

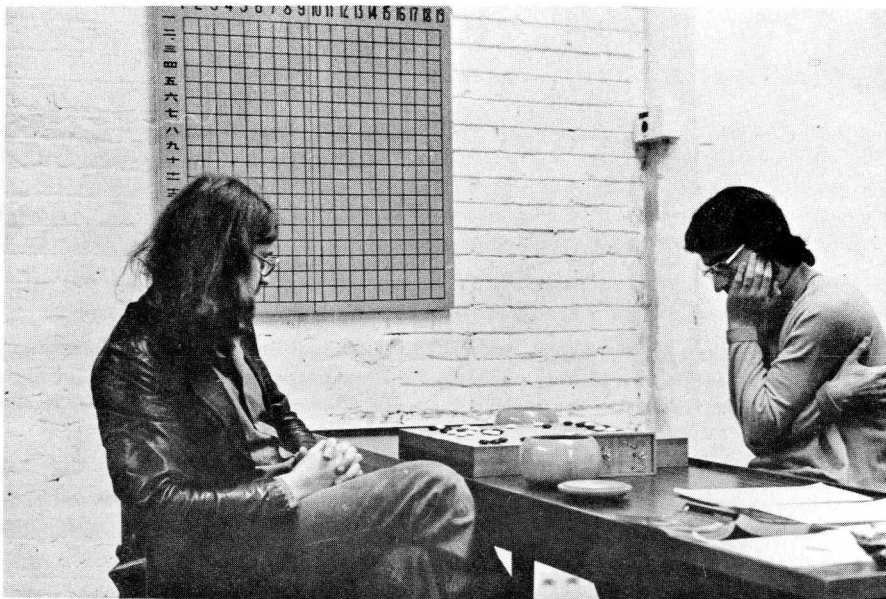
# BRITISH GO JOURNAL

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Editor: P.T.MANNING, BRISTOL

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Photograph: Courtesy S.Dowsey

P.G.Prescott v J.Diamond, British Championship 1975

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## EDITORIAL

John Fairbairn is willing to provide translations at low cost of Japanese publications written for dan and high-kyu players. Requests only from those who have purchased a copy of the original should be made to: J.T.Fairbairn, 14 Duffield Close, Harrow, Middlesex.

The John Barrs Collection of Go material (which the BGA hopes to make available to members) lacks 3 copies of Go Review, namely January, February and December 1971. The BGA will offer more recent back numbers at a 3 for 1 rate or will pay 60p per copy to the first person to contact the Treasurer - Bob Hitchens, 8 Wickliffe Avenue, London N.3.

The Editor would like to apologise for transposing the words "black" and "white" in the final paragraph on page 19, BGJ No.30. In fact it should read "after 159, Black, so close to victory ..." and "White eventually won by 8 points."

## BRITISH NATIONAL GO CHAMPIONSHIP 1975 by J.S.Tilley

Jon Diamond, 5 dan, regained his title by beating Paul Prescott, 4 dan, and thus avenged last year's surprise defeat. The match was the most exciting ever, and it attracted a lot of spectators to the London Go Centre, where it was played during the second week of December. (It is unfortunate that it should have taken nearly 6 months before compatible dates and detailed arrangements could have been agreed between the contestants - Ed.)

I had expected a four or five match game, with Jon winning 3-2 or 3-1, but the wily Diamond did just enough to win each game, and win the title 3-0.

Jon won both the 1975 London Open, and British Open, but had not played since winning the Challenger's League in late May, whereas Paul had played steadily throughout the year, coming third at Amsterdam and beating the European Champion, Jurgen Mattern, in the process.

The series was summed up by the first game, an unusual fuseki, precipitated by Jon, was followed by a close middle game and the Diamond pressure applied as Paul entered byoyomi, with a large ko raging. Jon won this game by 6 points, and the other two by resignation and 5 points.

A close match, it will be interesting to see who emerges from the preliminaries to play in the Challenger's League and who will challenge Jon next year.

## FIRST LEICESTER OPEN GO TOURNAMENT by Bob Woolley

This tournament was held at the Leicester Telephone Area Sports & Social Club on Feb.1. The 4 round handicap event attracted 54 players divided into 5 divisions. Division 1 was closely contested, but Mark Hollings (Birmingham, 1 dan) emerged as the winner with a perfect record.

The results of the other divisions were as follows:-

Division 2	P.Atwell	Bristol	6 kyu
3	A.Cornah	Sheffield	12 kyu
4	R.Cross	Manchester	16 kyu
5	A.Benyon	Manchester	17 kyu

## BGA ANNUAL GENERAL MEETING

The Annual General Meeting of the British Go Association will be held at 7.30 p.m. on Sunday, 11th April, 1976, during the 9th British Go Congress at Imperial College, Prince Consort Road, London SW7.

The Agenda will be:

1. Election of Tellers
2. Reading of the minutes of the previous AGM
3. Discussion of matters arising from the minutes
4. Receipt of and consideration of written Officers' reports
5. Election of Officers
6. Election of ordinary Committee members
7. Consideration of and voting upon the proposal received from the BGA Committee to change clause 6 of the Constitution to read:  
"Subscriptions, the amounts of which shall be determined by the Committee in accordance with policy laid down by General Meetings, shall operate from 1st January to 31st December each year; members joining after 30th September shall be registered until 31st December the following year."
8. Consideration of and voting upon the proposal received from the BGA Committee, that if item 7 is carried, then the subscription policy should be such that the subscription will not exceed the cost of producing the British Go Journal and subscriber services.
9. Consideration of and voting upon the proposal received from the BGA Committee, that if item 7 is rejected, then the subscription rates for 1977 should be 45p, 75p, £1.50, £2.50 for club members undergoing full-time education, other club members, unattached members, and overseas members, respectively.
10. Discussion on the frequency and content of the British Go Journal.
11. Discussion on the pricing policy for books and equipment.
12. Any Other Business

Note that in the case where voting is necessary to elect officers or ordinary committee members, candidates will be requested to make a brief statement and to answer questions before the election.

D.G.Hunter, Hon. Sec. 1.1.76.

This article concerns the uses of playing hane as a kikashi, before moving on to some other part of the board.

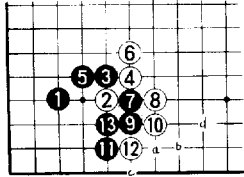


Diagram 1

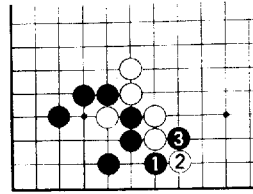


Diagram 2

Example 1

In the joseki of Diagram 1, after the moves 1-11, White should exchange 12 before 13 before playing tenuki (elsewhere). Now Black may cut and capture with the sequence a to d, but in reality gains little with this sequence. Should White neglect 12 in Diagram 1, then the sequence in Diagram 2 exposes his weakness.

Example II

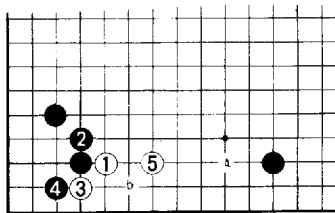


Diagram 3

White 1 is a way of making sabaki in this situation. After the exchange of 3 for 4, 5 is a light way of playing, and better than the plausible alternative 'b'. Now 'a' and 'b' are miai for White; if Black should capture 3, White would make the comfortable extension at 'a' after playing kikashi at 'b'.

Example III

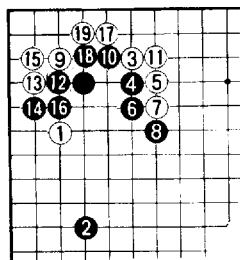


Diagram 4

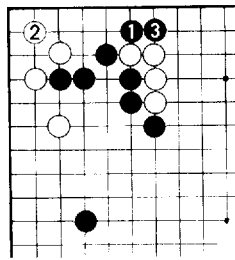


Diagram 5

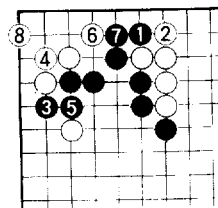


Diagram 6

Diagram 4 shows one variation of a handicap joseki. After the sequence to 13, Black 14 is rather weak spirited, and by move 19, White's corner is rather larger than it deserves to be. Black should, by all means, play 1 in Diagram 5. Now White must respond at 2, and Black 3 puts White's group in rather bad shape. If White plays 2 as in Diagram 6, the result for him is clearly inferior to that in Diagram 4.

Example IV

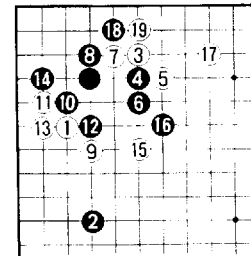


Diagram 7

A similar handicap joseki is shown here in Diagram 7. After 17, the hane of Black 18 is essential. Should Black neglect 18, White can destroy the eyes in the corner. (Can you find how?)

Example V

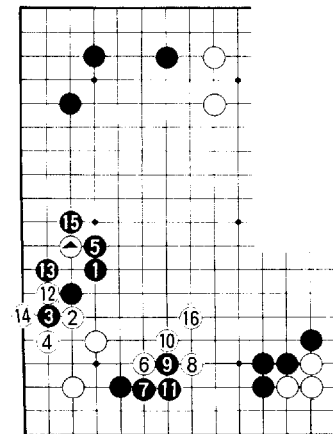


Diagram 8

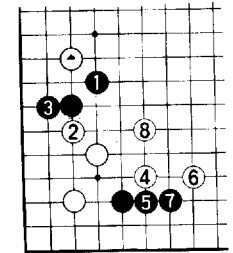


Diagram 9

This example is taken from a professional game. In response to the tsuke 2, Black played hane at 3, and then at 5 to restrict the marked stone. After pressing Black with 6, 8 and 10, White had to capture Black 3 before connecting at 16. At the end of the diagram the marked stone has little aji indeed.

Note that (a) if 3 were played at 5, White could have connected underneath at 12, and (b) had Black played sagari at 3 as in Diagram 9, at the end of the sequence the aji of the marked stone is considerable, and the three black stones including 1 are very heavy.

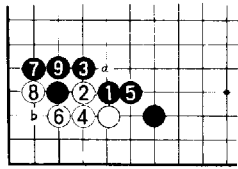


Diagram 10

Finally, a word of warning. In this joseki (Diagram 10) White has played tenuki, and Black has attacked with 1. The sequence continues to 7, but White 8 is considered bad: the alternative 'b' is far better.

The advantage of 8 is that it preserves sente. The disadvantages are that much of the aji of the cut at 'a' is lost, and Black has the sente sequence of Diagram 11, greatly reducing the corner and sealing off the side. Unless sente is very important, 8 should be played at 'b'.

Conclusion

The common features running through most of these examples are, firstly, the technique is often used for preventing the connection of enemy stones, and secondly that one must be prepared to give up the hane stone and allow one's opponent to make a ponnuki in sente. In the last example, this loss cannot be justified. Most of the examples have been taken from joseki, mainly because that is the most accessible source of material. However, similar positions abound in the middle-game fighting, so watch out for them!

COMMITTEE NOTES by Francis Roads

There has been one meeting since the last BGJ Press date.

The main subject under discussion was the effect of inflation on the association. Pricing policy was reviewed, but it was decided not to introduce differential prices for collected and posted goods. The Committee intends to ask the AGM for power to revise subscriptions without reference to General Meetings.

Other topics of discussion included the current state of organisation of the Southern League; the rules for the forthcoming BGA Lightning Championship; arrangements for the next British Go Congress and for the European Congress, a forthcoming match with the Nippon Club; and the possibility of organising an international match versus Holland or France, with commercial sponsorship if possible. John Allen was appointed Captain of a team to be selected on current strength by the Grading Sub-Committee.

EUROPEAN GO CONGRESS, 1976

The European Go Congress will be held at St. Catharine's College, Cambridge. Apart from the European Championship, there will be a large McMahon tournament for all other entrants, lasting two weeks, and a 2-day tournament in the middle weekend (August 14th).

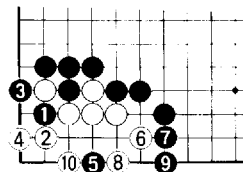


Diagram 11

BGA PRICE LIST

Please note that the following prices apply from 1st February, 1976.

	Each	Batches of 10
The Game of Go (JAL) (when available)	Free	20p
Learn to play Go	25p	£2.00
Go: the world's most fascinating game	30p	£2.00
Go for Beginners	£1.00	
Go: International Handbook and Dictionary	75p	
In the Beginning	£1.75	
38 Basic Joseki	£2.00	
Basic Techniques of Go	£1.80	
Tesuji	£2.00	
Strategic Concepts of Go	£2.00	
The Middle Game of Go	£2.00	
Kage's Secret Chronicles of Handicap Go	£2.10	
The 1971 Honinbo Tournament	£3.20	
"Dragon" posters	3p	20p
Pads of JAL scoresheets (50 per pad)	40p	
"Medway" Go board	£1.50	
"Ariel" Go sets	£3.00	
"Rivermead" Go board	£3.00	
"Ponnuki" Go sets	£4.50	
Gostelow 1/2" Plywood Board	£4.00	
Gostelow 3/4" Blockboard Board	£5.75	
Standard boxed set	£9.00	
Magnetic Go set (British made)	£10.00	
Magnetic Go set (from Taiwan)	£6.50	
Japanese Go stones: 8.5 mm glass	£7.00	
6.0 mm plastic	£3.50	

Back copies of various magazines are sometimes available for sale; foreign Go magazines and Chess clocks are available for hire. Please ask for details.

How to order material

- \* Goods are sold post free within the UK, but for goods to be sent elsewhere please add 20% towards postage.
- \* Payment must be made with every order, in Sterling. Please quote membership number. Stamps are acceptable for orders not more than 30p. Cheques should be made payable to the "British Go Association". National Giro transfer forms should be sent to the Bootle centre to credit the BGA account number 27 961 4004.

FIFTH INTERNATIONAL GO TOURNAMENT, AMSTERDAM, 1976

The Amsterdam Tournament will be a 6 round Swiss. Entry to foreign (i.e. non-Dutch) players is free; registration is at 14.00 hours on Thursday, 27th May. Details from: Allard Köster, Nassaukarde 368, Amsterdam.

**Question 1**

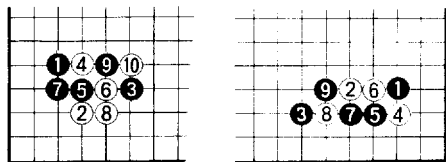


Figure 1

In this problem, and in problem 5, it was not perfectly clear that the board edges (and hoshi point) were intended to be omitted; however, few people seem to have been confused.

The answers are shown in Figure 1.

**Question 2**

This game was played many years ago at a European Congress between G. Gray (London) and M. Čefarin (Yugoslavia) when both were 5 kyu. Needless to say, both are now much stronger.

**Question 3**

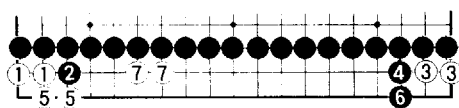


Figure 2

This requires very little explanation. White lives after 7.

**Question 4**

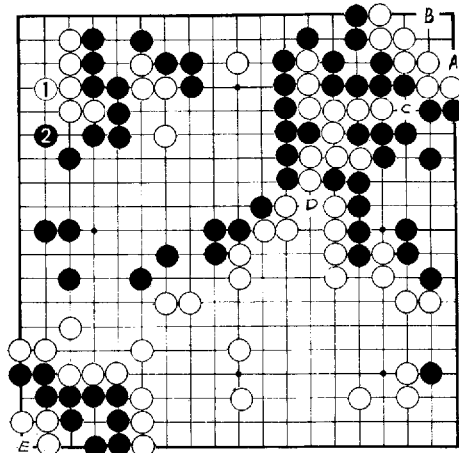


Figure 3

Quite a difficult problem. In order to decide the number of points lost by any individual move we must first decide how the positions stand at the moment:

- (i) Upper right. If White plays first he may play "B" to make a 5 point corner. If Black plays first he may play either the 1:2 point or, more elegantly, the 2:2 point to make seki. Both manoeuvres are gote, and so the position is worth  $2\frac{1}{2}$  points to White.
- (ii) The lower left corner is seki: no points to anyone.

- (iii) The upper left corner is the most complex. Black may play the sequence shown in Figure 4 at any time, producing seki in sente. In fact, as Black threatens throughout to kill the corner, he may play this sequence immediately regardless of where White plays his next move.

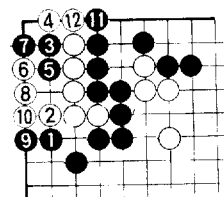


Figure 4

Therefore we may evaluate the possible White moves as follows:-

- (i) "A" in Diagram 3 is worth  $-22\frac{1}{2}$  points, White retains sente. (Black must play at 'B')
- (ii) White "C", Black "D" is worth about -23 points, White retains sente.
- (iii) White "E" is worth -11 points, White loses sente.
- (iv) White 1 is the correct answer. If Black answers at 2, then White is absolutely dead, and this is worth -26 points, with White retaining sente.

**Question 5**

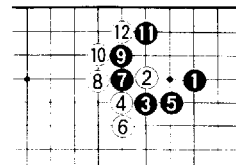


Figure 5(a)

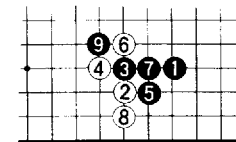


Figure 5(b)

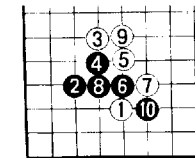


Figure 5(c)

See Figures 5a, b, c. In Figure 5(a) there are more complex joseki giving this position, but they are not in "38 Basic Joseki".

**Question 6**

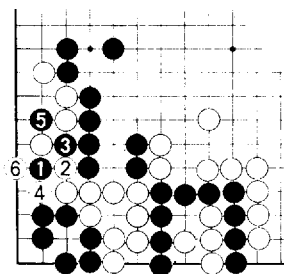


Figure 6(a)

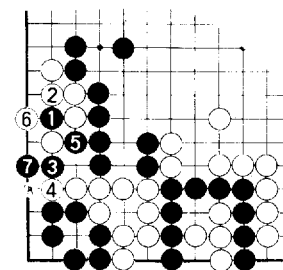


Figure 6(b)

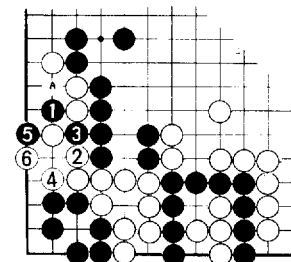


Figure 6(c)

One instantly thinks of the tsuke-koshi tesuji shown in Figure 6(a), but although White is cut off, he lives. However, if the sequence of moves is reversed as in Figure 6(b), White dies. Note Black 7; if this is at "a", White plays 7 for ko. Note also Figure 6(c), Black 3 is a mistake (it should be at "A") as White gets a ko with 4 and 6.

**GO REVIEW**

Go Review, the English-language magazine from Japan, can be obtained through the London Go Centre. The annual subscription (for four issues) is £5.60, including postage.

With an entry of 138, including 37 from other Western European Countries, this was the largest Go tournament that has been held in this Country. With time limits of 1½ hours and 45 sec. byoyomi, eight games were played over four days at the London Go Centre.



The overall winner was a visiting Japanese, K.Hirama (6 dan), who came second in the All-Japan Student Championship a couple of years ago, with an unbeaten record. Second was M.Nashiwa (5 dan, Japan) and third R.Rehm (4 dan, Netherlands). Other prizes were awarded to division winners, as follows:-

Best 2 or 3 dan	G.Hungerink (2 dan)	Netherlands
Best 2 dan	(1) O.Zagorc (2) D.Feldmann	Yugoslavia France
Best 1 kyu/1 dan	(1) J.Allen (1 dan) (2) B.Chandler (1 kyu)	Woodford London
Best 1 kyu	J.Michel	France
Best 2/3 kyu	( B.Philp (3 kyu) ( C.Rohde (2 kyu)	Birmingham Germany
4 kyu	S.Fawthrop	Birmingham
5 kyu	N.Webber	University of Warwick
6 kyu	A.Cross	London
7/8 kyu	D.Goto	Cambridge
9/10 kyu	( F.Glassborow (10 kyu) ( R.Smart (9 kyu)	Oxford Swale
11/12 kyu	J.Crosfield	Reading
13/15 kyu	J.McCallion	London
16/20 kyu	J.Faraway	Woodford

John Allen, Brian Chandler and Tom Parker (Bracknell, 1 dan) qualify to join Mark Hollings (who qualified from the Wessex tournament) and any British player 2 dan or above in the Candidates tournament, the competition for a place in the Challenger's League and the eventual possibility of challenging Jon Diamond for the British Championship. Two more places can be won at the British Congress at Easter.

Some time in 1974 the BGA committee decided that it was spending too much of its time discussing the gradings of British players, and accordingly appointed a grading sub-committee (Andrew Daly, Jon Diamond, Paul Prescott) to take over this work. This is an attempt to explain what we do.

The BGA has historically controlled the grades of dan level players, and this means that we have to monitor the results of all players of 1 kyu and above. We therefore keep a list of strong players together with our estimates of their strengths - not always the same as published grades, for we may consider, for example, that a player has been over-rapidly promoted to 1 kyu by his club (the BGA doesn't control kyu gradings), or perhaps a dan player may not have played for some time causing us to treat wins against him with suspicion. Then at our periodic meetings (approx. every six weeks but very variable) we review the performance of everyone on the list and usually promote one or two.

Experience showed us that players tended to have very selective memories when submitting lists of their own games for promotion, and their estimates of which games that they had played were serious tended to be highly correlated with whether they had won them or not. We therefore resolved early on that we would give much the greatest weight to tournament games or serious games played with clocks, and treat other games more as background evidence. We considered a minimum time limit to be 45 minutes each, and decided to give greater weight to longer time limits. We also adopted as a guideline a system of promotion points developed by Andrew Daly, whose notes I have referred to for the mathematical details.

Table (1)

Opponent's Grade	Points	
	Win	Lose
+3	+35	0
+2	+35	-10
+1	+35	-25
=	+25	-35
-1	+10	-35
-2	0	-35

Table (2)

Opponent's Grade	Points	
	Win	Lose
+1	+30	-30
-1	+15	-35

Players score promotion points as shown in table (1) for even games (with komi) against players of nearby strengths. The actual number of points scored of course depends on the time limits: these points may be considered applicable for time limits of about 1½ hours each, and faster games will merit somewhat less. Table (1) is the original form of the system designed for MacMahon style tournaments, but a later modification (Table (2)) allows for games played on one stone handicap (i.e. even but with no komi). Some people may think it strange that the maximum score is +35 even against players nominally three stones stronger, but this is because these games have been downgraded in importance because of the fluke result element. After all, if we are trying to decide whether a player's true strength is 1 dan or 2 dan a win against a 4 dan is a fluke in any event. If one totals the number of points at stake in each game this gives a measure of the importance for grading purposes; as can be seen this varies from 60 against players of the same nominal strength or one grade stronger down to 35 for games against opponents of widely differing strengths.

We decided on the following numbers of points for promotion, independent of the number of games taken to reach them -

For promotion to a kyu grade	80
" " to 1 dan	90
" " to 2 dan	105
" " to 3 dan or more	120

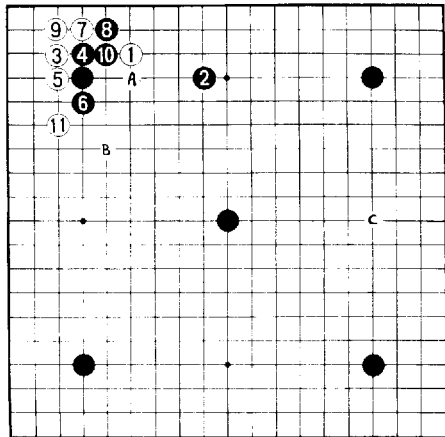
In addition a candidate for promotion is allowed to specify his own starting point and finishing point, save that these may not be during a tournament. (Although they may of course be during a tournament that spreads over several weeks.) It cannot, however, be overemphasised that we merely use this system as a guide: if on your own estimation you've scored enough points in the right sort of games it doesn't necessarily mean an automatic promotion - perhaps because of one of the points outlined in this article - although it probably does mean you're close to one.

Although we automatically review the results of all national tournaments it would be helpful to receive the results of any other relevant games according to the criteria above - please send them to me either directly or through the secretary.

Editor's note: A mathematical justification for this system can be obtained from Paul Prescott or Andrew Daly.

**PROBLEM - B to play. A, B, or C?**

Then turn to p.13



Continued from page 15

- Black 161 Black simply gave up fighting at this stage - there were still ways of cutting off White's straggling group but Black can now afford to simplify the game.
- 169-179 Suffice it to say that neither player found the optimum plays during this exchange! (Note that Black 173 at 174 produces a huge seki)
- Black 199 Not the best yose (a play at 'b' reduces White's lower side group to exactly two eyes while retaining sente) but Black now has a clear lead of at least 10 points. White resigned.

**9TH BRITISH GO CONGRESS, 1976**

The 9th British Go Congress will be held in Beit Hall, Imperial College, London SW7. Arrival and registration will be on Friday the 9th (evening), with the usual McMahon tournament being spread over 3 days. Substantial cash prizes will be awarded; details will be sent to clubs. The organiser is Jim Bates.

**Kage's Secret Chronicles of Handicap Go - Toshiro Kageyama**

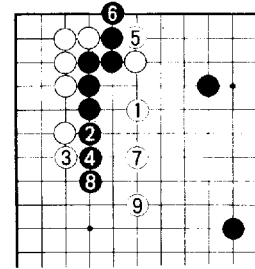


Figure 2

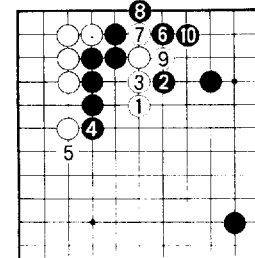


Figure 3

This book, a translation of vol.38 of the Go Super Series, contains a series of handicap games from 5 to 2 stones played between two Japanese Professionals, T.Kageyama (6 Dan), and K.Yokoyama (5 Dan). It seems to me to fill a specific need for a specific kind of information.

The author of this review has never had much success from studying pro-am handicap games, whose typical format in Go Review has been say 150-200 moves of pointing out black errors, followed by black capitulation, or at best escape by the skin of his teeth. I believe the trouble stems from a wrong conception of the need. The real difficulty facing moderately strong black players is not one of patching up single moves, but of development of a global conception of playing with handicap stones, learning to use them not as a head-start in the territory race, but as extra muscles to help push white around no matter how he tries to intrude. This is where it is exceptionally useful to see white not outlasted, but thoroughly trounced at every turn. That kind of instruction is the strength of this book.

The arrangement is typically two pro-pro games at each handicap, followed by a pro-am game for comparison. The style, like the title, is light and breezy, a pleasure to read, intentionally conversational. The positions examined really are those which a handicap player faces. Let us cite an example:

The first problem presented is black's next move in Figure 1 (on page 12). Most players with memories of bad experiences from such positions would play A almost as a reflex action. But Kageyama advises C as "100%" and then demonstrates not only what many people might find themselves doing if they omitted A (Figure 2), but what they ought to do to take the offensive from the start (Figure 3). Black A is rated 60%, which is about as insulting to a move as the author gets.

The Ishi Press has once again demonstrated sensitivity to the needs of eager learning western players, and the book deserves wide circulation. A similar book for higher handicaps would surely also find a place. (It should be mentioned that in 1968 a series of pro-pro handicap games was featured in Go Review, including one at 9 stones.)

**B.G.A. GRADINGS**

The Grading sub-committee has recommended the following promotions:-

M.Hollings (Birmingham), J.Allen and J.Hawdon (Woodford), S.Bailey and B.Chandler (London), P.Fage (Cambridge) to 1 dan and B.Philp (Birmingham) to 1 kyu.

Ed.

4 STONE GAME

This is one of eight simultaneous games played by Mr. Ashiba, a professional 4 Dan, at the London Go Centre in October 1975. Black is Matthew McFadyen (2 dan, Reading), who provides the comments.

(Ed. We apologise to Matthew for placing this game immediately after David Erbach's derogatory comments on pro-am handicap games. It is left to the reader to decide whether or not White is being trounced, or merely outlasted.)

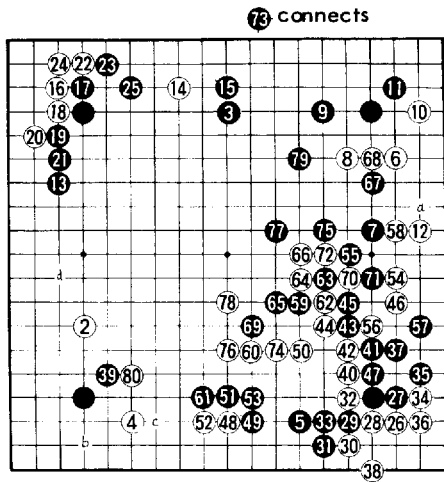


Figure 1 (Moves 1 - 80)

- 1 - 38 White takes some small secure corners while Black builds a moyo on the upper side. White 14 is a well timed invasion; Black's submissive reply at 15 would never be played after the 16-25 exchange. Black 39 is an ambitious play which provokes a fight lasting for the rest of the game, the quiet alternative was to capture W32 but I felt that this would be too submissive.
- White 46 Black is separated into two weak groups - however, Black 47 protects against the cut at 56 as well as threatening Dia. 1.
- White 48 A magnificent play, protecting against the cut in Dia. 1, establishing a base on the side and attacking the Black group simultaneously.
- Black 55 Essential - otherwise White will play here - the cut at 56 does not matter much since White must play 58 to protect against Black 67, White 68, Black at "a".
- White 74 Necessary since White is one step behind in the semeai (see Diagram 2).

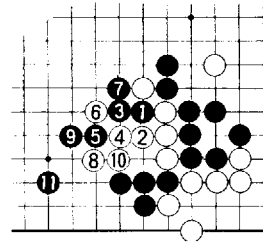


Diagram 1

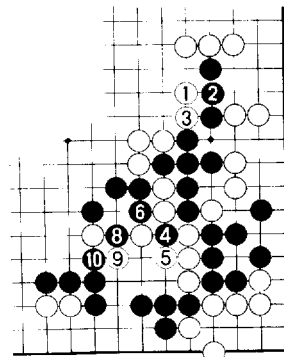


Diagram 2  
7 connects

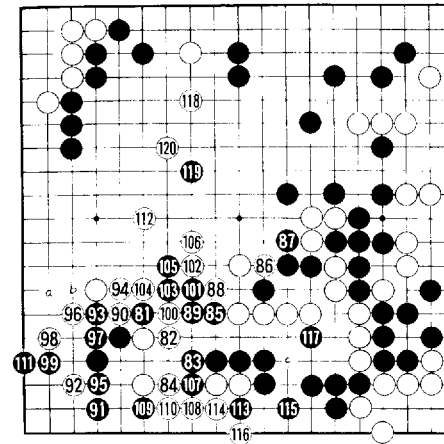


Figure 2 (Moves 81 - 120)

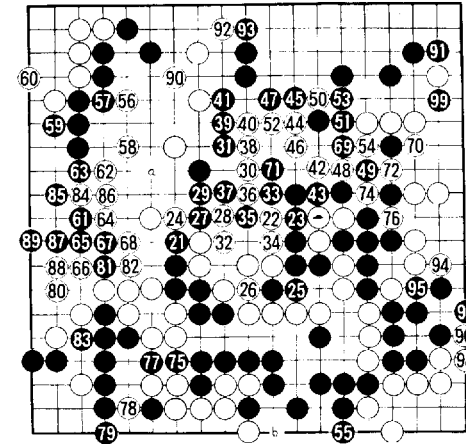


Figure 3 (Moves 121 - 199)

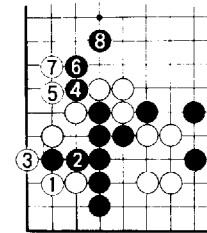


Diagram 3

Black 79 Up to this point Black has retained most of the advantage of the handicap stones but this move is almost sufficient to lose the game. There are at least four unsettled groups on the lower side and it is absolutely necessary to play there. "b" in Figure 1 is a possible play, securing the corner and threatening the White group on the side, "c", attacking the White group immediately and "d", depriving the single stone on the side of eye space are other ideas.

- White 100 White can play as in Dia. 3 but, though the fight becomes desperately complicated, it seems difficult for him to kill the corner without losing his centre group. I was glad not to have to try!
- White 104 It is painful to see the once weak White stones connected in sente like this, the cutting point at 127 is all Black has left to work on.
- Black 109 Horrible Aji keshi - without this play the Black centre group can live unconditionally by cutting at 110.
- Black 111 Not the best play to secure the corner since "a" is now White's sente. It seems to be possible to cut at "b" instead but this leaves a lot of bad aji.
- Black 117 At the time I thought that this gave the Black group unconditional life. Actually it becomes ko after a White play at "c".
- White 118 Excellent strategy - instead of starting the ko immediately White attempts to provoke a fight which will provide him with some really large ko threats, or else to erase most of Black's territory.
- 119-154 This attack might have been extremely successful had it been possible to follow with a play at "a" in Figure 3....
- Black 155 However, a sudden fit of cowardice combined with the thought that I was winning anyway produced this safety play, and much of Black's hard-earned territory is laid waste by the beautiful sequence to 168. Incidentally the status of White's corner is altered by 155, the details are left as an exercise for the reader.

continued on page 12



# GAME FROM EUROPEAN CHAMPIONSHIPS

Played in the championship section at Krems, Summer 1975. Comments by Paul Prescott.

White: Jim Bates 3 dan (London)  
 Black: Jürgen Mattern 5 dan (Berlin)

Komi: 5½ points Time: 3 hours per player with 1 minute byoyomi

Jürgen Mattern is undoubtedly the strongest player in Europe today, particularly at longer time limits. In recent years he has won the European Championship more often than not, and on his last two appearances he has scored 100% each time. In recognition of this the E.G.F. has promoted him to 6 dan - the first in Europe.

Jim Bates has been attending European Go Congresses longer than most of us have been playing Go, but this is his first appearance in the championship. He was promoted to 3 dan at the beginning of this year, and, providing he can get his yose sorted out, should make 4 dan in time for next year's championship. (The rules are being changed to permit only 4 dans to enter next year.)

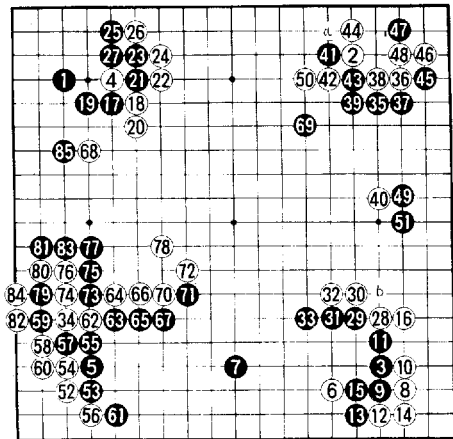


Figure 1 (Moves 1 - 85)

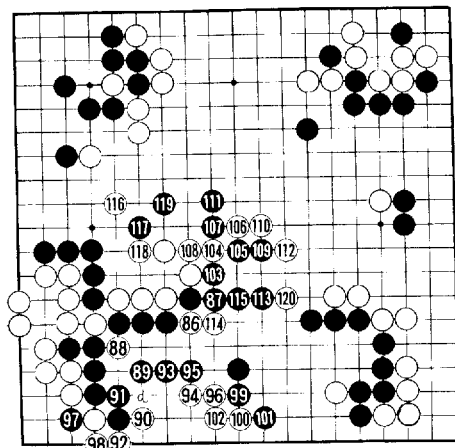


Figure 2 (Moves 86 - 120)

- W2 Jim's favourite move
- B3 According to Jim (and Go Review) this is best immediately at 27.
- W8-16 Joseki
- B17 Better to play 30 and get W to answer at R7. As it is, W gets sente in the upper left and can take the pivotal point at 28 for himself.
- W20 Excellent. The situation locally calls for this move, and it gives him sente.
- B25 Tesuji. (See p.4 for further discussion - Editor)
- W28-33 Suddenly W has a large potential and B is overconcentrated.

- B35 Leaps in
- W36 Possible at 48, but this move also works well.
- W40 Good, this is normally played at 42 to prevent B41, but this latter is here not as good as it normally is.
- W42 Shicho (ladder) is good for W.
- B47 Aji-keshi. An appalling move (e.g. without it B at "a" is sente.
- W50 To play tenuki (elsewhere) seems dangerous, although it gives prospects of a large side.
- B51 Suddenly the cut at "b" seems important.
- W58 Possible at 61
- W62 Aims to make use of B's dame-zumari (shortage of liberties), as does B63.
- B69 A White play hereabouts would be enormous.
- W70-72 Leaves bad aji behind. Perhaps better to protect, e.g. at 75
- W76 Sticks close to B, but he is unable to follow it up, so perhaps it is better to play at 79 or 80.
- W80 Kosumi at 81 seems to leave Black weaker.
- Figure 2 (86 - 120)
- W86 Starts to use his own aji
- W90 Apparently good, but ....
- B91 Why not at 92? (There is no obviously good continuation for White.)
- W94, etc. "d" is kikashi for both, and should be played by someone in this sequence. Both players had cause to regret this later.
- W102 Ends in gote, although B has very bad aji.
- W106 Has his eye on the aji of 86
- B111 Risky, but he will probably lose if he does not play here.
- W116 W was trying to connect while threatening B's connection on the left side, but this is bad. If he wants to play here, 119 is better.
- B119 Unexpected, but good. After this disastrous interlude, W returns to B's aji on the lower side.

Figure 3 (121 - 200)

- B133 He cannot stay close, so must give up 6 stones.
- W134 If only ....
- W136 Captures in sente, but B has gained compensating thickness in the centre right. A B cut at "e" is now very important.
- W142 Better simply at "f". This move helps B to play 149.

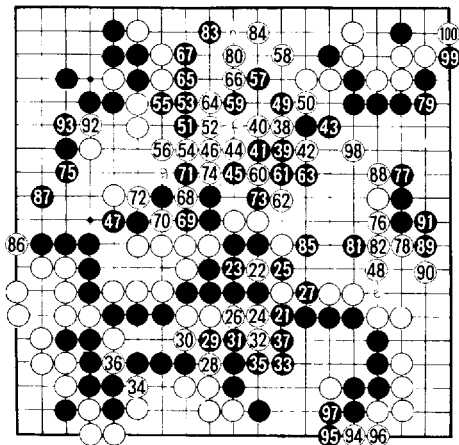


Figure 3 (Moves 121 - 200)

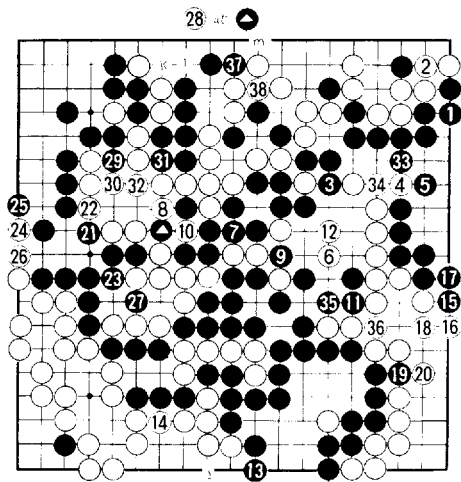


Figure 4 (Moves 201 - 238)

- W146 Aiming towards rescuing his stones on the centre left, but he leaves a gaping hole behind. If "f" W should win.
- B147/  
W 148 Both sides patch up weaknesses.
- B151 Excellent. W had 3 minutes left on his clock here.
- W152 No. He must lose something, so perhaps 159 is best.
- W156 Played here because it once again threatens to revive the centre-left group (with 168).
- B157 Around here it becomes obvious why 47 was so bad.
- W160/162 Kikashi before connecting.
- B173 174 gives a ko, but this is too dangerous for B.
- W174 Avoids "g" which is ko.
- B175 At last the bad move of W116 bears some fruit.
- B177 Why B didn't push on to 178 is difficult to see.
- W178 W is now ahead again by a small margin.
- W184 Better at "h" as the connection at G18 becomes very big.
- W186 Bad. Destroys the aji of a play at 187.
- B199 Again, B would have better moves here if 47 had not been played.
- W212 235 first is better.

- B213 Double sente (threatens to push at 214, then "j"). There are several such points on the board, and B gets all of them, (e.g. 223, 233).
- W224 3 points with gote, but 227 is 3 sente for B.
- B231 After this move a W connection at "k" becomes sente again. (Threat: "l"). This is several points for W.
- B233/235 W could have prevented both of these.
- W238 W was worried about this cut in combination with the B hane at "m".

The record stops at 238, with B eventually winning by 9½ points.

SOUTHERN GO LEAGUE 1975 RESULTS

	Bracknell A	Bracknell B	Bristol	N.W. London	Cambridge	Hampstead	Harwell	London	Reading	Woodford	Points for	Points against
Bracknell A		2	1	2	0	0	0	1	1	2	9	9
Bracknell B	0		2	2	2	2	0	1	1	2	12	6 1st
Bristol	1	0		2	0	1	1	1	2	2	10	8
N.W. London	0	0	0		1	0	2	0	0	1	4	14
Cambridge	2	0	2	1		2	1	1	1	1	11	7 2nd=
Hampstead	2	0	1	2	0		0	1	0	0	6	12
Harwell	2	2	1	0	1	2		0	1	1	10	8
London	1	1	1	2	1	1	2		1	1	11	7 2nd=
Reading	1	1	0	2	1	2	1	1		2	11	7 2nd=
Woodford	0	0	0	1	1	2	1	1	0		6	12

Our congratulations go to the winning team of Bracknell B:

- R.Moss
- T.Parker
- R.Wycherley
- B.Byrne
- J.O'Driscoll
- D.Meredith
- M.Staples

They will hold the Southern League Cup for one year, and each team member will receive a prize of £1 worth of GO materials.

## NEWS FROM THE CLUBS

### CHELTENHAM

On 21st November a match was played between Cheltenham and Leicester Go Club at the Bell Inn, Moreton-in-Marsh. The visitors fielded a team of five but, possibly owing to the longer journey they had to undertake, succeeded in winning only one of the five boards played.

### WESTMINSTER LUNCHTIME GO GROUP

Meetings take place at 1215 - 1400 on the FIRST WORKING DAY (i.e. excluding Saturdays, Sundays and official holidays) OF EACH MONTH, in the 'Card Room' (access through the 'New Bar', food and drink available), Civil Service Recreation Centre, Monck Street, London SW1 (beneath DOE headquarters building, 2 Marsham Street, but access from the rear).

All are welcome to the meetings, but as the Centre is a private club, those who are not members or associate members of the Centre should contact one of those listed below in advance to arrange to be signed in.

John Pusey	DOE, 2 Marsham Street, SW1	212 8521	6 Kyu
Joe Parr	CBI, 21 Tothill Street, SW1	930 6711	16 Kyu
Mark Hall	FCO, Clive House, Petty France, SW1	213 7084	2 Dan
Reg Sones	DOE, 2 Marsham Street, SW1	212 3257	
Denis Hardwick	MAFF, Gt. Westminster House, Horseferry Road	216 7230	17 Kyu
Duncan Thurnell	DTI 26 Chapter Street, SW1	834 7032 x 8	17 Kyu
Iain Mathieson	MOD, Lansdowne House, Berkeley Square	499 8040 x 554	15 Kyu
Vic Dubery	CSD, Riverwalk House	828 8040 x 392	

### NORTHERN GO LEAGUE

A Northern Go League is off the ground with eight clubs taking part. As a trial for this season a multi-match-per-day system is being used. The first round of matches was held on 17th January, when Huddersfield, Bolton, North Cheshire and South Cheshire met at Huddersfield, while simultaneously Sheffield, Manchester, Birmingham and Leicester all did battle at Sheffield. It is hoped that, with two more two-match rounds, the league will be completed by Easter.

### MANCHESTER

Manchester Go Club recently held a demonstration game between "Watari" White and "Kosumi" Cumpsley. The game was played in a backroom and relayed to a large board in the main room where it was commented on by "Hoshi" Huyshe.

### FORTHCOMING EVENTS

9th - 12th April 1976	British Go Congress, London	
26th April - 2nd May	French Go Tournament, Paris	Federation Française de Go, 116 Rue d'Alesia, 75014 Paris, France.
27th - 30th May	Amsterdam Go Tournament	
7th - 21st August	European Go Congress, Cambridge	