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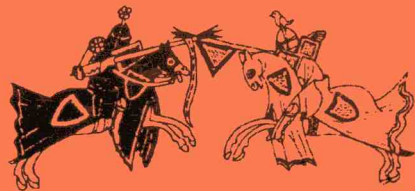
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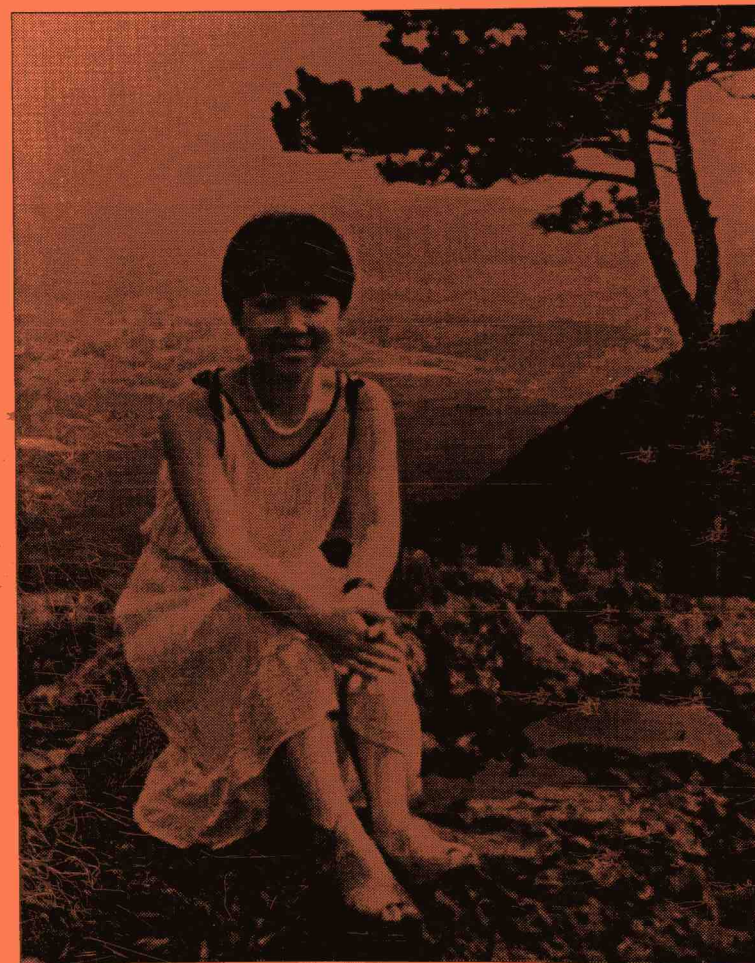
British Go Journal

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Number 96

Autumn 1994

Price £1.50



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Front cover: Feng Yun in the Chinese mountains
(Photograph by Paul Margetts)

Topical photographs are always welcome for the front cover of the Journal

Calendar

This is a list of all UK tournaments to give new members an idea of what is available. Later events may be provisional. See Newsletter for foreign tournaments.

Milton Keynes: 17th September.

International Team Trophy: London, September.

Pair Go Handicap: 25th September.

Shrewsbury: 2nd October.

Wessex: Marlborough, 23rd October.

Swindon: 6th November.

Birmingham: 13th November

Three Peaks: Thornton in Lonsdale, 26-27th November.

West Surrey: December.

London Open: Dec.-Jan.

Furze Platt (near Maidenhead): January.

Wanstead: February.

Oxford: February

Trigantius: Cambridge, March.

Coventry: March

British Go Congress: March/April

Candidates': May. By invitation only.

Bracknell: May.

Challenger's: May. By invitation only.

Scottish Open: May.

Barmouth: June

Ladies': June. By invitation.

Leicester: June.

Bournemouth: July.

Anglo-Japanese Friendship Match: July.

Northern Go Congress: Manchester, September.

Contributions for next Journal by 5th November, but please send earlier if possible. Text can now be accepted on both 5.25" and 3.5" disks (plain ASCII, not right justified, and no tabulation) but should be accompanied by a print-out in case of difficulties. Diagram references: please use A,B etc., not K10, C3 style notation.

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Notices

The 1995 European Go Congress will be hosted by Poland, at Tuchola, from 22nd July to 5th August. Tuchola lies between Gdansk and Warsaw, surrounded by a region of forests and lakes.

Accommodation will range from 6DM per night. There will be cheap food, sports facilities, hunting and fishing.

Contact: Janusz Kraszek, 02-4747 Warszawa, Dzwigowa 43-31, Poland. Tel: (48-22) 365129 or (48) 90215361, Fax: (48-22) 429561.

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If anyone has Go Reviews please contact: Jonathan Chetwynd, 105 Mysore Road, London SW11 5RZ.

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Further notices on page 42

Professional Game Analysis

by Feng Yun, 7 dan

• Feng Yun went over this game with me. I asked questions, took notes, and then wrote it up when I got back, so any mistakes are mine, not hers!— Paul Margetts.

I selected this game to analyse for you because it was played between two professional players whom many of you know: Liang Wei Tang, who attended Canterbury in 1992, and myself. I hope you find it interesting. It was played on 11/6/94 in the Promotion Tournament round 2. Time limits were 2 hours 40 minutes plus 5 minutes byoyomi. Komi was 5.5

Black: Feng Yun, 7 dan.
White: Liang Wei Tang, 7 dan.

5: I like this opening and have started playing it regularly in tournaments. Normally people play 5 at the 5-3 point, but I prefer the 5-4 point as it seems to work well for me.

6: Normally played at 108 or 109, but since 5 is high this 6 is also big.

8: White would normally play at 9 or 119, but then Black would play 9 at 8 or 108 which works too well for Black with 3, 5 and 7.

11: Normally play as in diagram 1. Coming straight into the corner with 11 is a new way

of playing, and is popular amongst the Korean professional go players. The reason Black goes straight into the corner, avoiding the exchange of 1 for 2 in diagram 1 is that by following diagram 2 Black stops move A from being sente for White.

12: If White 12 is 1 in diagram 2, then move A is not

sente (as explained above), so White prefers to play 12 here.

17: This may look like an over-extension to some of you, but Black must not play 17 at 121 because White will play 132 and Black will be too close to White thickness. If White comes in at 24 then Black will extend at 68, and still has 18 as a sente move to make White

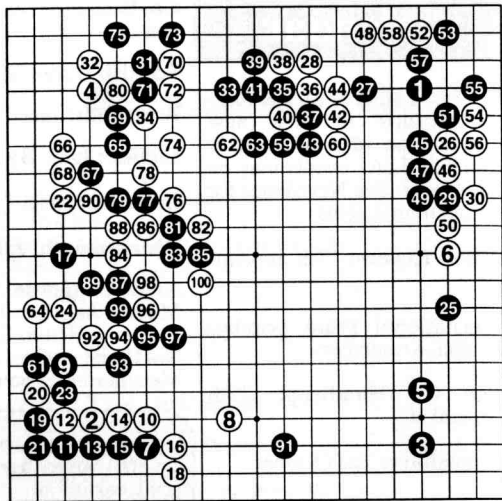


Figure 1 (1—100)
(Figure 2 is on page 6)

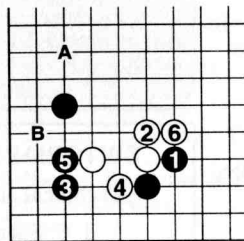


Diagram 1

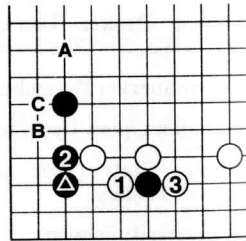


Diagram 2

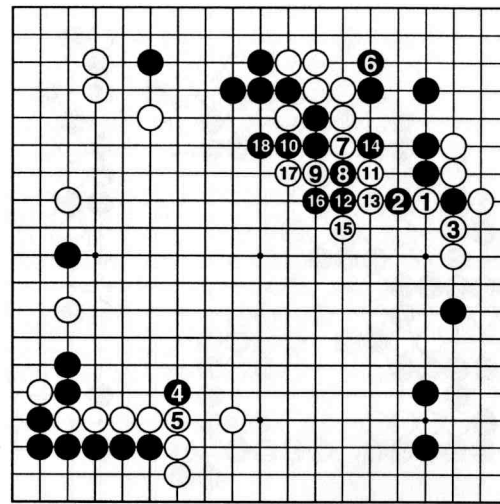


Diagram 3

over-concentrated.

18: Sente for White. Black is forced to respond to keep the corner alive.

22: The White connection at 23 would be gote against the corner. If White played 22 at 23, Black would not need to defend the corner and would play 68 instead, so this 22 is better for White than the gote connection.

23: I spent some time on this move, deciding between 23 and 61. 61 works better with 17 but has no good follow-up.

24: The only move for White now that Black has played 23.

25: Black takes sente. 3, 5 and 25 make a good position.

28: Good move for White because it both allows White to use his stone 22 on the left-hand side, and also helps protect 6 and 26 against the Black

invasion of 29.

30: I was not expecting White to play here. Having played 28, I thought that White would play theikken tobi from 26 (one point down from 160), forcing Black to play at 42, then capture 29 by playing one point below 49.

31: Since White didn't play ikken tobi I could tenuki from 1 and 27.

34: Normally jump out at 37. 34 is an interesting move because it is very big. If White plays 34 at 37 then I would have played 35 at 34, but this way White has beaten me to this urgent point.

35: I have to do something around here because if White gets both 34 and 37 against my 2 Black stones I will be in trouble. I thought that 35 at 37 would be too loose because

White would live too easily (i.e. live with some territory while taking my territory) and I would not have enough territory.

39: I have several choices for move 39. I spent quite a lot of time on this move. I could connect at 40, but then it is too easy for White to make life and I am still thinking about the territory. If White takes my territory with an easy life my stones on the outside will not be strong enough to do anything useful. In the end I decided to let White out with 39. The sequence to 44 is then forced.

46: This is the best White can do because the stones 28, 36, 38, 42, 44 are very vulnerable.

48: White 48 at 49 would be a very big move, but the 5 White stones would get cut off. See diagram 3.

53: I felt bad about this move. This was the first bad move of this game. I should have played at 54 first because after White connects to the right of 46 he has insufficient eye space, and so has to run with this group. This would have been much better for Black than the game.

59: Necessary move.

60: Keeps Black separated and gets out to the centre. Without this move White has to spend a move making life.

61: Best move locally. Professional move.

64: Prevents Black from connecting.

65: This was my favourite move of this game. I spent almost all of my remaining time on this move. A few moves later I was in byoyomi, but it was worth it because it was the winning move for me. With this move I can either cut two white stones off (as in the game) or play 66 to take White's terri-

tory. Either way it is good for Black.

The fighting now started, but I had the advantage. I was in byoyomi for all of this fighting. My opponent said to me after the game that he thought that I would not play so well in byoyomi and he said he thought I played better in byoyomi than in the game!

Go In China

by Paul Margetts

Although there was a go expedition to China by BGA members in 1979, not many of you have visited the birthplace of go, so I thought I would relate my recent two-week adventure.

China is huge, surface transport is slow and difficult, and the weather is so hot and humid at this time of year that one is inclined towards lethargy. Beijing is amazingly crowded with people, bicycles and lousy drivers.

In my opinion, by far the best thing about China are the go players. I met several out there and they were all very friendly and eager to play. At The Zhong Guo Qi Yuan (headquarters of the National Go Team) I made friends with Ma Lin, an amateur 4-dan go player, who works there. We sat in his office drinking strong green tea and playing go in air-conditioned luxury. He accepted my strange western idea of changing the handicap by 1 stone after each game, and I was soon accepting an embarrassingly large number of stones. Not being oriental in appearance, I attracted a certain amount of curiosity. When

Rong Jianxing, an ex-6 dan professional go player (and now Chief of Xiangqi Section of the Board Games of the National Sports Commission) saw me playing his 4-dan amateur friend he offered me a game which I eagerly accepted. Despite his generosity in offering me nine stones I was demolished - in the friendliest of spirits, of course!

After keeping me entertained with go, Ma Lin insisted on treating me to dinner in the Zhong Guo Qi Yuan restaurant. While there we spotted Zhang Wendong, China's youngest 9 dan at only 24. I recognised him from his photo in the Ranka year book, so asked to be introduced. To my surprise he recognised me; the British Empire Team (Francis Roads, Tony Atkins and myself) has also starred in Ranka.

He joined us for dinner and we talked about our respective skiing trips. After dinner he had to get straight back to studying - being a professional 9 dan is more than a job, it is a lifestyle.

While in China I made a trip by train to the seaside. Attempting to travel by train was an experience, to say the least. The first thing I discovered is that you can't just go to the station and travel. You have to buy a ticket at least one day in advance. I also discovered that queuing in China follows different rules to England. It is just as well that foreigners like me have to buy special expensive tickets for everything so I didn't have to do too much queuing.

One of my fellow passengers on the train saw that I was reading a go book and said that he could play. Naturally, I had my

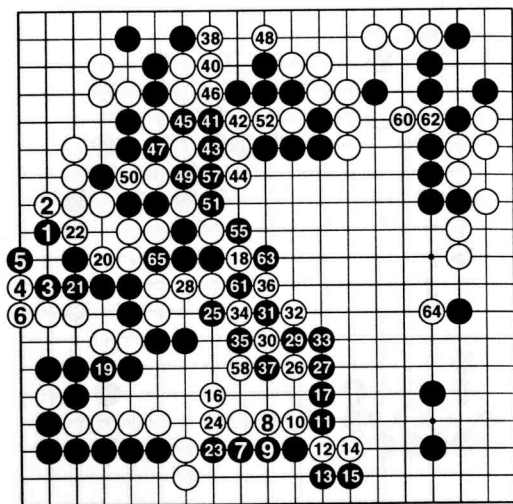


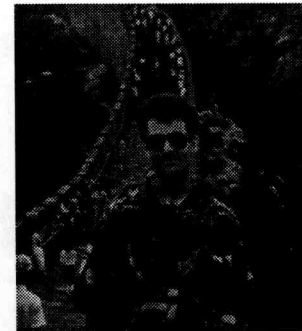
Figure 2 (101—165)

139 at 131, 153 at 77, 154 at 79, 156 at 130,
159 at 131

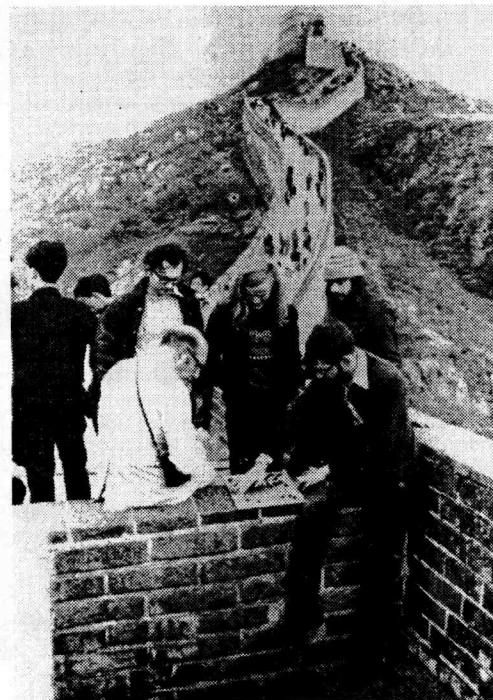
magnetic set with me (well, what else am I going to do on the beach?) so we settled down to a couple of games. He was a university lecturer (Engineering Materials) who had played go for about the same length of time as me, so, as he didn't know his strength I offered him Black. The games were close, but finally I triumphed. It is nice to know that there is someone in China I can beat at go if I put my mind to it!

Whilst in Beijing I also had the opportunity of catching up with Feng Yun, the 7 dan pro-

fessional go player who visited Britain last year (see BGI 92) and who was my team-mate in the Pair Go Championship in Prague. Feng Yun came third in the First World Women's Go Championship, a result she is rightly proud of, although she says that she didn't feel that she was playing very well. In February she played in the "New Star" (under 30) tournament, and her team came third again this year in the team tournament held in May. She played some good games in the promotion tournament in June



Paul Margetts
at the Great Wall



Go on the Great Wall, 1979. Watching: John Macleod, Frank Pratt, Brian Dacombe.
Playing: Geoffrey Gray, Jim Bates
(Front cover of BGI 46)

but only won 7 out of 12 games rather than the 9 required for promotion to 8 dan. She said that the competition in the promotion tournaments is intense, and many of the games she played were very long and tiring. Feng Yun enjoys receiving letters, but since she finds English so difficult and time-consuming to write I think that she has not responded to as many letters as she would have liked to. She wanted to do something for her English friends, so I suggested a game analysis [see preceding article], and she chose one of the games from the promotion tournament. Just before I arrived in Beijing, Feng Yun and her husband moved into a nice government flat only twenty minutes bicycle ride from work. She was very pleased because usually people have to wait ten years longer than she had waited for such a sought after flat.

The 1979 expedition brought back the card game Pits, and I have brought back presents, go books and a professional game analysis. When you make the pilgrimage, don't forget to bring something back....

Four Hundred Years Of Japanese Go

by Andrew Grant

Part Twelve: Genjo And Chitoku

The two most famous rivals of the Edo period were, without a doubt, the 11th Honinbo, Genjo, and the 8th Yasui, Senchi (more commonly known by his original name, Chitoku). Genjo became the heir to Honinbo Retsugen in 1798 and succeeded as Honinbo head in 1809; Chitoku became the heir to O-Senchi in 1800 and succeeded as Yasui head in 1814.

In the game shown here, Genjo takes White against Chitoku. It was played from 6th January to 19th March 1805. Moves after 242 were not recorded. Black won by 10 points.

Genjo and Chitoku were perfectly matched in a number of ways. They were almost the same age, having been born in 1775 and 1776 respectively; their styles were very different, with Genjo favouring thickness and Chitoku territory, so both could play to their own strengths against each other; and in ability there was nothing to choose between them at all: of the 77 recorded games they played, Chitoku won 38, Genjo 33, and there were four jigos. (The remaining two games were unfinished.)

This might make Chitoku seem slightly the stronger of

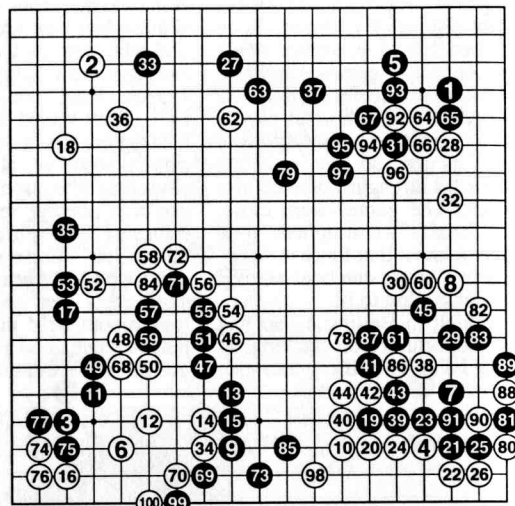


Figure 1 (1—100)

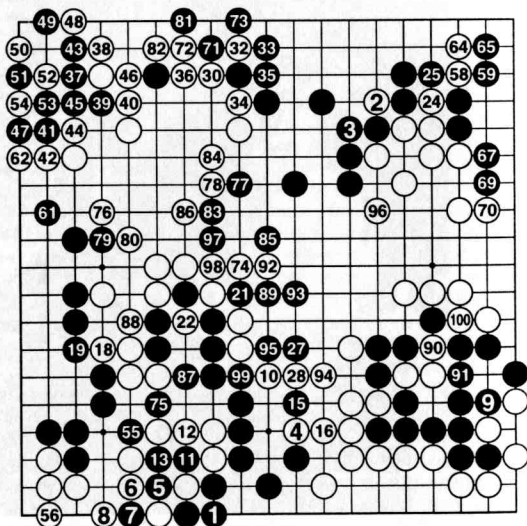


Figure 2 (101—200)

Ko (100/107): 114, 117, 120, 123, 126, 129, 131 fills. Ko (151/154): 157, 160, 163, 166; 168 fills

the two, but he played Black seven times more than Genjo. In no-komi go this makes enough difference to make it impossible to tell who was the stronger.

Genjo and Chitoku were also close friends, rather surprisingly considering their personal rivalry and the fact that they were the heads of two go schools which had been bitter enemies for much of the past two centuries. Both of them were simultaneously promoted to 7-dan in 1804 and to 8-dan in 1814 (this latter promotion coming on the occasion of Chitoku's accession to the Yasui headship).

Although both Genjo and Chitoku reached Meijin strength, neither would even consider applying to become Meijin out of respect for the other (there could, of course, be only one Meijin at a time). Both players also disapproved of people actively seeking to be Meijin, which they considered to be presumptuous. They believed that if a player was good enough to be Meijin he would receive the appointment as a matter of course without having to lobby for it.

This high-minded attitude was far from being the norm among Edo period go players! Indeed, given the rivalry between the go schools during the Edo period, it is doubtful if many of the players who became Meijin during this period would have got beyond 8-dan if they had had to wait to gain the title by acclamation without pressing their own claims.

Instead, only four 8-dans during the whole of the two and a half centuries of the Edo period are considered to have reached Meijin strength without getting promoted to Meijin. These

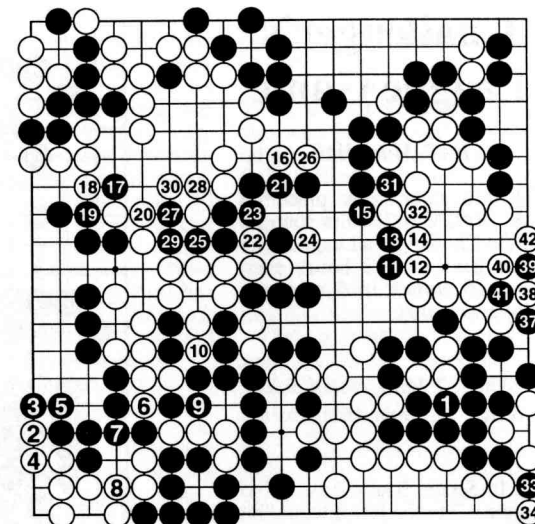


Figure 3 (201—242)
235 at 81, 236 at 233

were the "four sages", of which Genjo and Chitoku were the first two. (The other two were Inoue Gen'an Inseki and Honinbo Shuwa, both of whom will be mentioned later.)

There is little more that can be said about Genjo and Chitoku, for friendship and mutual respect do not make good history.

However, the next generation of go players made up for this in abundance. Genjo retired in 1827 and died in 1832. Chitoku remained head of the Yasui school until his death in 1838. He is considered to have been the strongest player ever produced by the Yasui school.

• For a fuller history of go, *The Go Player's Almanac is recommended, available from the BGA Book Distributor.*

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The address for all correspondence is Francis Roads, 61 Malmesbury Road, London E18 2NL. Phone/fax 081 505 4381. Please read the article on page 21 for further details.

Challenger's League Game

by T. Mark Hall

This game took place on 30th May 1994 in round 6 of the Challenger's League. The time limit was 2 hours each then 15 stones in 5 minutes. Komi: 6 points.

White: T Mark Hall 4 dan
Black: Matthew Macfadyen 6 dan

21: Since Black has aji to connect 7 to the left it would be better for Black to use 21 to reduce my moyo from the other side at 83.

28: I felt that I had to get to 28 before Matthew managed to make a move on the upper side.

32: After White 32 the pattern is already clear: Black's secure territory against White's moyo.

39: Up to Black 39 is fairly standard attacking stuff and Black can pursue the group into my moyo.

47: Matthew was happy to suppress the aji with 47.

48: Matthew thought that 48 was a good move.

52: Matthew wasn't too happy with 52 but I felt that I needed an extra stone to make the sacrifice work.

55: Black can't really play this at A because I will play at B.

59: I was happy to see this; I was rather worried about Black playing at 60.

63: We both agreed that this move is complacent. Matthew thought that with about 50

points on the left and 10 at the bottom all he needed to do was make a live group either on the side or in the corner say 5 to 10 points and I would have trouble. However he should have played at 72 first threatening to continue the attack on my weak group and then invade.

72: With White 72 a moyo appears.

73: Black needs to suppress the aji of the two stones with 73; I can't claim to have seen this far ahead but a sacrifice often works better with two stones rather than one.

74: White 74 is totally the wrong direction! I should play at 75.

79: Black 79: Matthew wasn't too happy with his shape here.

80: White 80 was another move praised by Matthew.

87: With Black 87 he ends in gote.

88: Is big but it could perhaps have been at 91.

93: Black 93 is a mistake and could have lost the game.

94: White 94 is the only move I think. I must keep the liberties down.

100: A blunder. This would be better at C which settles about 30 points of territory and strengthens me in the centre. Another fight would occur on the upper side but Black's chances of linking up or living are limited.

110: Black made another eye for his group and I obviously don't have enough territory. Black eventually wins by resignation.

Matthew went on to win all his games in the League.

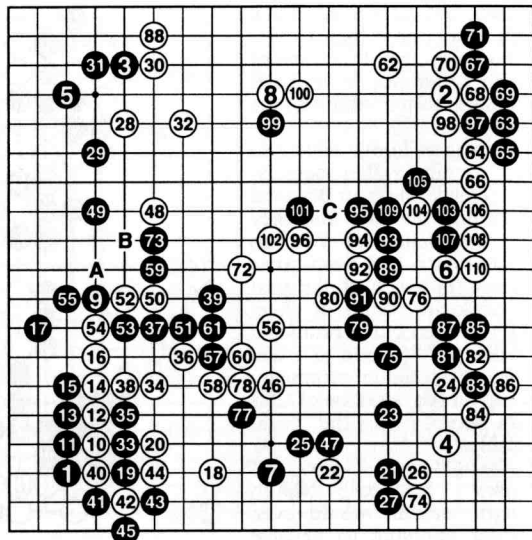


Figure 1 (1—110)

Years Ago

by Tony Atkins

Thirty Years Ago

In the 1964 Honinbo, Sakata Eio won his fourth Honinbo title by beating the nine times champion Takagawa Kaku in four straight wins. The Best Ten Tournament was also won by Sakata. Sato Akiharu, Kato Masao and Sakai Takeshi became professionals, and in a TV match amateur Miss Kuwamura won a 3 stone game against Mrs Sugiuchi.

Go in Britain was continuing to grow, with John Barrs reporting new groups in Monmouth, Oxford University and a public school in Lanarkshire.

In Europe, Yugoslavia was expanding with clubs in Zagreb, Rijeka, Sarajevo and Dubrovnik.

The top Roumanian was reported as 3 kyu.

German Wichard von Alvensleben won his fourth European title at the Dutch resort of Scheveningen. Jurgen Mattern, aged nineteen, was second. Mr A. Schilp was elected EGF President at the AGM. Before going to the Congress, Sanno, professional 5 dan, visited the European Go Centre in Berlin.

Twenty Years Ago

In 1974 the British Championship was cut from three games to one, to maximise publicity for sponsor JAL. Paul Prescott, having jumped from 1 kyu to 2 dan and then 3 dan, won the Challenger's Tournament at the British, to earn the right to challenge Jon Diamond, who had held the title

since 1965. The Waldorf Hotel was the venue on 12th June and starting at eleven o'clock Paul aimed not to lose by lunchtime. Despite going into byoyomi, Paul played very well, and impressed Iwamoto, who commented on the game. At the count, Paul was 10 points ahead on the board, and won by 4.5 after komi, to become the Champion. (Note that twenty years on Paul has deserted go to run Railtrack Scotland, and Jon Diamond has moved out of London.)

Zagreb was the host of the European Go Congress. Manfred Wimmer, the Austrian studying go in Japan, flew in to win the tournament. Jurgen Mattern, the previous champion, was sponsored by JAL to study in Japan for six weeks.

In Japan, the Amateur Best Ten team best the Professional Best Ten 6—4 in a two stone handicap match. For the last time, the Prime Minister's Cup was a single game final, won by Kobayashi Koichi. On TV it was Rin who won the NHK Cup, and Otake won the Tokyo Lightning Championship.

Ten Years Ago

The 1984 British Go Congress was held at Manchester. Jon Diamond won on tie break from Jim Barty, 4 dan. Piers Shepperson won the next section at 2 dan, and also won the lightning, beating Simon Carter, 7 kyu, of Furze Platt, in the final.

Bracknell Tournament, renowned for its good coffee and whimsical organisation, is often seen as a practice for Challenger's. Terry Stacey got his practice by beating 4-dans Barty, Bates and Parmenter.

This paid off as he won 6/7 to become the Challenger to the British title again.

John Smith, 2 dan, won at York, and his Northern League was won for a second year running by the combined Huddersfield & Sheffield team.

Births, Deaths and Marriages covered the birth of kyu diplomas, the death of Hammersmith Club, and the wedding of Chris Holmes and Hilary Norburn of Leicester Club.

Only a small British contingent was at the European Go Congress at Porrentruy in the Swiss Jura. Pete Ryan won lots of games and Simon Butler won the frisbee. Matthew Macfadyen won a two round playoff to become the top European player by beating Pierre Colmez. Hong Tai You, a Korean, won the Open title ahead of Yoo Jong Su, the Korean from Cologne.

In Japan, Rin beat Awaji 4—1 in the Honinbo. For the third year, Cho beat Otake in the Meijin, but it was harder, as Otake won the first three, but lost the last four. Kato kept the Oza title, 3—0, against Yamashiro.

Apologies to Japan Promotions for 'scattering' part of their address in the last issue. It is hoped that readers could work it out. The current advertisement can be found on page 29.

Ten Best Games

by Bob Terry

Game Four

This is a truly amazing game. It has *everything* in it: life and death, attack and defence, sacrifices and artful escapes (shinogi), a large territorial framework, culminating in a devastating ko. In the game record, the reader can see that Black has sacrificed almost the entire right side, in order to take the whole left side.

The Honinbo Challenger Playoff Match (1952), it is also an historic game. Takagawa did not win many important games against Sakata, but this one laid the groundwork for his record-setting run of nine straight Honinbo titles. Here, Takagawa Kaku, 7 dan, takes Black against Sakata Eio, 7 dan. Komi: 4.5 points. Black wins by resignation.

It wasn't until ten years later that Sakata was again able to challenge for the title. And when he did arrive on that stage, he beat Takagawa convincingly, to begin his own run of seven straight Honinbo titles, as well as the remarkable record of seventeen straight victories against all challengers.

The game is also historic in that Takagawa was unable to represent the Nihon Kiin as the challenger for Hashimoto Uтарo, Honinbo, who had ascended with the title when he established the Kansai Kiin in the West, in Osaka, Japan's second largest city. Shusai

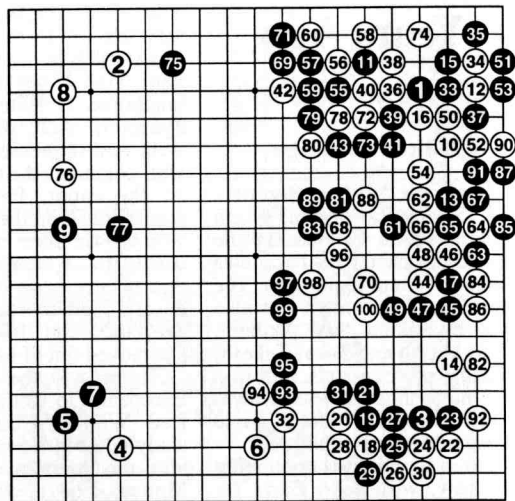


Figure 1 (1—100)

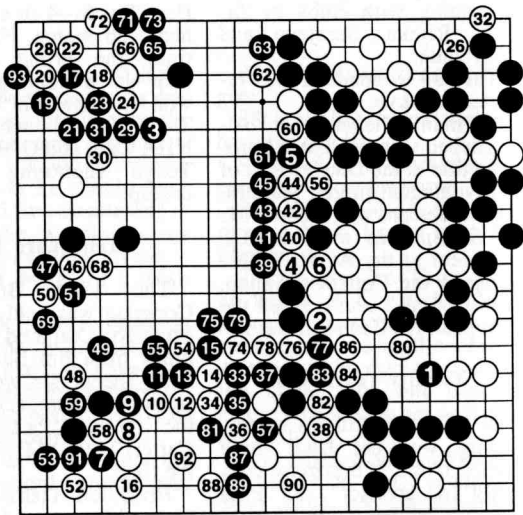


Figure 2 (101—193)
125 ko at 117; 127 connects at 8
Ko (94/157): 164, 167, 170, 185

Meijin Honinbo had bequeathed his titles to the Nihon Kiin and there was much grumbling at the time that Hashimoto be stripped of the title as a fugitive. Sakata had failed the previous year as challenger in the Honinbo Title Match. After leading the match by a score of 3-1, Sakata couldn't manage to win another game, and wound up losing 3-4. It was the most stunning upset in the go world up to then, and wreaked havoc on Sakata's confidence for years afterwards.

"What a go demon he is!" Takagawa exclaimed to reporters after the game here. "It would have been better if Sakata had won and become challenger. It is a heavy responsibility for me to bear and I'm not sure if I'm up to it." He needn't have worried. As it turned out, Hashimoto was not in good form and lost easily, 1-4.

Should Beginners Be Encouraged?

by David "I'm on the verge of a breakthrough" Sutton

This article was discovered by Lawrence Hamilton among his papers, and he estimates it to have been written about 1970, for circulation in Reading Go Club. It is hoped that those individuals referred to will regard the allusions with tolerance twenty-four years on. Their effect, anyway, may have ultimately been beneficial: David Sutton is now 3 dan!

1. *Should beginners be encouraged?*

No. They should be thwarted, snubbed, humiliated and crushed at every opportunity. Of course, after each such occasion there may be given to them a certain amount of patronising explanation as to how their downfall was effected, chiefly consisting of incredulous mirth at their grosser blunders as the game is played back to them (from memory of course). This explanation may indeed be of some practical use to them, but that is purely incidental: its chief purpose of course is to inflame them finally and utterly with that vengeful resentment so formative of a good player. We all agree in hoping that the next few years will be a time of ferment in British go. Right, what happens to grapes? They get trodden on.

2. *How are beginners encouraged at the moment?*

They are not, I am glad to say.

3. *How are beginners discouraged at the moment?*

Here again we have a fine record. We are fortunate to have in our midst such matchless exponents of the thwart, snub, humble and crush as Messrs Daly and Hunter. The rest of us lag behind somewhat, not having had the benefits of an Oxford education. However, I have noticed several promising developments of late in the superbly irritating mock modesty of Mr Hamilton ("Well, I suppose I may have improved a bit lately"), the suave savagery of Mr Henrici

("I'm afraid those 142 stones of yours are in a bit of trouble"), and of course Butcher Scarff ("Where do you put handicap stones when there are more than thirteen, anybody?").

4. *How do we encourage them more?*

Surely you mean discourage? By assiduous application of the arts mentioned above, of course.

5. *How do we find new blood?*

A question with an aptly vampirish note. However, *chacun à son goût*. I don't particularly want new blood myself. I want Daly's blood.

● On seeing this article after so many years, David Sutton wrote: "I have no recollection of writing this piece (though I seem to recall that it was prompted by a BGA or club questionnaire at the time), but the note of quiet understatement seems to guarantee its authenticity. I remember reading once how when an aspiring Zen disciple seeks out a cave-dwelling master he is expected to squat on his heels outside the cave for a year and a day while the master goes to and fro completely ignoring him; at the end of that time the master may, if he is feeling in a good mood, nod to him as a sign that he is now allowed in to scrub the cave floor. I think Reading Club at that time would have regarded a year as a rather short probation, but would certainly have approved the general spirit, which we now of course need more than ever in this soft apology for a society. Happy days!"

Honinbo Cliff-Hanger

sent in by Jonathan Chetwynd

Here is game 6 out of the seven in the current 49th Honinbo title. Kataoka Satoshi, 9 dan plays White against Cho Chikun, 9 dan.

White wins by resignation with move 196. The result after this game, in which move 133 is a blunder, is drawn at three all.

Kataoka, the challenger, is two years younger than Cho, who has won many titles.

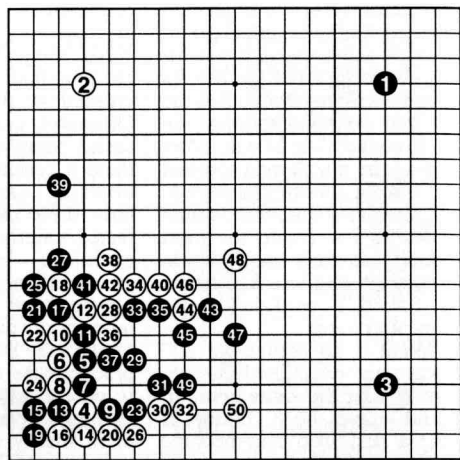


Figure 1 (1-50)

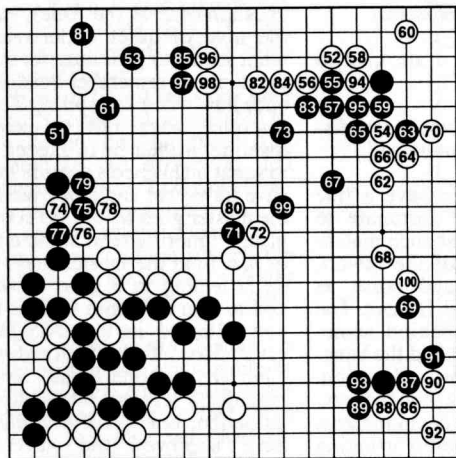


Figure 2 (51-100)

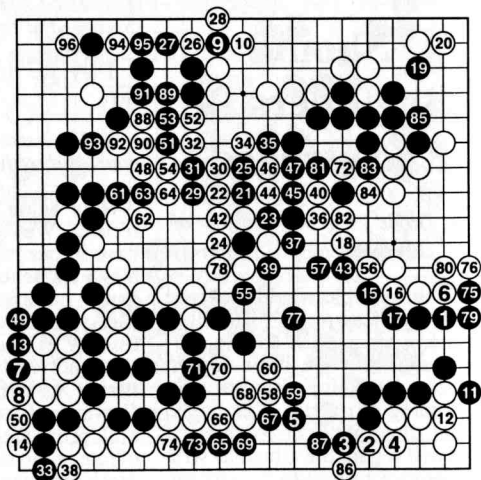


Figure 3 (101-196)
141 @ 71

Levels Of Aggression

bt T. Mark Hall

I have recently been busy entering the games of Yi Chang-ho (or Lee Chang-ho) on to the computer, which gives me the opportunity to get a swift plug in for the new product, only £10 for 300 games on GoScribe but, I regret, no commentaries. The one thing that I notice from playing through a series of games, not only title matches but the league games which rarely get published, is the aggression which comes through every game played by the Koreans.

I can define several levels of aggression in go playing. There is the normal aggression that every go player has; we wouldn't play if we didn't want to win and occasionally crush the opponent. Bobby Fischer once said that he wanted to see his opponent squirm. That is normal amongst most game players. Then there is the player who wants to kill everything on the board. Harold Lee is a good example of this in British go, or me when I've had a bad day at the office. The true third level should then just be defined as 'Korean'. This is when there is no territory on the board that can't be invaded, no group safe unless it has five or more eyes and when shattered stones have been ground up after the game for lens grinding.

Every so often, you come across tesuji played in these games which wrap up a game in splendid fashion. I enclose a game diagram where both players are trying to kill groups on

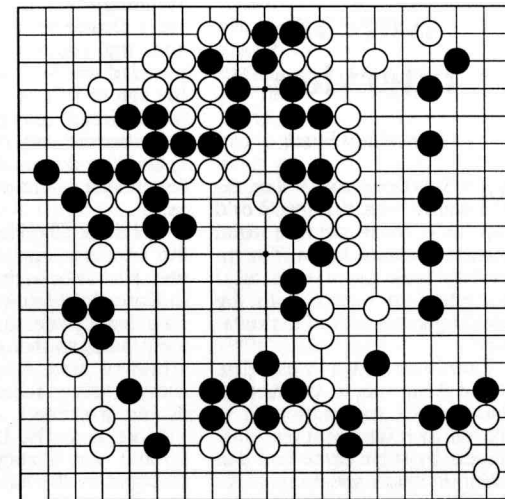


Diagram 1

the upper side. Black (Cho ho) resigns. This should sharpen your play if you can get it!

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Korean Interview

from Andy Finch

Mr Suh Bong-soo, 9 dan, recently won the Ing World cup in a best of five final against Otake of Japan. The interview took place soon after his return to Korea, with the deciding game played in Singapore.

The interviewer was Miss Gwon Aeng-ran, at the Korean Baduk [Go] Association. It is normal to refer to professional players by their name and dan strength when speaking to or about them.

G: How do you feel now?

S: I was so happy to win the Ing Cup, happier than anyone else, even the Korean citizens in Japan!

G: How did you start to learn go?

S: I started because of my father. I had to visit the go club one day to give him a message, and I saw people playing go there. From that time (I was about fourteen years old) I became interested, and began to learn. It was the first time I had met the game, and it was not highly regarded in Korea then. Those who wanted to learn found it quite difficult to find a good teacher, so I used to go to the go club and watch games, looking over the shoulders of the players. When I heard of a go competition, I went to it and won, suddenly becoming a champion.

Most people were poor at the time, and only rich people had cars. The best job for women was that of Air Stewardess.

Winning the tournament gave me a chance to fly in a plane, and my parents were very proud of me. So I decided from the age of fifteen to become a professional player, and my parents were very helpful.

G: Who do you think is the best player in the world at present.

S: I think Cho Hoon-Hyun is the strongest opponent I have met. He has been the champion in Korea for fifteen years, winning every professional tournament here, so that everyone is afraid of him. I have had to accept being second to him during that time.

More recently, Lee Chang-ho and Yoo Chang-Yuk have emerged as the most powerful players in the country. Lee is a teenager, and Yoo is in his twenties. Because of them go has become popular with teenagers, and we have a lot of remarkable young players. Five years ago the Japanese thought very little of our playing ability, and even when Cho Hoon-hyun won many tournaments in Japan, they still treated him with less respect than Cho Chi-hoon. (Cho Chikun is a Korean, resident in Japan.) However, when Cho Hoon-hyun won the Ing Cup in 1989 he was admired as world champion by everyone.

About seven years ago, when Cho Chi-hoon was winning so many tournaments, most people, including Sakata, thought that he would be champion for fifteen years or so. He has strong fighting spirit as well as ability, and plays go to exhaustion. Nobody expected him to be beaten, and everybody was surprised when he was only champion for three years. Kobayashi, Cho Hoon-hyun, and geniuses such as Lee

Chang-ho appeared, and Cho Hoon-hyun has robbed Cho Chi-hoon of the title for five years. These days Japanese, Korean and Chinese players are at a similar level, and we can't say which country is best — they each have advantages and disadvantages.

G: Can you describe your playing style?

S: I like to play using a thick and realistic style. Some people go for territory without influence and vice versa, but I try to incorporate both when planning a strategy. Others say that I have a winner's instinct, that I am strong in the middle game. I'm not sure. Maybe. I have fighting ability which helps me in the middle game. I think Lee Chang-ho is the best player in the end game. This part of the game is very important, so that when Lee Chang-ho played Cho Chi-hoon in the Dong-Yang competition, he won, even though he wasn't successful in the fuseki. The reason why Lee Chang-ho is so popular is because of his yose ability. All three parts of the game, opening, middle game, end game, are important in go of course, and it's difficult to win if we're weak in one of them. We can only hope for the opponent to make a mistake in this case, but in most competitions it's unlikely to happen.

G: Can you tell me more about these three parts?

S: Every professional player must be strong in the opening, the middle game and the end game. Lee Chang-ho is weak in the opening, so he spends a lot of time researching it. I was surprised by Lee when he once said to me during a game, "I know the end." Nobody has dared say this before, so I was a little shocked. I don't look

upon him as a child, but as a boy from the Universe. He is like the mythical python which lived for a thousand years or so and was then reincarnated as a person. He has surprising patience. There is a proverb about Im Heh-bong, who knocked on the stones to test them before crossing a river, and still didn't cross. Lee has a similar patience, which enables him to really say that he knows the end.

Cho Hoon-hyun is known for his complex handling of floating groups in the centre and his speed of play, but his titles were taken from him by Lee because of the end game. So he was angry with his former disciple. I don't think he liked to lose.

I sometimes think Lee Chang-ho is like a machine, or even like God. If he masters the opening stage, then he will be the king of go. He appears like God in his play, but he is a human being and occasionally makes mistakes, so I think it is possible that a player even better than him could appear.

G: What is your strength?

S: People say I'm strong in the middle game. I like to fight, so when I win a game, it is often by a large margin. However, there are so many variations to examine in the middle game, and I can't follow them all. Cho Chi-hoon is different though. He likes to look at everything in order to find the best move. Of course he's also human and he can't hope to find the best variation in every situation. This needs research over a long time, and can't be examined in a game. So we do our best, and play the best move we can find in the limited time available. Because of this, "sense" is important. We study

hard and concentrate on the "first feeling", since this can often lead to the best move.

G: What makes a good player?

S: The game depends upon ability and some chance. The talented player has a good Gi (sense), and doesn't think about useless variations. He is able to identify the essence of a problem immediately and then to examine it for the best line. So time taken and ability both depend upon this talent.

The untalented player lives in a maze, with no "essence", but it is still not easy for the player who does possess it. He still has to concentrate hard and apply his talent. Lee became champion because of his ability to concentrate. The genius who doesn't work hard is not really a genius. Talent also needs effort. Lee is young and lives only for go, twenty hours a day. He follows one way of life and is young, talented, and hard-working, a true genius.

G: What do you think is the correct komi?

S: Statistics based on Japanese and Korean professional games show that playing Black is worth 5.5 points.

G: In relation to this, what do you feel about Mr Ing Chang-gi's rules? [Ing World Cup rules stipulate komi of 8 points.]

S: I haven't studied them, but most professionals (except Takemiya) think it's best to have White. People say that these rules are logical but there are some basic problems for amateurs. For example, even making a house [translation problem from the Korean? - Editor] is difficult, and there is a problem with dame. If a player drops a stone on the floor, he must pick it up and

return it to his bowl (players are given the exact number of stones before the game, 180 each), so it's not comfortable for them. Mr Ing must solve these problems if he wants others to use his rules. [Note: Korean go clubs always have a large number of go stones on the floor. Players often slam the stones on the board, and a proportion bounce off. It is customary to leave them on the floor, to be picked up by the cleaner, who will wash them and return them to the bowls.]

G: Please give us some final thoughts.

S: These days the emphasis is changing from corner, side then centre to just side then centre, since it is difficult to develop the corner. We can thank Takemiya for this change. Korean players have always had to play to win in order to earn money, so they have concentrated on the corners and were afraid of the centre because of its vagueness, and they did not research it. However, Takemiya was brought up by a rich family, and the Japanese don't allow their players to think about money, so he researched into this unknown area. Having been beaten several times by Cho Chi-hoon, who found his weak points, he perfected his centre strategy as a way of playing against Cho. He has done the most research and has shown us how fantastic, magnificent and deep the centre is, like the Universe. Before him, Korean amateurs and professionals used to avoid the 4-4 point; now this is the most popular opening.



Territory In Front Of Walls

Comments by David Ward and Shutai Zhang

Black: Simon Goss 1 Dan

White: David Ward 2 Dan

The following game comes from Round 1 of the British Open. Shutai Zhang's comments are in italics. Any errors are due to David Ward.

9: *Too far to extend from the shimari; better at 119.*

12: Probe designed to see Black's response

12: *This probe is actually aji keshi as it gives Black an opportunity to hem White in the corner and therefore make 9 a good extension. Much better for White to initiate the sequence A, B, 93 to break up the Black moyo.*

13—21: Interesting fighting response by Black (there is always a lot of testosterone flying around at the first round of a competition). I felt this sequence was better for White as I take the corner in sente and 13 and 17 are still heavy.

13: *Interesting.*

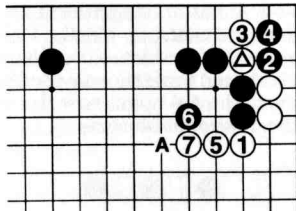


Diagram 1

14: *White has an opportunity to play at 17 with the idea of giving Black the corner but making good shape with White 8.*

16: *Difficult choice as taking the corner in gote by playing 18, 19, 20, 16 is not very interesting for White but this way gives Black an opportunity to start a fight.*

17: *Bad; Black should play the sequence C, 21, D. This patches up the Black group on the right and attacks the White group on a large scale.*

18: *OK but White misses an opportunity with 20 (1 in diagram 1) to play at 21 and take the initiative. Black should take the corner, but the two captured white stones have aji which enables White to play 5 and 7. Black cannot then hane at A because of the aji of the triangled stone and 3.*

22: Trying to profit while attacking.

22: *Right point.*

25, 26 exchange bad for Black

28: I felt at the time this was an overplay but I didn't want to be hemmed in. When Simon and I looked at the game later we could not find a satisfactory way for Black to separate 10 and 28.

28: *Right point as the Black group at the bottom is too weak to attempt to separate the White stones.*

29: *Better at 40 then E, 41 is sente to make one eye and the Black group can easily look after itself.*

30: *Better to play at 40 before switching to 30.*

31: Even after 29 the Black group is vulnerable so better at 41?

31: *Black should still patch*

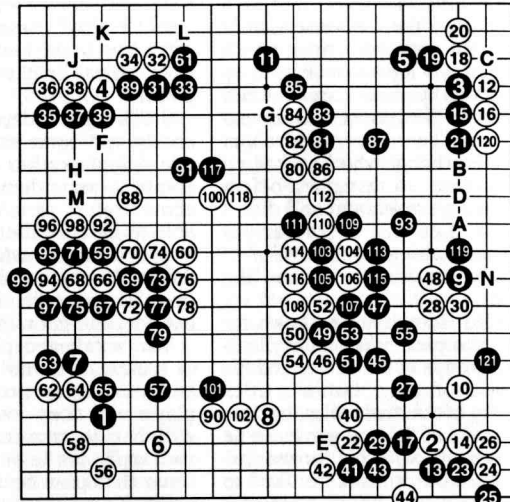


Figure 1 (1—121)

up his group.

32: The idea was to make the exchange 61, 34, 33, F when Black 11 is at the wrong point.

32: *Should be at F. White wants to keep the top side open and aim at a cap at G. The game sequence is aji keshi.*

35: A greedy move. Black wants to play everywhere.

35: *Better to patch up the weak group.*

36: *Should be at 37. The idea is to make 35 into a bad move before returning to attack the group. Therefore the sequence White 37, 36, H, J is good for White. If instead of 36 Black patches up the weak group then White can still play H to take a large corner and make 35 into a bad move. (Shutai thought for nearly two minutes before coming up with this sequence which is nearly two minutes longer than usual to find the problem with my moves.)*

38: White gets sente to play 40 and undermine the Black group.

44—54: I wasn't sure whether to surround the Black group, forcing it to live, or chase it. By chasing it I build up strength in the centre, eliminate the aji around 9 and reduce Black's moyo.

44: *Right move; just surrounding is virtually worthless in this case.*

51: *Must be at 52; gives Black terrible shape.*

55: Very painful to live in this way.

55: *Very painful.*

56: Should be at 57 to make the most of White's power in the centre

56: *This is the right move; if at 57 it is too close to the White wall.*

57: *Should be at 59. White would still be ahead but Black would still be in the game*

60: Counting the game I calculated White was ahead by 15 points on the board so I felt I only needed to lightly erase the Black framework on the left.

60: *OK but better at 74 as White is strong in the centre, but White is about 15 points ahead on the board.*

61: Big

66: Wrong. I am trying to make something happen in this area because of the cut between 7 and 65, but a move around 91 is good enough.

66: *Not necessary; better at A as this threatens to connect to the corner group.*

67: Better at 69, but the squeeze to 79 is aji keshi for White who doesn't seem to have achieved very much.

68: *Better to pull back at 69, build thickness in the centre in sente, and play at A with an easy game.*

75: *Should be at 77 and then White cannot sacrifice 66 and 68 very efficiently.*

76: *White must play at 94, then Black cannot avoid being squeezed. This would give a much better result.*

80: *A is still the biggest move but 80 would be better at 82.*

81: I think Black has to play more actively in the centre. Taking open skirted territory at the top is not big enough.

81: *The worst way for Black to make use of his wall; he only takes about 7 points in the right hand corner, and White takes almost the same. Much better at 119.*

87: Terrible.

88: Big.

88: Better at A.

89: *Has quite an effect on the corner. A placement at K is very troublesome; although the White corner can live it is reduced to 8 points*

90: A declaration of victory
90: *Not necessary as Black cannot break up the lower side. A or L are both worth over 10 points.*

93: Should answer at M. Allowing a sente squeeze is very painful.

93: *Achieves almost nothing. Better at 119.*

100: Much better at A.

101—102: *Meaningless for both sides; the clock is starting to rear its ugly head.*

103—116: Very good for Black. Having to sacrifice 2 stones for a gote connection is painful for White

108: *Should be at 114 then switch to A as White can connect his stones together. (The centre is not big and White should not try to make territory here until the 5 point yose time.)*

111: *Wrong yose. Black should atari at 112, at least a 5 point difference.*

117—118: Should be at 119, a very large sente move

120: White can't tenuki his group. He should play at N, still 10 points ahead on the board.

120: *Should play below N when the game is close on the board but Black can't give the komi.*

121: Short on time. Black's strength in the centre, after capturing 104, 106, kills the White group.

121: *The group cannot be killed unconditionally. If White tries by playing 1 in diagram 2 (see overleaf) then with the sequence up to 9 White lives. The best Black can do is after 5 play 7 then start a ko. However White cannot fight this Ko.*

(Interestingly I think I failed to record an exchange of A, B, C, D, shown in diagram 2, taking a liberty off the Black group. In this case White can

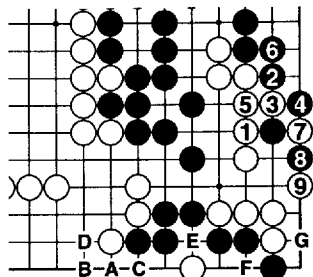


Diagram 2

live by playing *E* forcing *F*, then *G* lives.)

The biggest strategic mistake by both players is to try to make territory in front of walls. Usually these moves are smaller than you first think and hane and connections are bigger.

Ladies' World Amateur Selection Tournament

Report by Matthew Macfadyen, head coffee maker

This year's Ladies' Tournament was larger than ever, with Miriam Brod, Jenny Payne and Sally Prime adding to the previous field. A five round Swiss tournament was held at Leamington Spa over the 18th-19th June weekend.

Predictions beforehand were for Alison Jones to have little difficulty winning all her games, but in the event it was

Alison Cross for whom everything worked. The game between these two was decided by a greedy attempt to kill a group when already ahead, but the main surprise of the tournament was that Anna Tripp, who had been regularly outplaying her opponents and then throwing away won positions in this tournament, managed to put everything together in her game against Alison and win quite comfortably.

Meanwhile Kirsty Healey played steadily, losing only to Alison Cross to record a creditable second place, and Miriam Brod and Helen Harvey both looked threatening without disturbing the ascendancy of the senior players.

Full results in table below.

	AC	KH	SPa	HH	AJ	MB	AT	JP	SPr	
Alison Cross	1K	-	1	1	1	1				4/4
Kirsty Healey	1K	0	-	1	1	1	1			4/5
Sue Paterson	2K	0	0	-	1			1	1	3/5
Helen Harvey	1K		0	0	-		1	1		2/4
Alison Jones	2D	0				-	1	0	1	2/4
Miriam Brod	4K	0	0		0	-	1	1		2/5
Anna Tripp	4K		0	0	1	0	-		1	2/5
Jenny Payne	5K		0	0	0	0		-	1	1/5
Sally Prime	10K		0				0	0	-	0/3

Why I Volunteered to be Press Officer

by Francis Roads

I have retired. From tournament go, do you ask hopefully? Sorry to disappoint you, only from my job. My department has been restructured, and you know what that means. When an opportunity to take early retirement on generous terms offered itself, I grabbed it. I shall still be working part time, but I should have much more free time in future.

How to use some of it for the benefit of the BGA, I asked myself.

For your benefit

I decided that my usefulness will lie in the fact that I shall be living in the London area, where, like it or not, most national news media have their headquarters, and be free during some office hours. Free to talk to and if necessary meet reporters and the like.

So the Council in its wisdom has appointed me Press Officer, and supplied me with the BGA fax machine. My appointment is intended to complement that of David Woodnutt as Publicity Officer. We shall work closely together, and organising general publicity for go remains his responsibility.

My job will be more routine. Whenever a go event of national importance takes place, I shall draft press releases and

fax them off promptly to whichever media I consider appropriate. My own name will be the contact, and I shall make myself available for any follow-up enquiries—let's hope there'll be lots!

For local go events, such as tournaments and club matches, my services will be on offer to the local club concerned. I shall usually take the initiative in contacting the organiser of any event I know about, but I'll have to rely on people telling me about events not mentioned in the newsletter. I shall offer to fax local news media either with matter supplied by the club, or with a press release drafted by myself from information supplied. These may go out before and/or after the event.

We don't need you?

Ideally, I hope that many clubs will say to me, "Thanks very much, but we don't need your services, as we always do our own press work." Fine. But I know that in practice many opportunities to gain publicity in local news media are lost, because event organisers didn't think of it/didn't know how to/didn't have time/weren't quick enough getting the material in. I hope that I can solve these problems. My experience is that while it is quite troublesome to get publicity for go in national media, local media are only too pleased to receive copy, especially if you send it in a form in which they can publish it with little alteration.

Please don't expect that my efforts will immediately bring floods of new members into your club. My experience is that you have to chip away.

The people who do eventually turn up often do so after seeing your press coverage several times. Very often you are making contact with people who already know go, but who didn't realise that there was a local club.

A problem remains in which name to give as a follow-up contact. Ideally this should be a local person who can answer telephone enquiries during office hours. I am willing, as second best, to allow my own name to be used, with the proviso that my knowledge of the activities of the Ascot-under-Wychwood Go Club may be scanty.

Custodian of the Fax

Since I am custodian of the BGA fax machine, we might as well make full use of it. So you can give my number if you need to receive a fax from anywhere, and I will pass/send on the message as soon as possible. Obviously it would be as well to check that I am going to be around at the time you are expecting the fax. Likewise, I can transmit faxes on your behalf, either dictated or sent. I would imagine that this service would be most useful if you need to contact foreign go players quickly.

Please contact me (details on page 2) if you want to discuss this service further. And I'll be grateful for any advice or contacts from experienced PR people; I am very much an amateur in this field.

