

# This Is Go The Natural Way!

## Part Seven

by Takemiya Masaki

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

Continuing the theme from Part Five, we will examine another example of the "Takemiya style" opening.

Diagram 1 shows the opening of the second game of the 1974 Honinbo title match I played against Ishida Honinbo. I am playing Black.

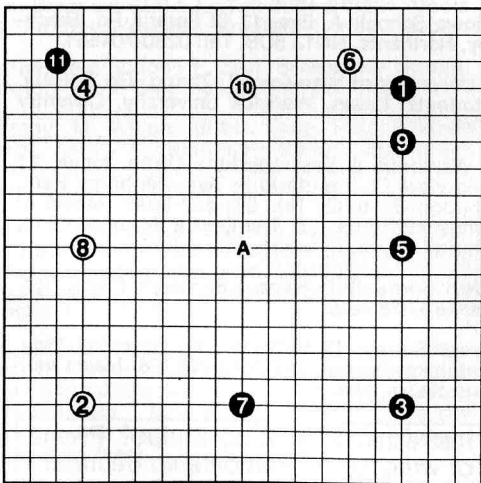


Diagram 1

True to form, Black ignores the attack on the corner with White 6 to develop with the big point of 7. White matches Black's territorial framework with one of his own by playing 8 at the open star point on the left side (sanrensei), but the question is what to play after Black 9 and White 10. Here Black would love to occupy the centre star point at A and expand the scale of his territorial framework to ideal proportions. However, driving right in at the 3-3 point with Black 11 is also a move based on sound logic.

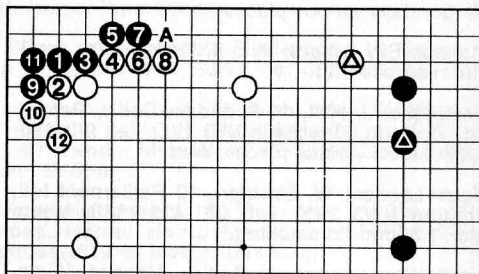


Diagram 2

If White answers the Black 3-3 invasion of 1 in diagram 2 with the hackneyed sequence from 2 to 12, the upper side is open at A, which means that the exchange of the White marked stone for the Black marked stone is a bad one. In short, if the shape up to White 12 in the upper left was already in place, White would not attack with the marked stone, exchanging that move for Black's marked stone.

Blocking from the other side with White 2 in diagram 3 is also peculiar. Up to 11, Black takes profit in the corner and turns to the ideal point of B; it

is hard to imagine a more mild and complacent way of playing for White.

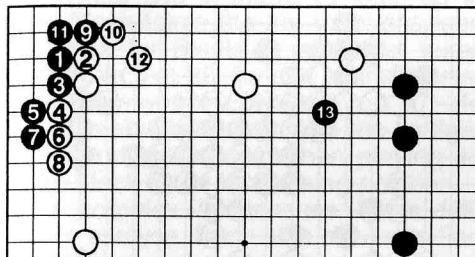


Diagram 3

Of course, White was hardly to be expected to play into Black's hands. The moves he did play are in diagram 4, (11-24 in the actual game).

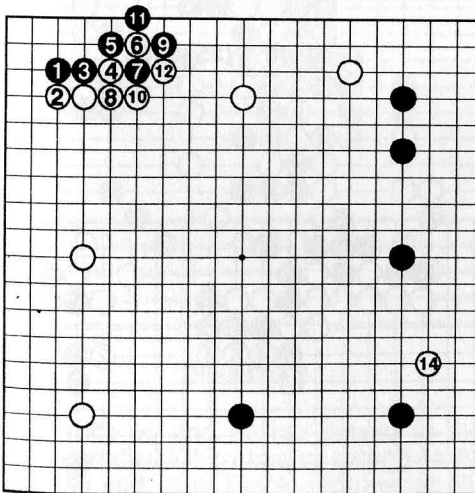


Diagram 4 (13 connects)

Blocking at White 2 in diagram 4 is natural, but when Black plays 3, the two-step hane with White 4 and 6 is a severe response. Here Black counters by cutting with 7 and capturing with 9. This seems like an inevitable sequence but actually Black's strategy is a little inadequate in this position. The upshot is that White ataris with 12 and takes sente to turn to the attack on the lower right corner with 14 which is a big move at this point.

In this position, finishing up a sequence of moves and retaining sente at the same time is essential, so instead of cutting with Black 7...

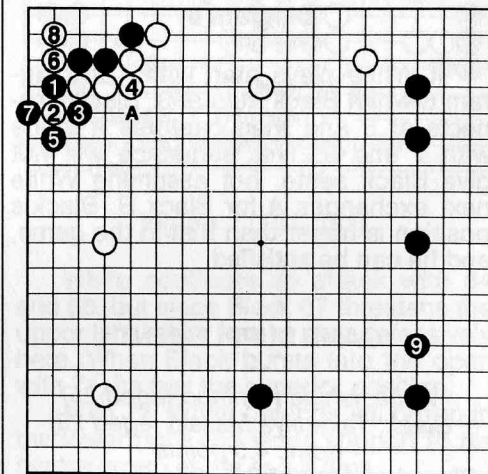


Diagram 5

It would have been better to hane at Black 1 in diagram 5 and then cut at 3. If White connects at 4, Black captures a stone with 5 and 7 and takes sente to make an enclosure in the lower right corner with 9. In the upper left, Black

still has scope to attach at A (aji), and because of that he does not have to fear coming under a severe attack despite having played elsewhere.

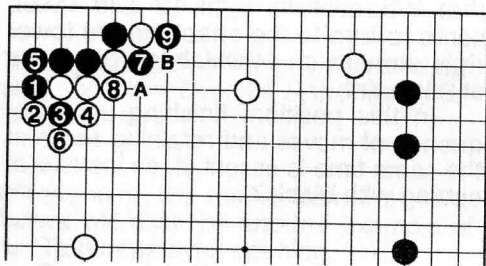


Diagram 6

If White plays atari with 4 in diagram 6 when Black cuts at 3, Black connects at 5 and then captures a stone with 7 and 9. This sequence will not give Black sente, but assuming White next exchanges A for Black B, Black's position is better than that in the game, and he can be satisfied.

**GAME SUPPLEMENT**

White: *Ishida Honinbo* (aged 25)  
 Black: *Takemiya Masaki* (aged 23)  
 Komi: 4.5 points  
 Played on May 30-31, 1974, Tokoyama.

Black 25 to White 28 is a standard continuation, and since Black aims at some point to attack White's group with A, Black precipitates a fight with 29 and the following moves. As this fight develops Black hopes that it will become clear how to attack in the lower right.

In answer to 40, Black 41 is a natural move. If Black instead connects at 1 in diagram 1, White forces with 2, 4, 6 and 8 and then captures a stone with 10. This is no good for Black.

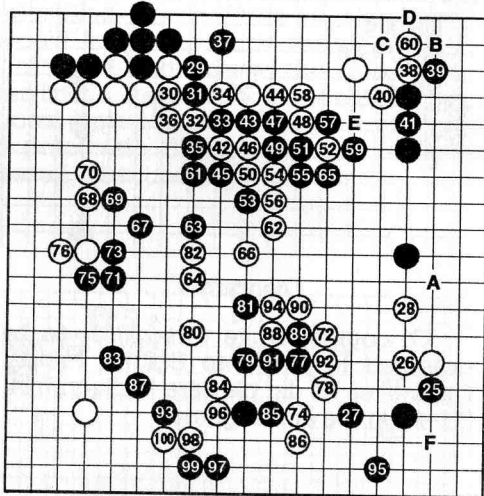


Figure 1 (25-100)

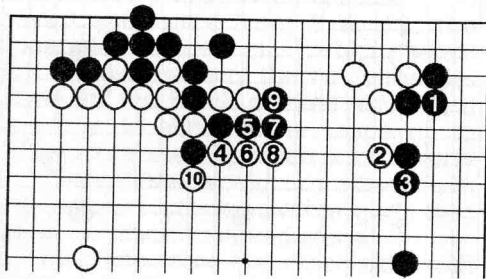


Diagram 1

With 42 White further complicates the game, but he has little choice but to do so. The only other plausible continuation would be to play at B in the upper right and, when Black ataris at 60, set up a ko with C. However, this is a ko that White can ill afford to lose, so if, after Black takes the ko, he exchanges White 42 for Black 43 and then takes the ko back at 38, he can scarcely take time to answer a Black play at 47. He would probably have to end the ko fight by capturing at D, but then playing 45 gives Black an overwhelming position.

A complex fight ensues that is difficult to analyse. Each side strives to find the most severe continuation.

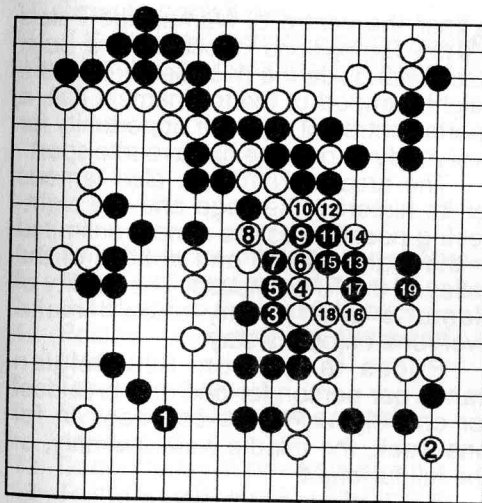


Diagram 2

White 60 and 62 are played in the wrong order. White has to extend to 62 with 60 and, after Black captures at 65, White can descend to 60. Now if Black connects at 61, White has a severe at-

tack at 63. If Black does not capture at 65 in this variation and plays atari at 60 instead, White ataris at 65 and captures at E.

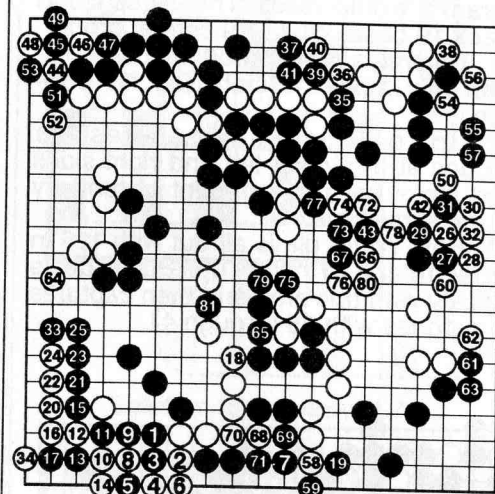


Figure 2 (101-181)

White continues to attack with 64 and 66, but since Black 67 threatens the upper left, White has to play defensively here. When Black bursts into the open with 71, he has the superior position.

With 72, White defends his group in the lower right and lends support to his centre group at the same time.

Black creates thickness in the centre with 73 and 75. This practically secures his group while keeping the pressure on White's central group.

Sensing the inferiority of his position, White plays to complicate the position further with 74 and the moves that follow. White aims to attack Black's corner with an invasion at the 3-3 point at

F, but his central and right side groups are still too thin to do so successfully.

Black continues to play thick moves with 83 through 93 before he defends the lower right corner with 95. If White had played 94 at F in order to capture the corner, the sequence in diagram 2 would result. The sequence to Black 19 costs White his central group.

Takemiya was proud of Black 97. With this move he stabilised his position.

Up to 125, Black secures his groups at the lower left and right sides and picks up a fair amount of territory at the same time.

Next White plays all-out with 126 in order to try to catch up. Black deals quickly with this area and then captures five stones with 35 through 41.

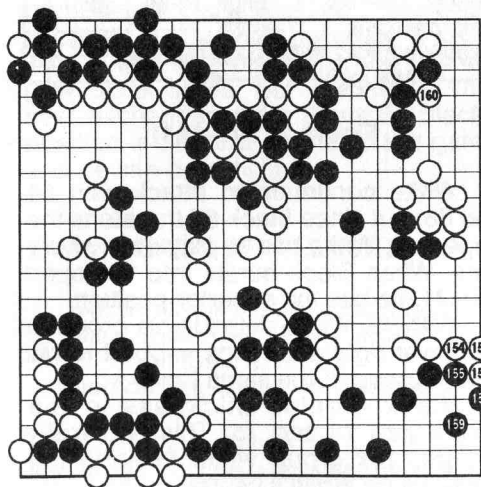


Diagram 3

Instead of 54, Ishida suggested White should play as in diagram 3. This

would have been better, but it would not have affected the result.

Black wins by resignation.

● *Bob Terry translates from articles in Kido. The Kido Yearbook, though in Japanese, offers good value for money in terms of the quality and quantity of games presented to the reader, and is available from the BGA bookseller.*

## Welcome to Namur!

Near the centre of Namur, the Palais des Expositions is located in a quiet place, alongside the river Sambre. In the neighbourhood of the tournament hall, a sports centre will offer the opportunity for everybody to practise his favourite sport.

The area of Namur is also famous for its historical heritage and the sight-seeing possibilities are almost unlimited in the many castles and abbeys of the valley of the River Meuse. The quality of Namur's gastronomy should make everyone enjoy his stay.

Prices range from 300 Belgian francs per person for bed and breakfast for one night. Players can book in for one week, the middle weekend only, or the full fortnight.

For further information and a registration form, contact:-

Pierre Sevenants (details in Tournament Calendar on page 2).

● *Congratulations to The Belgians for producing such comprehensive information, including the complete price range, by July 1990.*

## Crossword 8

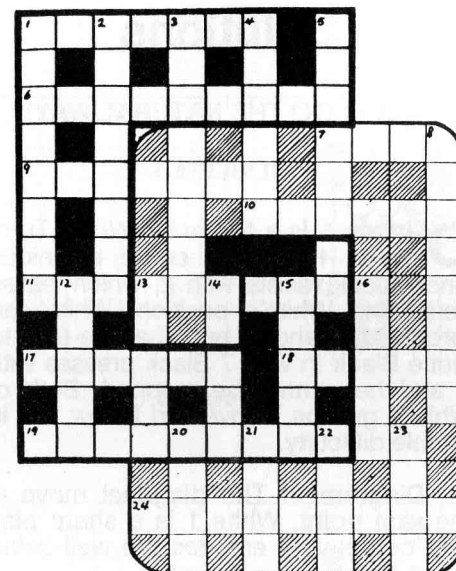
by Derek Williams

### Across

1. Pushes Hurst in the back street.
6. Get vain Lou to change production.
7. Caught in a gate.
9. State article in country.
10. Give 50 spectacles and a Chinese coin.
11. Allusions to screen free movie.
17. Dean is confused around a king in enemy territory.
18. Time to book a rep.
19. It is Ensigns' turn for making aware.
24. Chastise the company I entrance.

### Down

1. Swindler wore mitt with the shakes.
2. Make roof fund to end it.
3. Set aware of the undrinkable.
4. Polaris, losing nothing, turns and twists.
5. Tree man trees.
8. Deny sailor North for example consumed.
12. Dodge today in previous day.
13. Tests the old morning on Sunday.
14. It occurs, even to a 'T'.
15. Gross of scars.
16. Back rents collection.
20. One vehicle from Russia.
21. A little Greek.
22. Character in Asia, goes North.
23. Lacks initiative and returns in time to grovel.



Solution to Crossword 7



# Solutions

THIS IS GO THE NATURAL WAY!

## PROBLEM 1

Diagram 1 is a failure for White. Turning at 1 exhibits crude technique since Black resists with 2, which leaves defects in White's position. White can force with 3 and 5, but when he tries to fence Black in with 7 Black presses with 8 and he cannot be stopped. Both of White's groups, above and below, are in terrible difficulty.

Diagram 2: The diagonal move is the vital point. White 1 is a sharp play that completely ensures the well-being of his group.

Diagram 3: A loose ladder. If Black tries to capture White by turning at 1 it falls under the heading of "not being able to see the wood for trees." White crawls with 2 and 4 and then sets up a loose ladder with 6 and 8. By the time Black has realised it, it is already too late.

Diagram 4: Now the fencing move works. Therefore, Black has no choice but to play at 2, and with 3 White captures Black's three stones.

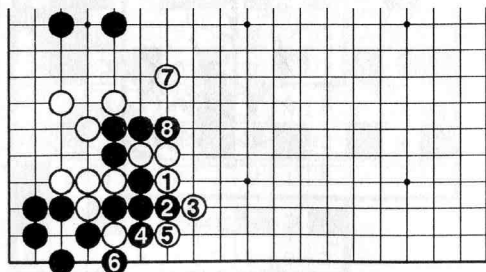


Diagram 1

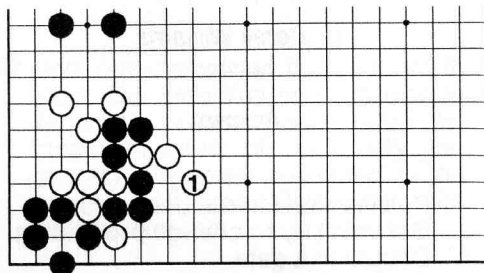


Diagram 2

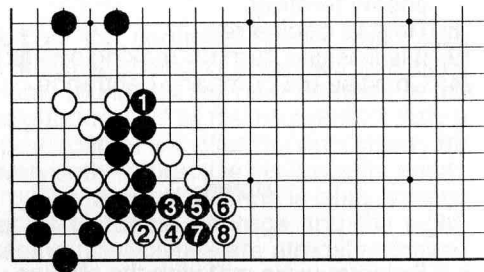


Diagram 3

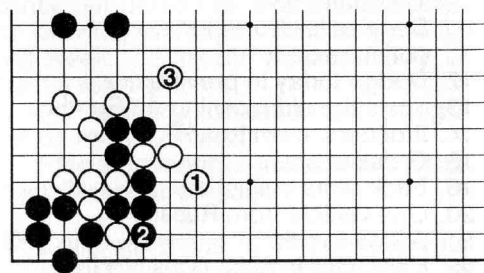


Diagram 4

## PROBLEM 2

Diagram 1: A possible sequence leading to the problem position. Black has built up a good-sized piece of territory that centres around his large knight enclosure in the upper right. White probes at 1 and after Black 2 attaches at 3. With 4 to 8, Black plays forcefully to give White the most difficulties. White 9 and 11 create defects in Black's position, that he can use to erase this area. Black does not give an inch, and after the moves 12 through 20, the position in the problem is reached.

Diagram 2: Tottering steps. Playing outward with 1 forces 2, allowing White to make it out into the open with 3 and 5, but A keeps the pressure on. This is far inferior to the correct answer.

Diagram 3: After turning with the atari at 1, White 3 is an often used technique, but 5 and 7 utilise that technique crudely. The difference between this and the correct diagram is also great.

Diagram 4: A double attack. The atari of White 1 threatens Black both above and below.

Diagram 5: The answer. Black has no choice but to extend to 1, so White gets to make a liberating capture (pon-nuki) at 2.

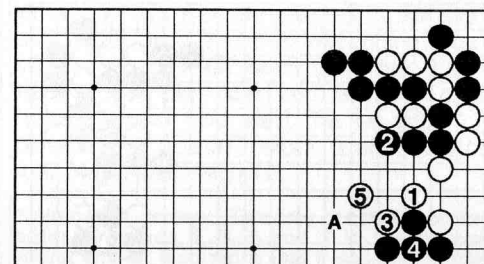


Diagram 2

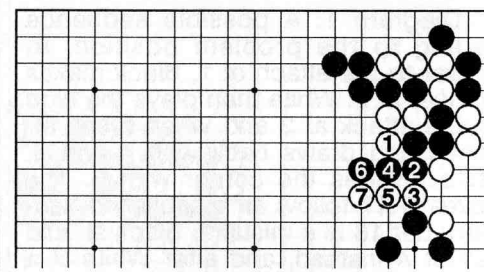


Diagram 3

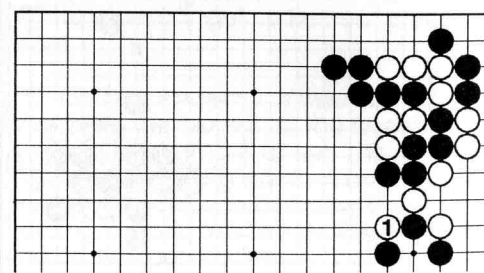


Diagram 4

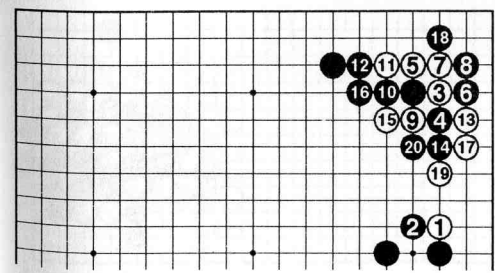


Diagram 1

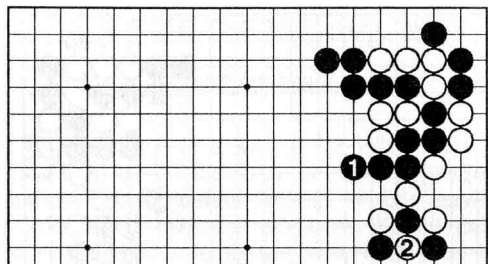


Diagram 5

PROBLEM 3

Diagram 1: A possible sequence leading to the problem position. In answer to the attach of 1, Black makes a pincer at 2. White then plays the high double attack at 3 and when Black attaches and draws back with 4 and 6, White invades the corner with 7. The moves 8-17 follow an established variation, but 18 is a mistake. Black should play at A instead, and after White B a fight develops. White forces with 19, leading to Black 20.

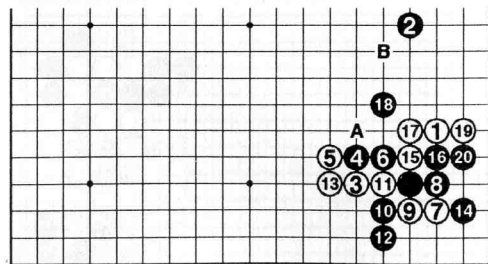


Diagram 1

Diagram 2: Attaching is a good technique. White 1 strikes at the vital point, taking advantage of a big defect in Black's shape.

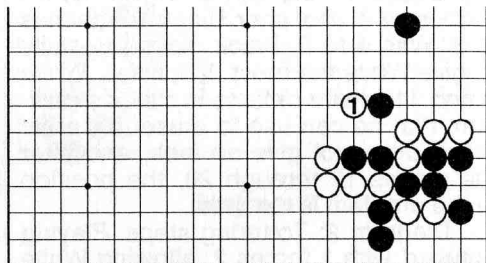


Diagram 2

Diagram 3: Descending is also a good technique. If Black connects at 2, White forces again with 3 and then descends to 5. This second shot is also good technique. White threatens to throw a stone in at A and then capture everything, so Black must answer here.

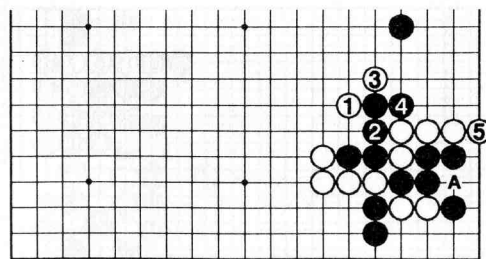


Diagram 3

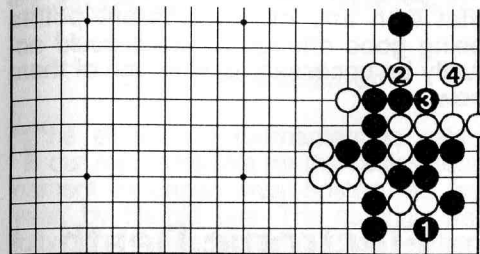
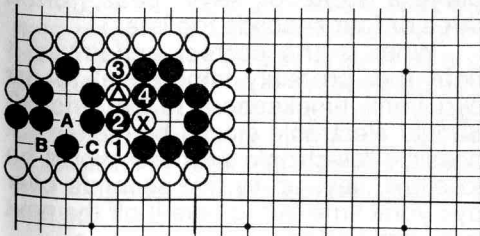


Diagram 4

Diagram 4: Black has no choice but to atari at 1, so White is able to press at 2 and fence Black in with 4. Black's blunder at 18 in diagram 1 gives White a magnificent position.

EYES AND THINGS

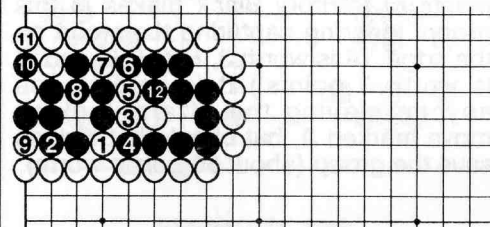
Wrong Answer 1 - alive: The argument sounds OK: Black has an eye at A, because B and C are miai, and an eye containing the white stone X, because to falsify it requires the sequence White 1, Black 2, White 3, White triangled stone, Black 5, which is well known to be against the rules since White has had two moves in a row.



Wrong Answer 1

Wrong Answer 2: White gets a ko. Getting a bit warmer. The sequence 1 to 8 consists of four forcing moves by White, which can be played in almost\* any order, at the end of which the black stones on the left have only two liberties, so you play atari with 9, Black captures 10 and you start the ko with 11, oh dear it doesn't work 'cause Black just plays atari with 12...

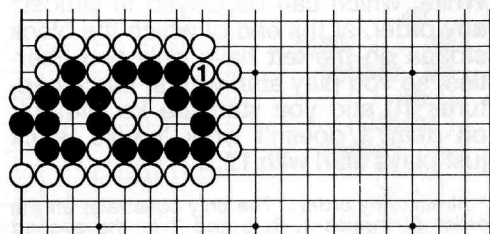
\* Almost any order... The only constraint on the order of moves 1, 3, 5 and 7 in the second wrong answer diagram is that if you play 3 after 5, it must be immediately after, otherwise White gets a chance to wedge in at 3 and threaten two eyes in the right hand bit.



Wrong Answer 2

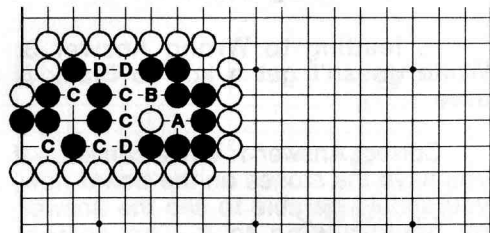
... leading to Wrong Answer 3: White doesn't get a ko, so Black is alive.

Correct Answer 1: White can kill. - If you have the stones on the board now, you should be able to see the answer, by backtracking to 8. The correct answer of course is that after those four forcing moves, White kills Black by filling in the outside liberty with 1. Then the white stones are in a (temporary) seki, giving White all the time he wants to take off the black stones at the edge.



### Correct Answer 1

Correct Answer 2: Black can live. If Black plays on any of the lettered points shown (all ten of them) he is alive. The letters refer to the ranking of points of territory Black makes in this group, ignoring capturing the stone on the edge. (A is worth 3, B 4, C 5, and D is worth 6 points.) It is hard to see anyone playing the bizarre-looking move marked A, but check that it does save the group (about 50 points worth).



### Correct Answer 2

So the group is unstable. I think the primary reason Black (um, my opponent, Tozaki-San) neglected to rescue

his group is the difficulty of believing that with any of ten different points being good enough to live it could actually be necessary to play one of them now.

## Electronic Death

by Steve Bailey

As electronics creeps into more aspects of life, I can envisage it having an effect on go. Perhaps the one-dan computer go board, rather like computer chess boards now available. More likely (and actually practical) would be a board with built-in sensors to record a game automatically.

However, uppermost in my mind is the problem of clocks and byo yomi. On both my Psion Organiser Go Clock and on an electronic clock purchased from the Ishi Press, it is observed that if you run out of byo yomi time, the clock stops and "kills" you.

At no tournament have I seen this happen. People doing byo yomi look at the watch, say "five - four - three - two - one - play"; the player says "Oh - um," waves his arm around and either plays a stone or says "pass," often three or four seconds too late.

What is the correct action? Is it right (but probably impossible) to get byo yomi timekeepers to be stricter? Should electronic clocks be "softer"? A possible "electronic softness" would be to allow, say, up to five seconds over byo yomi time but to take it off the next byo yomi period.

Do any BGA Journal readers have strong or informed views?

## Ladies' Tournament

by Matthew Macfadyen

The elimination tournament to select our representative for the Ladies' tournament in Japan was hosted, as last year, by Harold Lee. The catering was fully equal to the high standards set then, and those of us who came to watch had a pleasantly relaxed day.

Meanwhile, with last year's winner, Sue Paterson, unable to take part, competition raged fiercely between Alison Cross, Alison Jones (Franklin last year), Kirsty Healey and Anna Tripp. In the end they finished in that order, each beating all the players below her, but not without a number of alarms and excursions on the way.

Here is the deciding game, played in the final round.

Black: Alison Cross

White: Alison Jones

The opening proceeds in fairly orderly fashion with each side sketching out her own territory. White 18 might be better on the fourth line, and 21 could be one point to the left, but these are minor points.

30: White has a problem with the right side. In order to develop it significantly she needs to play around 30 and around 34. Since it is unreasonable to hope for both of these points it would be better to continue on the left, playing at 36 or 83 to establish a loose connection between the two isolated stones 4 and 20.

35: Good - almost any play in this area would be severe.

40, 42: Very bold, and 44 is a natural follow-up. White has decided to rescue her weak stones with a counter attack against Black's upper left group.

54-62: White doggedly continues her attack, and now Black has to find some weaknesses in the White wall.

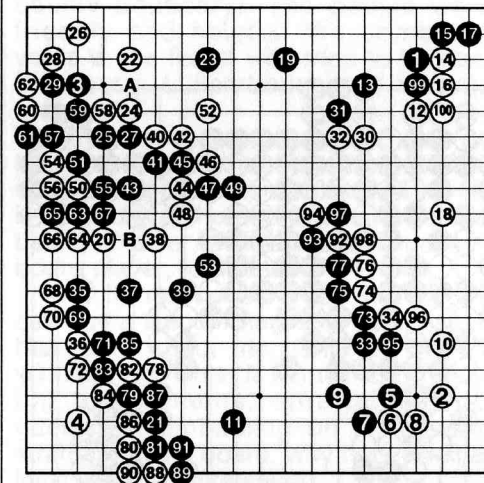


Figure 1 (1-100)

63: Sufficient to live, but not best. 64 instead would capture the three stones on a larger scale; 64 preceded by a wedging move at B might work even better, and it also seems possible to break out on the other side by wedging at A. Both sides live up to 68 and the game is still undecided.

73: Good - the simple sequence to 77 leaves Black ahead.

78: Too deep, but when Black cuts it off White keeps cool and plays the effective endgame sequence to 91 ending in sente. Black is ahead but not overwhelmingly so.

92, 94: Very big, since both sides can expand their territory in this area, but White 101 is very careless. If she intends to play 103 in gote then 101 should be omitted – Black could then continue at 102, capturing one stone in a ladder. In the game White is allowed to play first on the upper side and suddenly it looks close.

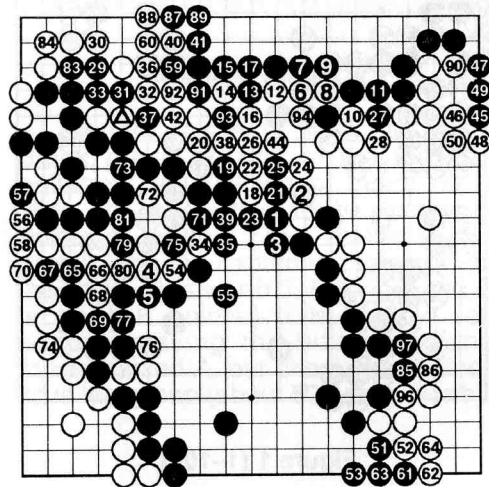


Figure 2 (101–197)

43 at triangled stone; 78 at 75; 82 at 75; 95 at 14

106–112: White moves in the wrong direction. Black becomes secure along the side while White takes hardly any definite territory in the centre. Better would be to try for a larger share of the side with a contact play at 41.

The long sequence on the upper side leaves various intriguing options unplayed, but Black ends in sente. When she continues with the remaining

big points at 145 and 151 the game is effectively over, though the players were in byo yomi and were both unsure of the result until after the counting was done.

There is an impression throughout this game that Black's positions were staying intact by experience and correct shape, while White's relied more on determination and willpower, both of which were available in plenty. Next year Alison Jones could well prove quite hard to beat.

## Sure Win?

by T. Mark Hall

Has anybody else noticed that two recent (and good) books from Ishi Press appear to contradict each other? *The Chinese Style Opening* by Kato Masao, 9 dan, promises a sure-win system. However, on page 2 of *The Power Of The Star Point* by Takagawa Shukaku, 9 dan Honorary Honinbo, he states "There's no such thing as a sure-win fuseki."

One minor amusement is that *Go World* 53 and 54 reported that Kato was playing and winning using san-ren-sei as both Black and White. However, *Go World* 56 and 57 also reported that Kato suffered his first year with a minus win/loss record, but it didn't say which fuseki he was using.

I recently used san-ren-sei in all my games in the Challenger's League with good results from the fuseki; in too many games, however, I self-destructed in the middle game. Getting a good fuseki is no guarantee of a win for us amateurs!

## On Unforeseen Consequences

by Eddie Smithers

It seems that in both life and go a course of events once begun will often lead to completely unforeseen consequences. So it was that a phone call which I received from Norman Tobin early in 1988 led indirectly to the holiday in Germany from which I and my family have just returned.

Norman was seeking a venue for the 1989 British Go Congress, and as I had organised several Leicester Tournaments, would I be willing to tackle this? The result was the Oakham Congress, which I enjoyed organising and I hope others enjoyed attending.

About two months before the Congress, I received a letter from a German couple wondering if they could stay with anyone whilst attending.

Now, normally I would be happy to entertain go visitors, but I had my doubts on this occasion because I was moving house (and work, since I work from home) just two weeks before the Congress, and this was beginning to look like a very hectic period. However, my long-suffering wife felt that she could cope with trying-to-find-things-in-boxes, and children, and guests, so I sent them an invitation and was pleased that I did because I found Alex Domay and Anja Schultz to be most charming guests. Some of you may remember them from the Congress.

It came as a surprise when I subsequently received an invitation to visit Germany and to stay at the holiday house of Alex's parents, which is deep in the Palatinate forest not far from the

French border. We had already booked our '89 holiday and so we made arrangements to go this year.

We found this area of Germany very attractive, with miles and miles of forest all around, and it was possible to walk through it to the French border (which, incidentally, was marked but quite open, not unlike crossing an English county boundary). The people were friendly and helpful. We combined walks in the forest with trips to Worms, Strasburg, Luxembourg and various schlosses.

There were opportunities to play go too, and I found that the strong 10 kyu of a year ago is now a strong 6 kyu. He is studying at Karlsruhe where he has Laurent Heiser, the very strong Luxembourg player, for mentor.

All things considered, that phone call was a Good Thing, and I am happy that go is about friendship as well as winning. So, when it comes to organising tournaments, entertaining go guests, or embarking on a dramatic strategy on the board, why not? It will at least make life interesting.

## Gone Missing?

by T. Mark Hall

In a drunken haze at Vienna I remember telling our esteemed Journal Editor to leave my "What Am I Missing?" article out until I could provide a couple more diagrams. The response since it came out that I have had has been remarkable, even getting a note from Bob Terry in California, but I wonder if the Journal it-

self has yet received any comments. [Not yet. And sorry, Mark. Don't remember. My haze must have been even greater than yours! – Ed.]

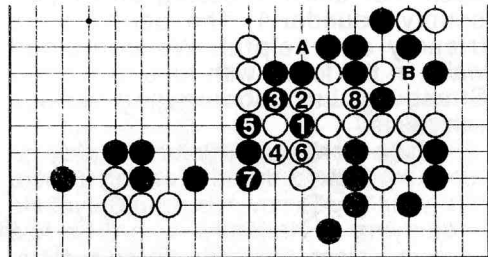


Diagram A

However, everybody has remarked that Black plays at 3 in diagram A rather than save his stone or capture the odd stone himself.

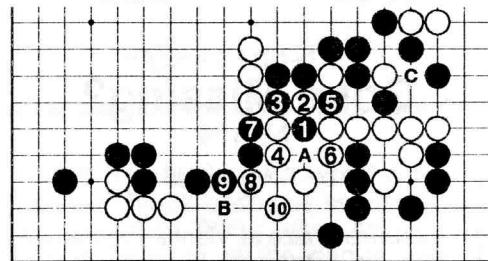


Diagram B

My opinion is that White should draw back at 4 and if Black cuts at 5 capture the single stone at 6. Black will

probably play at 7 and White plays at 8 making miai of A and B, causing a ko for life.

If Black captures at 5 in diagram B, White plays at 6 or A and plays a hane at 8 and gets a ko with either 10 or B. Black must be careful not to misplay the aji of C which may give White an eye. However, I still have the feeling that a ko is possible here.

If nothing else, this may cause somebody else to write in to the Journal! I am accepting no further comments personally; they all must go to the Editor, who will decide what to publish.

## Clubs & Tournaments

by Tony Atkins

As soon as August gives into September then it's the Autumn tournament programme. The first tournament where go players were to be seen was at Royston, where the annual shogi event took place.

It was interesting to note that two shogi players managed to play in both the regular and the tori shogi tournaments simultaneously. They must be even madder than go players.

The following weekend saw the annual pilgrimage to Ashburne Hall, Manchester, for the Northern Go Congress. Sixty-two players, including a contingent from the Isle of Man and some Dutchmen, battled over the usual six rounds. D. Cann was declared winner despite dropping a game. T. Tyler from

Bristol was the only unbeaten player, with D. Phillips (I.O.M.), Paul Barnard (CLGC), S. Gratton and T. Morley (both from Bolton) dropping a game.

The three other prize winners, who also contrive a jigo each as well as a loss, were S. Flucker (Bristol), and Brakenhale's S. Salazar and J. Phillips. The two Bolton prize winners helped their club to win the team prize, and D. Phillips and D. Gilder were the qualifiers.

Six days later some of the ninety players turned up to the Milton Keynes Tournament to find the playing hall locked. Eventually the relief caretaker was dragged out of bed to open up, and the rest of the day went without a hitch.

M. Macfadyen scooped the top prize as expected, while D. Gilder, C. Wright, P. Margetts, T. Tyler, J. Hamilton, N. Allday and R. Kidd all gained recognition for three wins. Qualifiers were C. Wright and K. Pulverer. The organiser, Andrew Grant, reports that next year there will be a new venue to avoid Fred Holroyd having to rush around with buckets of water to supply the gents'.

This year's Shrewsbury Tournament was attended by sixty players including another Manx contingent who stayed with organisers Brian and Kathleen Timmins. Others stayed in the town overnight so that a relaxed start could be made on the Sunday.

However, it was Matthew Macfadyen who did best. He obviously thrived on spending the Saturday working at his dan players' teaching day, and on the late night of deep conversation with the remaining go players.

The other good performers were K. Pulverer, C. Wright, I. Sharpe, T. Tyler, C. Wheaton and Oxford's N. Wedd, W.

Rivers and P. Moody. Qualifiers were A. Grant and S. Shiu.

• • • • •

As well as Matthew Macfadyen's three teaching days at Leamington, Bournemouth Club availed themselves of a dan player visit. Your wellknown two dan led them in discussion games and problem solving, and beat the local side 4-1 at simultaneous.

Allan Scarfe, Reading Club's go programmer, has now moved to Newcastle where he is concentrating on Microgo3, and news has been received that three dan Dave Sutton has started playing again.

John Fairbairn was one of the old faces who appeared at the twenty-first Wessex Tournament.

Noteworthy is Tim Tyler's four consecutive wins in two months during which time he has improved four grades (at least)! (For the rest my news on the event, see the separate Wessex article.)

Normally not much is heard of the ladies in British go, but Alison Cross, the art teacher from North London, appeared in the Women's Page of the Times on October 12th. In a hurriedly organised tournament she had proved herself the best lady and earned a trip to the second Women's World Tournament in Japan.

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The Montcalm Hotel was the venue on 13th October for a hastily organised Anglo-Japanese friendship match sponsored by Japan Airlines, ending with a cocktail party. (See article elsewhere.) Those who attended were especially impressed by the chance to speak



through an interpreter with such a great player as Takemiya. Britain has indeed been honoured.

• • • • •

Firstly on the European scene we must round off last year's Grand Prix. The Volga boat trip tournament was won by our very own Matthew Macfadyen. Perhaps Matthew was good at coping with the copious Russian champagne, vodka, and tuppence-a-pint beer.

Whatever the reason he managed to beat six of the top Soviets to lead the field of ninety-eight players, of whom fifty-six were from the west. Hans Pietsch was third, behind Solovyev, and our Nick Webber was sixteenth with four wins. The week was made a relaxing holiday with plenty of sight-seeing, swimming and partying as the M.S. Mihail Kalimin plied from Kazan to Volgograd and back.

As already reported, Rob van Zeijst won the thirty-fourth European Go Congress in Vienna with 9/10. Dr. Zhang and Hans Pietsch were next with eight wins. In a strong field, Matthew Macfadyen only managed eighteenth, losing to four five-dans during the ten rounds.

The final Grand Prix points were: Zhang 122, Bogdanov 109, Pietsch 73.5, Lazarev 56, Wimmer 48, Macfadyen 39. The Fujitsu rankings were: Bogdanov 45, Pietsch 44, Heiser 39, Macfadyen 35, Janssen 33.

La Chaux de Fonds is famous for its Swiss clocks and also for being the first Grand Prix Tournament of the new season. Dr. Zhang won the sixth out of his ten Grand Prix appearances. His closest rival, Schlemper, lost to him and also to Laurent Heiser who was third. Second place was taken by Frank

Janssen who beat Heiser, but failed yet again to beat Zhang.

A strong Soviet team turned out at Belgrade to defeat the local Yugoslav opposition. Out of the fifty five present there was only one westerner, Dutchman Richard Zwiers, who won 5/6 at two dan, to come eighteenth. Lazarev and Bogdanov – who are old friends – battled it out in the fifth round, but Lazarev was lucky to win the tournament when he went on to lose to Detkov in the last round. In addition, Danek (CS) beat Bogdanov and so sum-of-opponent's scores was needed to place the top three in the order: Lazarev, Detkov, Danek.

The Brussels tournament was a landmark in being the first major tournament won by a woman. Thirty-year-old Guo Juan is a former professional now living in Europe, and easily beat the opposition. With Pietsch now studying go in Japan, and Detkov and Bogdanov on a Korean visit, it was left to either Schlemper or Zhang to beat the newcomer. However, Zhang lost to Schlemper, and the latter failed to win against Guo, losing by 7.5 points. The final ordering was Guo, Schlemper, Lazarev, Zhang, Rehm.

So after three of the sixteen Grand Prix events Lazarev is leading on 27 points, from Zhang 23, Schlemper 20, Guo 15, Bogdanov 14. This year's winner will be decided on the players' best seven results because of the increase in the number of events.

Late news: Matthew Macfadyen has just won 5/6 games at the Göteborg Tournament in Sweden, beating Dr. Zhang, and only losing to Detkov.

## 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	25-15	GGP2	5.50	6.20
Graded Go Problems For Beginners 3	20-10	GGP3	5.50	6.20
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Ranka Year Book 1989		RNK	2.00	3.00
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Glass stones (8.5mm)		SG85	18.00	21.00
Glass stones (9.5mm)		SG95	20.00	23.00
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Magnetic go set		MG2000	11.00	12.50
De luxe record file (ring binder + loose leaf)		DLRP	4.00	5.00
Go Mats (Vinyl 19x19):- (GM): 4.00:4.50; Games record pad:- (GRP): 1.20:1.60				

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.)

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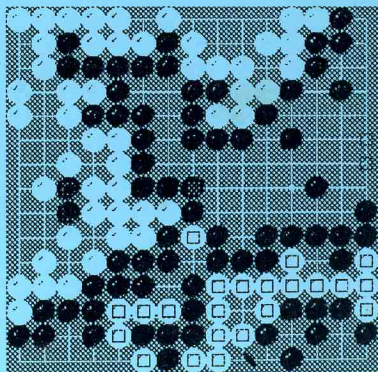
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Score

Two passes  
Game Over.

White wins by 79

Dead stones marked  
Unknown territory marked



F1 Black Terr  
F2 White Terr  
F3 Save  
F4 Replay  
F5 New game  
F6 Help  
F7 Continue game  
F8 Quit

Stones captured by Black: 6 White: 1

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