

# BRITISH GO JOURNAL

Editor: BRISTOL GO CLUB

NUMBER 18

OCTOBER 1972

## SIXTEENTH EUROPEAN GO CONGRESS

The Sixteenth European Go Congress was held in the Technical University Twente near Enschede in the east of Holland for two weeks from the 29th July. It was opened by the Japanese Ambassador in the presence of the professionals Mr. Iwamoto, Miss Kodama and a representative from Nihon Ki-in.

Over one hundred players from seven countries took part, their strengths ranging from 5 Dan to 18 Kyu. The European Individual Championship was won again by Jurgen Mattern from Berlin with a perfect record of 7 wins. John Diamond from London came third equal with 4 wins. On the basis of the Individual Championship, and the Master Tournaments for Dan players, Holland won the Team Championship.

Because of his late arrival Alan Stout of London was placed in one of the Master Tournaments and was rather outclassed, coming last with only 1 win from 9 games. The other London players in the Even Game Tournaments did rather better, Frank May being placed second in the Master Candidate's with 7 wins and 2 losses and Geoffrey Gray coming fourth in his Zone with a 5-5 record.

In the Handicap Tournament Frank May achieved a result of 4-1, which was the best British result. Alan Stout won 3 out of 4, Derek Hunter from Reading 5 from 8, Geoffrey Gray 4 out of 11 and R. Snowball from Newcastle won 3 and lost 10 games.

A Weekend Tournament took place during the middle weekend and was in the form of a four-round McMahon system. Derek Hunter was one of the four people who won all their games.

As a result of these Tournaments a Classification Committee made the following recommendations for the promotion of British players:

Frank May	1 Kyu to 1 Dan	
Derek Hunter	2 Kyu to 1 Kyu	J.D.

## Sixth British Go Congress

The next Congress will be held at Edinburgh. The venue will be Bryson House, Drummond Place, Edinburgh - a Heriot Watt University Hall of Residence. The Congress will commence on the evening of Friday, April 6th and will continue until the evening of Monday, April 9th. The main event will be an 8-round even game tournament on the McMahon system, which will start on the Saturday morning and finish on the Monday afternoon. The A.G.M. of the B.G.A. will be held on the Sunday evening, and the prize-giving and closing ceremony on Monday evening. On the Friday evening there will be a light-hearted lightning tournament, starting at 8.00 p.m. The majority of the accommodation consists of shared rooms, but some single rooms are  
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ALL CORRESPONDENCE TO:-

DEREK HUNTER, Secretary,  
BRITISH GO ASSOCIATION, 60 WANTAGE ROAD, READING, BERKS. RG3 2SF. 0734 581001

## EDITORIAL

This, the second edition of the British Go Journal to be edited in Bristol, is, we hope, somewhat better than its predecessor. We have had more time to assess the material available, and also to try to find a suitable balance. We have not, however, as yet put into effect some of our ideas for short items. This we may be able to do in the future. We have where possible given credit to the people submitting articles for publication. However, certain articles were not marked and it would be wrong, we feel, to guess.

Since the last Journal went to press, a party of Japanese professionals visited this country. A report on this visit, together with one of the games played by Miss Kodama, is included in this edition. Also while the 17th Edition was at the printers John Diamond met Tony Goddard in a three-match series for the British Championship. Our congratulations to John on retaining his title - he won 2-0 - but perhaps next year Tony will at last find success.

Next time we shall be reporting on the Wessex Tournament - yet to be won by a British Dan player. Will this record still stand when we next publish?

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available at a small extra charge. Application forms are now being distributed, and are available on request from the Secretary of the Edinburgh Go Club, John Allen, of 40 Bryce Crescent, Currie, Midl., Edinburgh, EH14 5LL, Tel. 031 449 2800. J.A.

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**Edinburgh v Newcastle.** On Saturday, September 23rd, five members of the Edinburgh Club travelled to Newcastle to take on the Geordie Sassenachs. In a match over five boards, Edinburgh and Newcastle each won two games, the other being drawn. J.A.

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**British Championship.** Over the week-end June 23rd/24th, John Diamond retained his British Championship, defeating Tony Goddard by 2-0 in a best of three series. The first of the games is published in this volume on page 14.

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## Visits to London by Professional Players

On Thursday, 1st June, Mrs. T. Ito (professional 4-dan) and 25 other amateur players visited London on a sight-seeing tour of European cities. They very kindly spent the evening playing British players at the SCR at Imperial College. Either the players were very tired from their travels, or in sporting mood, because most of the games were won by British players, in many cases on reduced handicaps. Only Mrs. Ito, in true professional style, won all her games.

At the end of the evening Mrs. Ito expressed her thanks for the reception, and presented the BGA with some fans and other items for use as prizes. Credit for the organisation of the evening goes to Geoffrey Gray, who made sets and the room available.

This event attracted some comment in the press. Unfortunately The Observer discovered that Mr. Ito is a Noh actor, and as usual the press made more of the obvious pun than of the game itself.

On the 4th August we welcomed an even more illustrious party, consisting of Mr. Iwamoto (9-dan, ex-Honinbo), Miss Kodama (2-dan) and Mr. Yoshida, editor of Go Review and a strong amateur player. During the six days of their visit they spent the daytime seeing around London and its environs, under the guidance of three members of the BGA Committee, assisted by members of the Japanese community in London, and devoted the evenings to teaching games, which were held at the Japan Information Centre in Grosvenor Square.

Two special evening events were arranged; on Friday, 4th August, Mr. Iwamoto commented upon a demonstration game between Miss Kodama and Andrew Daly, (six-stone handicap) which Andrew won, and Monday, 7th August, was advertised as "weak players' evening". Mr. Iwamoto gamely took on ten kyu-players at once, defeating nine of them.

The events all seemed to be thoroughly enjoyed by those who took part. We are going to try to persuade our friends in Japan to give us more notice of any future visits, so that more British players can benefit from them, and to point out that Go players in other parts of Britain might welcome a visit from a professional player.

F.R.

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## News

Members seeking promotion should bear in mind the following points when looking for evidence to support their claims:

- a. The results from all serious games and possibly casual games as well should be recorded.
- b. More weight should be given to games played at the correct nominal handicap.
- c. A variety of different people should be played, and more weight should be given to those against stronger players.
- d. A player undergraded by one kyu should expect to win about 70% of his games.

Promotion within the kyu grades is done by the relevant clubs, but promotion to a Dan grade may only be confirmed by a full meeting of the BGA to consider written evidence supporting such a claim. Applications should be sent to the BGA Secretary.

D.H.

continued on page 5

# WHICH MOVES ARE BAD? by Takagawa, 9-dan.

Two examples.

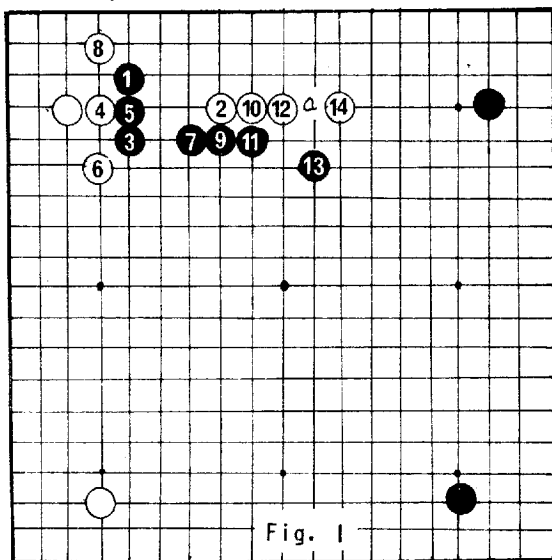


Fig. 1

Fig. 1

Amateurs often tend to be too interested in attack and defence, and forget that Go is a game of territory. Both players in this example are sho-dan.

White 4. This nozoki (peeping) is bad as it is unnecessary. It strengthens Black's position and does nothing to help White.

Black 7. A negative move. Black 1 in Dia.1 is good, taking away White's base and mapping out territory.

White 8. White should extend to 'a' to prevent Black 1 in Dia.1.

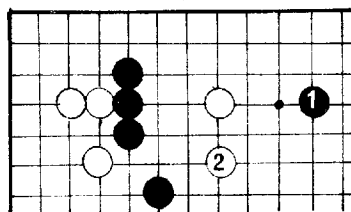
Black 9. Correct. This is a vital point in Black's shape.

White 10. Too heavy. Run away lightly - he should jump to 12.

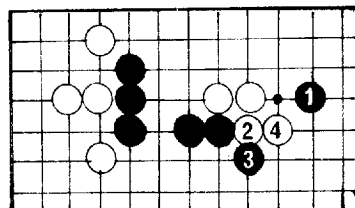
Black 11. Black 1 in dia.2 makes things difficult for White.

Black 13. Useless - he must play 14.

Black is only thinking about attacking White; he should be thinking about making territory. Early in the game it is impossible to capture a group like this. If Black had played as in Dia.1 he could attack the White group later in the early middle game. Always try to make territory while attacking early on - a direct attack is useless.



Dia. 1



Dia. 2

Fig. 2 (see page 5)

Many amateurs are afraid of large moyo. They tend to reduce them early on or not at all. Both players in this example are sho-dan.

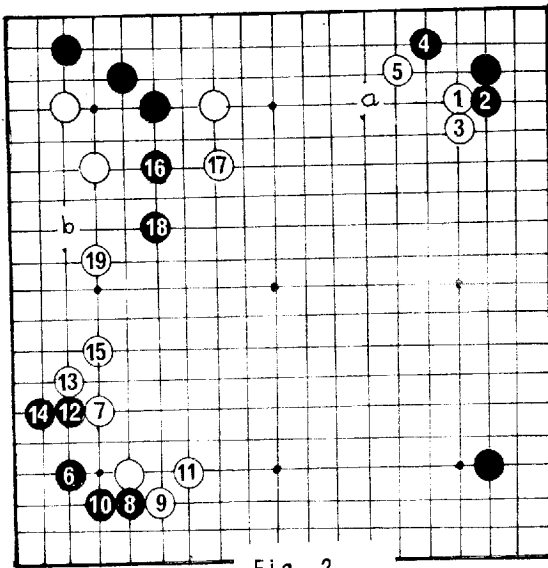
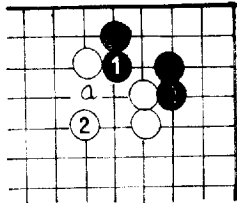


Fig. 2

White 1. There is no need to play here now. He should play in one of the two lower corners.

White 5. This is an overplay. Joseki is at 'a'.

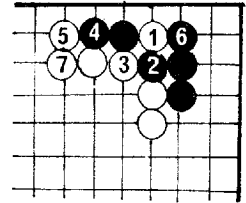
Black 6. After White's mistake, Black can play 1 in dia.1. White jumps to 2 to try to make shape but Black's warikomi at 'a' will be painful for White.



Dia. 1

Black 12. This only hardens White's left side into actual territory, so I cannot give it my approval, and playing this type of move is a habit one should try to lose. Black's invasion at 'b' would be better.

White 17. This move is too loose; there are many gaps in White's prospective moyo on the upper edge. White should first play as in dia.2, to protect his weakness.



Dia. 2

Both players here show a lack of feeling for influence and timing. Black 12 and 14 were unnecessary.

## News (continued)

Copies of "1971 Honinbo-sen" are now available at £2.40 not £2.00, and a limited number of copies of "Go for Beginners" are available for the bargain price of 80p. Copies of "Gute Form" are available in German for £1.40.

Members are reminded that subscriptions for 1973 are due on the 1st January, but any subscriptions paid from the 1st October count for the following year.

A limited number of Japanese Go stones are now available; these are made of glass and are 7.5mm in height. The price is not known at the time of going to press, but will be about £4.50. Enquiries should be sent to the BGA Secretary. D.H.

**A Pub Lunch.** During his recent visit to England, Richard Gledhill and John Tilley took Iwamoto to Gordon's Wine Cellars just off the Strand. As the Japanese have never seen brown bread we tried to persuade them to have their sandwiches made with brown. Only Mr. Yoshida, editor of GO Review, took the plunge. Miss Kodama and Mr. Iwamoto ordered theirs in white. Mr. Iwamoto explained, "Professional players always take the white pieces."!! J.T.

## SOME THOUGHTS ON GO by John Diamond.

(The quotations have been taken from the Go Review.)

"The best way to improve your strength is to play over master games again and again. You may not understand the reason for the moves - no matter - your eyes will get accustomed to the 'correct shape or form' that the professionals play. This is better than any other type of study."

It does not matter if you do not have a commentary on the games. You should be very proud to be able to make the kind of mistakes that the professionals have, and in most cases the explanations that could be given would be quite inadequate for your needs.

The reasons that the professionals sometimes give for their moves are often extremely difficult for amateurs to apply to their own games, especially as they occasionally seem to contradict their own advice in their games.

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"To develop your ability to see situations and find the right play intuitively, occasional very rapid games (half an hour or less) are recommended. This sort of practice is required of all budding professionals in Japan."

It has been said that to get to Sho-dan one must play 1000 games. Very quick games are obviously the fastest way of achieving this aim.

In any case in a quick game, because no great amount of thought has been put into it, it does not matter if you do not find the absolutely best move, or if you make a stupid mistake, for you can easily resign the game and start another (with a (better) chance of winning.)

There is a story of two youngsters who wanted to become professionals but their father would not agree. Eventually he was prevailed upon to approach a top master and speak with him. The master then said that if they played 30 games a day for a year he would accept them as his pupils. This they did and they became his pupils.

This shows the importance that he attached to the playing of a large number of games, no matter how fast they were played.

Today also the student professionals, or 'insei', are encouraged to play very fast games. Once three or four of them played with Otake 7 dan, taking the White stones. The games lasted 15 to 20 minutes and were continually punctuated with cries of 'Too slow!' and 'Hurry up!'.

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"The most important thing, not only for beginners, but for all players is to learn joseki and their variations at first, but players should not limit themselves just to second-hand knowledge of joseki. They should try to play boldly in their own way, guided by the general strategic principles on the one hand and by their own sense of Go perception on the other."

Knowing a few joseki blindly is only good at the beginner stage, when it helps to start the game in a reasonable way. You must be prepared to counter unusual moves, which may well be joseki you have never seen before, in your own way.

You must also be prepared to consider different moves that are not normally joseki, if the usual joseki prove to be unacceptable in the given position from an overall standpoint.

For players emerging from the beginner stage the study of joseki should go

hand-in-hand with the study of tesuji and katachi, as the joseki are good examples of the practical effects that these moves can bring. When you have this knowledge of tesuji and katachi you can, in a sense, dispose of the study of joseki, for you should be able to cope with any new possibility with a little time and analysis, utilising the skills that you have thus acquired.

"Minute analysis of the consequences of each move in the opening stage of the game is not only hard and troublesome but also fruitless for beginners, since there is no big difference between the allegedly best move and the next best move."

Everyone makes many mistakes during a game of Go, from small ones of 1 or 2 points upwards. However, mistakes in the "fuseki", or opening stage, such as the wrong choice of joseki, the wrong direction from which to approach a corner or the correct moment at which to extend along the side of the board, are not usually very large because they are the ones made by choosing between two or more moves nearly equal in value.

The fuseki is also difficult to play properly and correctly all the time, because for a beginner there seem to be relatively more moves to choose from. However, it may not matter if at the end of the fuseki you are 20 or 30 points down overall for there should still be plenty of time in which to recoup your losses.

It is the middle and end-games that are mostly neglected by amateurs in their play. For instance, if you can pick up 10 or 20 points extra by giving a little more thought to the yose, rather than playing haphazardly, then you will have become one or two stones stronger overnight. Though this seems to be impossible at first glance, it is a very real possibility for most players.

Having said that, it is often the middle-game fighting that decides the result of the game without ever getting to the yose. So more time should be given to this stage, in preference to involved calculation in the fuseki which does not gain you very much. This does not mean spending no time on the fuseki, just trying to achieve a better overall balance in all aspects of Go. J.D.

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## News from Japan

Death of Segoe, 9-dan.

Kensaku Segoe, 9-dan, died on July 26th. He was 83. For some time he had been incapacitated by illness, but his death came as a great shock. He will be remembered for his classic work, "Go Proverbs Illustrated", one of the essential books for all players. He completed his five-volume work "Segoe Go Classroom" in 1970 and "Gateway to Tesuji" (Volume III) which appeared in Go Review 1970-71 showed foreign players what a great teacher he was. His pupils included Go Sei-Gen, 9-dan and Hashimoto Utaro, 9-dan.

Segoe visited Europe with Hashimoto just over 10 years ago and his many friends will miss him.

Ishida retains Honinbo Title.

23-year old Ishida defeated challenger Rin 4-3 in the current championship. The Title match went to 7 games for only the third time ever. (In 1968 Rin beat Sakata 4-3, and in 1951 Hashimoto Utaro beat Sakata 4-3 after losing the first 3 games.) Ishida defeated Rin 4-2 last year and it was generally assumed that Rin would win through the challengers rounds to stage a return match. Earlier this year Ishida lost the Nihon Kiin Championship to Ohira but beat Iwata in the Pro. Best Ten.

(continued on page 9)

## STUDIES IN 'TSUME-GO'

(This series consists of a number of extracts from the series of the same name first published in "Go Review" in 1963-4. They have been edited, and expanded in parts, by John Diamond.)

If you want to make progress in your skill at playing Go, first you have to try and make each of your moves have some meaning; in other words, before you make your move you must make sure of its adequacy.

Just as all people of the first rank must have endured many hardships, so those who wish to give their closest Go rivals a crushing defeat must prosecute more studies than their opponents. Experiences in actual games and studies of books combine to improve your skill.

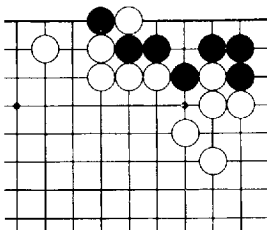
Moves to be chosen in "tsume-go" contrast with those that will be made during the opening or middle game manoeuvres because most of the "tsume-go" moves are of such a character that they prohibit a free choice in a limited area of the board.

The problem of life and death of stones dealt with in "tsume-go" studies is one of the fundamentals of Go. When you have become well versed in these problems you will enjoy the game to its fullest extent.

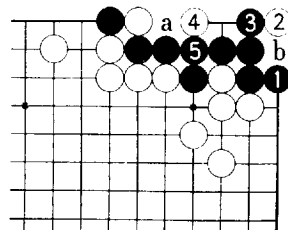
### HOW TO LIVE

Question 1: Black to play

Answer 1: First of all, you have to enlarge your area until it is large enough to make two eyes inside to live. Black 1 is just the point. White 2 is an attempt to make Black one-eyed; this is the "eye-stealing tesuji". Black 3 is a must, White 4 is another eye-stealing move and Black must reply with 5. Black is now alive since, if White connects at 'a', Black will capture the 3 stones to make his second eye.



Question 1



Answer 1

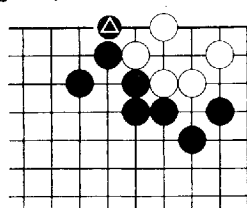
If, instead of Black 1, you play 'a', capturing White's one stone, then White 1 is just the point. Black plays at 'b', White at 5, Black takes at 4, and then White plays at 3 to kill the Black group.

Question 2: White to play

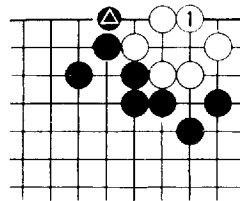
Answer 2: Black's descending move at the marked stone creates a mischief in White's formation. White, therefore, should try to make a sound eye first as shown in the diagram.

Reference 2: In this diagram you can see that when White tries

to expand his area as in Answer 1, the Black stone which is marked proves fatal for White.



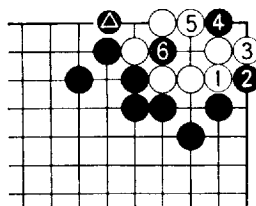
Question 2



Answer 2



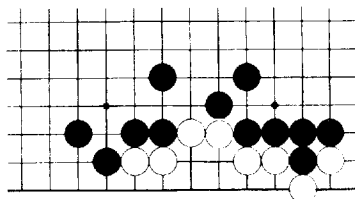
Black plays 2, the 'hane' move, to which White has to reply with 3. Then Black plays at 4 at the "1-2" point in the corner, White 5 is forced and now Black 6 destroys White's second eye as he cannot play two points to the left of 5 because of the "dame-zumari" caused by the marked Black stone. White takes 6 and then Black can play two points to the left of 5 to make White's second eye false.



Reference 2

Question 3: White to play

Answer 3: Remember that, when you want to keep your beloved stones alive, you must first solidify the weaker part of your stones and this maxim is true of this problem.

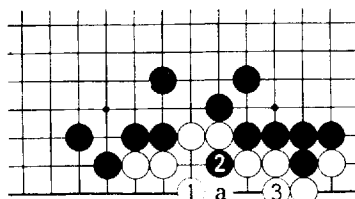


Question 3

Follow closely both players' moves. If, after Black 2, White plays atari at 'a', Black will surely play his death-blow at 3. White must answer this and then Black can take away White's second eye by playing two points to the left of 1.

After White 3 the two points 'a' and that two points to the left of 1 are "miai", that is, if Black plays at one then White must play at the other.

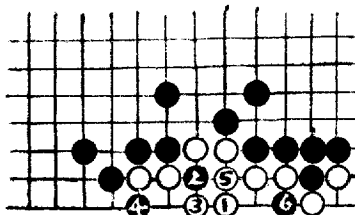
Reference 3: This diagram shows what happens if White makes his mistake in placing 1 at the wrong eye-making point. The sequence up to 6 is forced and Black has succeeded in destroying White's second eye with 6.



Answer 3

White could also play at 6 of this diagram with his first move, then Black 1 would show him the error of his ways. White 3, Black 4, White 5, and Black one point to the left of 4. Now White cannot gain a second eye at 2 any longer.

A White play at 5 would be answered by Black 3, and a White play at 2 by a Black one at 1. Both of these are the usual eye-stealing moves most of you will be familiar with.



Reference 3

J.D.

## News from Japan (continued from page 7)

Shuko Fujisawa challenges Rin for the Meijin Title.

Shuko Fujisawa, 9-dan, who lost his Meijin title to Rin last year has earned the right to a return match. Fujisawa won the first game on August 16th-17th, when he played brilliantly to force Rin to resign after 217 moves. The score at the time of going to press is 2-1. For the last six years the winner of the first game has won the title. Can Rin reverse this trend?

J.T.

# SIX STONE VICTORY

Black: Andrew Daly, 2-dan (6 stones)  
 White: Sachiko Kodama, 2-dan professional

No time limit (3 hours 20 mins.). Daly won by resignation.  
 Comments by Iwamoto, 9-dan, Daly, 2-dan, edited by John Tilley.

This exciting game was played on August 4th of this year. Andrew Daly, the previous BGJ editor, won the first game he has ever played against a professional. We offer him our congratulations and are happy to present the game with comments to our readers. The game was played in a small room at the Japan Information Centre, and Iwamoto gave a running commentary on the game, aided by a large demonstration board, to some 50 enthusiasts in the main hall.

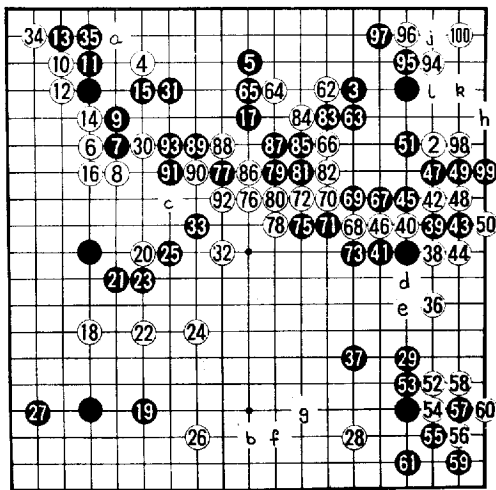


Fig. 1  
 74 connects at 39

74 Fig.1 (1 - 100)

N.B. The first move is White 2, Black 1 being the handicap stones.

Daly (D) - White 2 to Black 17 are almost straight out of Basic Techniques, p.116, dia. 2. The exchange 34 to 35 was left for later and this worried me, as White had possibilities at 'a'.

Iwamoto (I) - White 16 is usually played at 34, and then at 16. Black 17 is good.

(I) - Black 19 is good.

(I) - Black 21 is only concerned with escape, but it is not bad. 'b' would be better as Black's handicap stone is not captured and White will be worried about it escaping later.

(I) - Black 27 is safety first. A good move.

(I) - White 30, a point many amateurs would miss. Black must play 31 and now 4 is

totally captured.

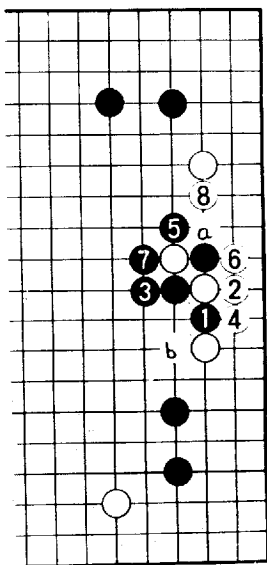
(I) - Black 33 is poor. Theikken-tobi to 'c' is also the eye-stealing tesuji, and a much better technique.

(D) - Black 37 was too simple-minded. Perhaps kosumi at 'd' or 46 would be better. Anyway, it is difficult to stop 38 and 40 and White's connection.

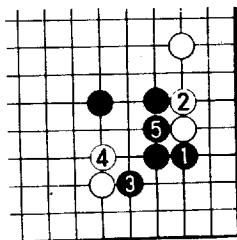
(I) - Black 37 is played from the wrong direction, but it is not a serious mistake. 'e' is correct (see Basic Techniques, p.90, dias. 18-21). Black should aim to shut White up on the right side by building a wall and then to invade at 'b' or 'f'.

(I) - Black 41 is not so good. White's shape up to 48 is extremely good, but the sequence is not fatal for Black. Black 41 should be 1 in dia.1. The combination of Black 1 and 3 is very common in this type of cross-cut. Black 5 could be played at 'a', but in a handicap game if the shicho is good 5 is simple and safe. Up to 8, White has only a small life on the side and Black has tremendous influence. Painful for White.

If White had played 4 at 'a', then Black 4, White captures at 6 and Black at 'b' - too good to allow.



Dia. 1



Dia. 3

(1) - White 66 is better at 85 due to the cut of Black 83, 85. If Black can gain sente he should invade at 'f'. (Mr. Iwamoto kept on saying that Black should "invade at 'f'" for the next 60 moves or so!)

(1) - Black 73 is good.

(1) - Black 75 provokes White 76. Black is now playing a difficult line. Black 90 would be a safe way to win; if it were an even game 'f' or 'g'. If he had played 90, Black would have had 50 points, White 20 points.

(1) - Black 77. (Daly took a long time here. While he thought, Mr. Iwamoto analysed the invasion of White 94, which becomes ko.) The vital point is at 90 and it has been for some time. 77 is a loose move and there is bad aji for Black.

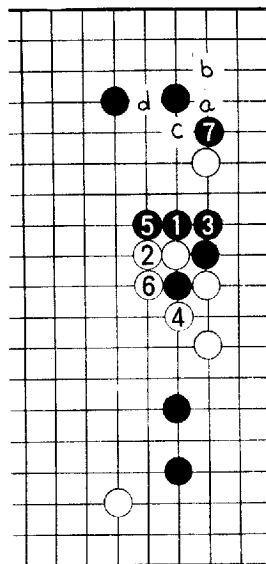
If the shicho is bad, the sequence of dia.2 is recommended. However, White may complicate things by playing 4 at 'a', and, if Black 'b', White 'c', Black 'd', White 5 will make it tricky for Black. If White does play 'a' then Black 6 is safe. Anyway, the shicho is nearly always good for Black in a handicap game, hence dia.1. (It is well worth studying this cross-cut as it is quite common in 6-9 stone games.) Anyway, up to 51 Black has enormous potential around the upper right corner and he is still way ahead of White.

(1) - Black 53 is not so good. (The proverb 'Only a fool would connect', not 'Any fool can answer nozoki' applies!!) The sequence of dia.3 is correct as it keeps Black strong and White separated.

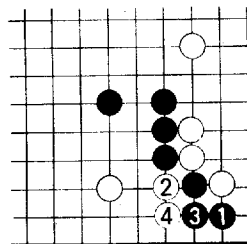
(1) - Black 57 is bad - an unnecessary move. The ni-dan bane of 59 is correct.

(D) - I was happy with Black 57, but Iwamoto was not. I was afraid of the situation in dia.4, hence the way I played. (John Tilley suggests that Black 1-9 in dia.5 win for Black. Black 3 is an important tesuji. There are several variations, but White is lost.) White gains sente after Black 61 due to Black 57.

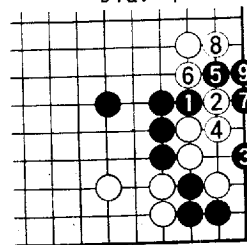
(1) - White 62. White is trying to save the game and this deep invasion is essential as 'g' is not enough.



Dia. 2



Dia. 4



Dia. 5

(D) - Black 75, 77. Where should I play?

(I) - Black 87. Although Black has a lot of territory, White can still try 94. Black's left side group and lower left corner must live. (All is not up for White; Black has many chances to make a mistake!)

(I) - White 90 is incorrect. She must play at 92 to keep Black's groups separated. Once Black connects he is almost home.

(I) - Black 95 is better at 96.

(D) - I thought White 94 etc. should be ko, but I would have been content to let White live in gote.

(I) - This corner is difficult; if White 94. Black 96, White 98, Black 'h', White 'j', Black 'k' and White 'l', then maybe ko?

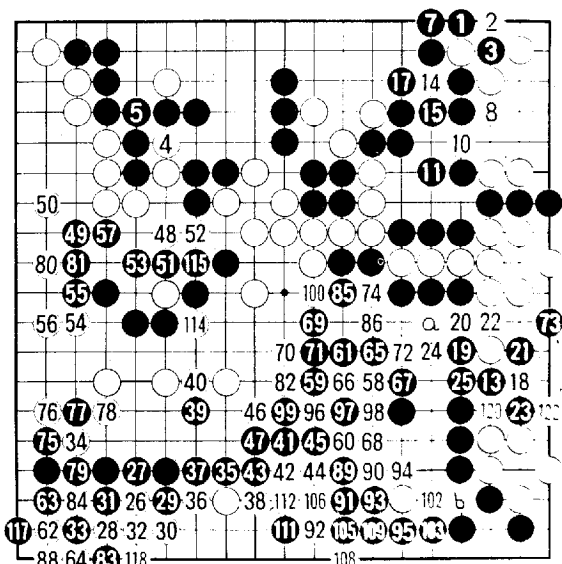


Fig. 2

- 6 ko at 3.
- 9 ko at 3.
- 12 ko at 3.
- 16 connects ko.
- 87 ko at 33.
- 101, 104, 107, 110, 113, 116, 119 all ko at 97.
- 121 connects ko.

Fig.2 (101 - 122)

(I) - Black 1. What about 112? (It is still there!)

(I) - Black 7. This ko is huge.

(I) - Black 9. Why not 112? Leave the ko; White has to connect in gote.

(I) - Black 17 is unnecessary! (Please note White 17 doesn't work.)

(D) - The corner has worked out better for me than I thought. Effectively, I have played tenuki once at 13, and it is still gote for White

to live. White 14 was a trick and I fell into the trap with 17! (During the game Andrew Daly remarked "I think I am the victim of a swindle!" Maybe he swindled himself!)

White 20. Gasps of astonishment!

(D) - White 20 should be at 120. During the game Hiss Kodama touched the board with her stone at 120, but then played 20 anyway.

(I) - Black has gained more in the corner than White in the centre. I don't fancy White's chances now. 6 stones were too many.

(D) - Black 23 - about 20 points in gote. How I ought to win.

(D) - Black 35 and 37 were unplanned and short-sighted.

(I) - Black 35. Black should reply to White 34. 62 or 75 are the obvious moves; 77 is best.

(1) - White 40 weakens Black's other group.  
Black 45 should make eyes in the corner.

(1) - White 53-55. It is very difficult for Black's huge group on the lower edge to die, but professionals are very patient! (Miss Kodama's opportunity soon arose.)

(1) - Black 59. White has no chance.

(D) - Black 65 assures my connection, or an easy win in the fight against White's right side group.

(1) - Black 65 was a slight mistake. It should have been played at 97.

(1) - Black 67. Better at 69.

(D) - Black 73. No need for question marks. A gross blunder. I completely overlooked my dame zumari after 74. I can defend here and then cut at 'a' (P9). White could have resigned.

Mr. Iwamoto agreed entirely. Now the question was would the Black group live or die. It was 10.30 p.m. and Andrew Daly had kept the best moments to the end. The huge Black group looked very sick, but...

(1) - White 82. Black has a chance if he can spot the cut of 89, but it is very unlikely he can read this.

(D) - Black 89 was not a bad chance. (1) - Ah, an excellent move! Very strong! Once Black cut at 89 the game was his. 93 would have been better at 105 and 102 better at 'b'. When Miss Kodama played 122, saving one group and losing another, time ran out. At first both players wanted to carry on the next day, but then Miss Kodama resigned as she was 15-20 points behind.

According to Daly the count is:-

Black:	top	43	White:	top right	8
	left	4		right side	21
	bottom right	26		left side	10
				bottom	9
				centre	6
		<u>73</u>			<u>54</u>

Although White has 4 or 5 more captives, Black has sente. If I could avoid another of my blunders I would win.

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## BOOK REVIEW

Go for Beginners, by Kaoru Iwamoto.

I think that this is by far the best beginners' book yet published in English. Here for the first time is a book which presents Go in a logical and orderly fashion, fully explaining each step, so that even a beginner not used to learning games, and without a strong player to teach him, could learn Go from it. It would be a very suitable book for teaching Go to children.

This is not to say that the book is all on an elementary level. The step by step approach leads on to some problems which would cause, say, a 9th-kyu player to think for a bit. There are also two professional games, with analytical comments pitched at a suitable level. The book stops short of detailed discussion of joseki and katachi, and thus fills almost exactly the gap between total ignorance of Go and 'Basic Techniques of Go' and 'Go Proverbs Illustrated'.

When stocks of this book become available, we hope to sell it at around £1. Meanwhile, I suggest that every BGA member asks his public library to order a copy.

F.R.

# The 1972 British Championship. Game 1 (Best of 3)

Black: Tony Goddard 4-dan  
White: John Diamond 4-dan

Saturday, 23rd June, 2 hrs. each, 30 sec. byoyomi, 5½ points komi

Comments by John Diamond, edited by John Tilley. (Y = yes, N = no, show whether Haruyama, 6-dan, agrees or disagrees with the comment.)

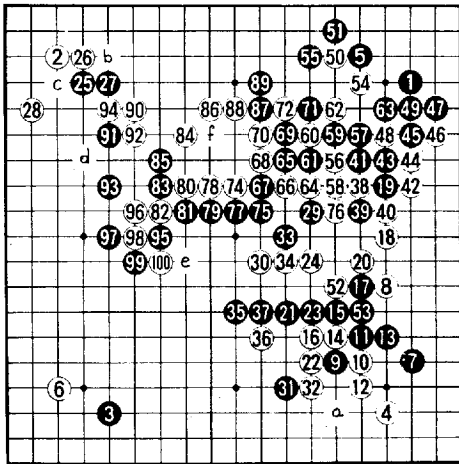


Fig. 1  
73 connects at 60

Fig. 1. (1-100)

White 6. Diamond prevents Black from enclosing two corners, but White's position on the left side is a little low.

Black 9. Nearly always played as it keeps White 8 separated from 4 and therefore weak. The sequence 7 to 18 is very common.

Black 19. Normal in this position as Black must utilise the power of his upper right corner. The joseki of 'a' is not so aggressive.

Black 21. Fujisawa Shuko played this move first and it is correct although Diamond did not realise it.

White 26. John Tilley feels this is incorrect as Black 'b' is too good in conjunction with the upper right corner. 'c' may be better but White is now too low.

Black 29. A typical Goddard move. Tony is an aggressive player and he loves a difficult fight.

It is possible to leave the joseki in the upper left, (e.g. Honinbo Shusai v Go Sei-Gen 1937 - see Matsuda's Go Letters) but joseki is to play at 'd'. An analysis of the game in an upstairs room felt that 29 was a bit loose.

(Y) Black 31. Diamond feels that this is unnecessary as it destroys the aji of 9.

(Y) Black 33. Definitely bad, as Black 34 could be useful much later on. There is no point in protecting the opponent's weakness for him.

White 38. Diamond was unhappy about this as it strengthens Black too much. He suggested 'e' after the game. Black's territory now becomes secure.

White 42. Diamond also regretted this move. It should have been nobi at 58, because, if Black plays 58, White 44 and Black 'b' is good for Goddard. 43 would have been better at 58 therefore. (Y)

(N) White 50. Diamond, worried by Black's tremendous influence leapt in at once. Afterwards Diamond regretted this move, but it is difficult for White. Maybe an invasion around K16?

52-76. White's four stones, clinging to the black mass at the top of the board are weak, so they don't constitute a great threat to Black 25 and 27. White 52 was unnecessary and Black, by attacking well with 61 and 67, has done better than White. (N) However, 71 should have been at 72 for a better shaped position.

Now White will have to struggle.

77-81. White's right side group is now much weaker as his escape route to the centre is cut off.

(N) White 82. May be wrong as it allows Black a cut. Diamond feels he should have played at 83 himself.

(Y) White 84. A terrible move and now Diamond is in big trouble. The vital point was 'f' - the eye-stealing tesuji and centre of three stones. It becomes apparent fairly soon how bad this move was.

Black 89. White has no eyes now - see next figure.

White 90. Too good for White. 25 and 27 are in trouble. Possibly Black 87 was premature. Diamond is wriggling free.

Black now tries to patch up his centre position, leaving 25 and 27 for later.

Fig.2 (101-200)

The fighting is extremely involved and with White's cut at 12 both Black and White have two weak groups.

White 14. A mistake - better at 15. White can next aim at 14 and Black will be in trouble.

(Y) Black 17. A superb move. It becomes apparent that White is weaker than he seemed. White must protect at 18. He cannot cut at 19 or 20. If Black next plays at 20, White cannot connect at 35.

(N) White 22. Wrong. If Diamond had played 30 immediately he would have avoided Black 36, which would have killed the White group.

White 24. Should play at 25 giving up two stones so that he could get to the vital point of 36.

10 connects to left of 2.  
16 connects above 14.  
28 connects at 23.

(Y) White 36. The only move. Black had to play it earlier.

(Y) White 44. White is now several moves ahead in the semeai. The position is now:

Black		White	
Upper right	38	Right	10 (so he thinks)
Lower right	5-10	Lower right	20
Left	10	Upper left	35
Lower left	5-10	Lower left	10
		Komi	<u>5</u>
	<u>63</u>		<u>80</u>

However, White's right side group is still weak and if Goddard can kill it he will win. The analysis upstairs led by Dr. Hattori, 5-dan, thought that Goddard could capture six stones in sente and, if Diamond tried to save them, he would lose everything.

White 48. With this move Diamond attacks Black's centre to right side group.

Black 51. He cannot play 52 as White 56 threatens 51 and 57 simultaneously.

Black 59. White could have played here himself, as it threatens the Black group.

Black 61. At last!

White 62. Popular opinion was that John Diamond could not play here. He had to abandon six stones and make eyes on the edge. His group is now struggling.

Black 71. Black has to live as well. This move makes way for 75. If Black and White both live then Black will be behind and he cannot win. Should Black have played 69 at 'a' for the final ko? There are conflicting opinions about Black 65 - some think that Tony lost his chance there.

81-98. Difficult to evaluate. White seemed to gain a few points. After 91 Tony Goddard was playing to 30 seconds byoyomi.

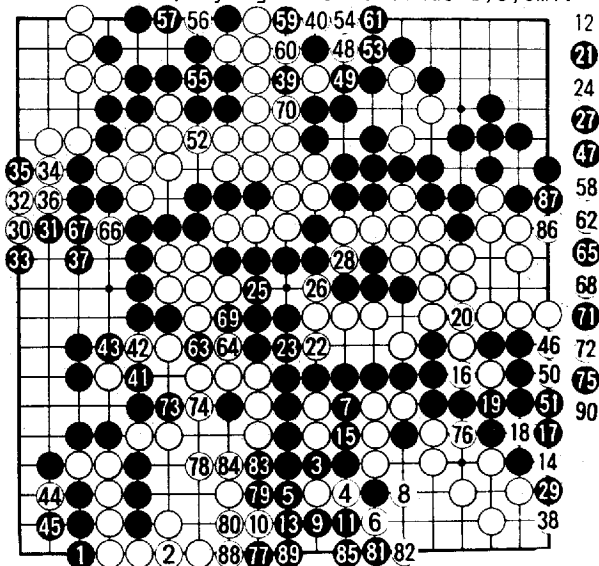


Fig. 3

- 12 connects above 6.
- 21 ko at 18.
- 24 " " "
- 27 " " "
- 47 connects at 14.
- 58 connects to right of 56.
- 62 ko to left of 49.
- 65 " " " " "
- 68 " " " " "
- 71 captures 63.
- 72 retakes.
- 75 extends up from 71.
- 90 connects at 63.

Fig. 3. (201-290)

White 14. Started a 'hanami' ko for White (Hanami = flower seeing, literally, a care-free ko as White has everything to gain and nothing to lose.)

26-28. White gains 8 points.

Black 35. A mistake due to time trouble.

White 62. This ko is not as serious as it looks.

290 moves in all. White won by 21 points. John Diamond also won the second game to retain his British Championship.

The game shown here is fully analysed in the September Go Review, by Haruyama, 6-dan. The key points are:-

Fig. 1

- 31. Bad, unnecessary.
- 41. Poor move. The severe sagari at 42 is best, then W76, B58, White captures below 39, B41. The nobi is also better than 41.
- 67. Overplay. Most of Goddard's troubles stemmed from this move. Much better at 69.
- 97. Black missed a good tesuji. B-D14, W-D15, B-E10 captures one stone in a loose Geta. See Go Review for a superb tesuji sequence. (If you cannot work it out for yourself.)
- 33. Bad, unnecessary.
- 43. Bad. Too much aji left behind. Agrees with Diamond's comment.
- 50. A good point!
- 54. Poor. Left of 51 correct.
- 82. Good. Also 84 good.
- 84. Unnecessarily risky.

Fig. 2

- 22. A good tesuji. 30. Tesuji. 36. Tesuji. 46. This fight is now a 4-move yose ko. Black is in real trouble. 54. It looks as if White suffered a mental breakdown at this point. (Diamond still fails to comprehend this cruel remark.)
- 81. Black's last fling. White makes no mistakes and wins.

In conclusion, the key moves were 41 and 43. Goddard had too many weaknesses to protect his territory and the overplay of 67 snapped his overstretched defences. A good game.