

NEWS FROM THE CLUBS
MANCHESTER

We are trying a new recruitment idea this session. We are holding a raffle (not for a Go ban!) and the only way to get tickets for it is by introducing new members to the club, so the more members you introduce, the more chance you have of winning. We'll let you know if it works.

Since our appeal for variations on Go in the last issue, we have come across the following variants in the German Go Magazine:-

- (a) Three Colour Go: Paint a hundred or so Imperial Mints red. Let the paint dry, grab two opponents and off you go. The rules are unaltered except that you only play every third turn. It is certainly an elevating feeling when, as red, you manage to kill black and white stones simultaneously.
- (b) Two-Stone Go: Black plays one stone on his first move. After that each player has two moves at once. Remember, a group needs three eyes to be safe. In another variant, a player has two moves only once in the game.

Our last Buzzer Tournament was won by Michael Clark of Bolton. Buzzers are fairly easy to make for any one with a bit of electronic know-how, and are useful for clubs with a shortage of clocks, who want to hold lightning tournaments, since one buzzer will suffice for an entire room. Ours is set for about seven seconds as we have found this to be the optimum. It is important to be strict that play occurs on and only on the buzz. Playing after the buzz counts as a pass, whilst playing before the buzz makes things very confusing.

BOLTON

Michael Clark's visit to the European Congress was an excuse for an article and photograph in the local rag. There was a good response for JAL leaflets as a result. Where the Observer leads, the Bolton Evening News will follow

SOUTH COTSWOLD

As reported in the last Journal, John Oatley (6 kyu) and Roger Hays (3 kyu) went forward to the semi-final of the Bristol's R.A.F.A. tournament where they played the Bristol semi-finalists Paul Atwell and Bruce Little, respectively. Wins by both John and Roger resulted in an all South Cotswold final with John receiving a 3 stone handicap. The game proved to be a very steady and cautious encounter but the experience of the stronger player won the day with Roger Hays carrying off the Trophy and Tankard for the second time in the Tournament's history.

The Trophy and Tankard will be presented by Mr.C.L.Treeby, President of the R.A.F.A., Filton and North Avon Branch.

HOLLINGS TAKES THE 1976 (ROBNOR) WESSEX TROPHY

The 7th Wessex Go Congress, held at Marlborough Town Hall on October 24th attracted exactly 100 entrants. The top division was won by Mark Hollings (2 dan, Birmingham) with a perfect record (4 out of 4). Other divisions were won by Derek Hunter (1 dan, Reading); Gavin Grant (4 kyu, London); J.Crow (6 kyu, Swale); John Deaton (9 kyu, Birmingham); Susan Barnes (Bedford) and David Cordiner (Birmingham) jointly (both 12 kyu); J.Borland (14 kyu, Bracknell), and Michael Brick (20 kyu, of Dartford).

Thomas Goodey (1 kyu, London) qualified to enter the 1976 Candidate's Tournament, as Derek Hunter was already eligible from the European Congress.

Opinions expressed in the British Go Journal are not necessarily those of the British Go Association.

BRITISH GO JOURNAL



Editor: A.H.Smith, Bristol

NUMBER 34

Price: 25p

NOVEMBER 1976

THE EUROPEAN CHAMPIONSHIP GOES TO FRANCE

The 20th European Go Congress was held at St.Catharine's College, Cambridge, during the middle two weeks of August. The main event, the European Championship, was one of the closest in recent years. By the halfway stage, Katscher, Merissert, and Goddard were in front, with Muller close behind. With two rounds to go, Goddard had established 1/2 point lead, and needed to win his remaining games for the Championship. However, in the next round he lost to Merissert, leaving the tournament wide open: before the last round five people were still in with a chance, including Diamond, who had come back strongly after getting only 1/2 point from his first 3 games. After the dust had cleared in the last round, Goddard and Merissert emerged at the top, and the play-off the next day decided Patrick Merissert as European Champion, the first Frenchman to win the title.

The other main tournament was an 8-round MacMahon, played over 2 weeks. This was won by Matthew MacFadyen, who came ahead of Schlemper (Holland), Golja (Yugoslavia), and Walter (Germany) on the tie-break. Matthew gets an automatic place in next year's Championship as a result.

Other events included a 6-round week-end tournament, won by Ronald Schlemper, a lightning tournament won by Robert Rehm, and the European Rengo Championships, won by the Reading Weak Group.

Three Japanese professionals, Iwamoto, Hane, and Yamamoto were also in attendance, to give simultaneous games and other teaching.

		dan rating	P.M.	T.G.	J.D.	M.K.	C.M.	H.H.	R.R.	W.I.	I.B.	Total	Position
F.	Patrick Merissert	4		1	0	0	1	1	1	1	1	6	1
G.B.	Tony Goddard	4	0		1	1	0	1	1	1	1	6	2
G.B.	Jon Diamond	5	1	0		1	1/2	0	1	1	1	5 1/2	3
D.	Michael Katscher	5	1	0	0		1	0	1	1	1	5	4
N.L.	Cas Muller	3	0	1	1/2	0		1	0	1	1	4 1/2	5
A.	Helmut Hasibeder	4	0	0	1	1	0		0	1	1	4	6
N.L.	Robert Rehm	4	0	0	0	0	1	1		0	0	2	7=
D.	Wolfgang Isele	4	0	0	0	0	0	0	1		1	2	7=
Yu.	Igor Bizjak	3	0	0	0	0	0	0	1	0		1	9

Merissert beat Goddard in a play-off

Remainder of results given on page 15

EDITORIAL

How situations change! At the copy date of the last Journal just four pages were complete, material was not available, due to many reasons, hence the copy date was delayed for approximately one month and Journals up till the end of 1977 re-scheduled.

Subsequent to an emergency meeting between members of the BGA Committee and the Editors Four at Bristol, a certain amount of material was promised and some obtained.

With this issue the complete Journal was planned with many features and articles included. Within a period of five days a wealth of Technical material was received from various sources. Upon reading these newly acquired articles, the whole content was changed, and no apologies are given for taking up a great deal of space with one game.

This does not mean that we do not need further supplies of material. The file is now of reasonable size, enough for two Journals. If there is a reasonable game or such, please send it, long or short, it makes the Editor's function more interesting and satisfying when there is a selection.

Extreme thanks is passed to John Fairbairn, John Pindar and Francis Roads.

Planned copy date next issue - 5th December. Editor: Toby Manning

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BGA Secretary,
60 Wantage Road,
Reading, Berks RG3 2SF.

Telephone: Reading (0734) 581001

BGA SECRETARY'S NOTES

Please note the new subscription rates for the calendar year 1977

These are payable from 1.10.76, and it would help if you do not all wait to renew your subscription until 1st January or later.

1977	Club member reduced rate (full-time education)	45p
	Club member full rate	75p
	Unattached member (UK and Eire)	£1.50
	Overseas member	£2.50

If you wish to renew your subscription as an unattached member or as an overseas member, then you may do so without completing another application form, provided your address has not changed; if it has, then please ask for a new application form.

If there are any current members who are intending to let their subscription lapse, then I should be grateful if they could see their way to letting me know why; otherwise the BGA Committee remains in the dark and any fault that could be corrected goes unknown.

GAME FROM THE 1975 AUCKLAND GO CONGRESS

Comments by B.Castledine

Black: Kurt Flatow, 2 kyu

White: Bob Talbot, 1 kyu

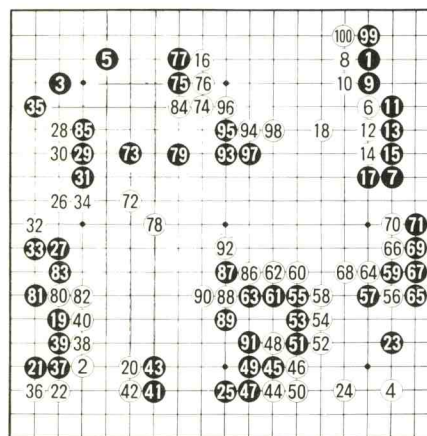


Fig. 1 (1 - 100)

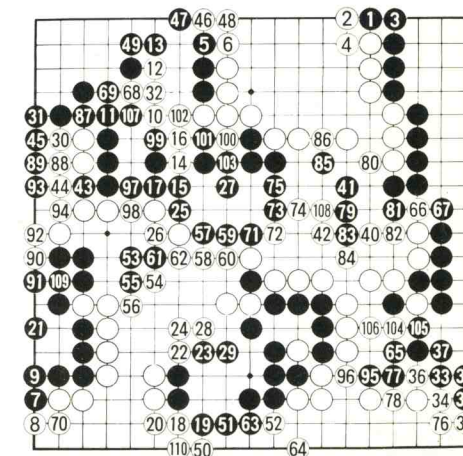


Fig. 2 (101 - 210)

- B5 It is usual to make a shimari at 6 or 11 with this move.
- W8 The tsuke at san-san is another reply to this rather unusual hasami.
- W12 Nidan-bane at 13 is better: W will either capture two stones in the corner, or get a thicker wall than in the game.
- B15 Nobi to 166 is better here.
- B23 The extension to 27 is a must in this position.
- W26 This pincer isn't severe enough: a play at 83 would be more to the point.
- B29- This attack is ill-timed. White's group cannot be attacked successfully at this stage.
- 35 The lower side should be the focus of attention at this moment.
- B37 Ikken tobi to 153 is the vital move.
- B39 Horrible! 153 is the vital point for both.
- W40 Too slow. 44 straight away attacks B severely.
- B43 Better at 50.
- B47 Hiki to 49 or nobi at 48 are required here.
- B51 Not the right time to cut: a better idea would be to build up territory on the right side. B eventually secures this territory at the cost of allowing the enormous hane of W60.
- B61 One point below 63 is of course correct.
- W72 A move around here is big now: 153 or 207 are also plausible.
- B73 Bad! These stones are not connected to the corner, and B may well find himself with a heavy group. How about boshi at 74?
- W76 77 here seems to get more territory.
- W78 Much too slow. W should be thinking of expanding his upper side territory.
- B83 Looks dangerous
- B85 207 is a better shape.
- B87 Has to be at 88.
- B93 Very important point.
- B99 Big yase, but hane at 100 is also sente.

continued on page 9

1977 BRITISH GO CONGRESS will be held at LEICESTER APRIL 1-3

2ND ANNUAL BRITISH GO ASSOCIATION
KNOCK-OUT CHAMPIONSHIP

Entries are now invited for the 1977 Knock-out Championship. This will be run on an even-game knock-out tournament played at a rate of about a match a month at times and places to suit individual players' convenience. Stronger players will have byes to later rounds, and the draw will be arranged to suit the geographical convenience of entrants and to avoid gross mis-matches of strength. There are cash prizes for the Champion, the losing finalist and semi-finalists, and Special Prizes for Kyu players who defeat stronger opponents.

Entries will be accepted on forms or plain paper and should be sent to Martin Wells, 47 Ritches Road, S. Tottenham, London N.15, to reach him by December 18th. They should include the player's name, address, club if any, daytime and evening 'phone numbers, BGA membership number, any special information about convenience of certain times and places for matches, and should be accompanied by an entry fee of 80p.

The weekend will include the 6 round McMahon Open Go Championship plus Team and Lightning Competitions.

Full Board Available.
Licensed Bar and T.V.
Room, etc.

Full details and entry forms will be included in the next B.G.J.

PLEASE NOTE THAT THIS
EVENT WILL REPLACE
THE LEICESTER GO CLUB
CHAMPIONSHIP

3RD LONDON OPEN GO
CONGRESS

Fri. Dec. 31st - Mon. Jan. 3rd

The third London Open Go Congress will take place at the London Go Centre and will run from Friday, December 31st to Monday, January 3rd. The main event will be an eight round tournament run on the MacMahon system, open to players of all strengths. Time limits are 1½ hours per player with 45 seconds byoyomi. Games will commence at 10.00 and 15.00 daily, except on the second day, Saturday January 1st, when they will commence at 14.00 and 19.00. Divisions will be determined by entry and prizes will be awarded for all outstanding performances.

The entry fee will be £3.50

For further details and entry forms, please contact the Go Centre.

THE FLOATER by John Fairbairn

Presented here is a game between two of the lesser known professionals. You may well wonder at first sight whether the correct diagrams have been included, but I can assure you this is not a game between two beginners. It is a very strange game and I believe that, despite being thus forewarned, you will still be surprised.

Black is Haruhiko Shirai, 5 Dan. White is Kiyonori Kanno, then 5 Dan. The game is from the 1971 Oteai and the players had 6 hours each. No komi.

Fig.1

This game is adapted from Kido. Unusually both players gave their comments and this provides, thank goodness, some insight into some very unusual goings-on.

FOR SALE
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Price: 30p
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Remittance to:
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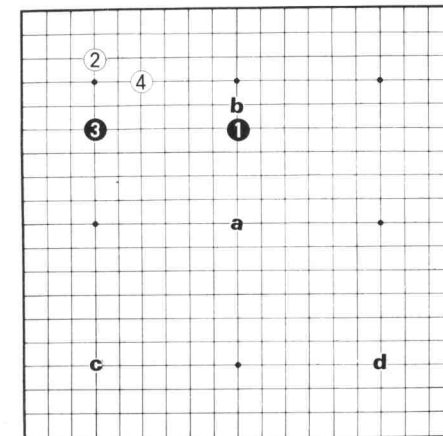
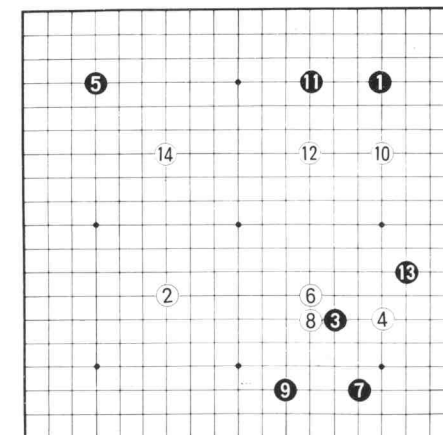


Figure 1 (1 - 4)



Reference Dia. 1

Black is playing hypermodern fuseki. This is not new. When shin-fuseki was first played in the 20's and 30's it was far more "shin" than we might assume from the few great games that have been held up as examples of it. I think you will agree the game in Reference Dia. 1, between (Black) Fujio Tanaka and Kaku Takagawa in 1936, was rather more shin than Go Sei Gen's c3, k10, q16.

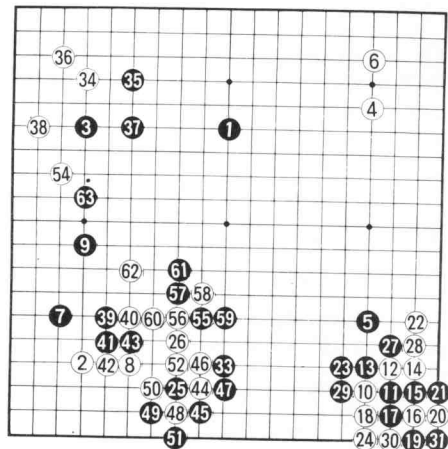
When asked why he was playing this way, Shirae explained that he saw it as a means of winning games against stronger players. He had been promoted to 5 Dan the year before but felt he hadn't much hope of getting any further by playing conventionally. (Incidentally, he still hasn't got any further.) Before this game his record with this fuseki was an impressive 4 wins and with White he lost two games but by close margins. He thought this style of fuseki was too slow for White.

Shirae's own name for Black 1 is the "floater". The thinking behind his choice of this move was that 'a' (tengen) is bad in terms of territory, and hoshi is not consistent enough in terms of influence, whereas the move chosen gives a good balance. Make of that what you will. He thought 'b' inferior, too.

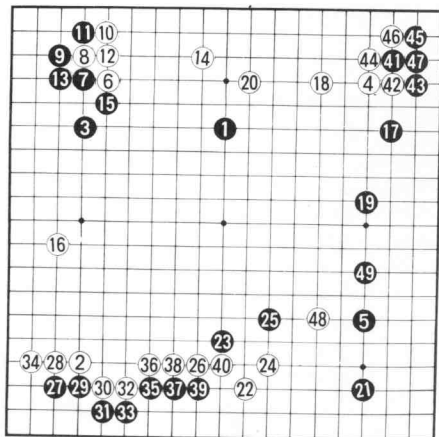
Kanno wasn't too sure what to do about all this, he said, but if he won this game he would score enough points to get promotion to 6 Dan - and it would be his last chance that year - so he played White 2 apprehensively, but with a feeling that surely it can't be bad. In Shirae's previous games White had always answered at 'c' or 'd', so this game is charting new ground. (Ref. Dia. 2 and Ref. Dia. 3 show two of the previous fuseki.)



32 Throws in
53 Connects



Reference Dia. 2



Reference Dia. 3

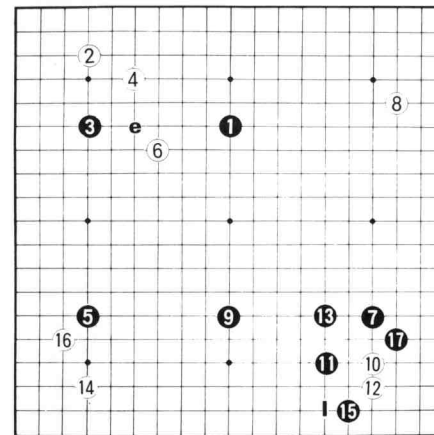
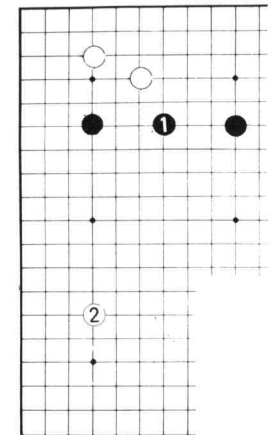


Figure 2 (1 - 17)

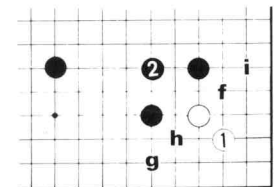


Dia. 1

Black wanted to play at 1 in Dia. 1 but was reluctant to allow White 2, which offsets his influence. After the game he reckoned that he should have been consistent and followed this diagram anyway, simply because White 6 was such a good move. Kanno thought 'e' was a possible, but slightly inferior, alternative to White 6. Either way his plan is to keep Black 1 isolated: to make the floater float.

Black 9 was played most of all as a gesture of bravado. Kanno had considered playing White 8 at 9, but common sense got the better of him and he resisted the temptation to be dragged into Black's labyrinth.

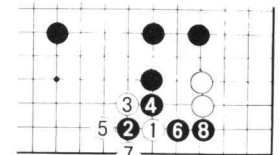
White 12 is unusual, but not bad. Normally White plays 1 in Dia. 2, then he can live by answering Black 'f' at 'g', or Black 'h' at 'i'. Black has the choice of which way to play and White 12 in the game is an attempt to reduce Black's choice.



Dia. 2

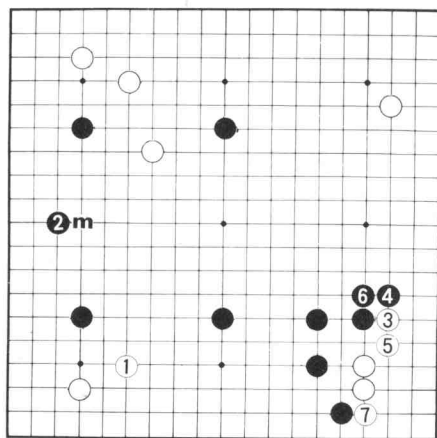
White 14 was a bit too clever. Believe it or not, it was intended as a yosu-miru move, intended to sound out the opponent's reaction. Black didn't react at all, but switched to the very severe move at 15. White 14 at 'l' would obviously have been very big.

White was worried to some extent that, if he had played at 'l', Black would take the corner enclosure at 14 or start a fight as in Dia. 3, but Shirae rejected Dia. 3 on the grounds that it is a sente furikawari for White and the two white stones in the corner still have a lot of aji.



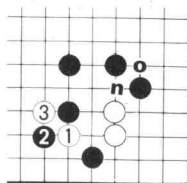
Dia. 3

Even after Black 15, though, the White stones 10 and 12 are by no means dead. Life is possible as in Dia. 4, and White should have aimed at this after White 1, which replaces 16 in the figure. In fact White 16 is in completely the wrong direction. If Black 2 of Dia. 4 is at 5, White 'm' makes at least three of Black's stones into "floaters", all exposed to splitting attacks.



Dia. 4

Even after Black 17, the two white stones still have a lot of aji. The patient and indirect way White uses this aji is instructive. The kind of tricks he has in store is a move such as White 1 in Dia. 5. He can regard the exchange of White 'n' for Black 'o' as kikashi and trouble is obviously lying in store for Black. It is far too early to play all this because, whatever happens, Black is going to be strengthened on the outside. Notice in the game how White simply threatens this mischief.



Dia. 5

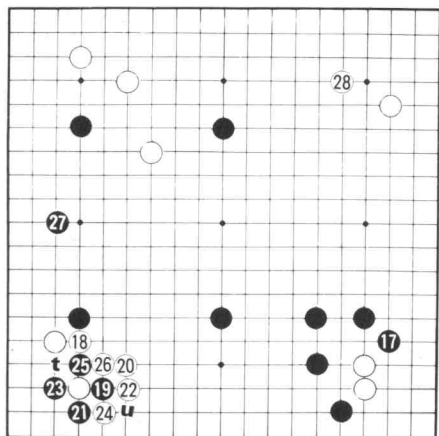
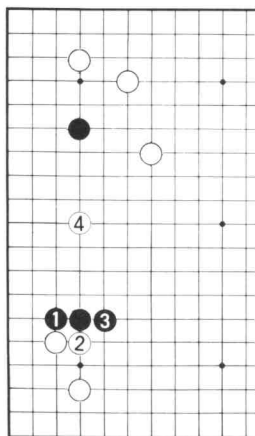


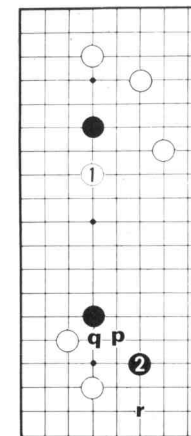
Figure 3 (17 - 28)



Dia. 6

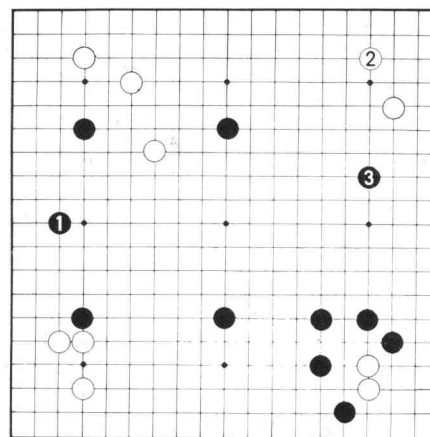
Despite its drawbacks, Black 17 is better than 1 in Dia. 6. This gives White just what he wants - a heavy group of black stones caught in a splitting attack.

White 1 in Dia. 7 instead of White 18 looks plausible, but Black could play lightly at 2, and this would be backed up by the floater at k6. The proverb tells us that if you play in the centre of your opponent's diagonal jump, your opponent can easily get sabaki, so if White 'p', Black 'q'. White should answer 2 at 'r'.

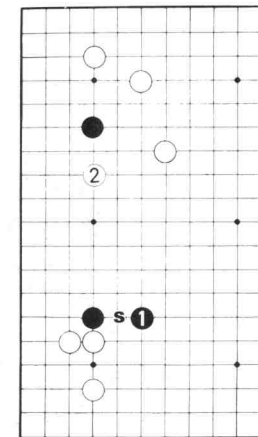


Dia. 7

Black 1, or 's' in Dia. 8, instead of Black 19, is the kind of move aimed at reducing a White moyo above, but White 2 makes a moyo some distance away. Nevertheless, Shirae disapproved of Black 19. He said it should have been at 1 in Dia. 9, then if White 2, Black 3 makes a large-scale moyo.



Dia. 9



Dia. 8

continued from page 3

B121 Not necessary

W132 Implies the sequence W.E18, B.G18, W.D17, B.E16, W.C18 which wins the semeai (I think).

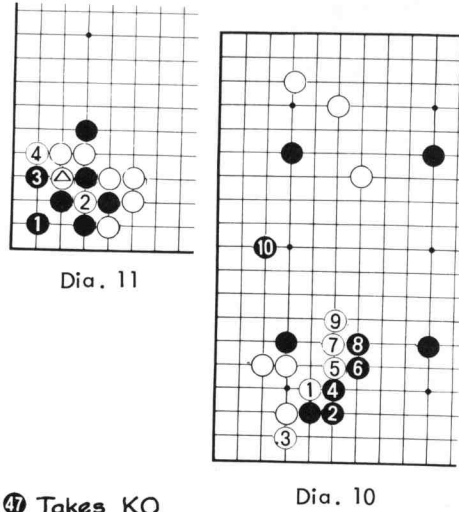
B141 Dame, almost

W150 151 is better.

B175 176 is bigger.

White eventually won by 3 points. The main fault of both players, but particularly Black, is to make heavy plays.

Black had hoped for White 1 in Dia.10 as the answer to his 19. This gives him good shape on the right, and the extension to 10. White 20 just has to be different, but the move chosen is very good. The moves up to 27 were then inevitable but White failed to push home his advantage here when he switched to 28. 't' was better and there would then be very bad ko aji for Black in the corner as in Dia.11. (△ is the move that should have been played.) If Black 23 at 'u', White 26, forcing Black 24, is a painful kikashi.



Dia. 11

Dia. 10

47 Takes KO

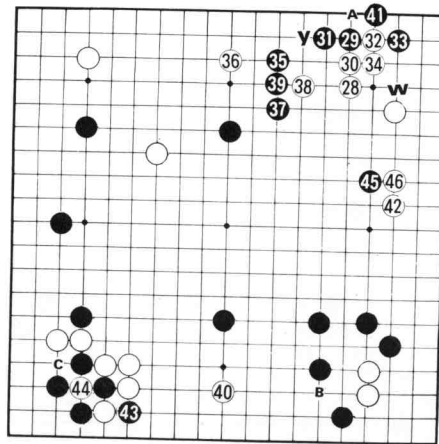
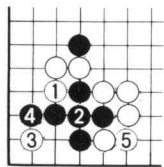


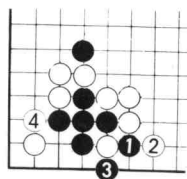
Figure 4 (28 - 47)

Figure 4

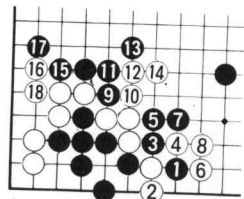
On the tactical level, Black cannot answer White 1 in Dia.12 with connection at 2. He dies, as Dia.12 and Dia.13 show, but his death in Dia.13 is not quite as straightforward as it looks. If you want to be a professional, you have to take into account variations such as Dia. 14.



Dia. 12

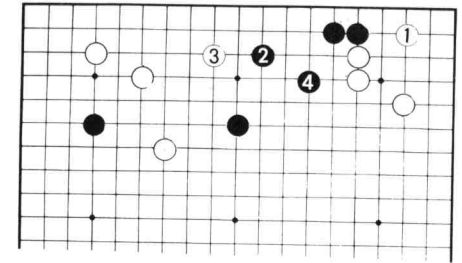


Dia. 13



Dia. 14

White 32 was criticised because of Black 33. It should have been at 1 in Dia.15. If White 34 is at 41, Black 'w' lays waste to the corner.



Dia. 15

Peeps such as White 38 should normally be avoided, but this aims at 'y' after White 'A'.

White 40 was dubious. If it incites Black 'B', it loses its value. White 'C' was more urgent.

Black 41 is worth about 20 points but Shirae admitted that he did n't know whether this or extension somewhere along the right was better. Anyway, Black 41 and White 42 are effectively miai and the next urgent point is the ko at Black 43.

Figure 5

The result up to White 60 is a furikawari but since Black got sente to make a huge territory at the bottom it was deemed bad for White. Note that the aji of the two white stones in the bottom right corner is still not entirely suppressed and for this reason Black 61 is very bad, (amateurs underestimate the whole question of aji). It should have been at 1 in Dia. 16. The point is, in Dia. 16, after Black 3 White cannot expect to get life on the lower edge, but in the game White 86 gains a tempo by threatening to bring the aji to life and thus forcing 87.

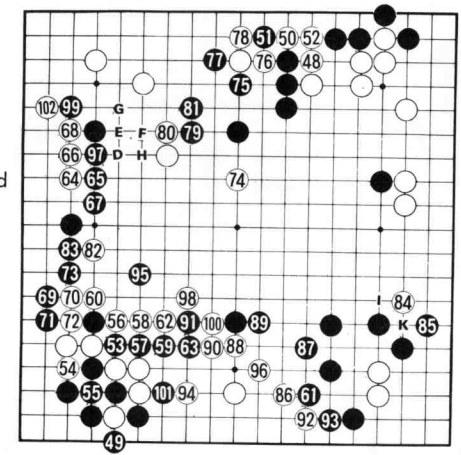
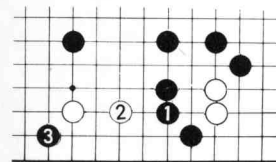


Figure 5 (48 - 102)



Dia. 16

If White 68 is at 97, Black plays 'D', White 'E', Black 'F', White 'G', Black 'H' and Black gets nice thickness.

WANTED

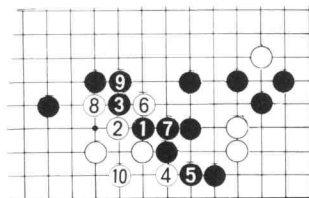
Back copies of the British Go Journal Nos. 2, 3, 4, 5, 7 and 10. These are required by Leopold Stork, Loxwood Cottage, Loxwood, Billingshurst, Sussex, RH14 0GZ.

Can any member please assist?

White 74 was necessary to attack the group on the right but see how Black's floater is effectively placed to resist attack.

Black 85 still doesn't get rid of the bad aji in the corner. 1 or K were better for this reason.

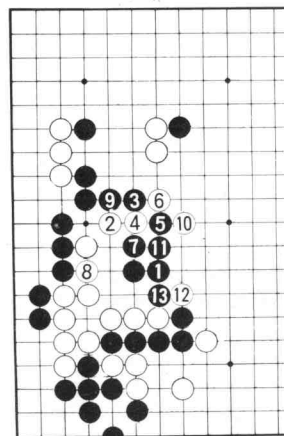
Black 87 at 1 in Dia. 17 just helps White to make eye shape up to 10.



Dia. 17

White 96 was the wrong order. The right order is White 98, Black 100, White 96. In the game White ends up playing both 96 and 100, which is tantamount to wasting a move.

Dia. 18: This Black 1 instead of 97 would have sewn the game up. White is captured.



Dia. 18

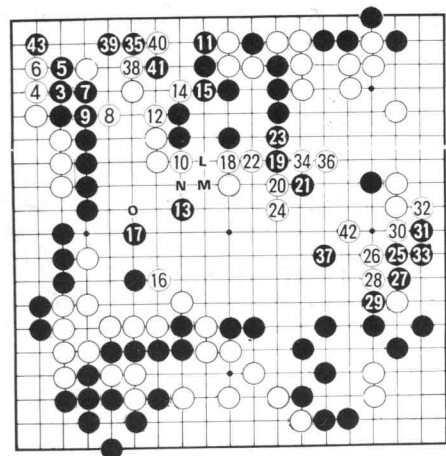


Figure 6 (103 - 143)

Figure 6

White 16 makes the group on the left secure and lends a helping hand to his group at the top. The game is now very, very close.

Overheard at a newly-formed Go Club

'Go is like love. It should be done with abandon or not at all.'

The reply from a well-known dan player, who, for obvious reasons, wishes to remain anonymous "My marriage licence. I keep re-reading it to see if there's any way of getting out of it."

If Black 17 is the cut at 'L' instead, White 'M', Black 'N', White 'O' is safe.

White 34 gives White the edge.

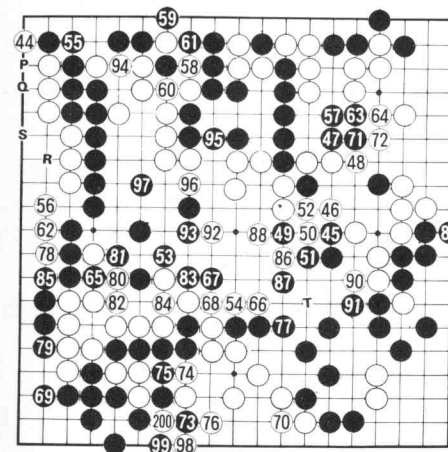


Figure 7 (144 - 200)

Figure 7

Black's simple connection at 55 was terrible. He should play it only after the exchange of Black 'P', White 'Q' then when White plays 56, Black 62 is sente - in the game it is not. White can live in the game with 'R' after both Black 62 and Black 'S'.

Black 57 is worth 8 points in gote and is the biggest play available. Black 89 is 3 points gyaku yose (= 6 points gote). If Black 91 is omitted, White has 'T'.

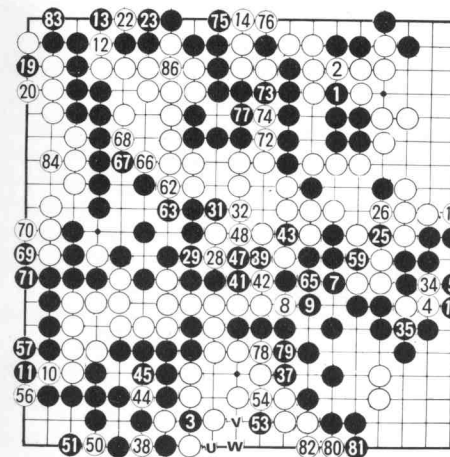


Figure 8 (201 - 287)

Figure 8

Kanno's comment to White 14 was "How could I play that? There must be a mistake in the record." There wasn't, but both players were short of time and Black 29 was odd for the same reason. It should have been at 'U'. Next Black 'V' is intolerable and White has to play 'W' then Black 29.

- 6 15 18 21 24 27 30 33 36 Takes KO on lower edge.
- 40 Fills KO Right of 38.
- 46 49 52 55 58 Takes KO in centre
- 60 Connect 3 Stones
- 61 64 Takes KO in centre
- 65 Take KO at 43
- 87 Connects.

The game ended with White winning by 2 points. Kanno got his promotion and Shirae lost his perfect record with the 'floater' as Black. When asked if he would continue to play this way, Shirae thought he might, since his opponents have to think so much about it that they get into time trouble.

Invitation to Go

John Fairbairn

'Even village boys and common people can play it very skilfully, but if it be thought very easy, even the wisest and most intelligent, though they investigate it through generations, may not acquire it correctly.' Wu Ts'ah Tsu

Invitation to Go is a basic step-by-step introduction to the game written by a Western player for Western players. You will find the book clear, simple, and easy to follow, even if you are not a village boy or one of the common people.

Contents: It's so easy to start - The rules, and the object of the game - Territory, territory, territory - The Grand Final - Basic tactics - How to start a game - The middle game - Unusual Positions - Handicaps - Go throughout the world - A professional game - Appendix - Index.
£2.60 paper covers £1.30

Oxford University Press

Books: Available from John Allen

I do not include a review of any book, since most have been treated separately in the journal already. However, here is a list of the available titles:

- The Game of GO - JAL Leaflet Learn to play GO
- GO: The World's most Fascinating Game (only a few copies left)
- GO for Beginners (Now available cheaper through your bookshop by Penguin)
- In the Beginning 38 Basic Joseki Basic Techniques of GO
- Tesuji (by James Davies - the earlier book by John Fairbairn is out of print)
- Strategic Concepts of GO The Middle Game of GO
- Kage's Secret Chronicles of Handicap GO
- The 1971 Honinbo Tournament (the only hardback)
- Life and Death What's Your Rating The Breakthrough to Shodan

The following books, although once stocked, are now out of print and unobtainable:

- GO: International Handbook and Dictionary
- GO Proverbs Illustrated
- Vital Points of GO
- Modern Joseki and Fuseki Vols. 1 & 2
- Joseki (in Japanese)

A limited number of copies of the following magazines are in stock, but if you are interested in particular back numbers, it is best to enquire first.

The British GO Journal Go Review and Games and Puzzles

Dragon posters, JAL scoresheets and ties are also on the shelves.

The new price list, available from October 1st, 1976, will be in force for a minimum of six months.

RESULTS OF EUROPEAN GO CONGRESS

Main Tournament				Weekend Tournament			
<u>Div.1</u>	1st	M.Macfadyen (G.B.)	3 dan	<u>Div.1</u>	1st	R.Schlemper (NL)	3 dan
	2nd	R.Golja (Yu)	2 dan		2nd	B.Chandler (G.B.)	1 dan
<u>Div.2</u>		A.Moussa (F)	1 dan	<u>Div.2</u>		J.Ambagts (NL)	2 kyu
<u>Div.3</u>		P.Christie (G.B.)	1 kyu	<u>Div.3</u>		J.Paterson (G.B.)	3 kyu
<u>Div.4</u>		M.Amin (G.B.)	2 kyu	<u>Div.4</u>		J.Barty (G.B.)	7 kyu
<u>Div.5</u>		A.Levine (F)	4 kyu	<u>Div.5</u>		C.Fraser (G.B.)	16 kyu
<u>Div.6</u>		M.Clark (G.B.)	14 kyu				

FINAL RESULTS OF SOUTHERN LEAGUE FOR 1975-6

Division I

Team	Played	Won	Drawn	Lost	Games won	Games lost	Points	Position
L.G.C.I	6	3	3	0	17	7	9	1
Reading A	6	3	2	1	16	8	8	2
Cambridge	6	3	2	1	10	10	8	3
Bristol	6	1	3	2	11	13	5	4
Harwell	6	2	1	3	9	11	5	5
Bracknell A	6	1	2	3	5	15	4	6
London Univ.	6	0	3	3	8	12	3	7
Red Dragons	3	.	.	.	withdrawn	.	.	.

Division II

Q.E.S	6	4	1	1	16	8	9	1
Cheltenham	6	3	2	1	12	10	8	2
Bracknell B	6	1	5	0	13	11	7	3=
Reading B	6	3	1	2	13	11	7	3=
Southampton	6	2	1	3	8	14	5	5
N.W.London	6	1	1	4	7	9	3	6
Men of Kent	6	1	1	4	9	15	3	7

RESULTS OF 2ND NORTHERN GO CONGRESS

The winner of the Red Rose Shield was Paul Prescott with five wins out of six, his only defeat being to Mathew Macfadyen, who also had five wins but who lost on the tie-breaker.

Brian Chandler's four wins, which included the scalps of Andrew Daly and Jim Bates, theoretically earned him a place in the 1977 Candidate's Tournament. However, as Brian had already qualified from Cambridge, the place went to Steve Fawthrop of Birmingham with Walter Gregory of Cleveland as reserve.

NEW CLUB IN FORMATION HARROGATE: Further information:

D.Gibson, 97 Forest Lane, Starbeck, Harrogate.

Tel: Harrogate 88154

BGA GRADING LIST 15th September, 1976

- 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), R. Moss (Bk)
- 2 dan B. Castledine (IC), C. Clement (H), A. Daly (R), J. Fairbairn (LGC), T. Hall (Bl), M. Hollings (Bm), D. Mitchell (LGC), F. Roads (W), A. Stout (), 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 (O), F. Hall (LGC), J. Hawdon (LGC), R. Hitchens (LGC), D. Hunter (R), P. Manning (Bl), C. Matthews (C), T. Oxenham (LGC), T. Parker (-), M. Roberts (Bl), A. Scarff (R) *A. Kilpatrick*
- 1 Kyu M. Amin (M), P. Christie (-), J. Clare (R), S. Fawthrop (Bm), T. Goodey (LGC), G. Gray (LGC), W. Gregory (Cl), A. Harrison (S), H. Harte (Sch), J. McLeod (LGC), J. Metcalf (SU), J. Paterson (E), J. Payne (M), B. Philp (Bm), K. Seaman (LGC), B. Simmons (L), R. Smith (Ch), N. Symes (LGC), R. Thompson (Bk), M. Yagiu (Bm), I. Young (E)
- 2 Kyu J. Barty (Cr), H. Fearnley (O), J. Hobson (L), R. Huyshe (M), R. Learoyd (-), C. Leedham-Green (W), R. Lewis (SU), J. Robinson (Cl), P. Smith (C), A. Thornton (LGC), M. Wells (W), A. Williamson (-)
- 3 Kyu A. Allwright (LGC), M. Barst (LGC), G. Bayliss (Cd), P. Bloomberg (LGC), B. Dackombe (LGC), D. Erbach (C), L. Hamilton (Bk), M. Hazlehurst (LGC), A. Henrici (R), M. Hurst (LGC), T. Macdonald (E), D. Mascord (C), W. Miller (LGC), J. O'Driscoll (Bk), J. Richardson (Cl), J. Schwarz (E), J. Sweeney (), N. Stein (LGC), L. Ward (H), M. West (E) *1*
- 4 Kyu B. Chandler (O), J. Chetwynd (LGC), A. Cross (LGC), A. Dean (S), J. Game (LGC), S. Godfrey (LGC), G. Grant (LGC), P. Gregory (O), R. Hays (SC), J. Kimberley (SU), J. Perring (H), D. Phillips (O), J. Rastall (Cr), G. Stott (C), N. Webber (UW), M. White (M) *A. Pirani Tobin*
- 5 Kyu P. Atwell (Bl), D. Cornes (R), M. Cumpstey (M), J. Dowling (LGC), N. Edmonds (R), G. Firmin (LGC), D. Goto (C), T. Hazelden (LGC), R. Hunter (O), P. Hinds (LGC), B. Little (Bl), B. Lyon (Bk), D. Page (S), K. Rapley (BEA), A. Warburton (Hu), P. Williams (Hu), R. Woolley (Lc). *Jones Wood*

KEY TO CLUBS

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

I feel sure that the above contains many errors, particularly in the kyu grades, so any additions, amendments, or just comments, are welcome.

Paul Prescott

GAME FROM 1976 EUROPEAN GO CONGRESS, CAMBRIDGE by M.R. Macfadyen

Black: M.R. Macfadyen, 3 dan

White: R. Schlemper, 3 dan

5 Points komi

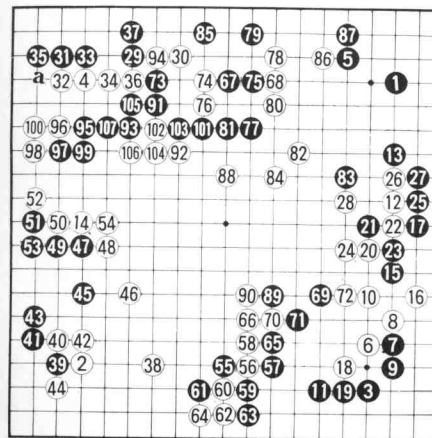


Fig. 1 (1 - 107)

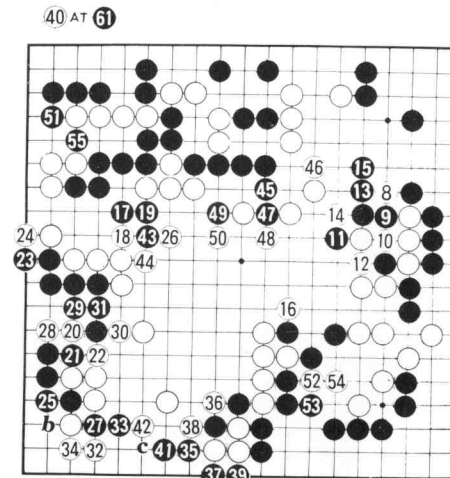


Fig. 2 (108 - 155)

This was the deciding game in the final round of the main tournament at Cambridge. It is a remarkably quiet game, in which both players avoid the sort of close fighting which normally follows from openings involving san-ren-sei.

1-37 Textbook sequence - White is playing for central influence while Black contents himself with small secure territories. Black 35 may seem peculiar to some readers, but it leaves White with many weaknesses to worry about; 38 could also be played at 'a' to solidify White's position.

39 A difficult point. Other possibilities include 55 and 67. The idea of this play is to split the White moyo in half, relying on 35 and 11 to help reduce White's territory later.

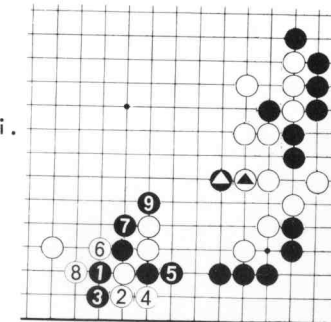
46 Very good - there seems to be no good way of breaking out into the centre, so I had to be content with a small life in sente. White's central influence is now extremely powerful.

55 It is very important to play kikashi at 69 before this. Dia. 1 shows one example of the usefulness of 69. White seems to be ahead after 66.

67 Aims at 73 as well as trying to expand Black's corner.

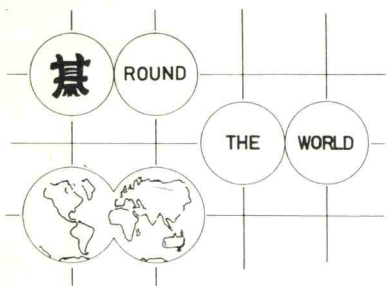
78 White cannot afford to give this stone up.

83 Irrelevant - should be 88



Dia. 1

continued on page 19



AUSTRIA

Forthcoming events include the International Wine-Harvest Tournament in Krems. One is curious about the standard of play with a name like that!

JAPAN

Professional Title Winners by John Fairbairn

This is the list of number of titles won by professionals since tournament Go started, which was just after the War except in the case of the slightly earlier Honinbo tournament. Some now defunct tournaments are not listed in Kido Year Books by the way. The tournaments included are:

Meijin, Honinbo, Judan, Nihon Kiin, Tengen, Pro Ten Best, Oza, Zen Nippon Dai Ichi, Prime Ministers Cup (= Kodansha), NHK, Hayago, New Faces, Nihon Series, Saikaisen, Igo Senshu, Saikyo, Hayago Meijin, Nihon Kiin Dai Ichi.

Women's tournaments are omitted. This list takes us up to end of 1975, so some of the new tournaments are not mentioned. A very small number of titles were shared.

Sakata's record, winning over 25% of all the titles, is astonishing, especially when you consider that he was not eligible for some tournaments, such as New Faces. It is not even possible to say he had weak opposition, but remember that Go Sei Gen was disqualified by birth from entering some tournaments, even though at one time he was knocking down all corners like skittles in special 10-game matches in the 50's.

Sakata	56	Kobayashi K	5	Tainaka	2
Rin	18	Iwamoto	4	Sugiuchi	2
Takagawa	17	Kitani	4	Kojima	2
Otake	17	Miyashita	4	Suzuki	1
Ishida	13	Handa	4	Okubo	1
Fujisawa S	13	Cho	3	Hasegawa	1
Hashimoto U	12	Shimamura	4	Sekiyama R	1
Fujisawa H	7	Takagi	3	Kubouchi	1
Ohira	6	Takemiya	2	Magari	1
Hashimoto S	5	Go Sei Gen	2	Kano	1
				Hayashi	1
				Sakakibara	1
				Miwa	1
				Hoshino	1

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HOLLAND

Winner of this year's Candidate's Tournament in Leiden was Cas Muller, 3 Dan, who thus earns the right to challenge the present Dutch Champion, Max Rebattu.

The runner-up in this tournament, incidentally, was Rob van Vulpen, who is still classed as a 2 Dan in his own country in spite of being the individual winner at the Golden Dragon in Ljubljana, where he held his own against 3 and 4 Dan opponents.

GO AT SCHOOL by J.F. Stephenson, Thornleigh College, Bolton, Lancs.

We came to GO accidentally, really. The Chess Club had, so to speak, raised its hem with the mini-skirt, and allowed certain other games of 'standing'. Later we began to add a considerable variety of other board games like Scrabble, Diplomacy and Mastermind, bought as funds allowed. And a year ago, in the same way, we bought an Ariel Go set.

The simplicity was deceptive. A game or two showed me there was more to it than Chinese Chequers, but it neither rang bells nor lit lights with the children, until a couple of lofty Sixth Formers (rare visitors, these, to the Games Club, preferring the cacophony of the stereo in the common-room), discovered it and idly played a game through. My comments seemed to fall on stony ground, but they came back the following day - with a friend!

Queues began to form, and more sets were a real problem. Funds by then were virtually nil. It might, in any case, be a passing craze - some very expensive games have lain untouched after a short period of frenzied use. Then my father's band-saw came to the rescue. A small jig, four broom-shanks and three-quarters of an hour later we were up to our ankles in wooden discs. Black paint was applied with a large liberal brush to half of them in broad sweeps. The gloss was to be applied by a fortnight's worth of use by mucky fingers (and it was!). Some odds and sods of plywood carried off from generous but unwitting donors produced three 13-line boards and another full-size board, and we were in business. Soon, games results were being recorded, 3rd-formers were beating 6th-formers, kyu-ratings were established by persuading a few to join the newly-formed Bolton Go Club. An appeal to the Headmaster's generosity resulted in three sets of BGA plastic stones, and there is now no doubt that Go is the most popular board game in the club.

A success story, but where do we go from here? One match against another school, a few playing for Bolton in the Northern Go League; the Bolton Spring Handicap - a great idea, but smack in the middle of exams. How about a national or area school children's tournament? Many school children are reluctant to pit themselves against adults in competition. But we haven't the faintest idea how many school children are playing Go. The fact that so few are willing to participate in 'adult' competitions probably disguises their true numbers. Only about five of some twenty of our players have played outside the school. Yet their importance is clear: they will be joining - perhaps founding - Go clubs in towns, colleges and universities, but only if their present enthusiasm can be sustained by encouragement and progress in the game. Suggestions please!

- 85 Now that 84 has been played, White can probably kill the Black group if he cuts it off.
- 94 Blunder - after 107 the game has become close again. continued from page 17
- 122 Game losing move. Black can protect his group adequately with 125, which is worth at least 10 points. (Note that White 'b' is no longer sente due to Black's play at 123.)
- 141 Could be at 'c' after which White will play 141, starting a large ko. However, Black now has a comfortable lead and there is no need for such reckless behaviour.
- 154, 155 This exchange is almost exactly equal (if White had answered 151, Black would play 154). The rest of the yose was uneventful; Black won by 7 points.

RESULTS OF THE BRITISH NATIONAL CHAMPIONSHIP Played at London Go Centre

Jon Diamond, 5 dan Paul Prescott, 4 dan Jon winning 3 games by 5 points, 6 points, and a resignation. By the rules of the Tournament, Paul Prescott, however, wins the trip to Japan sponsored by J.A.L.