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THE

HITACHI

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Contents

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Glossary

Aji: latent possibilities left behind in a position.
Aji-keshi: a move which destroys one's own aji (and is therefore bad).
Atari: the state of having only one liberty left.
Byo yomi: shortage of time.
Dame: a neutral point, of no value to either player.
Damezumari: shortage of liberties.
Furikawari: a trade of territory or groups.
Fuseki: the opening phase of the game.
Gote: losing the initiative.
Hane: a move that 'bends round' an enemy stone, leaving a cutting-point behind.
Hasami: pincer attack.
Hoshi: one of the nine marked points on the board.
Ikken-tobi: a one-space jump.
Jigo: a drawn game.
Joseki: a standardised sequence of moves, usually in a corner.
Jubango: ten-game match.
Kakari: a move made against a single enemy stone in a corner.
Keima: a knight's move jump.
Kikashi: a move which creates aji while forcing a submissive reply.
Komi: a points allowance given to White to compensate for Black having the first move.
Kosumi: a diagonal play.
Miai: two points related such that if one player takes one of them, the opponent will take the other one.
Moyo: a potential territory.
Ponnuki: the diamond shape left behind after a single stone has been captured.
Sagari: a descent towards the edge of the board.
Sanren-sei: an opening which consists of playing on the three hoshi points along one side of the board.
Seki: a local stalemate between two or more groups dependent on the same liberties for survival .
Semeai: a race to capture between two adjacent groups that cannot both live.
Sente: gaining the initiative; a move that requires a reply.
Shicho: a ladder.
Shimari: a corner enclosure of two stones.
Shodan: one-dan level.
Tenuki: to abandon the local position and play elsewhere.
Tesuji: a skilful move in a local fight.
Tsuke: a contact play.
Yose: the endgame.

Calendar

This is a list of all UK tournaments to give new members an idea of what is available. Later events may be provisional. Entry forms are distributed with newsletters. See newsletters for foreign tournaments.

Shrewsbury: 4th October. B.Timmins, 0630-84292.

Wessex: Marlborough, 25th October. P. Atwell, 0272-611920

Bournemouth: 7th November.

Birmingham: 22nd November.

West Surrey: 5th-6thDecember

London Open:Dec/Jan.

Furze Platt (near Maidenhead): January.

Wanstead:February

Oxford:February.

Trigantius: Cambridge, March.

British Youth Championship: Stowe, March

British Go Congress: March/April

Coventry: March/April.

Candidates': May. By invitation only.

Bracknell: May.

Challenger's: May. By invitation only.

Ladies': June. By invitation only.

Leicester: June.

European Go Congress: July/Aug 1993, Prague.

Northern Go Congress: Manchester, August/September. J. Smith, 061-445-5012.

Isle Of Man: August, one week. D. Phillips and L. Austin, 0624-612294.

Milton Keynes: September.

Editorial

The mini-journal produced at Canterbury rose to six issues in a fortnight, but fell into the shortcoming predictable as a result of haste, faulty production and inaccuracies.

Some of the material from the EGC journals will be used in this and the next BGJ. For those who bought all the mini-journals this will be repetitious, but some game commentaries have been expanded by Matthew Macfadyen, and there has been time for more adequate proofreading .

As an experiment, a three-column format was tried out at the European Go Congress. No one objected to it, and some people positively liked it, so it has now been introduced in the regular Journal.

Layout will be more flexible, but the main advantage for readers is that game figures will be noticeably larger, and therefore more readable, as there will now be the option of a two-column width. It will be possible to give photographs too a more generous space.

To match the narrower columns, a slightly smaller typeface has been introduced. This has greatly increased the amount of text that can be printed in the same space, so please remember this if the journal has fewer pages than you have come to expect!

Deadline for contributions for next issue is **4th November**, but please send earlier if possible.

An Organiser's View

by Tony Atkins

●*Tony was Chairman of the Canterbury Go Congress Committee.*

All our financial worries were driven away at the eleventh hour by Hitachi's very generous sponsorship, and by the large numbers attend-ing. Thanks to Hitachi we could double the prize fund, sponsor professionals, print posters and do dozens of things we did not think possible.

As main organiser, how should I judge the success of the European Go Congress? Personally, the fact that two hundred people were to be seen playing go, sitting in the sun and enjoying themselves is enough to prove the Congress a success. If the organisers were all running round like headless chickens and having nervous breakdowns, this did not affect the players; many went away saying it was the best congress they had been to.

Having by accident chosen the Olympic fortnight, this seemed to work well, as West Europe was bathed in almost continual sunshine. Canterbury was no exception. Although some of the rooms were stuffy at times, a cooling breeze was often felt. The disadvantage of this was plastic stones blowing away during outside games.

Two free coaches were provided to Leeds Castle. Luckily Harold Lee remembered some go sets, and so soon every picnic table and shady spot was taken up by a game of go. Our TV coverage from the previous day meant quite a few people said they had seen us, and I was laughed at by some Japanese school girls as Bob High (the USA membership secretary) and I celebrated reaching the end of the maze with a game.

Rix and High keep a check on the Sato–Lazarev match (HL)

Catering arrangements had been a worry at one stage of the planning. The University did a good job with reasonably priced meals, an excellent snack service in the playing area, and two tasty barbecues. A minor panic occurred at the first, when the University booked us for 6pm to 8pm and we thought it was 7.30pm. Luckily the chefs' patience and gas did not run out, and so the mayor, professionals and players were all fed.

The rain came just at the end of the second barbecue, which encouraged all to move on to the song party.

For nearly four hours we sang, laughed and drank, to pieces from Finland, France and the US, as well as the usual Dutch, German and English works.

The other musical feature of the Congress was a woodwind band of recorders, crumhorns and other miscellaneous instruments. This year's EGF meeting was soothed by the musical notes drifting down. They were not so lucky for the second constitution meeting, which moved venue at 11pm and carried on into the small hours.

One thing I learned the hard way was that computer go needs real sets and clocks. We were already fully stretched by the non-appearance of some equipment from London, and the record 236 players, so we had to scratch about for the computers. Anyway, more sets arrived and the numbers dropped a little, so we coped.

We had large numbers of visitors from the East, each of whom brought their own unique problems: the pro, Shirae, brought a party from Japan and with his daughter entertained us with a fifty-player simul; Reiko Monna brought a twenty-six strong party for the weekend tournament; Nakayama (now pro 6 dan) entertained us with games and lectures; from China we had four pro seven-dans, Tan, Yuan, Liang and Miss Feng, who worked very hard for the whole fortnight; reporters from Japan and Korea; popping in were representatives of Fujitsu, the Nihon Ki-in, and the Chinese and Japanese embassies; Mrs Taki and Miss Sato from the International Amateur Pair Go Organising Committee who so generously supported the pair go competion; Mr Shirasuka from our sponsors, Hitachi, was of course most welcome at the opening and closing ceremonies; and I must not forget to mention those amateurs who joined in (and dominated) our competition.

Barbecue: Zhang presents pros to Lord Mayor & Mayoress

Visit to the Lord Mayor: Zhang, Mizuguchi, Lee, Liang, Tan, Feng, Yuan, Nakayama (AJA)

Another lesson learned regarding pro events was not to run any whilst Bruce Wilcox is lecturing. His Instant Go lectures attracted over a hundred at each and were jolly good enteratinment. Bruce also took part in the computer go, took part in the Radio Kent interview with Shutai Zhang and Peter Zandveld, and taught the Lord Mayor of Canterbury go. His Worship very kindly attended both ceremonies and the first barbecue and entertained visitors at his office. At one such visit with several pros Alex Rix was allowed to blow the six hundred year old mayoral horn and handle the mace, whilst Shutai was allowed to wear the robes.

A measure of success was the number of side events and people playing in them. The town team attracted eighty seven and the lightning over a hundred. For the first time liar dice, pits, Mornington Crescent and shogi appeared on the timetable. Thirty-two male-female pairs gave up their free day to play pair go, and lots of games were played in the continuous self-paired competitions.

We must of course thank Hitachi, Asahi Shimbun news-

paper, JAL and our other sponsors, our shareholders, and those who donated money for Eastern Europeans, without whom the Congress would not have been such a success.

Finally I must thank all those who put so much time and effort into the Congress, both on the Committee and off, without whom the Congress would not have happened at all.

World Amateur Championship

by Matthew Macfadyen

Chiba does not like to be thought of as a suburb of Tokyo, but Makuhari is happy enought to be a district of Chiba. It is the nearest thing I have seen to a place with no history - the entire area is built on reclaimed land, totally flat, and lacking any of the watercourses and geological inhomogeneities which give most places at least some minimum of structure. Also, being new, it lacks any of the old buildings - derelict sheds whose original purpose has been forgotten, shops obviously converted from some other purpose and suchlike. Everything is orderly, as planned, and retaining the shine on its aluminium façade. New tower blocks are being constructed everywhere.

Even as we watched, however, little pieces of the real world were creeping into the cracks in this designer desert. Small (albeit rectangular) plots of land neglected by the mower had sprung patches of reeds from which Great Reed Warblers were singing lustily. The beach, although straight and featureless, played host to a few Grey-tailed Tattlers on their way to their arctic breeding grounds. Meanwhile the soulless corridors of the main exhibition hall became peopled by the ghosts of a number of three-eyed groups whose untimely and unexpected demise had left their creators sadder but not often very much wiser.

The tournament was the usual mixture of new faces and old, with chances to catch up on news of mutual acquaintance (some of the BGJ's older readers may be amused to hear that Jim Bates is currently masquerading as an Australian 6 dan - the Australian passport office believes at least half of this notion). Various people had got married, divorced, separated etc., and most of the people had won at least some games of go. A new country was represented, Venezuela, and the old countries were represented by some traditional players. The eventual winner was Kikuchi Yasuro from Japan, the oldest competitor in the tournament. I returned a respectable fifth place, losing to the players from China and South Korea, but beating some Europeans, the Hong Kong representative, and the Chilean.

The game below comes from the fifth round. I had White against Han Qui Yu, the (mainland) Chinese player. He was responsible for Kikuchi's only loss (by half a point) but had a number of other wins which were less than totally convincing. One of the features of strong players, though, is that they are particularly good at being ahead at the end of the game.

Black: Han Qui Yu
White: M. Macfadyen

Black 1 - White 10: White seems to have taken a small psychological lead here, with Black backing off at 7 from the fight he seemed to be offering by playing 1. The joseki books say that Black 7 and 9 constitute a small loss, but White's position is quite thin and this is not really measurable at amateur level.

I was unfamiliar with the joseki options after 20, but Black made it easy for me with 21. If this had been at *A*, I would have to decide whether to crawl along the second line or to fight with 21 or 22.

After 29 there are various ways to handle the right side including playing some sort of reducing move around the sixth line. I decided to plunge in deeply so as to be able to reach a position I could understand. With any luck, even if he killed my group, I would be able to get some forcing stones somewhere around the sixth line and achieve about the same result as in the simple line.

The result to 52 leaves me alive on the side, and with some potential left in the two stones 30 and 44. Black now needs to make something happen in the middle.

55: A bit complacent; 56 is correct, and now Black has no good forcing move to prevent White *B*, which would eat quite a hole in any centre territory he might build.

58: Also bad - the left side was more important than the top, and this play should be at *C*.

76: Good, and Black found himself forced to indulge in a very hairy fight in order to get anything worthwhile in this area.

98: A small mistake - simply pushing at *D* would force Black to defend with *E* (otherwise White's five-stone group gets too many liberties and Black collapses) and then the result would be exactly like the game but with 98-99 omitted.

105: Starts the final fight. The game was quite close at this stage, and Black might well have been able to win by playing normal yose moves, but he continued to try to kill my group and things became desperate for both sides.

118: Should be omitted - the exchange for 119 loses a liberty and gives up points when Black captures these stones.

129: An overplay. If White 138 is at 141 White will live with a decent sized territory.

138: Is a blunder; I was striving for greater efficiency, but had failed to spot that 142 could not be at 187 since Black can wedge at 174 and win the semeai.

160: One of the several ways to precipitate the final fight - by now neither side can back off, White has come too far into the Black centre for anything but a fight to the death to suffice. Probably 160 at 164 would be better, but the discussion with Shirae (7 dan) after the game was inconclusive on this point.

After 167 it is clear what the stakes are, but I was convinced that making an eye with 168

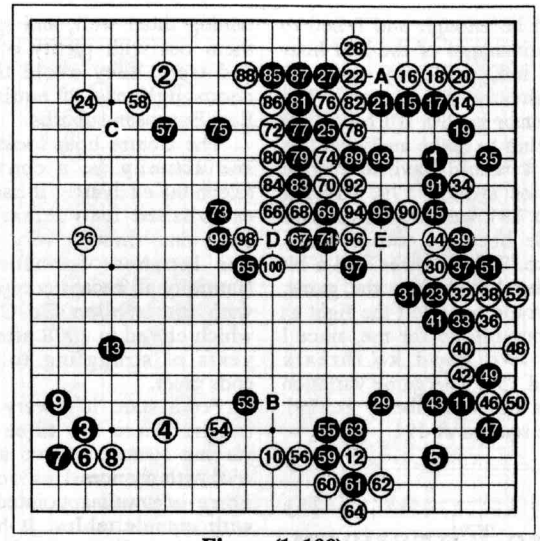

Figure (1-100)

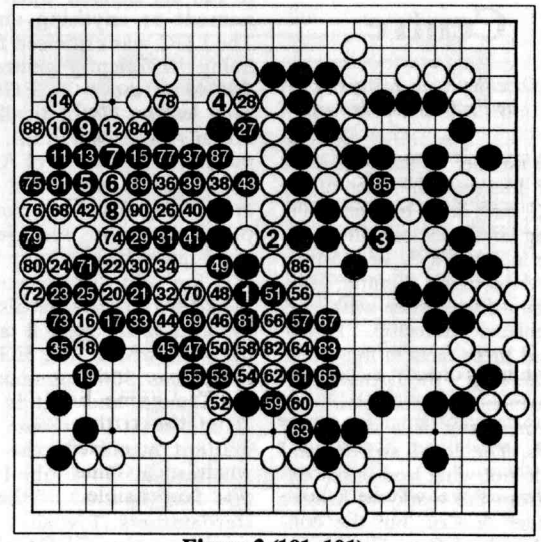

Figure 2 (101-191)

would be enough and failed to take advantage of the half hour I had left, while my opponent was already in byo yomi. The final error is 180. If I had given up trying to make an eye at this stage I would have had three liberties around 179. Playing 180 at 181 would give me five outside liberties, one of which is a ko. This is three and a bit liberties better than the game, and would have left the fight as a favourable ko for me, since I have two good ko threats around 159. The game variation leaves me one liberty behind. White resigns at 191.

The European Go And Cultural Centre

by Francis Roads

The number 64 bus goes more or less past the door of the EGCC, but I don't recommend it, it being circuitous and infrequent. Better is either a 51 or a 5 tram from Amsterdam Central, leaving you a five minute walk from Kronenburg tramstop. I discovered these facts in the course of attending the Amsterdam Tournament, reported elsewhere.

Kronenburg is a dormitory suburb. The local architectural style is not what you might expect from the works of Messrs Vermeer & Co., but the concrete block of flats. But by not building them too high, maintaining them well, and spacing them out with plenty of lawn and trees, they avoid the hideous ugliness of equivalent East European suburbs.

The Centre both looks like, and actually is, a converted telephone exchange. It has been established in a remarkably short time through very generous Japanese sponsorship. Naturally it invites comparison with the London Go Centre, which closed in 1978 after four years of struggling to make ends meet.

For a start, it is very much larger. There are three large playing rooms, on two stories, with many smaller rooms. There is a well appointed café, with outside tables. It has its own car park - the only thing that seemed to be missing was even the smallest garden.

One of the troubles with the LGC was that it was too small to run the London Open Tournament or anything similar. The LGC was criticised for not being sufficiently central. Be that as it may, the EGCC is even less so. Theoretically it is not in Amsterdam at all, but in the adjoining district of Amstelveen. This is convenient if you are coming from Schiphol Airport, but on an average club night few players turn up by air.

I am told that Amsterdammers tend to measure distances in terms of the time it takes to cycle anywhere. The EGCC is more than 30m minutes from the Centre, and that is consdered too far to become a permanent home for the main Amsterdam Go Club. I think this faint-hearted of the Amsterdammers. I wish I could cycle to the CLGC in 45 minutes, let alone 30!

Fortunately the organisers feel able to use the Centre for activities other than go - hence the word "cultural" in its name. Although they have not started yet, it is intended to use the Centre for all manner of Japanese cultural acrtivities in addition to go, and it seems well suited to such a function. Many people felt that if the LGC had been able to diversify its activities it would have survived.

And another favourable feature is its geographical position. Amsterdam is in easy driving distance from populous parts of Germany, Belgium and France, and can serve as a truly European Centre. Much as we like to think of our dear country as the centre of the world, the awkward fact remains that you always have to start by crossing some water to get to us.

Lastly, the scale of the sponsorship has been lavish. I don't begrudge the Netherlanders their Centre. They have always been good organisers. Furthermore, they are stronger go players, having many more five-dans than we in absolute terms, without allowing for our greater population. There are some drawbacks, as I have observed, but I expect that they will make it work.

Your club: any news to report? If so, why not send it in for the Clubs & Tournaments article? All information to Tony Atkins (address given on page 2).

Four Hundred Years Of Japanese Go

by Andrew Grant

Part Four: San'etsu

●*The game opposite is Sanchi (White) v. San'etsu (Black), 1648. Black wins by 11 points.*

By 1623, when Sansa died, the strongest player in Japan was his one-time pupil Nakamura Doseki, the founder of the Inoue school. Sansa accordingly arranged for Doseki to be promoted to Meijin and appointed godokoro (a salaried government post with responsibility for promotions, etc.), effective upon Sansa's death. In return for this favour, Sansa asked Doseki to undertake the training of his (Sansa's) heir San'etsu.

The go schools had all adopted the iemoto system, whereby the head of the school adopted his best pupil as his son and bequeathed the headship to this pupil upon his death or retirement. Thus, San'etsu was not Sansa's natural son - indeed, the Honinbos (and the Inoues) maintained the tradition of the head of the school being a Nichiren Buddhist priest, bound by a vow of celibacy. (The Yasui and Hayashi heads were also Buddhist priests, but belonged to the Jodo sect which did not insist that its priests be celibate.) Actually, this rule was never enforced very strictly, and several Honinbos and Inoues maintained mistresses, even wives, and had children.

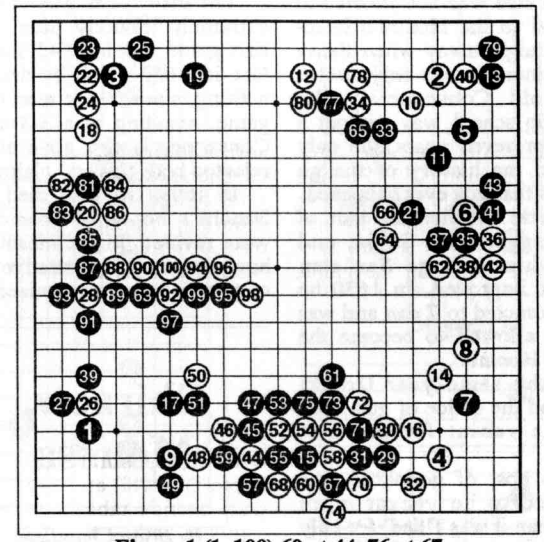

Figure 1 (1–100) 69 at 44, 76 at 67

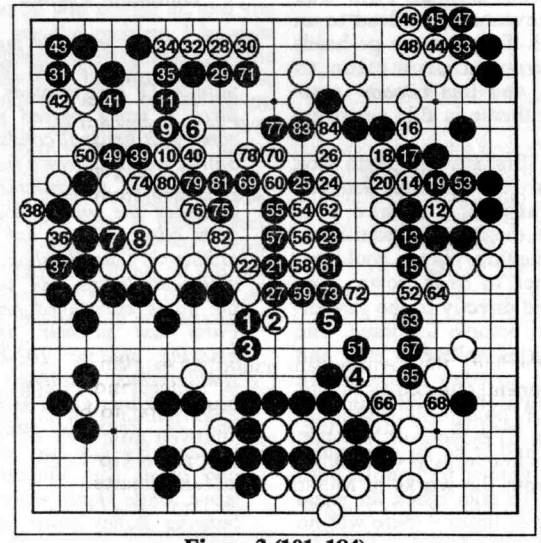

Figure 2 (101–184)

San'etsu was not allowed to succeed to the Honinbo headship straight away when Sansa died, since he was only twelve years old. Consequently, the Honinbo school was without a head for seven years, the only time in the history of the go schools that this ever happened.

Doseki fulfilled his part of the bargain with Sansa, and under his tutelage San'etsu rapidly improved. In 1630 he was promoted to 7 dan and was finally allowed to become the second Honinbo.

In the same year Doseki died and the office of godokoro became vacant for the first time.

The post of godokoro was destined to be vacant more often than it was filled, for only a truly great player could hope to receive the appointment. When there was no godokoro, promotions had to be decided by agreement between the four go school heads. This was bound eventually to lead to an impasse if two of the go heads both wanted promotion to Meijin, and this became a recurring theme in Edo period go history.

The first such impasse took place in 1644 between San'etsu and Sanchi, who had just become the second Yasui head. Since neither player could get the other to back down, they appealed directly to the government to resolve the issue. The authorities told San'etsu and Sanchi to play a six-game match, with the coveted promotion to Meijin as the prize. (There had to be an even number of games to enable both players to take black an equal number of times - there was no komi in those days.)

The match was played at an extremely leisurely pace - the first game was in 1645 and the last in 1653 - but it decided nothing, since Black won every game, resulting in a 3-3 draw. Consequently the government rejected both players' claims.

In 1658, San'etsu died, and Sanchi's hopes of promotion were revived. In the meantime, however, the adminstrative side of go was being reorganised.

Shirae v. Moussa

by Brian Chandler

Black: André Moussa (6 dan amateur)
White: Shirae Haruhiko (7 dan professional)
Handicap: 2 stones

●*This article, more or less the complete text of two fifteen-minute TV programmes, features a game played under somewhat unusual conditions. Shirae was last year's teacher on the NHK programme that precedes the weekly tournament game, and he has been talking very lucidly about handicap strategies. He played the game introduced here in Paris last summer, in an amazing outdoor 102-board simultaneous challenge. On board one was André Moussa, one of France's strongest players. He got two stones, and about five minutes per move, while Shirae ran round banging stones down as fast as he could. Anyway the rest of the comments are Shirae's. This is an excellent teaching article, not just a commentary.*

Normally I would be giving him three stones, but I've got 102 games to play so the handicaps are reduced. Mr Moussa is no mean player - he's been the French representative in the World Amateur Championship, and I didn't expect the game to be easy.

2: Black tries to make it look like a three-stone game. I don't mind, I'll take the cash in the top left corner, then we'll see what happens.

There are several possibilities for Black's next move, 4. The first that should come to mind if you're of dan strength is the middle of the left side at *A*. This is where White wants to play to develop his enclosure in the top left corner. (The top side *B* is not so important, because for White to extend there leaves him with a rather flat shape.) But go is too big a game for there to be only one solution. When Black plays 4 in the middle of the right side, he is saying, "OK, you can have your good point, but I'm having mine too." Either the actual 4, or the middle of the lower side at 7 is an excellent move, and it's difficult to choose between them, although I think it is just possible that the move at 7 is very slightly better. But after Black 4, if White were now to play on the left side, Black would take the other big point at 7 and make the game very difficult for White. If I have to say why 4 is a good idea for Black, it's because it simplifies the game, which is always to White's disadvantage. (If Black played 4 at *A*, I would jump into the middle of the lower side at *C*, and then there are lots and lots of places to play.)

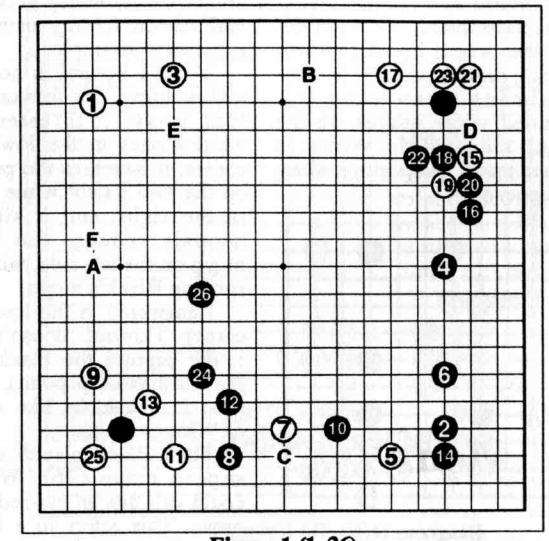

Figure 1 (1–26)

With 5 and 7 I am trying to create (mild) confusion. But Black 8 is quite some move. Again, the obvious reasonable move is to extend up the left side around *A*, but this 8 has a very fierce aim behind it. Remember, mind, that André Moussa gets five minutes to think about every move, while I'm running round banging down stones as fast as I can. Anyway, although I can see what he's aiming at, there's no way I can stop to reinforce the two stones (5 and 7); to do so would mean that I had been kikashi'd, forced to answer submissively.

So I played White 9. If Black would be so kind as to protect his stones, for example with the sequence 1 to 5 shown in Diagram A, he would be slightly cramped in the lower left corner, and I would have a playable position.

No such luck! Black plonks 10 in between 5 and 7. This is what he was aiming at, and you can see the problem I have in Diagram B. Attaching under the stone leads to the sequence 1 to 4, and the white stones are cut in two; the triangled stone is in an ideal position. This is not reasonable for White.

So White counterinvades with 11 - now it looks nicely complicated, doesn't it? White is relatively strong in the area of the bottom left corner, and you should play where you are strong.

Up to 13, White has made something of a position in the lower left corner. Considering it as a life and death problem, the black stone on the 4-4 point is not actually dead - see the sequence in Diagram C - but it would be very unprofitable for Black to rescue the stone on such a small scale, giving White excellent thickness. You just have to remember such possibilities for later in the game.

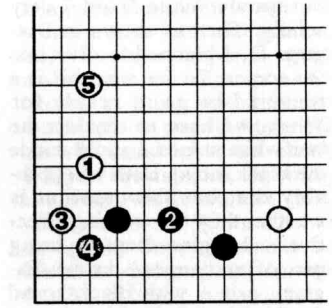

Diagram A

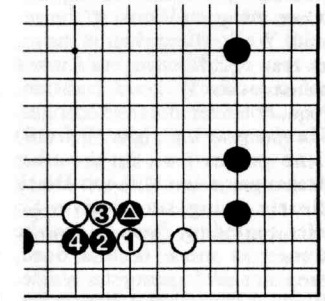

Diagram B

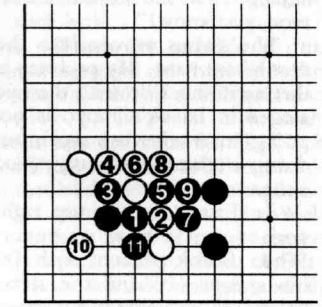

Diagram C

14: Cor! this is a calm move. What I was hoping for (I can't say expecting) was that Black would make the other iron pillar

to separate White 5 and 7 very solidly. Then as shown in Diagram D, I planned to dive into the corner. To see why this is a reasonably good result for White, we have to consider the two white stones *A* and *B* inside the black moyo. Both will probably die, but the question is whether they are working effectively. Imagine them as being part of exchanges - in the diagram, pair *A* with Black 1, and *B* with Black 9. Imagine the position with these two pairs taken away and look at the result. Well, Black has a moyo, an area of influence, but it's not an excessively good position. Now consider these exchanges. The peep at the right (*B* for 9) is no gain or loss, but the other exchange (*A* for 1) shows Black clearly being submissive. So even regarding these two white stones as more or less dead, they are not going to waste. Well, that's what I hoped for, but no such luck. Moussa is saying, "I'm the French champion, you know!"

The game moves into the next phase now. My problem is that anything I do with the two stones in Black's moyo is not going to work very well, but doing nothing isn't any good either.

So I start in the top right corner - it's now or never. When Black pincers with 16, his stones (16 and the stone below it) are somewhat overconcentrated. Despite this, when we consider the position on a larger scale, this is the right direction of play. (Takemiya plays this line quite often.) Just consider if I jump into the corner, as shown in Diagram E. The two triangled black stones on the right side may indeed be ever so slightly overconcentrated, but considering the overall board position, Black's central position is overwhelming, menacing the stranded white stones on the lower side, while White is pushed into a flat position along the upper side.

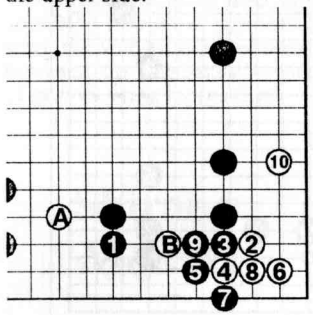

Diagram D

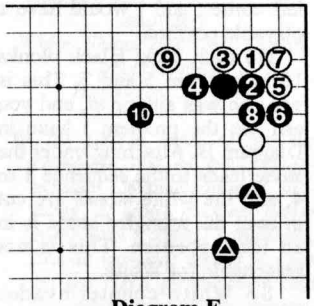

Diagram E

That's why White changes tack, and plays from the other side with 17. [Shirae repeats his complaint about playing 101 other games while Moussa is thinking. I think we can sympathise! - B.J.C.] In the sequence up to 21, White gets a position in the top right corner. Black can still capture a white stone by playing at *D*, which is very large, but not large enough. The next few Black moves are extremely good - the real reason for my using this game as an example.

24: The kosumi is normally a slow move, but this one cuts four ways: it threatens the white stones in the lower left corner, it increases the pressure on the two lonely white stones to the right, and it simultaneously reduces the White moyo on the left side, while expanding Black's moyo.

I answered in the lower left corner. This still doesn't absolutely capture the black stone (on the handicap point), but at least it now looks like an area of White strength.

Then Black played another superb move (26). Wow! I could call this an ear-reddening move. This refers to a famous story from go history, when Honinbo Shusaku was behind in a game, and played a move that swung the whole balance of the game, whereupon his opponent's ears turned bright red. In fact, without thinking, I muttered to myself "Aah, mimi-aka [ear-reddening] da ne!", and Moussa-san gave a big chuckle. They study, you know, these Frenchmen, but it's quite something to know the word 'mimi-aka'. See how there are other effective moves: *E* is a standard way to reduce the shimari in the top left corner, or invading at *F* on the left side reduces White's territory there, but the move at 26 is so multi-purpose it swings the whole game.

Well, I couldn't resign yet; I have to try to do something with the weak white stones in the lower right. Sabaki is the technical term; I somehow have to make a light shape of them.

In the following sequence up to 32, the marked black stone in

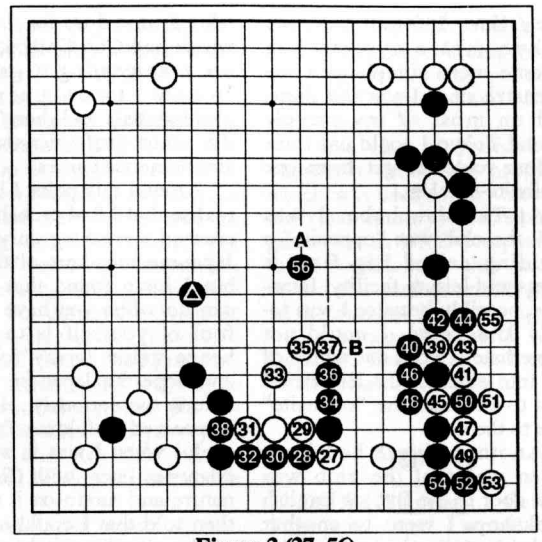

Figure 2 (27–56)

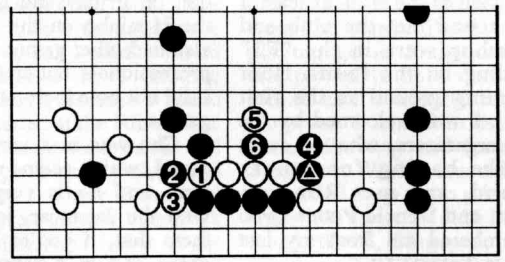

Diagram F

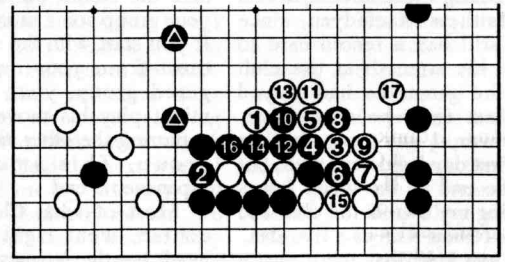

Diagram G

Diagram F separates the five white stones into two groups, and it is unreasonable to try to make both of them live. As shown in Diagram F, White would like to push through and cut with 1 and 3, but then Black will just stick up at 4, capturing the four white stones in a crane's nest. (If White tries to escape by hopping out to 5, Black has the tesuji at 6 to capture the stones.)

So back in the game, White jumps out with 33 (1 in Diagram G), which stops the crane's nest from working, and threatens the push through and cut again. Now if Black would be so good as to remove the push through and cut, by simply connecting (2 in Diagram G), I have the nice sequence up to the geta at 17, which captures the black cutting stone at 8. The two marked stones, which were the star moves of the game, just look silly after this sequence, stuck next to a solid clump of black stones. But of course, no such luck.

Black 34 and 36 (in the game) each re-establish the crane's nest, then White has to give up hope of the push through and cut with 37. Black 38 threatens the crane's nest immediately, and thus strengthens his stones to to the right. Well at this point I could have jumped out to about *A*, but Black would then play at *B*, turning the whole corner into territory and leaving me no chance of winning.

So I had to get a bit unreasonable, and play on the right side. Up to 55, the White group has more or less established itself, and will live somehow or other, but then Black came back with 56. This is another excel-

lent move, working well with the marked 'mimi-aka' move. If the clump of white stones in the centre is captured I can't possibly win. I played on for another twenty or thirty moves, but then had to resign.

An Oriental Trip

by T. Mark Hall

Constant whining in my office finally achieved its purpose; to shut me up, they let me travel to the Far East. I managed to get a week in Tokyo, most of it being holiday, and three weeks in Seoul, plus a week in Singapore and two and a half in Brunei.

Tokyo

I arrived considerably jet-lagged on a Saturday morning in Tokyo, having flown direct from London. For any of you that have travelled by air at all, it was a three-film flight. Disregarding the jet-lag, I set off to find the Takadanobaba Go Club. This had been mentioned in an article in *Go World* in 1984, and I had been given some directions to it by a go player now staying in London who had lived in Japan.

However, directions are one thing, finding anything in Tokyo (or Seoul for that matter) is another. It was relatively easy to find Takadanobaba metro station; the nearest station to my hotel was on the same line. I found that the Tokyo metro system has become more complicated and extensive since I was last there, and on most of my travels around Tokyo I could use three or four routes to get from one station to another.

At Takadanobaba, I was told, the club was "opposite" a building called Big Box, a sports and leisure facility. However, possibly because I was totally knackered, I could not immediately work out which of the four sides of the Big Box I was to consider the "opposite" side to the club.

Another clue I had been given was that the club was next door to the Byblos English bookshop. I went to another bookshop and asked where Byblos was and received some directions which put me on the right side of the road, at least. I then found that the club and bookshop were in the "F1" building on the fourth floor (counting ground as the first floor). I was welcomed by the club organisers, who do seem to like having foreigners around, and met Rob van Zeijst, and Donald Potter (who remembered me from my last time in Tokyo).

The club organiser asked me how strong I was in comparison to Matthew Macfadyen, since they still had a record card to show his strength at the club and the games he had played the last time he was there. However, I can't say that on my first day I did very well, but by the end of the week I was holding my own at the club and at the Nihon-Kiin as a five-dan.

I was told that there was a special event the next day, and here I may have made a mistake. I turned up for the event, which had Cho Chikun, Honinbo, commenting a game between two pairs of professionals and then Cho and the other professionals giving simultaneous games.

Around this point I began to realise that I had probably gatecrashed something only for the Japanese members of the club, but I have found that all you can do when you have made a fool of yourself is to act the henna gaijin (crazy foreigner) and hope the Japanese will not take it too seriously. However, I received a folding fan (very useful when I was in some hot countries later) with Cho's signature and motto on it and was then told that I could have one of the simuls with him. I lost, which wasn't very surprising, but not many people leave London on Friday and get to play the Honinbo on the Sunday! I also had other games with other professionals but unfortunately I did not note their names or the games.

Cho was in a very cheerful mood, which seems normal for him, and he is very popular with the Japanese, joking with them that, if you're in a quick game and in a capturing race with large groups, be sure to take the stones off which give your group some more liberties. If you start with the stones furthest from your own endangered group, your opponent might play his move and start capturing the other side of your group. This amused the Japanese no end.

Most of what Cho said, of course, went right over my head, but the Japanese obviously thought that he was good value for their money.

The next day I found the Nihon-Kiin, after a bit of sightseeing, and bumped into Nakayama sensei who I had seen at the European at Edinburgh and (?) Hamburg. Unfortunately the shop in the Nihon-Kiin is closed on Mondays and most of the tables were being used for some preliminary tournament for a TV knockout tournament. I still managed to get in some games, but during the day most of the players at the Nihon-Kiin are usually retired and thus fairly old. After a bit I went up to Takadanobaba where the advantage is that "you pays your money" and they find you an opponent within a reasonable range.

I wandered down to the Ginza and found a shop selling go and shogi equipment. I was rather surprised by the prices on some of the shell and slate stones which I thought were rather low, but I said I would return later to have another look. I didn't, because I found what I wanted at the Nihon Kiin where I bought some books and a set of good quality shell and slate stones. These I dropped off at my hotel, and then back to Takadanobaba (after about three days I was just managing to work out how to say it) for some more games.

Sometime around then I bumped into Leszek Soldan who I had last met at the Warsaw Go Club, and some other foreigners who were arriving for the World Amateur which was to be held the next week. I was told on my last day that Matthew had arrived but we didn't meet, since I had an early morning departure and had to go to pack. I also met Frank Janssen and the Danish representative. The whole week was spent doing sight-seeing in the morning and playing go afternoons and evenings, and I had a good time.

I was also intrigued by a computer recording program which was used to play through old (last century) professional games on an NEC computer in the Takadanobaba club and to record the professional's game on the Sunday. It did not appear to be compatible with MS-DOS, so there was not much point in me to pursuing it.

Singapore

On the Saturday I flew to Singapore, where I would work for almost a week; I also went to Kuala Lumpur in Malaysia for one day. When I left London, I had a contact address from the *Ranka Yearbook* for playing go in Singapore, but this proved to be a dud and I looked as if I was out of luck. However, I looked in the telephone directory and found the Singapore Weiqi Association and called them up to ask where and when they met (116 Middle Road, 03-04, Singapore 0718, telephone 3397726, open almost every day).

Unfortunately, because of the work I was doing I only got there twice, once on Tuesday evening and one Saturday afternoon. On the Tuesday I was the strongest player there and took White in all my games. I believe that the rooms they have were presented to them by Mr Ing of Taiwan. They are certainly lucky to have such a benefactor, for they have enough space for about forty to fifty boards. The boards and sets they have are from Taiwan and discourage the idea of swapping colours, because the sets are fixed into the tables and they have the famous Mr Ing containers.

On the Saturday the club was very lively with a number of noisy children and more players. I found the constant piped music a little strange and rather annoying; if I listen to music, I want to listen to *my* music. The players were also stronger and I found it a little more difficult, even though I was still taking White in all my games.

Everybody was most hospitable and would welcome contacts with anyone passing through that area. On my single night in Kuala Lumpur I was not able to contact anyone from the Malaysian Go Federation. The only problem I found was that it was non-smoking!

Brunei

I was due to stay two and a half to three weeks in Brunei, which has a strong Chinese influence, but I expected to play no go while I was there and I was right. However, there is a Chinese temple (the only one in Brunei) only a block from my hotel, and while I was wandering around I found that there was a painting showing Chinese heroes playing Weiqi.

I asked the people in the temple about it, and they said that about ten years ago an artist had visited from Taiwan to do the designs. He was over seventy years old, and had stayed for a little time to oversee the work. Unfortunately they had no further information,

but they were kind enough to allow me to stand on a table to take the picture. My first attempts from ground level were spoiled by the light from a window just below the painting.

Seoul

I left Brunei on Wednesday night and arrived in Seoul on the Thursday night. On Friday I asked in my hotel if they knew where I could play baduk (or paduk) and one of the receptionists said that he played and there was a club just across the street.

Again, I was faced with the problem of directions where there were no street names or numbers and I could not read the signs. The club was "just behind that building". When I was behind the building I found that there were about four office/ apartment/ shop buildings, and also streets leading off that all qualified, and I didn't know which to choose.

One feature of oriental cities is that a plain building may contain restaurants, shops and all kinds of places rather than just offices. However, by standing in the street and listening, I heard the tell-tale sound of stone on board and located the club on the second floor (again counting ground floor as first) of one of the office buildings.

All the regular customers were rather surprised to have a foreigner playing, and I soon found a reasonable level, giving handicaps to some and taking from others. I found that the average Korean player is incredibly aggressive and I had to fight every game, but I enjoyed myself and I went back there almost every night.

Very few of the games ended as close counting contests; mostly a group dropped off and that was the game. The cost per night was 3000 Won (about £2); they also supply all the Korean tea you can drink.

The average Korean seems to be trying to put the stone right through the board and the table below it, with the force that he uses to play the stone. There are usually collections of stones beneath each table, and nobody ever bothers to pick up a dropped stone. The club organiser sweeps them up once or twice a day, washes them and then tops up the sets. I was at a little disadvantage because the tables were rather low and I generally could not keep my knees under them for any length of time without getting cramp. In contrast to Singapore, it appeared that smoking was compulsory! Every table was supplied with matches and they had a stock of cigarettes on sale.

I was a little surprised on my first day to have a guy come up to me and offer a pair of slip-on sandals to me, but my opponent assured me that he was offering to take my shoes to the shoe-shine down the road and he would return with them later (cost 2000 Won or £1.50).

Several of the players seem to have their evening meal delivered to the club and served on the board, but not while they are playing. The club had a collection of mats to protect the boards for those people who were eating. Both the food delivery and shoe-shine men took an interest in the games and were surprised to find a foreigner there, but the regulars soon got used to the idea.

I also found the Hankuk Kiwon, 13-4 Kwanchoul-Dong, Chongro-Ku, Seoul (easiest way to find it is that it is almost directly opposite the Japanese Cultural Centre), but since I was working every day until 5.30 and the Kiwon closed down at 7.00 and it was only open on Saturdays from 10am until 1pm, I only went there once.

Chinese heroes playing Weiqi (TMH)

When I was there I found on sale a Korean three-volume set of Go Seigen's complete games from 1928 to 1973. I will have plenty to keep me occupied on the computer for a long time to come! Can anyone out there translate the Korean comments?

Young scholars enjoy a baduk game

On a Sunday, while walking back from the Great East Gate, I stumbled on a shop selling go equipment, so I bought a pair of bowls for a friend. I also found a large bookshop, where I asked if they had any books on baduk, and was immediately taken to the English section where some of the Ishi Press books were on sale. I then had to explain that I wanted the Korean language books. There was a fairly large selction, most of them covered by books I have got at the moment. However, I did find a yearbook with all the Korean professional games for 1991. One problem I have already found is that the selection of photos of professionals at the back has all the names in Chinese script, while the name by the game record is in Korean script.

I also found that my hotel had some postcards showing a "paduk game" or "young scholars enjoy a baduk game", different captions to the same card, and I bought up their entire stock. The same picture appeared on decorative knick-knacks showing scenes from Korean life, so I also bought a couple of them.

One thing that was also obvious, was that the average Korean recognised baduk more than the average Japanese recognised go. When I was walking around with my New York Go Club tee-shirt on (useful because it has the Chinese, Korean and Japanese characters for the game on it) I found that I got more reaction in Seoul than anywhere. This may also be that Koreans not only recognised their own script, but the Chinese and Japanese as well, while the Japanese would not necessarily recognise Korean. It is also that baduk is more of a national game and proportionately more Koreans play baduk than Japanese play go. The people I played in Seoul were also, on the whole, younger than those I played in Tokyo.

On the last night that I went to the club, I was surprised to find another occidental playing a Korean and he seemed a familiar face. When we got talking, he turned out to be Horst Muller (Japanese five-dan) who I had known in Tokyo 20 years ago; we had a couple of games and then went to my hotel and had some drinks while we chatted about go players we had known, etc. This was the kind of coincidence that, if you saw it on film or TV, you would think too incredible for words. All in all, quite an end to an interesting trip.

Years Ago

by Tony Atkins

Thirty Years Ago

In America Dr Chun-Shan Shen (5 dan) failed at the third attempt to take the Eastern Championship. The title went to Takeo Matsuda (also 5 dan).

The sixth European Go Congress was not held in Portoroz, Yugoslavia as expected, due to illness of organiser Ervin Fink. Instead the location was the ski resort Garmisch-Partenkirchen near Munich. The European title was taken by W. van Alvensleben for the second year running.

The first Yomiuri Meijin title holder was Fujisawa Shuko who won the opening league 9-3. Sakata Eio won the seventeenth Honinbo title 4-1 against Handa Dogen. This was the second year of his seven-year domination of the title.

Twenty Years Ago

The tower blocks of Queen Mary College halls of residence in Woodford, London were host to the fifth British Go Congress. A record ninety players attended including ten French and two Dutch. One of the latter, champion Henk de Vries, won the lightning tournament. In the main event a Japanese doctor

from London, Hattori, won six games to take the Open title. Tony Goddard in second place won the right to challenge Jon Diamond's British Championship. Other prize winners were Dave Sutton, Allan Scarff, David Michell, Chalke of Essex and Manning of Cambridge.

An Anglo-Japanese match was held in London which was a win for the Nippon Club. Akiyama (4 dan) led his team to score 11 to the 9 of Jon Diamond's team.

The sixteenth European Go Congress was held at the Technical University Twente near Enschede. Over a hundred players from 5 dan to 18 kyu and from seven countries took part. Mr Iwamoto and Miss Kodama from the Nihon Ki-in were on hand to teach. The Championship was won by Germany's Jurgen Mattern with a straight seven wins. British champion Jon Diamond was third equal. Frank May did rather well, earning promotion to shodan for winning 7/9 and a 4-1 result at handicap. Derek Hunter of Reading won all four weekend games and earned himself 1 kyu grade.

After the Congress the Japanese pros came to Britain following the success of Mrs Ito's visit with a tour party of amateurs two months earlier.

Segoe Kensaku, 9 dan, died in Japan aged eighty-three. He visited Europe in the 1960's and will be remembered as author of *Go Proverbs Illustrated.* On a brighter note, twenty-three year old Ishida beat Rin 4-3 in a close run Honinbo title match. Ishida kept this title despite losing earlier to Ohira in the Nihon Ki-in Championship.

Fujisawa Shuko was getting a return match against Rin for the Meijin title. Rin won the title off him the previous year, but lost two of the first three games in the rematch.

Ten Years Ago

The British Go Congress was held at Nottingham University. Jon Diamond won all his games to take the British Open title. Jim Bates was second and also won the lightning tournament. The lower division lightning prize went to Tony Atkins, 9 kyu, the local organiser who helped Toby Manning. Toby remained president after the AGM, but Bob Thompson joined him as Treasurer and Norman Tobin as Secretary.

Back at home the Challenger's Tournament was held at Covent Garden. Twenty-five players battled for the right to challenge Macfadyen. Jim Barty won 7/8, only losing to Jim Bates. The next three places were taken by Pirani, Stacey and Granville, all on 6 wins. The Not The Challenger's Tournament was won by Mark Cumper (1 kyu) from Hammersmith, who got a year with the Geoffrey Gray Go Ban as a prize.

Francis Roads was European Team Captain accompanying British representative Matthew Macfadyen to the World Amateur in Japan. In a tournament run on a double elimination knockout system, Matthew lost to Argentina and Hong Kong, to come 14th. The winner was Tsao (China) ahead of Yang (also from China) and Harata of Japan.

Dutchman Ronald Schlemper won the European at Copenhagen. He lost to fellow countryman Robert Rehm, but won all the rest. A lack of top German players, however, made this easier than it should have been. In the main tournament group, Britain's Edmund Shaw came second behind another Dutchman, Gerald Westhoff.

In Japan Cho beat Otake 3-1 in the Judan and finished off Kobayashi in the Honinbo, 4-2. His Judan win made him the first to hold Meijin, Judan and Honinbo titles together. Fujisawa Shuko however held the Kisei by beating Rin.

Lessons from Kunwa Go Salon

Part 3

by Richard Hunter

This is a game played when I was shodan, taking five stones against Iwamoto Kaoru (9 dan professional).

16: Once Black has played the pincer of 6, he should trap the White stone with 27.

38: Should answer White 37 by attaching at 65.

76: Bad. Must play the standard forcing sequence in Diagram 1. This gives Black a reasonable position.

78: Losing move. Must be as in Diagram 2.

Moves after 79 not recorded. White wins.

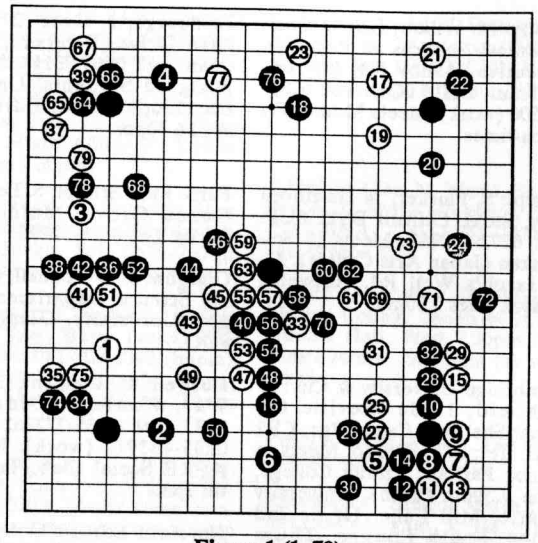

Figure 1 (1-79)

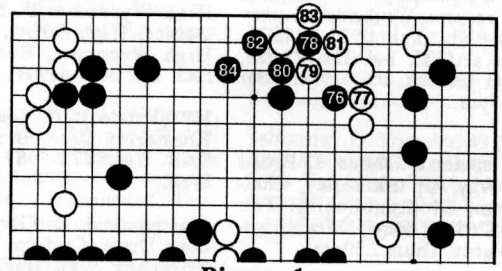

Diagram 1

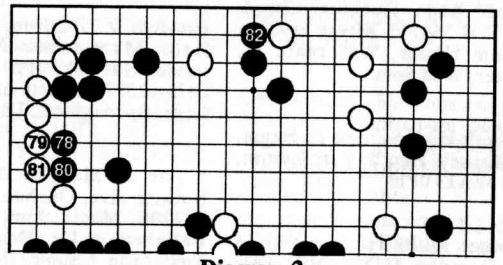

Diagram 2

Qualifying For The Candidates

by Tony Atkins

Following the introduction of various different tie-break systems to UK tournaments it was thought unfair to apply SOS tie-break to the qualifiers' places. So a simplified qualifying system has been introduced as an experiment for 1992-3.

There are still qualifying places for shodans and places for kyu playesr. Each player who qualifies must have won at least half their games in the tournament. Any players who have already qualified are eliminated from the reckoning. Of the remaining players, all those on the highest score will qualify. Note that under British tie-break, a 2 kyu on 3 wins is better than a 1 kyu on 2 wins.

Shodans: A: 3 wins (already in), B: 2 wins, C: 2 wins, D: 1 win.

First kyus: E: 3 wins (already in), F: 2 wins, G: 2 wins, H: 1 win.

Second Kyu: I: 3 wins.

Qualifiers are thus B, C and I.

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