

Alan Starkey (13 kyu) v Brian Shaw (12 kyu)
Huddersfield North Cheshire

Photograph: Courtesy Huddersfield Daily Examiner

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A special plea is made to all Club Hon. Secs!

The Journal can only function when there is a constant supply of material. The file has been near exhausted, therefore any material would be gratefully received.

Several games have been received and have been sub-contracted to various dan players for commenting; it is unfortunate, however, that there is a considerable time lag between sending out games and receiving them fully commented. If any dan players would volunteer to undertake the task of commenting on games, on a fairly quick turnround basis, please contact the Editors Four, c/o Derek Hunter.

Planned Copy date next issue 6th June, 1976. Editor - Roger Hays.

DEPARTMENT OF DIRTY TRICKS by John Pusey

In the seventh century, the Japanese for the first time sent embassies direct to the court of the T'ang emperor of China at Ch'ang-an, and over the next two centuries a total of nineteen embassies were sent. Their studies of Chinese law, administration, philosophy, religion, and everything necessary for the scholar-gentleman lasted in some cases for twenty years or more, and some passed the Chinese civil service examinations and became T'ang officials. A certain inferiority complex was natural for the visitors, and comes through in the story of Kibi, a Japanese minister sent on one of these early embassies.

Jealous of his wisdom, the Chinese tried to humiliate him by a series of tests, including the exegesis of difficult Chinese texts, and a Go contest. A thirteenth century scroll shows Kibi seated at the Go board, facing a visibly despondent Chinese team. One supporter looks under the board, suspecting that a stone is missing. Kibi has in fact swallowed it. The next illustration shows Kibi, who has been given a purge, standing in his underwear while the Chinese examine his excrement; but by a magic trick he is able to keep the stone in his stomach, and the effort to humiliate him evidently fails.

Various lessons could be drawn from this story. One might be that we could have a Go equivalent of 'Spot-the-ball' contests, showing playing situations with a couple of dozen pieces or so on the board, but one removed.

This story appears in a very impressive and lavishly-illustrated 'coffee-table' book: Half the World; The History and Culture of China and Japan, edited by Arnold Toynbee (Thames and Hudson, £8.50), which readers might well find worth getting their hands on.

Another illustration, a Japanese colour print, appears in the chapter on Science and Medicine in China. Surgery was practised with difficulty in China in the middle of what we would call the first millenium, partly because the Confucian code stressed that every part of the body should be preserved. In the legend illustrated, a great physician, Huan T'o, operates on a gaping arm wound received in battle by Kuan Yü. To take his mind off the pain, the patient played Go until the operation was over. About half the board is shown with fifty or sixty stones on it, but it is difficult to discern the placement of stones accurately enough to tell whether Kuan Yü, playing white, was supposed to be ahead or not at the peak of the operation.

1974			
	Clocks - not for resale	122.26	
94	less depreciation to date	43.62	78.64
933	Stock of Go books and equipment (see note 1)		1835.30
			<u>1913.94</u>
	Current Assets:		
375	Sundry debtors (see note 2)	127.30	
1157	Bank accounts	1278.50	
100	Cash in hand	20.80	
		<u>1426.60</u>	
	Less Current Liabilities:		
171	Subscriptions for 1976 paid in advance	277.20	
67	Sundry creditors and provisions (see note 3)	147.85	
38	Corporation Tax for 1975 reserved	21.31	
		<u>446.36</u>	
	Net Current Assets		980.24
			<u>£2894.18</u>
	Represented by:-		
1852	Fund account as at 1.1.75		2382.99
531	Surplus for year		511.19
			<u>£2894.18</u>

Notes on the Accounts for 1975

- The stock has been valued at two-thirds of retail value representing the estimated cost to the Association of this stock.
- The sundry debtors figure includes £100 deposit on accommodation for the 1976 European Go Congress.
- The sundry creditors figure includes a £60 provision representing the outstanding balance of the cost of binding the Go Reviews of the John Barrs Collection.

- The printing and stationery figure includes the following items:-

Membership cards	£64.44
Price lists and application forms	40.27
Duplication of constitution	10.99

- Sundry expenses are as follows:-

Entertainment of Japanese professionals	£19.25
Hire of premises for events	30.00
Contribution to C.H.O'D. Alexander Memorial	5.00
Other sundry expenses	52.28
	<u>£106.53</u>

- Surplus on sales of literature and equipment is arrived at as follows:-

Sales	£3505.79
Less purchases	2480.00
	<u>£1025.79</u>

GAME - THIRD GAME IN THE BRITISH NATIONAL GO CHAMPIONSHIP

P.G.Prescott (Black) v J.P.Diamond (White, 5½ komi)

Jon Diamond, the challenger, had defeated Paul Prescott, the champion, in the two previous games in the 5-match Championship, and so only needed victory here to retake the title. The comments on the game have been edited by Toby Manning from notes supplied by Jim Bates after the game had been discussed by Mr.Ishi, a visiting Japanese professional. Comments marked (E) are editorial.

- 8. This move, the counter pincer, is much liked by Diamond (E).
- 12. After making no criticism of the first eleven moves, Mr.Ishi said that this attack was from the wrong direction.
- 13. This move was O.K., but alternatives were at 34, 23, 15, and "a".
- 14. An alternative was to invade at the 3-3 point.
- 19. This move (and the alternative at "a") were easier, and would produce a simpler alternative than the suggested alternative of 23.

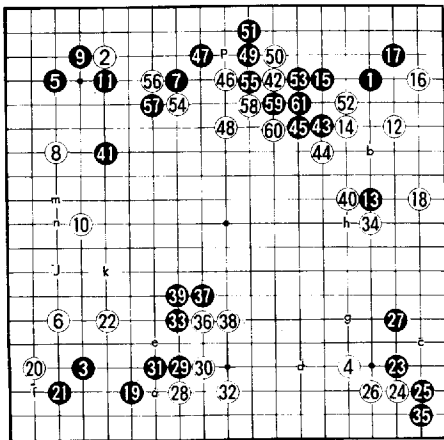


Figure 1 (Moves 1 - 61)

- 27. This move was criticised, the kaketsugi at "c" being preferred. After this, the sequence W28, B at "d", W at "e" and B at "f" gives black enough.
- 28. Not as big as a play at 35 would be.
- 29. This is not very good, and a play at "f" is better.
- 33. The big move is still at "f", and this is bigger than the plausible alternative at "g". However, 35 was complimented by Mr.Ishi.
- 34 and 36. Although 34 was a bad move (presumably 35 was the important point), 36 should be at "h". (E) This, perhaps, shows the importance placed on consistency.
- 39. This is not an urgent play. Black should play nozoki at "b", and use the aji of 13 to create strength on the right side.
- 40. Good.

At this point, black was slightly in the lead. After black started increasing the size of his moyo with 41 (which Mr.Ishi criticised for being uninteresting, like another plausible move at 45). Jon, as White, invaded and started a fight. However, 8 should have taken advantage of the weaknesses in W's positions before protecting his own weaknesses. The suggested move was to invade at "j"; if W had answered at "k", then Black "m" allows him to use the invasion stone as a sacrifice; alternatively Black "h" would give him life.

- 42. A better invasion point would be at "p".

- 49. This move provoked laughter from the professional. It should be magari, at "q". However, W's reply at 50 was too heavy.
- 55. Not very good; it considers the game on too small a scale. A play at "r" is recommended.
- 56. This move was unreasonably optimistic.

84. takes ko

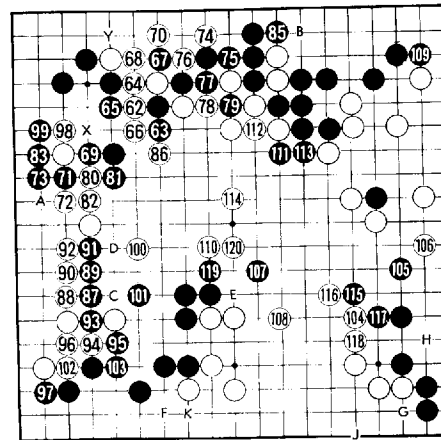


Figure 2 (Moves 62 - 120)

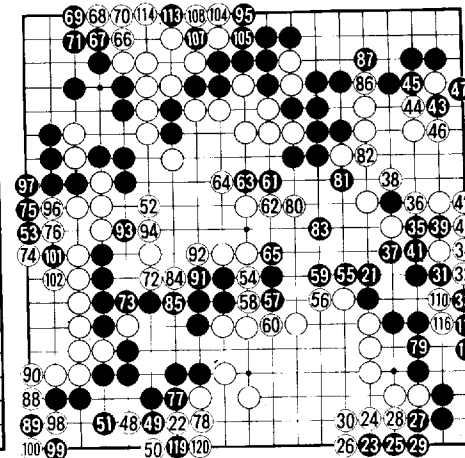


Figure 3 (Moves 121 - 220)

- 65. This was Black's worst move yet in the game. It should be at "x"; but a move at "y" was better than this. (E) Black is helping White escape.
- 67. This was another poor move, and bad aji-keshi. B should play at 69 directly. However, 69 and 71 are good.
- 78. Should be at "A".
- 79. B should invade (presumably around 89), and leave a ko on the upper side. B should be prepared to give up the stones on the upper side for a trade on the left.
- 80. "A" is better to prevent the invasion and leave good yose at 83. Hence 80 is aji-keshi.
- 85. Again bad. B should not protect while there is still a ko left.
- 87. At last the invasion, but this is the wrong point. (E) What is the right one?
- 91. Aji keshi, because it fills in his own liberties.
- 95. Had 91 not been played, it would be possible to play at 96.
- 100. Strange, and unnecessary; better is 104. However, B is now lost.
- 101. Better is "C", although it is "bad shape" because it does not give White the kikashi at "D".
- 102. Aji-keshi, but 104 is good.

- 111. This is too small; B should connect at "E".
- 112. W should ignore Black's move and play tenuki - and again - and again!
- 114. This is very small. "F" and "G" are bigger; G biggest because it threatens "H" to remove Black's eyes.
- 115. Still small. B should play at "J", in sente, then at "K".

Even with the sequence up to 130, the result is apparent - a win to White.

Although Black played very well in the fuseki, he slipped up in the fight on the upper side; if you compare his final shape with his original structure, White has done unbelievably well. Both this fight, and the one on the left, were very important, and Black lost both.

Mr. Ishi was impressed with both players' strengths, rating Paul at 5 dan as well as Jon. However, they were both weaker than the current European Champion, J. Mattern, by a whole stone.

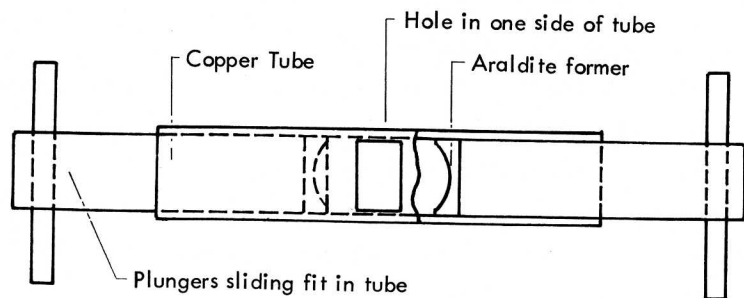
Recording continues up to 220, with the players in the midst of a ko-fight that Black eventually won, although the final margin was 5 points (the komi) to White.

Dear Mr. Hunter,

In reply to your plea for material for the Go Journal, I thought you might be interested in our attempts at Plymouth College to make a Go set.

Our club, incidentally, although having a very small membership, meets regularly every lunch time in the week. Many a lunch has been missed over an important KO fight. I have been given the key to a disused room in the school, so that we can leave games without fear of their being disturbed.

The stones provided the major problem: I decided to make them out of clay, white and red clay is used for 'white' and 'black' stones respectively. Our first attempt simply involved a plastic tube - the clay was rolled out to the desired thickness, and the 'stones' stamped out with the open end of the tube. These bore very little resemblance to Go stones, so after a little thought and the testing and discarding of several prototype "jigs", we arrived at the one shown in the sketch; a set was completed in time for a Go demonstration at the school's open day.



A small ball of clay is placed through the hole in the tube into one of the recesses in the plungers and the two plungers rammed together. The moulded stone can be extracted through the hole or the plungers removed. A little oil placed on both recesses before the clay is moulded prevents the stone sticking to either plunger - none of the oil remains after firing. The stones are left to dry (the clay is damp when used), and then any remaining excess clay around the centre of the stone is removed with fine sand-paper or wire-wool. The stones are then fired.

Being limited to the resources of the school woodwork department (through lack of money) we settled for a piece of blockboard for the board. The blockboard was cut to the size of the playing area, with no extra, and then edged with teak, which improved its looks. At present the lines are merely drawn on, although we are trying to devise a method of cutting lines in the board and staining them.

The pots for the stones were kindly made by the pottery master, and coated with Japanese temeku glaze, which seemed appropriate.

The result of all this is a set which, in my opinion, is much more satisfying to use than those available in the shops, if only because of the pleasure gained from having made it ourselves. The stones are not identical, nor are the pots, which gives a pleasing effect.

Yours sincerely,

Mark Joseph (16)

Editor's note: This article was submitted with sketches and two sample clay stones, and is a credit to Mark Joseph and his friends at Plymouth College.

B.G.A. ARCHIVIST

The B.G.A. Committee has decided that the B.G.A. should keep records for the future, records on congresses in particular are of practical interest, but details of matches, visits, promotions, journals, ansafone scripts, etc. will also be kept. For this purpose an archivist is required. He would need only a modicum of spare time, but would need a spare room or some other large space for storage. Anybody interested, please get in touch with the Secretary giving details of how much time and space you have available.

CHARNWOOD GO CLUB NEWS

This club has been formed in the Loughborough/Derby area. Meetings are 'by arrangement' but in between times the members get some practice in. At this early stage most of us are beginners and improvement is a "bootstrap" operation. I hope that we can get some instructions organised via the BGA to improve our playing strength. The handicap system is impressively effective, speaking from a little experience outside this area during visits to Bristol, London Go Centre and Montreal.

Information on how to run a tournament and how the MacMahon system works would be appreciated.

Yours sincerely,

Mike Sherwood

14 Langley Drive, Kegworth, Derby DE7 2DN

AUCKLAND GO CLUB NEWS (more of a history!) by David Milne

The A.G.C. started informally in 1974 when meetings of a few enthusiasts were held at Bob Talbot's home. Soon one night a week proved insufficient and play began on Tuesday nights at the University of Auckland. The University was no stranger to Go which had been a going concern there from 1965 to 1968. This burst of Go activity petered out but did leave a legacy in the form of a pool of individuals sympathetic to the game as well as some rather curious Go sets which had square red and green stones. A group of enthusiasts had arranged to have these sets manufactured and at one stage they were to be found on the counters of the local Woolworths.

The present wave of Go activity was sparked off by the arrival of Bob Talbot from England with his valuable store of Go experience picked up as regular club player in London. Local players became aware, for the first time, of the spirit and depth of Go and after only a few months' exposure, our "insight" was "out of sight" of what we had previously labelled as playing Go.

Before a year was up, progress had been so encouraging that we felt confident enough to take the next big step and in 1975 the "Auckland Go Club" came into formal existence. It was at this time that Alistair Howden, an Auckland sports shop proprietor, tested public response to Go and Go-moku by selling cardboard Go sets at the Easter Show. Unhappily the accompanying rules had little to do with Go and the venture was not too successful financially. However, it did result in A.G.C. contacting five new players, three of whom had previous playing experience and all becoming among our staunchest supporters.

The Club received a tremendous boost when Hidenao Hata, a visiting Japanese student of English and fourth dan amateur master of Go, happened on A.G.C. His delight at the unexpected discovery of Go flourishing in Auckland was translated into a steadfast patronage of our club during his stay in New Zealand. He was always ready with advice and encouragement and personally I found, even in the course of a single sitting with him, that there was a perceptible improvement in my grasp of the game. Just before his departure, Nao gave a simultaneous display of Go against eight of our players at the University Club. As an indication of the esteem we had come to feel for Nao, Auckland Go players presented him with a Maori mere ("in recognition of his fighting spirit").

Go is definitely "on the go" in Auckland. We are eagerly waiting to meet players from other centres at the Congress which we hope will be a milestone (or is it kilometre stone) for Go in New Zealand.

B.G.A. GRADING LIST - 15.3.76

- 5 DAN J.Diamond (LGC)
- 4 DAN A.Goddard (-) R.Ochser (LGC) P.Prescott (IC)
- 3 DAN J.Bates (LGC) S.Dowsey (LGC) M.Macfadyen (R) F.May (LGC)
- 2 DAN B.Castledine (IC) C.Clement (H) A.Daly (R) J.Fairbairn (LGC)
T.Hall (LGC) M.Hollings (Bm) D.Mitchell (LGC) R.Moss (Bk) F.Roads (W)
A.Stout (LGC) D.Sutton (R) J.Tilley (LGC) D.Wells (LGC)
- 1 DAN J.Allen (Ck) S.Bailey (LGC) L.Bock (W) B.Chandler (LGC) J.Cock (Ch)
A.Cooper (BEA) P.Fage (C) A.Hall (LGC) J.Hawdon (LGC)
R.Hitchens (LGC) D.Hunter (R) C.Irving (-) P.Manning (Bl) T.Parker (Bk)
M.Roberts (Bl) A.Scarff (R)
- 1 KYU T.Goodey (LGC) G.Gray (LGC) H.Harte (Sch) R.Huyshe (M)
S.Lloyd (LGC) C.Matthews (C) J.Mcleod (LGC) J.Metcalf (SU)
T.Oxenham (LGC) J.Payne (M) B.Philp (Bm) B.Simmons (LGC)
R.Smith (Ch) R.Thompson (LGC) M.Yagin (Bm) I.Young (E)
- 2 KYU M.Amin (M) P.Christie (-) J.Clare (R) C.Leedham-Green (W) R.Lewis (SU)
J.Robinson (Cl) K.Seaman (LGC) N.Symes (LGC) A.Thornton (LGC)
M.Wells (W) A.Williamson (-)
- 3 KYU A.Allwright (LGC) G.Bayliss (Cd) P.Bloomberg (LGC) S.Fawthrop (Bm)
H.Fearnley (O) L.Hamilton (Bk) A.Harrison (S) A.Henrici (R) R.Learoyd (-)
D.Mascord (C) T.Macdonald (E) J.O'Driscoll (Bk) J.Richardson (Cl)
P.Smith (C) J.Sweeney (-) N.Stein (-) L.Ward (H) M.West (E)
- 4 KYU B.Chandler () M.Barst (LGC) J.Chetwynd (LGC) A.Cross (LGC)
B.Dackombe (LGC) D.Erbach (C) J.Game (LGC) P.Gregory (O)
W.Gregory (Cl) R.Hayes (SC) M.Hazlehurst (LGC) J.Kimberley (SU)
J.Perring (H) J.Rastall (LGC) G.Stott (C) N.Webber (UW) M.White (M)
- 5 KYU P.Atwell (Bl) D.Cornes (R) M.Cumtsey (M) A.Dean (S) N.Edmonds (R)
G.Firmin (LGC) R.Hunter (O) M.Hurst (LGC) B.Lyon (Bk) C.Schofield (IC)

KEY TO CLUBS

BEA	N.W.London (BEA)	Cl	Cleveland	S	Southampton
Bk	Bracknell	E	Edinburgh	SC	South Cotswold
Bl	Bristol	H	Harwell	SCh	South Cheshire
Bm	Birmingham	IC	Imperial College	SU	Sussex University
C	Cambridge University	LGC	London Go Centre	UW	University of Warwick
Cd	Chelmsford	M	Manchester	W	Woodford
Ch	Cheltenham	O	Oxford	-	Unattached
Ck	Cockfosters	R	Reading		

Additions, amendments, or just comments to me, please, either directly or via the Secretary.
Paul Prescott

This year's British Congress took place at Imperial College, London, from April 10th to 12th. 108 Players took part in the main tournament, a seven round Macmahon tournament with time limits of 1½ hours and 30 seconds byo-yomi. The top section (3 dan and above) was, as expected, dominated by M. Nashiwa (5 dan, London) who started off with six straight wins. Unfortunately, he then had to default his seventh game due to an unexpected engagement, but as he was by then two points clear of the field, this hardly mattered. The 1 dan/1 kyu section was surprisingly won by Charles Matthews (1 kyu, Cambridge) who qualified for one of the places in the Candidates' Tournament. The second place was taken by Toby Manning (1 dan, Bristol) who also qualified, and John Mcleod (1 kyu, London) got the reserve place; several other people also got 4/7 but failed on the tie-break (SOS).

A novel departure was that prizes were awarded not on a divisional basis but to anyone who scored 5/7 or better. Winners were:

6 wins

M. Nashiwa	5 dan	London
A. Warburton	8 kyu	Hull
M. Goldstein	9 kyu	Hull
B. Shaw	11 kyu	Sheffield University
J. Deaton	12 kyu	Swansea
J. Faraway	15 kyu	Woodford
M. Clark	18 kyu	Bolton

5 wins

T. Mitomi	4 dan	London
T. Hall	2 dan	London
R. Moss	2 dan	Bracknell
B. Chandler	1 dan	London
C. Matthews	1 kyu	Cambridge
J. Gabson	4 kyu	Leeds
M. Hurst	4 kyu	London
A. Cornah	11 kyu	Sheffield University
J. Smith	14 kyu	Birmingham
J. Borland	15 kyu	Bracknell

Various regradings were recommended

The team tournament was won by the Cambridge Wanderers (Brian Castledine, John Mcleod, Richard Smith, Andrew Harrison) who were awarded the trophy generously donated by the Korean Ambassador, and awarded personally by Mr. Lee, the Cultural Attache.

The one unfortunate feature of the Congress was a fairly substantial deficit suffered by being forced to judge in advance the number of rooms required; fortunately, however, an appeal at the congress in the form of a raffle for a Go-ban produced an unexpectedly enthusiastic response which almost wiped out the loss. Thanks are due to all those who contributed.

After both first round groups of matches, but with only one second round group having been played, the League Table looks a little distorted. It is hoped that the other second round group and the two third round groups will be played before Easter.

ResultsPlayed at Huddersfield

Huddersfield	2	South Cheshire	2
North Cheshire	4	Bolton	0
Huddersfield	4	Bolton	0
North Cheshire	2	South Cheshire	2
Huddersfield	2	North Cheshire	2
South Cheshire	2	Bolton	2

Played at Sheffield

Sheffield	3	Leicester	1
Manchester	2	Birmingham	2
Sheffield	2	Birmingham	2
Manchester	3	Leicester	1

Played at Manchester

Manchester	4	Sheffield	0
Manchester	3	Bolton	2
Huddersfield	3	Sheffield	1
Sheffield	3	Bolton	1
Huddersfield	2½	Manchester	1½

(Jigo counts as ½ win)

League Table

	Played	Won	Drawn	Lost	Pts
Huddersfield	5	3	2	0	8
Manchester	5	3	1	1	7
Sheffield	5	2	1	2	5
N. Cheshire	3	1	2	0	4
S. Cheshire	3	0	3	0	3
Birmingham	2	0	2	0	2
Bolton	5	0	1	4	1
Leicester	2	0	0	2	0

NEWS FROM LONDON GO CENTRE

New Admission Charges from May 1st

The present low daily admission charges have been held down for over a year in the hope that it would not be necessary to raise them. These good intentions have unfortunately been swept away by the increased electricity, telephone, and postal charges that we have to meet. It is with great reluctance that we must announce new daily admission charges to come into effect from May 1st.

However, on the brighter side, it has been decided to maintain the present monthly and annual season ticket rates and also to introduce a special cheap non-members admission fee for BGA members. The new rates are as follows:

	Daily	Monthly	Annual
Full members	30p	£3.00	£24.00
Student members	23p	£2.25	£18.00
Junior A and B members	15p	£1.50	£12.00
Non-members	50p		
BGA members	40p		

"THE HANDICAP OF HANDICAP GO" is fair and square against white! by R.C. Talbot

This is as it should be. Yes chess has a handicap system, but one entirely unrelated to its present ranking systems (but not to the coffee-house hustlers of yore) and moreover one even less related to an arithmetical progression than our admittedly imperfect handicap go system. What is more, some chess handicaps favour the one giving it! Reason enough perhaps for the disfavour shown to handicap chess these days. But enough of railing against our favourite under-dog on the games scene - chess can be safely left to its own problems.

Handicap stones have served go well over the years and have proved to be and will continue to be an attraction to the tyro. We should certainly not abandon the system, or our pride in it, without the most careful consideration and experimentation. No, I am not averse to changing our traditions if the change is both warranted and feasible and I congratulate you David on bringing a subject to the fore which has remained dormant in the BGJ since Francis Roads' article in August 1970. However, I feel that there are some points you made in your article that should not go unchallenged.

How can you suggest that handicap go is a distortion, a mere adjunct to the "main, even, game" (... real go?). That it is different cannot be denied but when did it stop being real go? It admits of all the variety of tactics and strategy of "real go" even if the efficient extensions and big points reveal themselves in different ways. The panorama of go would be sadly deficient if we denied ourselves handicap go.

I find incredible, too, the suggestion that White, finding the problems of choosing the best move in a handicap game insurmountable, chooses a move, any move, secure in the knowledge that Black will find a move at least as bad. Is it really easier to find the best move in an even game? Even Go Sei Gen with a hint of immodesty admitted that if he were to play against God he would be losing after the first 50 moves (... didn't even ask for a handicap!)

Of course, most players faced with the choice of playing White in a handicap game or an even game against suitably ranked opponents will usually opt for the even game but for that player to enter the handicap game with such a slack attitude as to "chuck down a few White stones and see what happens" is an insult to his opponent or at best a comment on his own lack of ability. Furthermore, it thwarts a promotion system based on handicap go. If David is right in his assessment of most White players (that means most go players) we had better shake ourselves up.

Now, for those who simply do not like playing handicap go as she is known, can we offer the panacea of handicap points? First of all let us not talk of distortion (that word again!) in an even game between a weak and a strong player. If the amateur dan-gods do not now play distorted go (even against professionals?) they had better get out those once beautiful games records they made when climbing the go-ladder and have a quiet chuckle to themselves before returning to earth.

Can we imagine Black, (albeit with a total experience of even games, for he has never savoured the "hoshi-go" of the old days) ranked nine places, not stones, below and facing across an empty board the inscrutable White (no, he has an air of utter confidence and a cruel smile flickers on his face).

Like the venerable Go before God, after the first fifty moves he is losing (but by how many he wonders) and now poised at the middle game, dare he risk all and match his sibling tactics with White. He did not have the power of hoshi behind him in the testing and subtle stage of fuseki and is not at all sure those pathetic looking Black positions aren't all vulnerable. (If only I knew how many points were in it). He knows White will gain at least 20 points in yose - he always does - but Black is not yet equal to the task of counting at this early stage. He considers resigning but knows it would be frowned on, the score is important and both he and White are relying on the points count to establish their relative strengths.

No, surely not - this is go-fiction at its most horrific. David, there is magic in those handicap stones, they are challenging you. Here is a 1 kyū who once played you with the full nine stones (I lost - you are good at handicap go) and if I were able to play you today I would mightily use those two stones I have of right and put you and your rank to the test. We would both enjoy the game which would develop more or less harmoniously and I would go out for a win not a loss by less than 15 points.

After the pejorative remarks it is incumbent upon me, especially after my opening statement as to the imperfectness of the present system, to make a suggestion of my own. Pro-pro handicap go reveals a steadily increasing advantage as the number of handicap stones increases. This is quite simply because each handicap stone has not only a value of its own, but also influences and is influenced by other stones placed in the handicap. For example, tengen is not usually considered to have as great a value as a stone at hoshi but if it is the fifth stone of a five-stone handicap, then its value is greatly enhanced. If it is the ninth stone of a nine-stone handicap its value is greater still. Using such reasoning, an arbitrary value can be assigned to the various handicaps which, as has been often stated, is not an arithmetic progression. In deciding the upper value of a nine-stone handicap it is interesting to note that the professionals have established an advantage of about 140 points for the pro receiving nine stones. Of course the pros were of approximately equal strength and so I make an assumption based not only on intuition but also on my experience of playing handicap go that nine stones in a game between players of suitably disparate strength gives an advantage of between 105 and 115 points. This is to say that the recipient of a nine-stone handicap has an even chance of beating players 11 ranks stronger than themselves, assuming an even 10 point difference between ranks.

However, putting this extended range into practice, although lightening the load on White, would involve variable komi and produce an unwieldy table which would militate against its acceptance over the present system which has the undeniable advantage of simplicity. Dare we discard our familiar handicap system? The time is not now - I suspect it will be never.

GO EQUIPMENT HIRE

The Go Centre has limited quantities of folding wooden boards and plastic stones which are available for hire for short events such as teaching sessions, tournaments or congresses. The hire charge is 40p/set for the first day and 10p/set for each day after that.

Round 1 Black: Harry Harte White: Toby Manning

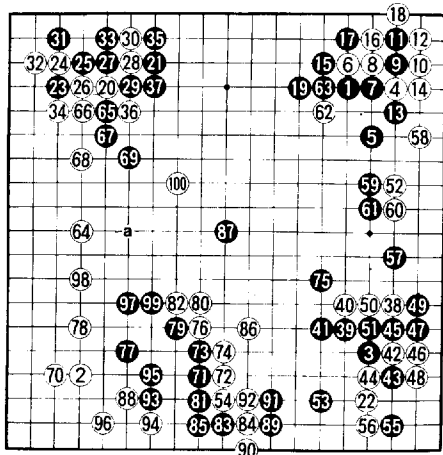


Figure 1 (Moves 1 - 100)

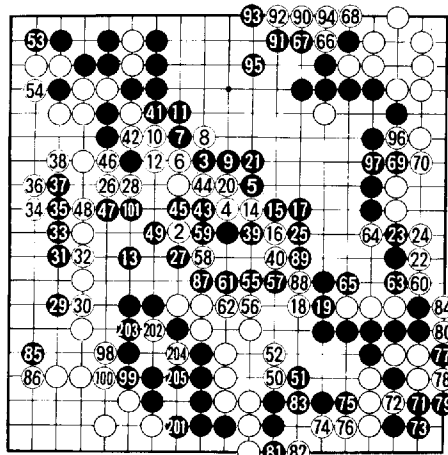


Figure 2 (Moves 101 - 205)

- 1 and 3 I have been experimenting with this combination. I tend to play o moyo strategy a bit too much though.
- 23 To be consistent this should be in the bottom right corner.
- 43 Toby thought this bad, but I felt it was OK. 49 was wrong though and should have been above 58.
- 71 Horrible! Boshi at 'a' is the vital point surely!
- 89 and 91 These were played with an eye to the corner aji, but didn't succeed in their purpose.
- 122 Gote - a serious mistake.
- 125 Much too small. This was my chance to have a go at the left side.
- 126 That was my chance!
- 129 Rubbish! I was annoyed with myself for not tackling this side earlier and this move was simply stupid.
- 131 I still hadn't really looked at it properly and persisted in this silly exercise.
- 150 Necessary to make eyes.
- 171 A last fling, which looks dangerous for White but even without the mistakes of 75 and 77, I don't think it works.

SOUTHERN LEAGUE

The current state of the Southern League is:

DIVISION I

	Played	Won	Drawn	Lost	Points	(Mean strength of strongest team)
London Go Centre	4	3	1	0	7	1½ Dan
Cambridge	5	2	2	1	6	2½ kyu
Reading A	4	2	1	1	5	2 Dan
Harwell	4	1	1	2	3	3.5 kyu
Bracknell A	4	1	1	2	3	½ Dan (≡ ¾ kyu)
London University	4	0	2	2	2	2.5 Dan
Red Dragons	3	1	0	0	2	3.5 kyu
Bristol	2	0	2	0	2	1 kyu

The surprise so far is that London University, being the strongest team, have failed to take advantage of the handicaps -1 rule. Unless they lose to London University, the Go Centre team will be hard to restrain from winning the league without recourse to tie breakers.

Red Dragons = Sussex University.

Above mean strengths based on n kyu = - (n - 1) dan when measuring in dan; or n dan = - (n - 1) kyu when measuring in kyu

e.g.	London University	=	4 dan	3 dan	2 dan	1 dan
	L.G.C.	=	3 dan	2 dan	1 dan	1 dan
	Reading	=	3 dan	2 dan	2 dan	1 dan
	Harwell	=	2 dan	3 kyu	4 kyu	8 kyu
	Bracknell A	=	2 dan	1 dan	1 kyu	3 kyu
	Bristol	=	2 dan	1 dan	1 dan	5 kyu

DIVISION II (This has only just started)

	P	W	D	L	Pts
Bracknell B	2	1	1	0	3
Cheltenham	1	1	0	0	2
Queen Elizabeth's School	2	1	0	1	2
Reading B	2	1	0	1	2
Men of Kent	2	0	1	1	1
N.W.London	0	0	0	0	0
Cheltenham	1	0	0	1	0

PRIZES BRITISH GO CONGRESS 1976 - IMPERIAL COLLEGE

In order to re-establish the importance of the Congress, it has been decided to give substantial prizes. These will, of course, depend on how many people come, but it is hoped to give at least £200 worth of prizes with a £50 1st Prize; if a lot of people come, these will be increased.

Until recently it has been rare for a Go book to be published in English at all, let alone two simultaneously; let us hope that this means that the Ishi Press has now really turned the corner.

What's your Rating? by Naoki Miyamoto, 9 dan (Ishi Press) 216 pp.

Life and Death by James Davies (Ishi Press Elementary Series, No.4) 160 pp

(Both available from the BGA soon - prices to be determined)

These two volumes are of similar size ("Life and Death" has a larger page size) and both ostensibly aimed at the large middle kyu market; however, a more detailed reading of each reveals subtle differences.

"What's your Rating?" is a translation from the popular Japanese "Super Book" series, although the text is so minimal that a translation was hardly necessary. It consists of a series of problems in which the reader must choose between points A to E: twenty problems on fuseki, twenty on the middle game, and ten on yose. Points are scored for the various answers, and these are converted to grades, e.g. absolute perfection makes one 7 dan, consistent finding of the second best is 3 dan, and random guessing produces 3 kyu. This then is a guide to the range of the book, and although players below, say, 5 kyu will get much from these problems, they are really intended for the at least aspiring dan player.

The explanations are clear and well presented, and the problems realistic. If the book has a theme, it is that one should always choose a double purpose move in preference to a single purpose one, this idea cropping up in a large percentage of the answers to the fuseki and middle game problems. A good buy (I have one).

"Life and Death" is a systematic survey of which common groups are alive and which are dead (depending, of course, on whose move it is). The format is very similar to that of the author's earlier "Tesuji" and it introduces similarly original nomenclature. The L, J and Door groups sound quite harmless, one space notches and Rabbitty six (complete with picture of a rabbit) are amusing, but an eye in the stomach is quite perplexing.

Really this book encompasses shapes that any strong player should know by heart, but in practice very few British Dan players know all of them. (In fact the number of 2 dans who are (were!) unaware of the status of the small L group is astounding). Essentially, therefore, a book for the middle kyu player, but perhaps in Britain a book for almost everyone.

SECOND NORTHERN TOURNAMENT

SEPTEMBER 11TH - 12TH

DIDSBURY COLLEGE, MANCHESTER

Details to be announced

Well, here it is, the book you've all been waiting for. It's not a translation of the Go Super Book of the same name, but a collection of ten articles originally serialised in "Igo Shincko", the magazine of the Kansai Kiin. Miyamoto, 9-dan, is the editor and publisher of the magazine, and, incidentally, the originator of pro-pro handicap go. The title is deceptive, this book doesn't claim to make you shodan overnight but to get you there in easy stages. The approach is based on two principles: (1) that no special talent is needed to reach shodan, and (2) when you can take a lower handicap from a dan player you're almost there. Consequently the book is a study of three- and four-stone handicap games. It begins with a cautionary example of what happens to defensive players, then proceeds with a step by step analysis of different techniques for tight and aggressive play, tailored to meet different situations. No long joseki are taught - the taisha is an exception, but here the advice is "know the taisha but don't play it". At least half of the book is devoted to simple but strong pincer-attacks.

Each chapter deals with several well illustrated "maxims" for good play - not to be followed blindly, but to bear in mind when analysing the full board situation - "never let up" is the general motto. The emphasis of the book is all on whole board balance, making sure all the stones work together and playing for influence. "Don't try to take territory" is the implication, "put pressure on your opponent and profit will fall into your lap".

This is a book about low handicap games, so how does it compare to Kage's Secret Chronicles of Handicap Go? Well, they're startlingly different: "Kage" makes pleasant reading and you can learn from the games almost without realising it, which makes it useful to even the weaker kyu players; Miyamoto's book, however, is far more intense, and is really designed for those of 6 kyu and above on the "Shodan drive". The explanations of each point, though explicit, are brief, and many of the diagrams are left to speak for themselves.

My only criticisms are on grounds of presentation. The text, though irreproachable in content, is fragmented, and spelling errors proliferate; fortunately there appear to be no diagram errors. The whole book seems somewhat hastily put together, the cover design especially is rather poor, being too close in style to the Elementary Go Series.

"The Breakthrough to Shodan" will be available in Britain in early June, and will cost about £2.50.

Our Roving Northern Reporter recently roved as far as County Tyrone in Northern Ireland where he noticed a large number of cars with AJI registration plates. Who said the Irish had no taste in cars?

Our Reporter also roved down to the Smoke where he met Alison Cross at the London Go Centre. They last met at last Easter's Congress at Alsager when she was a shaky 15 kyu, and was elected to the BGA committee as a representative of the "weakies". She is now a little stronger at 4 kyu, and, our Reporter is assured, well on the way to sho-dan. How about a BGA "Most Improved Player of the Year Award"? Surely Alison would be in the running. Anyone know any competitors?

The Committee of the B.G.A. has long been aware that communication within the Association is a major and growing problem. All too often important Japanese visitors have arrived with little prior notice, and tournaments are organised with insufficient time allowed for adequate publicity. The Journal is the main information medium for the Association and will remain so, but its printing lead time often exceeds the available notice for events. Special circulation of notices to club secretaries overcomes this problem, but is expensive and time consuming, and not all clubs notify their members efficiently. Unattached members tend to miss out altogether.

To overcome this problem the BRITISH GO ASSOCIATION INFORMATION SERVICE has been established and is available to all on

01 - 722 - 6368

An Ansafone device transmits two minutes of pre-recorded message; it does not record replies. Used in off-peak hours, this service should be inexpensive and allow the rapid dissemination of news, provided that it is widely and regularly used - and that means by YOU.

A working party chaired by Jim Bates runs this service and announcements should be sent to:

The British Go Association Information Service,
c/o London Go Centre,
18 Lambolle Place,
London, NW3 4RG.

and should include all relevant details - time, place, price, and an address for further information. To avoid unnecessary disturbance to Stuart Dowsey, who has kindly allowed us the use of his premises for this purpose, only the most urgent items should be telephoned to 01 - 5861830. The recording will normally be changed between 10 and 11 p.m. on each Monday evening. Priority will be given to forthcoming Go events in Britain, but other Go news will be included when space permits. There is no charge for this service, but announcements are accepted at the discretion of the working party.

Certain uses for the service spring to mind:-

Club secretaries: Why not advertise your next club tournament with a view to attracting unattached members or other visitors who might otherwise not attend?

Unattached members: Why not sound out interest in your area by advertising a Go party in your home?

Everybody: Don't miss out. Telephone 01 - 722 6368 every week (or ensure that your Club Secretary does), organise events and announce them using this service, and MAKE THE SCHEME WORK. To improve it please send criticisms and suggestions to the above address. I am sure that this service will increase the opportunities for all of us to enjoy our game.

Diagram 1 shows a variation of the takamoku (5:4 point) joseki that seems to be rarely played in this country. Perhaps this is because it is thought to be too simple, but if so this article should popularise it a little.

Joseki books usually show the joseki terminating about here, although if White now plays tenuki, then Black is given the opportunity of continuing with diagram 2; here again, however, he may take sente by leaving 3-5 for later. A little known alternative to diagram 2 is shown in diagram 3; Black 1 here is also sente after a fashion, but not quite so directly as was 1 in the previous diagram. White may answer directly to defend his corner, but should he tenuki then the fun really starts. Black attacks with the *oki* (placement) of 3, and White is more or less forced to strengthen Black's outer wall to get a small living shape in the corner. Other variations are possible, but are generally better for Black. Note for example that as soon as White has played the *hane-tsugi* at 10-12 then 14 is essential to prevent Black 20 with the threat of snap-back, and also Black 17 with the threat of connecting.

The final result is that White has a tiny hemmed-in group in the corner, and Black has immense outer thickness plus sente. In other words, Black 1 of diagram 3 threatened to create such a final position without loss of tempo, and this position is sufficiently superior for Black to amount to a valid threat. Bear in mind however that overall Black has taken two moves more than White here, and so possibly White's two tenukis counterbalanced the validity of Black's threat.

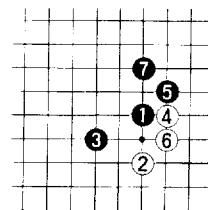


Diagram 1

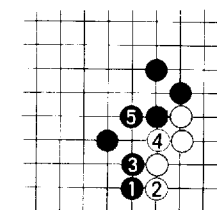


Diagram 2

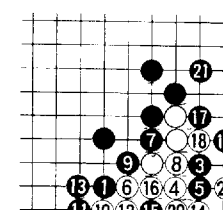
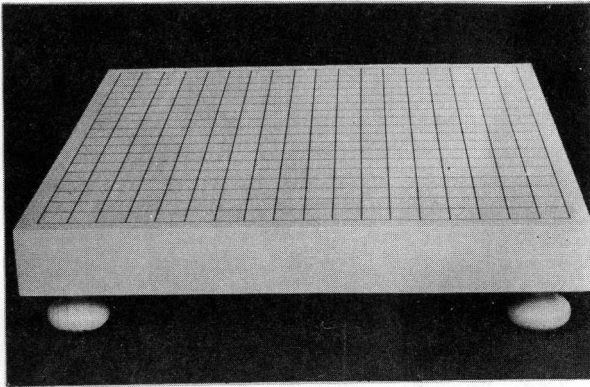


Diagram 3

THE SCANDINAVIAN NIHON KI-IN CHAPTER by Mogens Esrom Larsen

The Scandinavian Nihon Ki-in Chapter was founded late September 1975 by Mr. Sen Suzuki (5 dan). He has now opened a Go School in his home, Vesterbragade 12, 1620 Copenhagen V, Telephone 01-213024. His school is open every day except Monday from 1 p.m. to 11 p.m. and houses the Copenhagen Go Club on Thursday evening and Saturday afternoon. Visitors to Copenhagen are most welcome in his school.

Further, Mr. Katsumi Ashiba (4 dan) and Miss Machiko Inoue (1 dan) who visited London in October, came later to Copenhagen on their European tour. And as the latest event, Mr. Sen Suzuki took three disciples and a friend, Mr. Matsumoto (4 dan, Berlin) on a skiing tour to Norway with Go games in the evenings.



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CLEVELAND GO CLUB (A. Moore, Hon. Sec. Cleveland Go Club)

I have two interesting developments to tell you about. The first is that I regard the enrolment of David Robinson as a significant breakthrough. He is the first student from the Teesside Polytechnic to join and I hope the forerunner of many. I have been making approaches through the Students Union and have recently received a letter from the President saying he is very interested in the idea of forming a Go Club in the Polytechnic. Teesside Polytechnic is still in the growth stage. There are about 1,000 students now, but it is expected to expand over the next few years to 4-5,000. I am advising them to join us for the first year to get the benefit of our more experienced players, though whatever they decide to do they can count on our help. I am also in touch with the Teesside College of Education.

The other intriguing development is that The Dovecot, Stockton - a centre for drama, arts and recreation - has asked us to hold an additional meeting of the Go Club at the Dovecot every Thursday evening at no cost. I strongly suspect Robert Cordingley has had a hand in this. No one not knowing the district can realise what an advantage having a centre of influence and publicity in the neighbouring town could be. The Dovecot has very wide influence and much access to publicity. Who cares if the ultimate end is that the Dovecot adds Go to its range of activities? Wouldn't it be fun if we eventually had three Go Clubs on Teesside? Castles in the air, for the time being!