

# BRITISH GO JOURNAL

Editor: ANDREW DALY

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## European Congress in Bristol

Entries for the European Go Congress should be sent off as soon as possible. Entry forms, giving full details, are available from Secretaries of all affiliated clubs or from the Secretary of the Association.

The Congress will be held from 21st August to 4th September, 1971 at Badock Hall, Bristol University. The tournaments will include the 1971 European Championship, Master and Master Candidates tournaments, and even game tournaments for kyu players.

## Leeds Congress

The Fourth British Congress was held in Leeds, in the north of England, for the first time, in early April. The competitions were played in Devonshire Hall - one of the residential halls of Leeds University - where also the players were accommodated.

Again breaking new ground, all the players at this Congress took part in a single even game competition, using the McMahon system, which provided some interesting pairings and some unexpected results - like those of the player who won four even games against people who would normally have given him five stones. An article explaining the system, written by John Thewlis, who organised the Congress, will appear shortly in the Journal.

Immediately after the Congress finished, the Annual General Meeting of the BGA was held - this is reported elsewhere.

The British National and Open Championships were decided as part of the system, and it soon became apparent that these titles would go together, to either John Diamond or Tony Goddard. In fact they finished the Congress level, having each won one of the matches they played, and played the deciding match a week later in London.

Unfortunately detailed results of the rest of the Congress are not available, but among the more successful were Bob Hitchens, C.F. Clement, Alan Williamson, Richard Tate, Laurie Hamilton and S. Cassidy.

The organisation was well handled by John Thewlis and the Leeds Go Club, notably Jeanette Chandler, who did the arithmetic for the McMahon system, and John Richardson.

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## Editorial

Thanks largely to John Tilley, who has just returned from Japan, the flow of material for publication in the Journal has greatly increased. I hope that this flow - and the consequent regular appearance of the Journal - can be maintained.

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## President's Notes

from Francis Roads

I would like to thank members of the Association for electing me President, and to assure them that I shall do everything I can to ensure that the Association continues to expand and flourish as it did under the Presidency of John Barrs.

I look forward to meeting as many members as possible at the forthcoming European Go Congress at Bristol.

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## Secretary's Notes

from Derek Hunter

Please keep me informed of any changes in the officials of affiliated clubs, and in particular of the termination of any club. Otherwise money is wasted sending Journals and other correspondence to clubs that no longer exist.

All correspondence from club members to the Association should be sent through the club secretary, to minimise postage and to keep everyone informed.

I would like to draw the attention of club members to the new information sheets. (See back page. Ed.)

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# NEWS

## Informal Congress

Woodford Go Club are holding a one-day informal congress on Sunday, 27th June. Details may be obtained from the club secretary - see back page.

## British Congress 1972

The fifth British Congress will also be held in Woodford, at the Queen Mary College Halls of Residence, South Woodford, in east London. The booking has been made for 8th and 9th April, 1972.

## Visit of Myashita, 9-dan

Myashita, professional 9-dan, will be coming to London on 3rd and 4th June, 1971, with his daughter, who is one of the strongest amateur ladies in Japan. It is hoped that a demonstration game can be organised during their stay, and possibly a visit to the London Go Club.

## Bristol News (from the 37th Newsletter)

Bristol Go Club have again booked Marlborough Town Hall for the Second Wessex Tournament, to be held on Sunday, 31st October.

The Bristol Go Stone has been won by Mike Cumpstey.

## Oxford-Reading Match

Reading Go Club visited Oxford on 5th May, and soundly defeated their hosts by 6 matches to none, in spite of playing White on 5 boards.

## Bob Hitchens Promoted to Sho dan

After his 5-1 record at the Leeds Congress, including the defeat of 4 opponents of 1st and 2nd dan status, the Committee promoted Bob Hitchens from 1st kyu to Sho dan. Bob is Treasurer of the Association and of London Go Club.

## Bristol-Cheltenham Match

Ten members of Bristol Go Club visited Cheltenham Civil Services Club on 16th May and each played two matches with Cheltenham players, including John Cock, Sho dan. Bristol came out in front by 15 matches to 5.

## Annual General Meeting

The Annual General Meeting of the Association was held on Sunday, 4th April, at Devonshire Hall, Leeds. Nearly forty members of the Association were present when Francis Roads, as Acting President, read the notice convening the Meeting from the 13th issue of the Journal.

After the reading of the minutes of the previous AGM, the meeting passed a unanimous vote of thanks to John Thewlis and his helpers for organising the 4th Congress, which had just finished, and in which 54 members had taken part.

In his report on the year, the Acting President said that it had been overshadowed by the death in January of John Barrs, President of the Association since its foundation. More to him than to anyone else was it due that Go was played in Britain.

A committee meeting shortly after his death had decided to establish a fund, out of which a trophy would be bought, to be called the John Barrs Memorial Trophy, and to be presented annually to the British Champion.

The Committee had had an active year; in particular much work had been done on organising the 15th European Congress, to be held in Bristol in August, and in investigating possible Tournament systems for the British Congress. This investigation, which had consumed much time and energy, had led to the introduction of the McMahon system at this Congress.

He regretted the late appearance of the Journal, which was partly due to the lack of material, and appealed for members not on the Committee to contribute articles.

The Treasurer, Bob Hitchens, discussing the Accounts published in the last Journal, said that 1970 had been another satisfactory year. He had reorganised the accounting system, and felt that the new system was capable of anything. He said that subscriptions for Go Review were falling, and that promotion of this excellent magazine would be necessary if the Association were not to make a loss on it. His report was accepted unanimously.

Derek Hunter said in the Secretary's Report that membership was now 491 club members and 77 independent members, figures which were very similar to last year's. He asked that secretaries of defunct clubs should inform him when they became so, particularly in view of the increased postal charges.

A handicap committee had as usual made recommendations for handicap changes on the results of the Congress (reported elsewhere). Their job had been made more difficult this year by the way in which the McMahon system worked.

The meeting then moved on to the election of Officers and Committee for the coming year. Francis Roads was nominated for the post of President, and since there were no other nominations was elected unopposed. The Treasurer and Secretary were both re-elected unopposed.

The meeting nominated for the Committee John Tilley, Andrew Daly, John Robinson, Geoffrey Gray, John Diamond and Graham Priest. Evidently the feeling was that this was too many, and only the first five of these were elected.

In Any Other Business, the President reminded the meeting that decisions binding the Association to a substantially different course of action could not be taken without due notice in advance, out of fairness to members not present, and to comply with the constitution. The meeting was in favour of accepting computer entrants to future congresses, and of subsidies for participants who had to travel long distances. The President told the meeting that the Committee was soon to decide between Edinburgh and Woodford (London) as the site of next year's Congress; opinion was equally divided.

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## TOKYO GO NEWSLETTER

from Stuart Dowsey

Every master player has his own peculiar habits and idiosyncrasies that appear while playing major tournament games. Here are some of the weird ones.

Hosai Fujisawa is a large man who appears to be sloppy until you see him play. However at the board he still likes to relax and sits happily with his shirt-tails hanging out. His thinking is so deep that he keeps on meditating, even talking to himself, while visiting the toilet.

Sakata is more nervous, preferring to give up his lunch so that he can sit through the break studying the game. When concentrating he unconsciously takes off his socks and sits there barefooted. He gets into a squatting position and during the last seconds of byo-yomi exclaims 'maitta' (I've had it) as he must play his yose stone, as if invoking some religious ritual.

Rin Kaiho is still young so he doesn't display so many peculiarities and we have to be content with his pulling his knee up under his chin when under pressure.

It is said that Go Seigen prays to the ancient Chinese gods with every game whether he loses or not. However, how true this is I don't know.

The most famous player for his tournament style is Kitani Minoru. Of course he has now retired due to a weak heart but, in the old days, he would bring seven articles to aid his game all wrapped up in a carrying cloth (furoshiki). He needed 1) a pair of walnuts, which old Japanese click together in the left hand for relaxation; 2) a pot of honey, which he would lick for nourishment; 3) a nyoibo, a Buddhist priest's staff to hit his shoulders with and to hold in order to calm his mind; 4) eyedrops; 5) special plasters and liquids for dabbing on his back and shoulders to cool his muscles; 6) tissue paper which he often shredded to pieces while playing; and 7) a special cup for his tea. Everything was arrayed about him in a circle before he could devote himself to the game.

Why don't you try some of these techniques in your own tournament games? However, I don't guarantee that they'll help you play like Kitani!

## Francis Roads

At this year's AGM in Leeds Francis Roads was elected as the new President of the Association, and it might be interesting to members who have not met him at Congresses to know a little of his background.

He is 27, married, with a young son. Like so many Go players he started his University course as a science student, but changed while at Oxford to music. His musical activities now extend beyond his job - teaching music in a junior school - to amateur singing and even composing. His wife is also a musician.

He learnt Go from Dr. Good's famous article in the 'New Scientist' in 1965, and joined the London Go Club on leaving Oxford that year. In 1968 he joined the BGA committee, and shortly afterwards founded the Enfield Go Club, which met in his flat. But, thanks to his energy and skill as a teacher and propagandist, the club grew and was soon able to move into a room at Enfield Arts Centre and to get a grant on the rates to buy 6 Go sets. With his recent move to Woodford, the club has also moved there, and is once again meeting in his (somewhat larger) house.

At the Leeds Congress he was promoted to 2 kyu.

## EVEN GAME JOSEKI (8)

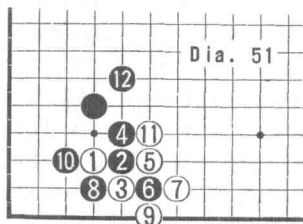
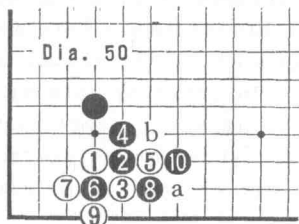
by John Diamond, 4 dan

### TAKAMOKU: Part 2

#### I D3 (continued)

In this issue we shall finish the takamoku joseki by considering one of the major alternatives to 2 D3, that of 3 E3, and briefly looking at the main pincer attack 3 F4; taking 3 E3 first (2 in Diagram 50).

As can be seen from the two joseki of Diagrams 50 and 51, Black 2 can be played with one of two purposes in mind. In Diagram 50 the intention is to restrict White to the corner and gain outward influence towards the centre and right sides. In Diagram 51 the idea of 2 to 12 is to capture quite a large corner in exchange for giving White a live group on the lower side.



After 2 White's play at 3 is forced, for should he play elsewhere in the corner area Black can fence him in completely into the corner. Black 4 is the usual answer to this, but a play at 5 to follow the line in Diagram 52 is also possible although after

this diagram Black has walled White in completely and therefore almost certainly

accomplished one of his initial aims which was the gaining of outside influence.

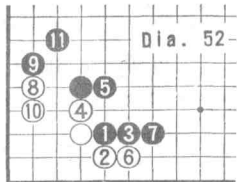
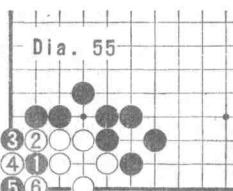
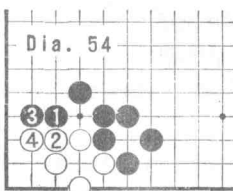


Diagram 52 is a good example of skilful timing by White. He plays at 4 to stop Black playing there and so reducing White's corner; Black's only answer is 5. Similarly 6 forces a Black reply with 7 and now White can extend and enlarge his corner with 8 followed by Black 9. After this White cannot cut to the right of 9 for Black can counter-cut to destroy the corner in exchange for the loss of 9, so he meekly threatens this cut with 10 and Black plays 11 to stop this possibility and extend his influence to the left side.

Going back to Diagrams 50 and 51; in answer to 4 the best move is 5. Should he play at 8, then Black can play at 6 and in comparison with Diagram 50 White's corner does not have two eyes so he must play another move to save it. Should he play at 6 Black can play at 10 and force White into a low position along the lower side and thus into immediate defeat.



After 5 Black has the two alternatives of Diagrams 50 and 51, but can only play the sequence of Diagram 50 provided that the ladder capturing White 5 is good for him. Later

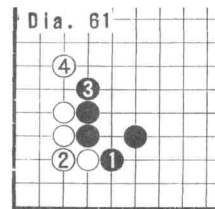
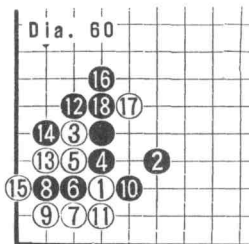
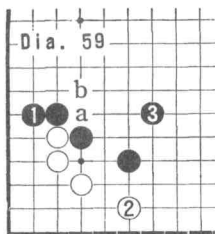
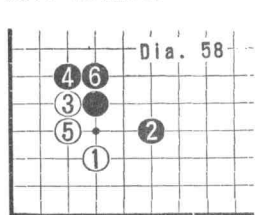
on White can play at 'a' and force Black to capture at 'b', so usually at an early stage Black will capture 5 with 1 in Diagram 53 and White will answer with 2. If he does not then he must be prepared to submit to Black playing at 1 and 3 in Diagram 54 and answer them with 2 and 4 to secure a small life in the corner. Should he not play 4 then the sequence of Diagram 55 will bring the White group to a ko for life or death.

In Diagram 51 moves 8, 9 and 10 are forced and then White plays 11 which Black replies to with 12. If Black plays no move in answer then White can press Black onto the third line eventually by playing 12. However 1 as in Diagram 56 is not good as the Black wall is too far from the side to surround territory properly. White does not have to play at 11 immediately, but he must be prepared for Black to play one point to the right of it if he does not to make White submit to being pressed along the edge.

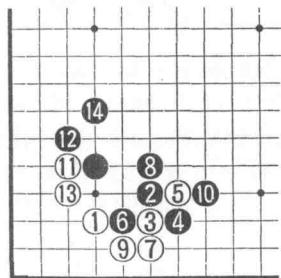
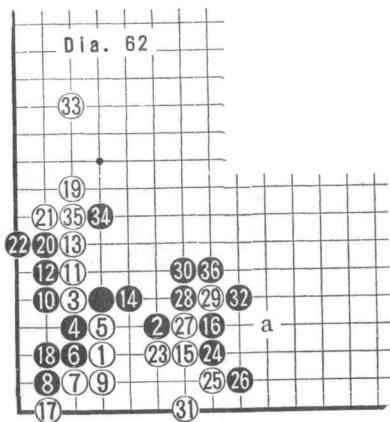


After Diagram 51 White can still reduce the corner at a later stage by 1 and 3 of Diagram 57, as Black cannot play 2 of Diagram 58. The sequence to follow, 6 fills two points above 2, will normally give White a live group inside Black's territory.

We shall now look at 2 F4, 2 of Diagram 58. This has roughly the same idea as Diagram 50, that is, taking the outside influence and giving up the corner. The sequence 1 to 6 is joseki; 6 could also be played one point further above, or 1 point to the left in which case the joseki of Diagram 59 will ensue. If White cuts at 'a', then Black replies with 'b' to give up his single stone and keep his outer wall intact.



4 can also be played as in Diagram 60 which is also joseki. 6 is a sacrifice stone played so that both 10 and 12 can be played with sente; if it is played directly at 10 Diagram 61 results and this is not so good a result for Black as the original diagram.



Dia. 63



Unfortunately Black can also cut with 4 as in Diagram 62 and this leads to many complicated variations, so to avoid this possibility White can play 3 of Diagram 63. 4 is played to restrict White and 5 to attempt to prevent this. After the exchange of 6 for 7, 8 can be played as in this diagram or as in Diagram 64. 9 is then forced to save the corner, Black captures 5 with the ladder of 10 and White secures a reasonably sized group in the corner. If the ladder is bad for Black then he must play the joseki of Diagram 64 or as in Diagram 65. However, Diagram 65 is better for White than Diagrams 63 or 64 as he can extend along the lower side after the conclusion of the diagram.



# A Game from the Leeds Congress

Black: Bob Hitchens, 1 kyu

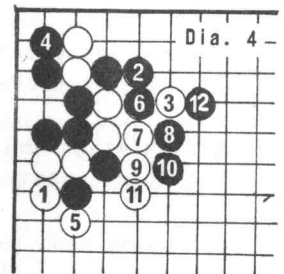
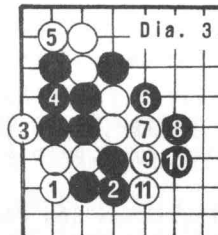
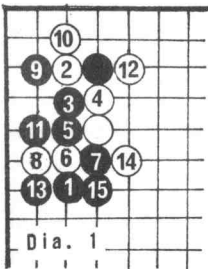
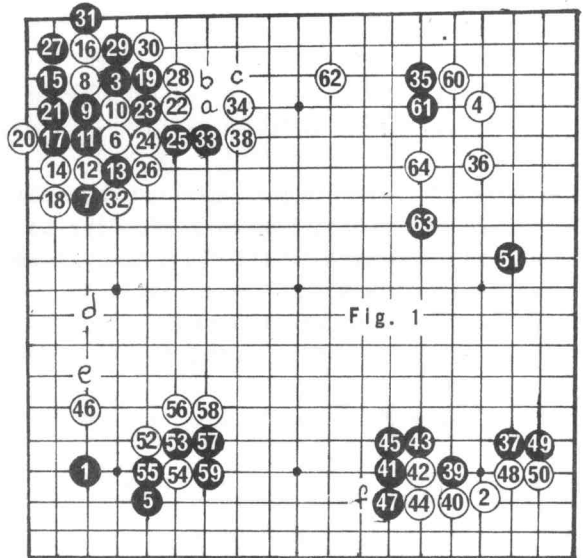
White: John Tilley, Sho dan (5 komi)

This game was played in the final round of the Leeds Congress, and contains many interesting and important points. Comment is by John Tilley.

Black 7. There is nothing to say about the fuseki up to this point, but this move is slightly unusual - most professionals would play at 11, White 12 etc. Black thought of playing here as it is a good pincer attack on White 6 and prepares to make a large area on the left if White chooses the wrong variation.

Dia. 1. This is the normal joseki. In this case Black's upper stones are in an excellent relationship with his shimari in the lower corner.

Dia. 2. White must therefore stop Black from achieving this result by playing 12 at 1 in this diagram. But there is a ladder to consider.



Dia. 3. If Black can play as in this diagram and capture White by the ladder as shown, then this turn at 1 in Dia. 2 is clearly unplayable for White. But in this game White 2 in the figure is a ladder-breaker. So...

Dia. 4. This joseki should materialise. Note Black 4, a calm play to secure the corner. But...

Black 23. This move is contrary to the joseki of Dia. 4, since he permits White the moves at 28 and 30 with sente.

White 32. I chose this move to simplify matters.

White 34. On looking back, this is a mistake. Black can immediately play 'a', White 'b', and then 'c' is difficult for White to answer. White 'c' is better, but even then White's position is weak and Black's stones 25 and 33 are dangerous.

White 38. I was happy to play here - it patches up my weak point.

Black 41. A nice choice of joseki - Black 45 gives Black an influential position, which helps reduce White's influence in the top left corner.

White 46. A big mistake. Look at the position: Black cannot make a move on the left side if it were his turn, for the Go Proverb says "Don't approach thickness". Should Black play at 'd', White can answer at 'e' and this stone will easily escape, making Black 'd' rather weak. So Black can only extend as far as 'e', which at present is not large enough. Therefore White need not play on the left side, and should follow the joseki in the bottom right corner by playing at 'f'.

Black 47. Now White must live, giving Black sente to play at 51.

White 52. The vital point for this shimari.

Black 63. A good move. If Black tries to run out with 35 and 61 he will be in trouble because White is so strong in this area. Remember the proverb: "Play lightly in an area of your opponent's thickness". This 63 increases Black's moyo, and threatens to rescue 35 and 61, without committing himself irrevocably. The stones still have a good chance of escape after White 64.

At this stage the game ceased to be instructive as the middle game confusion set in. Black eventually won by 1 point.

During the post game discussion Bob remarked that he became much stronger when he realised that, unless he absolutely had to play a move, he shouldn't. Most low and middle kyu players tend to make the obvious move first and then think, giving themselves no chance of finding a tesuji. Bob's strategy in playing at 63 is a good example - he waits for the right moment to rescue 61 and 35. Go is a long game, and patience is often required.

Bob Hitchens was promoted to Sho dan after the Congress.

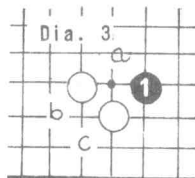
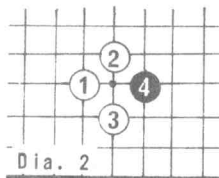
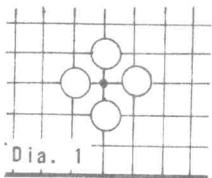
# KATACHI

by Sakata, 9 dan

Katachi is Japanese for shape. An expression such as 'this is katachi' means that the shape is good and effective. Good Go depends critically on understanding and use of katachi at all stages of the game.

Why is katachi so important? To achieve strong formations economically it is necessary to use every stone to its full, and so we must learn the key points in the common shapes that occur in every game. An ability to recognise these key points quickly and certainly cannot fail to raise your strength.

One aspect of good katachi is that with such formations eye-making becomes much easier - the stones work together efficiently to make eyes and thus are resilient when attacked. Let us look at this in terms of very simple diagrams and work from them to less obvious positions.

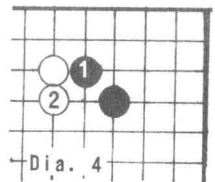


Dia. 1. This position (known as ponnuki) is very efficient and strong, as the minimum number of stones has been used to make the eye.

Dia. 2. After White 3, Black 4 is a good move, as it prevents White achieving the strong position of Dia. 1. Now White's position is much weakened by the presence of Black 4.

Dia. 3. Moving one stage further back, Black 3 occupies a vital point in this position, as would Black moves at 'a', 'b' or 'c'.

Dia. 4. What about this very common position? A little consideration shows that White 2 is a vital point, and so Black 1 is almost unconditionally forcing - just as he intended.

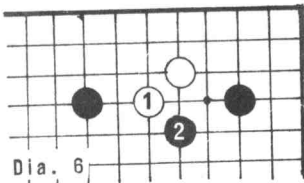


Dia. 5. White can never let Black play at 1 in this position. You should see the analogy between this position and the proverb 'play hane at the head of two stones'.

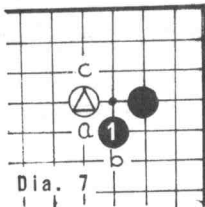
Dia. 6. This position comes from a well-known joseki. Black 2 is one of the vital points - and a joseki continuation, although rather complicated.



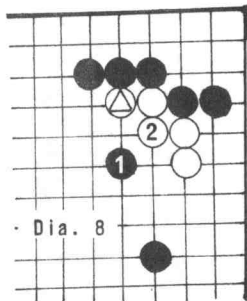
Dia. 7. In this case, however, Black 1 is much too slow. White has already played one of the key points of the formation, so Black, if he wants to play for the outside, should play at 'a' or 'b'. Black's move is good when White's stone is at 'c'.



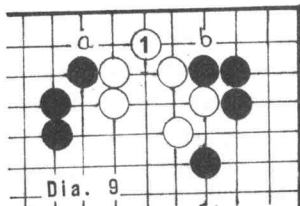
Dia. 6



Dia. 7



Dia. 8



Dia. 9

Dia. 8. White is severely attacked in this diagram by Black 1, the 'eye-stealing' tesuji, and worse, he must give Black sente for further attacks when he connects at 2. White should play at 1 first.

Dia. 9. White 1 is katachi, as it gives him the chance to play at 'a' or at 'b' and either way to make a second eye. These points are now 'meai', that is, White is certain to be able to play one or the other of them and so secure life.

Try to apply these ideas in your next game - these shapes will almost certainly appear in it.

## British Championship Final

This game was the deciding match for both the British National and Open Championships. It was played on April 17th, a week after the Leeds Congress, at Geoffrey Gray's house in Chelsea. The game itself was played in an upstairs room, and the moves relayed downstairs and reproduced on a large board for the benefit of spectators.

Comment is chiefly by John Diamond, but some are by Haruyama, 6-dan, and these are marked (H). I apologise for the algebraic notation, which is necessitated by the incomplete development of our revolutionary new diagramming process. The letter 'I' is left out, so that the letters 'A' to 'T' refer to columns of the board from left to right, and the numbers '1' to '19' to rows from bottom to top.

Black: A. Goddard (3 dan)

White: J. Diamond (4 dan) receives 5 komi.

Time: 2 hours each, then 30 seconds byoyomi.

Black 5, 7. Typical aggressive plays by Goddard, who likes early fighting.

White 6. Usually at P17 (move 9) (H).

White 8. Leaves the choice of joseki in the bottom corner until he sees what Black is going to do in the top corner.

	Black	White
1	R16	D17
3	Q 3	C 3
5	C15	R 5
7	Q 8	P16
9	P17	Q16

			Black	White
Black 13.	Hane at O16 is possible. This move depends on a ladder, which in this case is favourable to Black.	11	Q17	R15
		13	O17	O 5
White 14.	Again leaves a joseki undecided to see the result of developments elsewhere.	15	P 5	P 6
		17	P 4	R 7
Black 15, White 18.	Good (H). White 18 is normally at Q6, but this would allow Black to play first on the left side.	19	O 6	P 7
		21	N 5	O 7
		23	O 4	S16
Black 23.	Should be at N6.	25	R17	Q14
Black 27.	It is debatable whether he should play in this area at all, but if so Q11 is the point to play.	27	R12	P12
		29	R 8	R10
White 28, Black 29.	Even after the game, Diamond thought his move 28 was good and Black 29 too heavy, but Haruyama said no, 29 is the key point and White should have played there with 28, or possibly at S9.	31	S10	S11
		33	R11	S 9
		35	Q10	R 9
		37	S 8	T10
Black 39.	The sequence from 30 to 39 is forced. Although White would like to play at 39 with 38, this is not possible.	39	Q 9	S12
		41	N 7	O 9
Black 41.	Bad. Attacks White from the wrong direction, forcing him to attack Black's still unsettled group. He should play at N9.	43	O10	N10
		45	O11	N 9
		47	O12	M12
Black 47.	Better at N11 or N12.	49	O14	N13
White 58.	Inevitable.	51	P13	P14
Black 63.	If at T12 then White would play at T13 and still get two eyes.	53	O13	N15
		55	O15	O16
White 74.	White might have attacked Black's large group any time from now to move 82, starting at S7. Black's play at P11 does not make two eyes (please work out why not), a fact which White overlooked. But Black can play at P9, a threat to make eyes, and continue with the cut at O8 to fight a sameai.	57	N16	M15
		59	R13	S14
		61	S13	T13
		63	T14	T12
		65	R14	S15
White 80.	After this move (which prevents Black's play M13), White's central influence more than compensates for his loss of territory on the right.	67	Q15	P15
		69	Q13	Q15
		71	S17	T15

		Black	White
White 82.	This move was greeted with a chorus of disbelief in the downstairs room. It is a simple mistake as Black shows with move 89.	73 M16	L16
Black 85.	Threatens to fight a ko for the White stones on the right side. White 86 is therefore forced.	75 L15	L17
Black 87.	(H) Unnecessary, because of the cut at 08 - see comment on move 74.	77 M18	L18
White 88.	Severe, but even so could play at 90 immediately.	79 M17	L13
Black 93, White 94.	(H) Either should have been at 95, the vital point.	81 K15	H16
Black 97.	Looks small, but it is necessary to capture White's 5 stones.	83 S 4	S 6
White 104-108.	Painful moves for Black, who is forced to capture more closely the already dead Black stones, while White makes valuable influence in sente.	85 T 7	T 9
White 110.	The game looks favourable to White.	87 T 6	C13
Black 111.	He should give up this stone.	89 J17	H 3
White 114.	Joseki is at D14, giving Black a small life in the corner. White wants to pursue the Black group - it is the success of this plan that wins the game.	91 M11	L 9
Black 115, 117.	(H) Good combination, but 119, 121 should be left for later.	93 H15	H17
Black 125.	This move caused more discussion than any other. Downstairs it was felt that 125 should be at D18, White C18 and Black B16 to capture the corner. Haruyama 6-dan agreed with this view, but Diamond maintains that he could have answered D18, not at C18, but at B16, Black B15, and then C18 is safe. If Black does not play at B15, then White connects to the outside or kills the outer Black group. What do you think?	95 L11	J16
Black 139.	He must make eyes in the centre.	97 K13	K10
White 140.	A quick count at this stage shows White about 10 ahead, still attacking the Black group, and with sente.	99 K16	J18
		101 K17	K18
		103 J15	K12
		105 L12	J13
		107 K14	K11
		109 M14	D15
		111 D16	E16
		113 C16	C17
		115 E17	F16
		117 D14	E15
		119 E18	B17
		121 G18	H18
		123 C14	D12
		125 B16	D18
		127 E14	F14
		129 F13	G14
		131 E12	D10
		133 F18	F17

White		Black		Black	White
Top left	22	Top right	13	135 B18	A18
Right side	2	Centre	17	137 B19	E19
Left side	20	Lower side	22	139 F10	D 8
Lower side	15	Left side	5	141 F 8	F 7
Captures, komi	<u>8</u>	Captures	<u>1</u>	143 G 8	H 5
	67		58	145 D19	C19
White 154.	A sacrifice aiming at the cut E13.			147 G 7	F 6
Black 173.	A final attempt to introduce complications on the lower side.			149 K 7	G13
				151 C11	D11
White 176.	A common sacrifice tesuji.			153 B13	B12
White 192.	Black now has no chance.			155 F19	D19
				157 E 8	D 7
White		Black		159 G12	H12
Top left	22	Top right	13	161 C12	D13
Right side	2	Centre right	17	163 B11	B14
Lower left	37	Lower right	18	165 A12	E13
Centre	3	Left side	7	167 A14	A16
Captures, komi	<u>9</u>	Captures	<u>3</u>	169 B15	J 7
	72		58	171 C 9	D 9
				173 C 4	D 3
				175 B 7	B 9
				177 C 8	C10
				179 B10	C 7
				181 B 8	B 6
				183 J 3	H 2
				185 J 8	J 6
				187 L 8	M 8
				189 K 6	L 3
				191 J 5	H 6
				193 K 4	J 2

Comment and recording end at 194. White won by the enormous margin of 28, as he managed to get the first move on the bottom side.

Haruyama's general comments were that this was a good game, and in spite of the large margin both players showed 4-dan strength. His full comments on the game, which differ on several points from John diamond's, will be published soon in Go Review.

## Books and Sets

The literature and equipment advertised in the last issue is still all available at the same prices, in spite of a substantial increase in the prices for books from Nihon Kiin, which will have to be passed on when current stocks are exhausted.

There is, however, an addition to the list. We now have an information sheet, giving a basic introduction to the game, with the rules, in four pages of foolscap, with diagrams. These sheets are available at 2½p each, or 20p per dozen, from the Secretary.

## Club News

Glasgow University and Newcastle Go Clubs have ceased meeting.

Enfield Go Club has moved to Woodford. The secretary is now David Wells, 10, Clarendon Road, London, E.18.

Sheffield Area Go Club is now the Sheffield University Go Club, secretary R. Irving, Esq., 85, Glebe Road, Sheffield, 10.

There are two new clubs, formed since the last issue was published:

University of Essex Go Club, secretary: S.L. Bailey, Esq., Eddington Tower, University of Essex, Wivenhoe Park, Colchester, Essex.

York University Go Club, secretary: D.J. Mascord, Esq., Vanburgh College, University of York, York.

Please note that addresses given for clubs are often the secretary's home address and not the club meeting place.