left Black with the yose on the edge.

75-76: The exchange may be dubious for White since it leaves his group without a solid base, but it was intended to prevent Black from getting sente moves on both sides. 76 at 77 would be an alternative.

79: Black pushes, hoping to split White and pressure the weak group at the top. White had left this weakness deliberately, feeling it too slow a move to defend earlier.

80: Prevents the black clamp at 90 whilst threatening the connection.

ko by playing above 97, Black 99, White left of 197. 100 is smaller than 119.

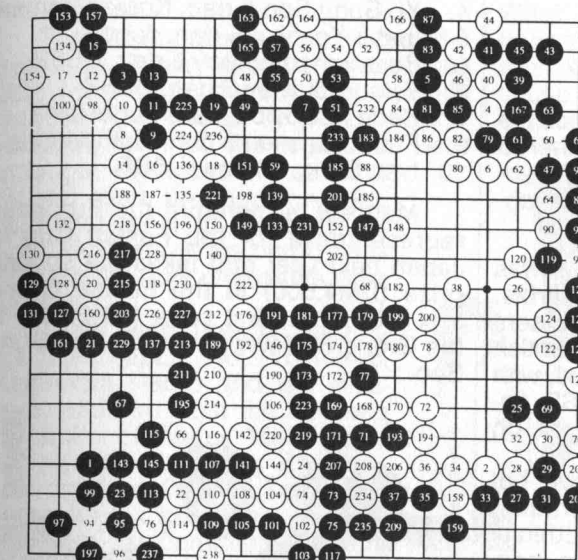


Figure 1 (1-238)

112 at 145; 138 at 198; 155 at 221

82: A blunder; White should simply live with his group at 83.

83: Takes decisive advantage of this, putting White under great pressure, but then Black gives up the attack by killing five stones with 85 – he should keep pushing at 86, and thus destroy White's moyo whilst keeping the White group weak. As it is, White is allowed to increase his territory by about ten points, losing only slightly on the exchange.

94: Debatable. Playing White 119 instead is worth nine points in reverse sente, but 94 is a large move. When Black responds to 97, White should immediately go back and play 119. Black 97 is a risky move as White can start a

should be at 134, or an attack on the weak White group. Black should exchange 153 for 154 immediately after 134, since this lowers the value of capturing 15.

137: Another poor move, allowing White to extend his side territory.

152: White again shows an alarming tendency to ignore large reverse sente moves. It must be at 155 since nothing else on the board is worth the equivalent of twelve points in gote.

209: Should be at 234. This loss makes the game extremely close.

216: The result of an hallucinated rip-off, costing two points. At this point, White was "sick as a parrot."

223: Unnecessary and costs Black at least a point. Recording stopped a few moves before the end. Black wins by 1.5 points.

Niš : The Full Story

by T. Mark Hall
(photos by William Connolley)

- In the last issue it was only possible to put together a few facts gathered from phonecalls. Here now, to encourage the hesitant, is a fuller account of Eurogo.

The 30th European Go Congress was held at Niš in South Eastern Serbia, and proved successful for the organisers (as well as for more than one British player). About 235 players attended, with a contingent of 50 from the USSR (including one from Tomsk; find that on your maps).

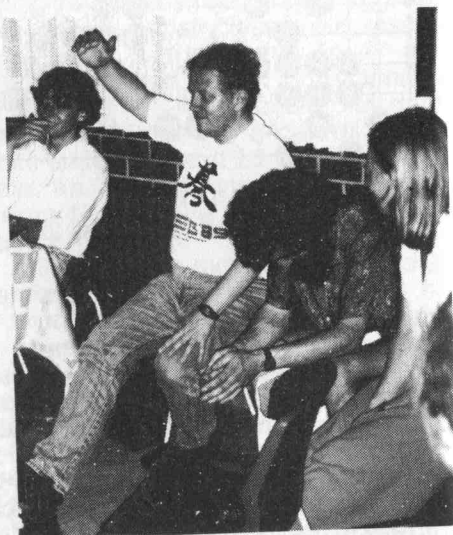
Niš is an industrial town now, but was historically an important trading town and also has a rather bloodthirsty history in the struggle for Serbian independence from the Turks.

The Niš Go Club set out several years ago to show that they could dispel all memories of previous tournaments organised (or not) in Yugoslavia. In this, they succeeded admirably. The tournament system had been agreed at Hamburg, after two experiments at Grenoble and Hamburg, to be a McMahon system allowing all players who wished to enter and play at their proper grade. This was in response to complaints from the Japanese amateurs who at the two previous tournaments had not been allowed to play against the top European players.

This year the draw was done by Niek van Diepen's program and the system did not result, as the pessimists said, in Japanese players taking places 1-10. The final placings however in this tournament were not so simple.

1. Sogabe Toshiuki 6 dan, Japan
2. Matthew Macfadyen 6 dan, Britain
3. Nakamura Chikako 6 dan, Japan
4. Yo Song Soo 6 dan, Korea/Germany
5. Inaba Yoshiko 5 dan, Japan
6. Rust Sahabutdinov 5 dan, USSR
7. Valeri Soloviev 6 dan, USSR
8. Rade Petrovic 5 dan, Yugoslavia
9. Frank Janssen 5 dan, Netherlands
10. Ivan Detkov 6 dan, USSR.

Matthew is therefore the European representative for the Fujitsu Cup in Japan next year and takes the second prize (DM4,500) in the Fujitsu Grand Prix d'Europe. First prize (DM6,000) in the Grand Prix was taken by Yoo Song Soo.



Song Evening: T. Mark Hall tells the Batman Go Tale.

There were 19 players from Britain, some of whom stayed for the whole tournament. I was surprised sometimes to find that I was being approached to

talk about things EGF, since the President, Treasurer and Secretary did not turn up until halfway through the first week if at all.

The playing rooms were among the best I have seen, and the space available for simuls, demos and analysis was very spacious. A Dutch representative said that the organisers were amongst the most professional he had seen, and someone else said that most of the time the event ran without the participants noticing that any organisers were around.

There were three professionals from Japan, Abe Yoshiteru, Kamimura Haruo and Mr. Hisajima, and two from the People's Republic of China, Ms. Huang Liping and Mr. Kang Zhanbin, and one from Chinese Taipei, Mr. Peng King Chua, who were all available for commentaries and simultaneous games. Abe once gave me a round of applause and called me "Champion" because I guessed correctly where a Black move should have been played in a game he was commenting.

As usual I did no side trips, no excursions and no exploration, since I only attend for the go, pits, liar dice and drinking, not necessarily in that order or separated in any way. Several Brits went out into the mountains and tried to go on some of the free day trips.

Other prize-winners were Alan Hornbuckle, who won 4 out of 5 games in the first week, T. Mark Hall who won 4 out of 5 in the Weekend Tournament (one by default) and 17 out of 17 in the permanent Lightning Tournament, Alex Rix who won 4 out of 5 in the weekend tournament, and William Connolley who won 4 out of 5 in the first week.

I was also approached by several Soviet organisers who wish to increase the number of their players going to West European tournaments in exchange for British players going to their tournaments. This will naturally cause some problems; the players giving the hospitality would not necessarily be the ones who wish to travel for their



Miriam Brod (left) celebrates her birthday

holidays to a tournament in the USSR, even though these appear very attractive.

Next year the Congress will be held in Vienna. A proposal to have ten games (two per day) in the first week was voted down by the EGF, and they should use the same system as at Niš for Vienna, Namur (Belgium) 1991, and Canterbury in 1992. A good time was had by Hall (or all) and we can only encourage more players to attend these events.

Congratulations to Andrew Jones and Allison Franklin who plan to marry on 21st April next year.

Asahi Tournament Round Four

by T. Mark Hall

Black: Piers Shepperson (4 dan)
White: T. Mark Hall (3 dan)

The interesting thing about the tournament was the pressure of time; with one hour ten minutes per player, but no byo yomi (i.e. sudden death), I did not complete a single game record, while most people didn't bother to record their games at all. Strangely enough, I usually record my games to slow me down, since I play too fast!

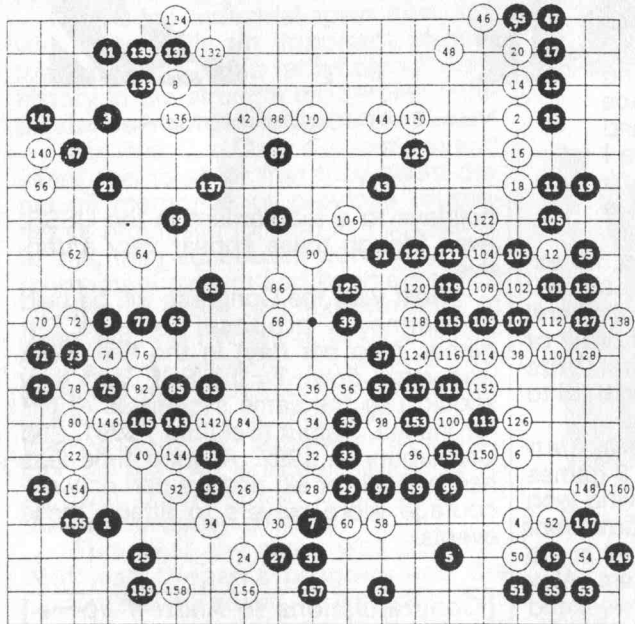


Figure 1 (1-160)

I tried to play for a moyo on the right and upper sides while Piers tried the same on the left and lower sides, and it becomes mostly a territorial contest. I was trying to tone down the aggression in my play and I seem to surprise people when I do this!

The first interesting point is when Black completes his sanren-sei with 9 rather than the direct answer at 21; perhaps Piers wished to tempt me into an early fight, but I continued with my moyo.

13: Going into the corner was also patient; anikken-tobi from 11 is aggressive. Again, perhaps Piers expected me to be the aggressive one.

22,24: I try to probe Piers's intentions, but again the shape is settled fairly peacefully.

29: An interesting possibility is shown in Diagram 1. This would secure almost fifty points for Black in this area, but how much can White make of the moyo? I don't guarantee this kind of sequence is the only one that can be played, but as Black this is probably what I would have done.

30: I am offering Black a ponnuki on the outside in return for one on the edge. I presume that Piers declined the invitation since the resulting shape in Diagram 2 would settle White too easily and undercut Black's group. However, the result is that White has a wall which helps him in the reduction of the Black left side, but

Black's wall prompts me to play 38.

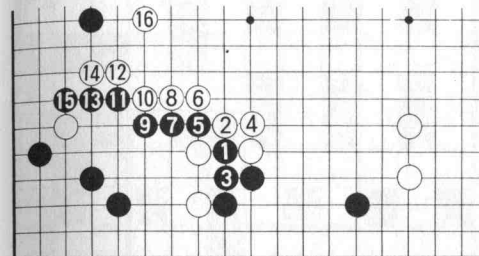


Diagram 1

39: I would have expected this at 94; this is one of the vital points of my shape, and he never played it. 39 is very strong as it affects my top side, but I think that Black is being a bit optimistic here. Similarly 41 prompts me to close off the top with 42; a strong temptation is to play on a larger scale, but I restrained myself. Black 43 is as far as he can go as a reducing move.

49, 51: What is best after this? Do I cut this off and try to attack the group in the centre, or let him settle himself here? The problem comes in considering Black 39 (and to a lesser degree, 43). White loses all the points on the right side in exchange for this attack, and since Black has moves below 24 to make shape or connect, an attack is futile. Why then play 58 and 60 where they are soon cut off? This remains Black's territory but I do have aji at 96 and 98 and below 24. The former may cut off the centre, the latter may give me some eye shape along the edge or reasonable yose into the corner.

62: I think that this turned the game in my favour, although I almost threw it away later. Black does not want a White

group settled along the edge and into the corner, since Black would have outside influence facing towards White's; not much use for territory.

71: The losing move. In the sequence from this move Black finds that he cannot ladder, net or otherwise capture White 74 and 76, because of the White wall below. After 81 though, he should play at 94 and try to use some type of attack against the White wall. Even after 92, I expected a Black move at 94. Piers now decides to shift elsewhere and I start attacking; the usual prelude to me losing a won game.

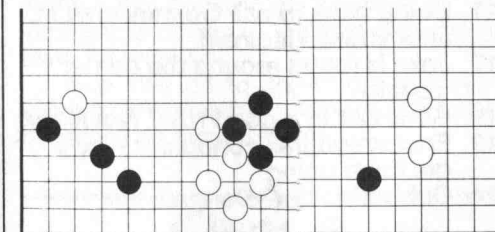


Diagram 2

I ignore his reducing move of 95 to cut the centre group off with the tesuji combination of 96 and 98. If Black ataris 98 directly I pull 58 and 60 out, because Black may end in damezumari. The problem is that once I do cut the group off, Black is taking as much off me along the right side as I might gain in the centre. With 110 I step back to secure my group and let White connect his groups again, losing a couple of stones, but preventing Black from making anything in the centre.

Unfortunately, soon after this point I had to stop recording, but I managed to scrape a win by 3 points after komi was counted.

Crossword 4

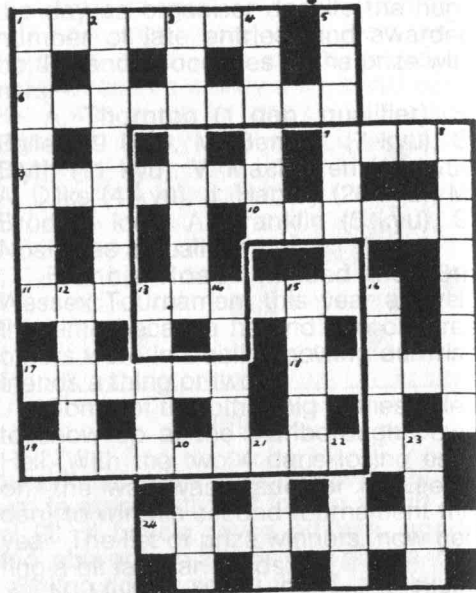
by Derek Williams

Across

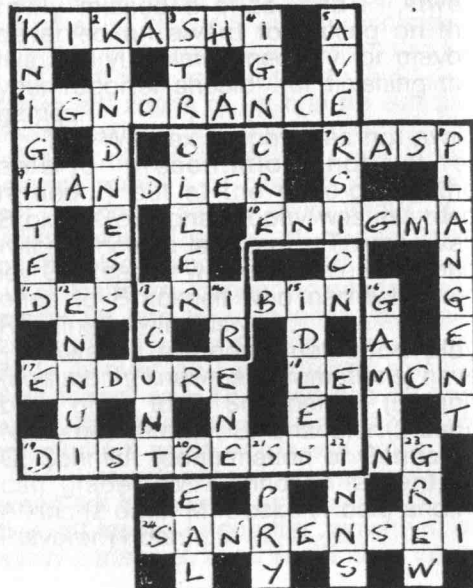
1. Domed U.K. Domain.
6. Taken out but able to room pressman.
7. Say in a very loud voice.
9. Interferes with the Continental in French sayings.
10. Called for Delilah to turn around and lose a pound.
11. Going back to call Oriental craft in, after young Reginald.
17. Joke is found around the corner usually.
18. Go under in a good row? Not likely!
19. Encourage this conductor - he'll get them going.
24. Cultivating gin? Danger!

Down

1. Monkey City area finally glowing for a month.
2. Type of heather good for firewood.
3. S.S. agreed to control horses.
4. Obstinate number found in porridge.
5. Isn't a doe calming?
8. Crude gin is a poor diet for it.
12. Time for bearing chop around.
13. An official or judge are ever within.
14. Light fall.
15. Rubber country.
16. A thousand to nothing will cover.
20. Raise back.
21. Send to extremes.
22. Overcooked?
23. Bad line.



Solution to Crossword 3



Ladies' Tournament

by Alex Rix

In September, the BGA heard of a new world amateur tournament, to be held in Yokohama in November. The competitors will all be female, and the winner will be the World Ladies' Amateur Honinbo.

At first the BGA Council thought that Louise Bremner, a holder of a Japanese three dan amateur diploma, resident in Osaka, would be the ideal representative, but she opted out to give a chance to other British players. Given the short notice, the Council contacted the stronger women players in the country with a view to nominating the one who offered the largest bribe. However, Sue Paterson is made of sterner stuff, and organised a round robin qualifying tournament held at my house on Saturday 7th October. In contrast to most events, the girls brought their boy-friends to watch. Harold Lee and I did the catering

There were five players in all, so five rounds were needed to sort things out. The final results were:-

| | | |
|------------------|---------|---|
| Sue Paterson | (1 kyu) | 4 |
| Allison Cross | (1 kyu) | 3 |
| Allison Franklin | (6 kyu) | 2 |
| Kirsty Healey | (5 kyu) | 1 |
| Anna Tripp | (5 kyu) | 0 |

As each player had one hour on the clock, the event ran from about 10am to 10pm, so stamina was an important factor. Matthew Macfadyen occupied himself by recording all the games and commenting afterwards. Although Anna Tripp did not win a game, she played very strongly and had winning positions

in most of the games before losing through an oversight.

During their final games, everyone had a voluntary tasting of an Austrian 1973 Eiswein Trockenbeerenauslese (a sweet dessert wine). Allison Cross and Kirsty decided to extend the tasting by indulging in a full glass or two. Sue concentrated on winning after a poor start against Allison Franklin. Had she lost there would have been three people on three wins and we would have had a problem!

Thankfully she won, and everyone celebrated with a glass of champagne.

All the players thought it a good idea to have such an all-women tournament in this country, as, hopefully, it will encourage others to improve and get a taste for winning.

Sue flies off to Japan on 18th November. We wish her luck and hope this becomes an annual event.

Clubs & Tournaments

by Tony Atkins

First let's catch up with an omission from the last Journal. (Apologies - Ed.) The British Youth Championship Under-14 winner was Leeds player M. Simmons, with Brakenhale's R. Blyth and Coventry's H. Robinson as runners up.

During the holiday season quite a few Brits made the effort to reach Yugoslavia or America; their efforts are reported elsewhere. Matthew Macfadyen became European Champion again, as briefly reported last time, and won the Fujitsu Cup 24 points ahead of Rehm. Next came Janssen, Mutabzija

and Danek. Yoo's unbeatable 106 points in the Grand Prix led the way to his further success in the Meijin Tournament in September. I was only able to observe on the Sunday afternoon, but was favourably impressed by the large turnout, the luxurious surroundings and the enthusiasm being shown, especially when Dutch 1 kyu R. Bakker won the trip to Japan. This tournament must have set a record for the number of qualifiers for the Candidates' Tournament: D. Harper, A. Grant, T. Bailey, G. Mills, S. Welch and V. Morrish.

A. Wall and C. Wright were the qualifiers at the Northern two weeks earlier. The usual two day format and Manchester location proved favourable for Harold Lee, who won the tournament, and prize winners C. Wright, W. Chan, A. Eve and J. Atherton.

At this point I have to say how wonderful the Shrewsbury Tournament was or the Editor will never forgive me. Out of the thirty-six players who enjoyed a pleasant lunch in the sun overlooking the River Severn, those who thought it most wonderful were M. Macfadyen (6 dan, Oxford), A. Moreno (1 dan, Bristol), D. Woodnutt (2 kyu, Open University) and C. Poole (10 kyu, Malvern). Qualifier was P. Yim.

Eighty-nine players from 6 dan to 32 kyu travelled to Wolverton (alias Milton Keynes) to play in the Open University Club's first tournament. M. Macfadyen won the event as expected, but E. Shaw won the event also. This was due to a vagary in the draw and H. Lee and F. Roads missing the first round. Francis had left his wallet on the train and had to return to Hemel Hempstead for it. Dave Woodnutt entertained the crowd by hanging from the balcony by one hand in a valiant attempt to turn the lights on. Andrew Grant survived

the day as organiser despite the huge number of late entries, and awarded bottles and chocolates to the prize winners:-

A. Thornton (1 dan, qualifier), S. Bailey (9 kyu), M. Bennett (7 kyu), S. Blyth (11 kyu), V. MacFarren (19 kyu), A. Dilks (4 kyu), J. Harvey (26 kyu), M. Brod (8 kyu), A. Franklin (5 kyu). S. Noah was a qualifier.

Francis Roads missed the 20th Wessex Tournament this year as well, this time because he and two or three others were in Dublin showing our Irish friends a thing or two.

Some of the other big names failed to show up at the Marlborough Town Hall. With the two 4 dans losing early on, the way was made for H. Lee (3 dan) to win his second tournament this year. The list of prize winners, now getting a bit familiar, reads:

N. Mullins, V. MacFarren, S. Blyth, S. Bailey, M. Bennett, P. Barnard, A. Jones, and A. Moreno. P. Mellor narrowly missed a prize, and P. Atwell deserved an award for taking on the five 30 kyus simultaneously, or maybe your reporter should for finishing the games.

The Wessex Trophy was not available for presentation (not yet returned...) but at the prize-giving the Broken Go Stone Trophy was awarded twice, once to last year's Thames Valley Go League winners Furze Platt, and once to Bracknell who narrowly beat Reading to win this year.

Awards for continual good play (commonly known as promotions) have been given to P. Shepperson (5 dan), N. Symes (3 dan), B. Chandler (3 dan), O. Schmidt (confirmation of German 3 dan grade), W. Connolley (2 dan), T. Atkins (2 dan), M. Cocke (1 dan) and K. Pulverer (1 dan).

Price List

| Description | *Level | Code | By hand | By post |
|--|--------|---------|---------|---------|
| Graded Go Problems For Beginners 1 | 30-20 | GGP1 | £5.50 | £6.20 |
| Graded Go Problems For Beginners 2 | 30-20 | GGP2 | 5.50 | 6.20 |
| Graded Go Problems For Beginners 3 | 30-20 | GGP3 | 5.50 | 6.20 |
| Modern Joseki And Fuseki 1 | 5-D | G1 | 5.00 | 5.70 |
| Modern Joseki And Fuseki 2 | 5-D | G3 | 5.00 | 5.70 |
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| European Computer Go Championships | | ECG | .50 | .80 |
| Kido Yearbook 1987 | | Kido 87 | 15.00 | 17.00 |
| Kido Yearbook 1988 | | Kido 88 | 17.00 | 19.00 |
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| Magnetic go set | | MG20 | 20.00 | 22.60 |
| Magnetic go set | | MG2000 | 11.00 | 12.50 |
| Games record pad | | GRP | 1.20 | 1.60 |
| De luxe record file (ring binder + loose leaf) | | DLRP | 4.00 | 5.00 |

Only BGA members may purchase items on this list. Cheques should be made payable to "British Go Association." Postage outside UK: add 20% to postage above. Send to R. Bagot (details on page 2).

* Level: D= dan level. Figures denote kyu level. (Ratings rise from 30 kyu to 1, then go to 1 dan.)