

BRITISH GO JOURNAL

Editor: A.H.SMITH, BRISTOL

NUMBER 22

WINTER

JANUARY 1974



"HOP IT, BOBBY FISCHER"

With apologies to Giles

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EDITORIAL

Generally, for most Clubs, December brings to an end, what is hoped, another eventful year. Subscriptions become due, not forgetting the increase to the B.G.A. fee.

Very little thought is given to the Club Committee for their thankless task during the past year. A vote of thanks should be given to these various people for devotion to duty. A pat on the back or a glass of ale would not go unnoticed. But, better still, a way of saying thanks and showing a vote of confidence would be to introduce a new potential member to the Club. This would give the Hon.Sec. additional work, but an additional member into the Club is payment enough. Please bear this thought in mind during the new year - new members are the life blood of the local club and also the B.G.A.

The Spring issue is now in the planning stage and some thought is being given for the Summer edition. Articles are urgently required for these next two issues. Games, comments, ideas and Club News will be gratefully received.

NOTES FROM THE B.G.A. SECRETARY

1. LAST WARNING - subscriptions for 1974 are due on 1st January, at the rates of 30p for club members, 50p for unattached members, 80p for overseas members.
2. A few sets of glass stones (5.0 mm) are available for £3.50, and sets of plastic stones (6.0 mm) will be available soon - please write for details, the price is expected to be about £2.
3. The new Ishi Press book "In the beginning" will soon be available for about £1.30. This book fits between "Go for beginners" and "38 Basic Joseki", and is a good attempt to explain the basic principles of fuseki.
4. Please continue to send details of players 10th kyu or stronger, for the grading list.
5. Remember the 7th British Go Congress, 29th/31st March, 1974, in Reading.
6. The availability of books and stones does vary considerably from time to time; please write to me and ask for the latest information.

All correspondence to:-

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Reading, Berks RG3 2SF.
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MESSAGE FROM PRESIDENT, BRITISH GO ASSOCIATION

The Editors have invited me to offer a New Year message to our members. My first duty is to return the compliment by saying how grateful all BGA members, including of course my fellow committee members and myself, feel to find the editorship of the journal in such safe and competent hands, after all the difficulties that have beset the journal since its inception in 1967.

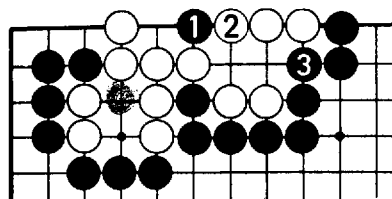
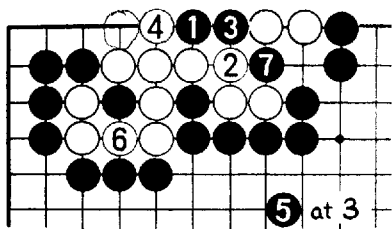
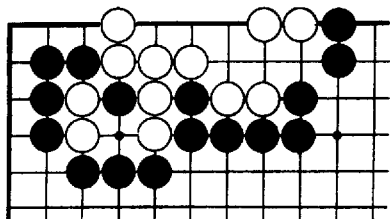
I believe we can feel satisfied with the achievements of 1973 which, like all recent years, has seen further additions to our range of activities and services. What I find somewhat disappointing is the fact that the rate of increase in activities is not matched by a correspondingly high rate of increase in membership. Whether measured in terms of individuals or clubs, our membership is crawling rather than leaping upwards.

There are millions of potential Go players in Britain. I believe we should aim to double our membership each year - all that is needed is for each member to introduce one new member per year (and, of course, not to forget to renew his own membership). Will 1974 be the year in which our membership tops the 1,000 mark?

Approximately 1% of the BGA's membership is willing to give up spare time regularly to help in the administration of the association. An increasing burden is being placed upon this hardworking minority, and I would be glad to hear from anyone willing to share the load. A member who can spare (say) an hour a month regularly over a period of a year or so is more use than someone who offers to undertake a major responsibility and resigns three months later.

I wish all members an enjoyable year's Go, and hope to see as many as possible at the 7th British Go Congress at Reading in March.

PROBLEM: BLACK TO PLAY AND KILL (Take advantage of White's dame zumari)



ANSWER 2

If White plays 2 here, Black 3 is all that is needed.

ANSWER 1

Black 1 is the vital point; 3 and 5 take advantage of White's dame zumari; 7 is the finishing touch.

Answer 1 (Dia. A1)

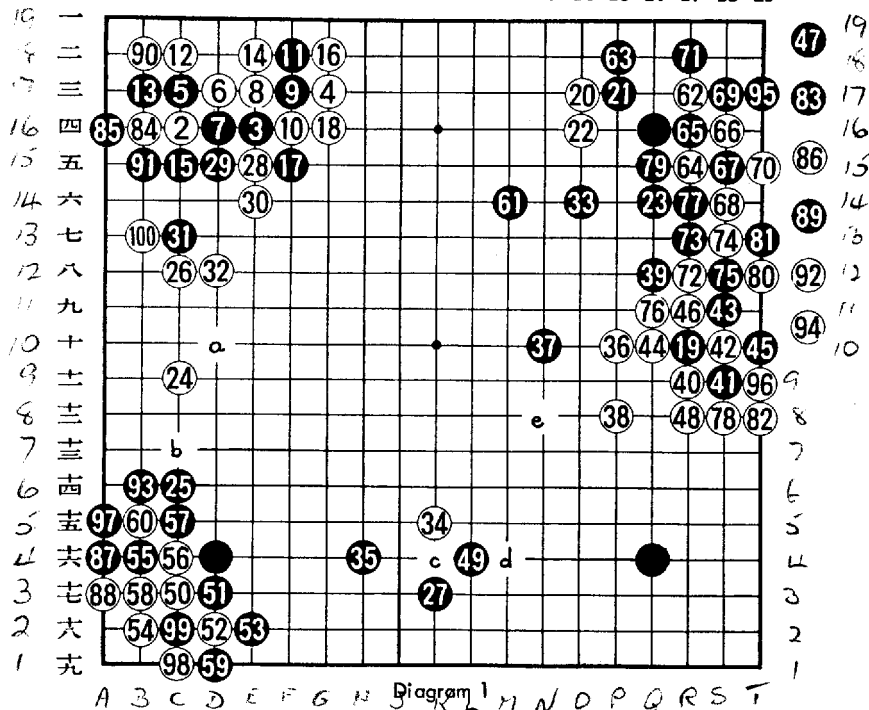
B1, W2 at 7, B3 at East 7
if W4, B5 at 7
W4 at 2, B5 at 2

DEMONSTRATION GAME

DEMONSTRATION GAME between Mr. Jiro Nakaoka, 7 dan, and Mr. John Diamond, 4 dan. Staged at the Hanover Grand Hotel, London, 1st August, 1973. Hosts for the occasion: Japan Air Lines. Commentary by Mr. Kaku Takagawa, Honorary Honinbo. Edited by Mr. John Tilley. Black: John Diamond (3 stones) White: Jiro Nakaoka

We were pleasantly surprised to be told that Japan Air Lines Ltd. had organised a Go tour to Europe for Mr. Takagawa and Mr. Nakaoka. British players were invited by JAL to attend a demonstration game in London on the evening of Wednesday, August 1st. This commentary is based on David Mitchell's tape recording of Takagawa's comments, a discussion at the London Club, and a further commentary by Mr. Lee, an ex-professional Korean 5 dan, currently studying in London. Francis Roads helped me produce the diagrams. The match started at 7.40 p.m. with about one hundred enthusiasts present. Mr. Nakaoka politely informed John he would receive three stones and the kibbitzers resigned themselves to a short match! The first move is White 2 (this is dictated by our diagramming equipment).

A B C D E F G H J K L M N O P Q R S T
 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19



White 2 to 18 is a well-known joseki. Takagawa pointed out that although White gains more in the corner, Black has sente after this exchange. Mr. Lee was not happy about White 4; "It is too easy for Black in a three stone game. I would never play like this." He suggested

White 4 at 18 - the two skip high joseki, which leads into countless complications. In fact this joseki is the subject matter of Hasegawa's 220 page tome - "The Bloodthirsty Sword". One can only agree that this would not have made life easy for John!

With Black 19, Black has sente and will take one of the sides, as all the corners are spoken for. Mr. Takagawa was happy with 19 but Mr. Lee said Black 'a' was best, Black must consider the wall he just made in the upper corner.

After White 20, Black 21 and 23 were criticised, although John seemed to be following the example on pages 36-37 of "Strategic Concepts". However, Takagawa said 21 at 23 was best and Nakaoka agreed. An unresolved query.

White 24 was an inevitable wariuchi (White can expand on the third line in both directions.) Black pushed White towards his strength with 25. He could have played 'b' too, but the direction is all important. With 27 John occupied the last big oba, but this move is not so good and Mr. Lee criticised it several times. He said 27 should have been at 30 and in view of what happened next, you can only agree with him. Furthermore, if John were to play on the lower side 'c' is better, as 19 is low 27 should be high, to prevent two White boshi at 34 and 36.

Mr. Nakaoka immediately cut with 28 and 30 and the result in the upper left was very good for him, despite the simple joseki. Takagawa said that 31 was a good move to live with as it gave John sente. He used it to play 33 - the only move. This is the focal point for both Black and White. John now sat back and waited for White's invasion. If he could attack the invading group and thus make territory, he would win the game.

White started by making the two boshi already mentioned. Takagawa pointed out that the normal answer to 34 is keima to 35 or 'd' - follow the Go proverb. However, if you consider the corners, Black has two stones in the left and one in the right; hence Black should play to strengthen the weaker corner, so 'd' was best.

After 35, White can invade the left corner at san-san, 50. If White wins this ko it is very bad for Black; if Black wins he is overconcentrated. Another indication that 35 was not best! However, Takagawa pointed out the subtle difference that 25 at 'b' would have made - there is no ko and 35 is now better for Black.

Black 37 was a very aggressive move - a double boshi. This move is played when Black is much stronger in the surrounding area. However, John's next move was a very poor one. Black 39 is a very defensive move and as Takagawa put it - "Once you have committed yourself, it is better to continue than to change. Once you have started to attack, then continue with 'e'." This would effectively separate White's two boshi groups - a very aggressive attack in keeping with 37.

White quickly settled his group with 40 to 48. Black 45 should not be played at 46, the sequence in Dia. 1 is not as good for Black as the Figure.

In Dia. 1, White gets sente to invade at 4, which does not happen in the Fig. This is due to the extra play 2 he gains in Dia. 1. In Dia. 1, White can treat his upper group as kikashi and play lightly. He will have no trouble in living. Any direct attack by Black on the White stones will weaken Black's lower right hoshi stone.

After 49, Nakaoka spent several minutes in thought before invading at 50 - an invasion which must lead to ko. John realised he could not possibly fight a ko, because White has three good threats against the Black upper left group. Should White win the ko and break through Black's wall 51, 53, Black will have a bad position. John therefore played 55 and White lived in gote.

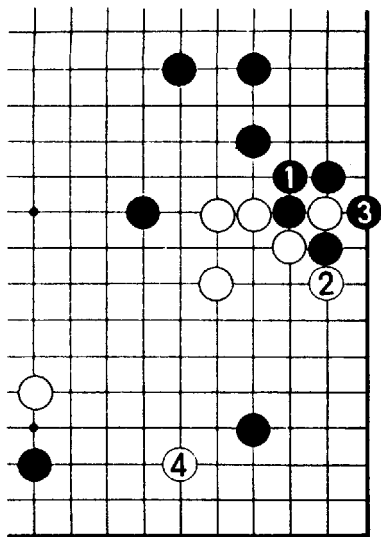


Diagram 1

Mr. Lee suggested Dia. 2, White is not alive and Black maintains his territory - but at the cost of sente. Mr. Lee wasn't happy with 55. (Normally Black 8 in Dia. 2 starts the ko.)

Anyway, Black got sente with 61 - where to play? After much discussion, Mr. Lee agreed that 61 at 63 was best - a simple sagari.

White invaded at 62 and John played the natural sagari to 63 - the other joseki at 65 would be very bad in this position. A long sequence from 65 to 83 now followed, ending in ko. The whole sequence was bad for Black considering that the right side was his territory initially. Mr. Lee recommended Dia. 3 - which gives Black sente. In fact, Black 65 and 67 were two bad moves, which led to a difficult ko fight. Eventually White ignored Black 93 and filled the ko with 94. White had gained tremendous thickness on the right side. After the 95, 96 exchange, John played 97 - the obvious move. Given this position as a problem, it is obvious 1 in Dia. 4 is correct - but who would think of it in a game! Due to John's mistake, another ko started with 98.

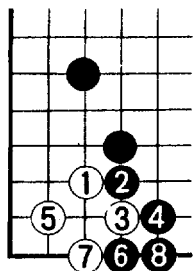


Diagram 2

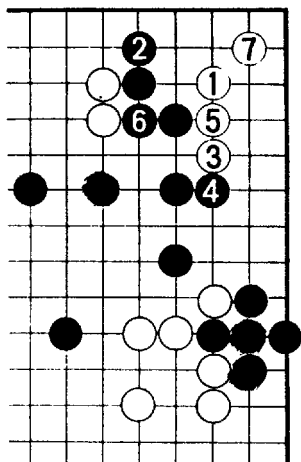


Diagram 3

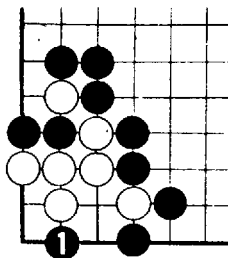
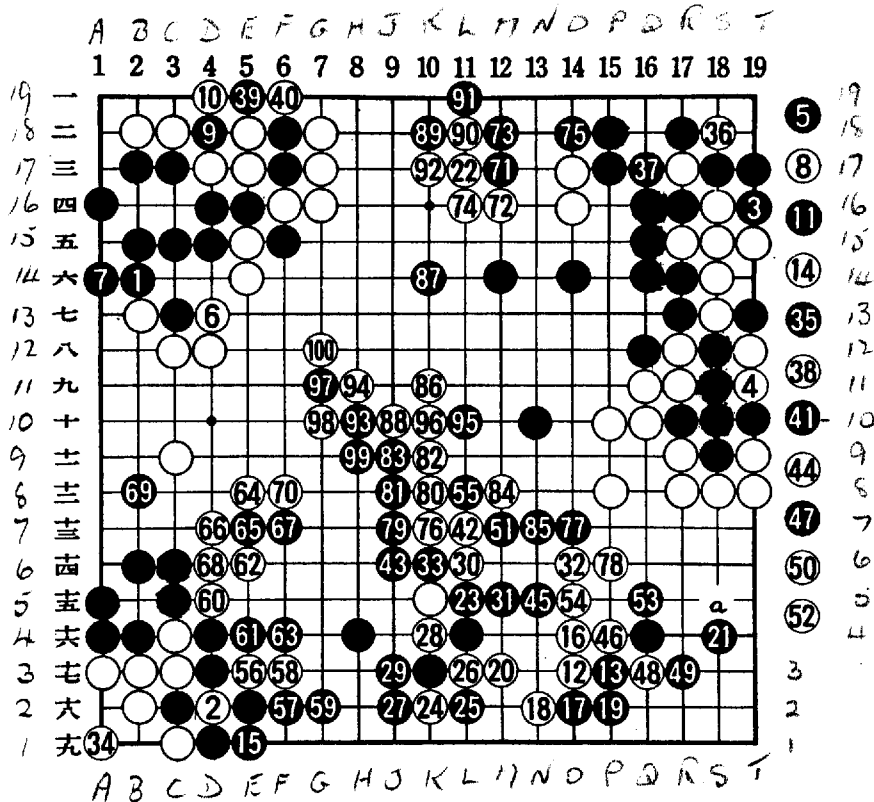


Diagram 4



After White 2, Black should connect at 15 immediately, he cannot afford to let White capture there. White invaded at 12, using his tremendous influence and Black eventually connected at 15 - note White still needs two more moves to live.

Black had to live in the lower right corner next, hence the somewhat unusual sequence 17-21. Black 21 would be a little better at 'a'. White 22 was big and Black wanted to attack White's four stones with a boshi at 32. However, there is no real chance of capturing them because of White's powerful influence. John instead played 23.

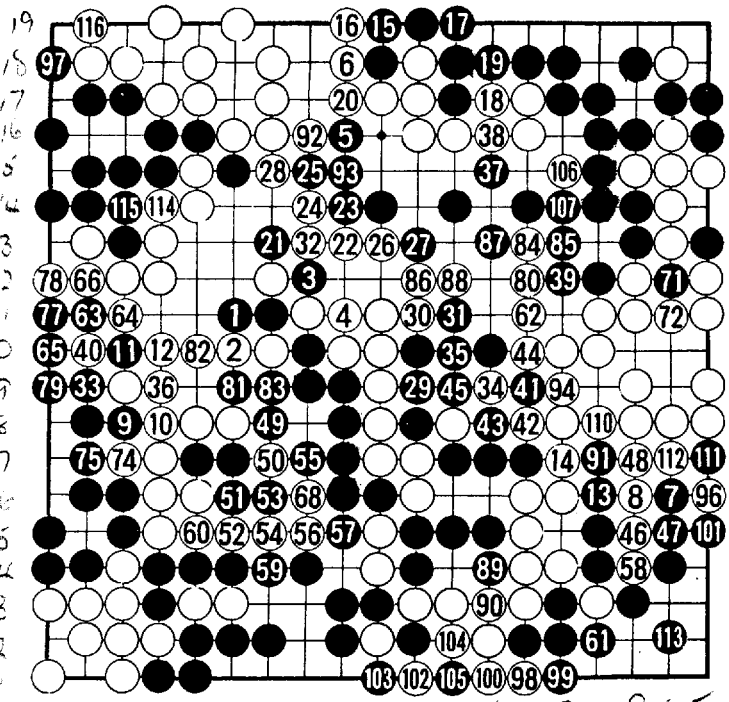
White 24 was a strange move. Maybe Nakaoka wanted to see how John would do, given a chance. John found the maximum counter, 25 and after 33 Black has a large lead - 15 points or so, forgetting the ko.

The ko was next settled with the sequence 34 to 52. Black's ko threat 45 was poor, White's reply 46 promised three more threats. With 53 and 55 Black seemed to be 15 points ahead.

Nakaoka now played a clever sequence to get into Black's territory, starting with the cut 56. Black 65 was poor, the nozoki of 67, White 65 and then 69 was better.

John said that 71 was bad, a try it and see move. The simple jump to 87 was best. White now pulled his two stones out with 76 etc. and John made a bad mistake with 97. He should have played nobi to 98.

A B C D E F G H I J K L M N O P Q R S T



- 19
- 18
- 17
- 16 (67) takes Ko
- 15 (69) on 50
- 14 (70) takes Ko
- 13 (73) takes Ko
- 12 (76) takes Ko
- 11 (95) on 34
- 10 (108) on 102
- 9 (109) connects above 103
- 8
- 7 (117) on 96
- 6 (118) on 11
- 5 (119) dame move
- 4 (120) on 105
- 3
- 2
- 1

Figure 3 (201-320)

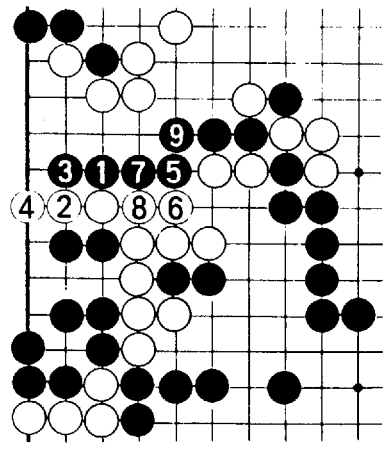


Diagram 5

Nakaoka captured 97 of Fig.2 on a large scale with the sequence up to 28. However, Black 11 needs an explanation - Dia.5.

Dia.5. White cannot play sagari at 2 to capture Black because, after Black 9, White is one step behind in the fight. Mr.Takagawa was pleasantly surprised that John could read this out.

After White 44, time was running out, so the game was transferred to the main hall and continued on the big demonstration board. John continued to play his yose well, and after letting White fill the last ko, found he had won by 4 points.

A very enjoyable evening finished at 11.00 p.m.

Editor's Note This game is full of beauty. To achieve the full benefit one should treat this as a piece of music from the M.J.Q. Brubeck, or the late Tubby Hayes, to be played repeatedly to appreciate the full theme and finer points.

BOOK REVIEW by Francis Roads

Go; a Guide to the Game, by D.B.Pritchard, Published by Faber and Faber, Price £2.35

All the existing substantial hard-back introductions to Go suffer from various defects; lack of consistency in the level of the instruction, an unsystematic approach, or errors in text and diagrams. This book is free from these defects, and is a welcome addition to the existing range of beginners' books.

The ground covered is approximately the same as that of Iwamoto's "Go for Beginners"; however, in its 216 pages it covers this ground in much more detail. The presentation is systematic and thorough, and diagrams are plentiful and accurate. I am glad to say that the publishers have had the wisdom to include the BGA's address.

I think the main appeal of this book will be to readers who have decided they want to learn Go but have no contact with existing Go players - for them this book provides a very thorough grounding. It is not a book for the casual reader - one couldn't learn Go by 'flipping through' it. Beginners who are also receiving instruction from established players might find the approach rather slow. Furthermore, I disagree with the publishers' claim that "beginners and established players will find fascinating". Apart from a very fully annotated game of Iwamoto, there is not much of interest to the player of, say, 10 kyu or stronger.

The real importance of this book is that it is the first Go book from a British publisher, and that the author is already well known as an author of Chess books and as editor of "Games and Puzzles". These facts in themselves represent a boost to the status of Go in Britain. The book is going to find its way onto many library and bookshop shelves.

It is to be hoped that Faber and Faber will now follow this book by publishing more advanced material on Go by British authors.

NEWS FROM JAPAN by J.Tilley

This year's two major title matches have been dominated by Ishida 7 Dan (25) and Rin 9 Dan (31). At the start of the year Ishida was Honinbo and Rin Meijin. As expected, Rin won the Honinbo League 6-1. This is a round robin tournament to find a challenger for the Honinbo title. 22-year old Takemiya finished just behind Rin. The previous overall score in Ishida-Rin encounters was 9-5, so Ishida was favourite. However, Rin was expected to make a particularly fierce challenge as he had never lost a title match three times running. The result was incredible; Ishida crushed Rin 4-0, winning three of the games by resignation. Rin must have been totally demoralised and the fact that Ishida looked like becoming challenger for the Meijin Sen didn't help.

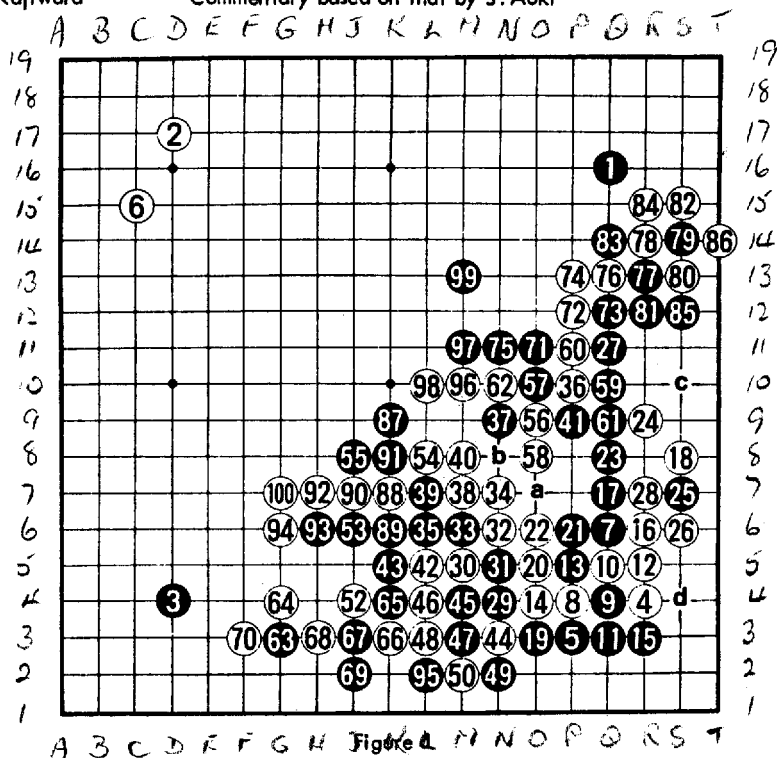
Ishida dominated the Meijin League and the first match of the title series was played in August. Ishida won this and the next two games by $\frac{1}{2}$, 5 and 2 points. Nine consecutive wins against Rin in fourteen months! One more win and Ishida would become Meijin. Rin said "I had given up after three straight losses, but I went into the fourth game with a carefree spirit. There was everything to play for and the tide suddenly turned." Rin won this game by $\frac{1}{2}$ point and the next two games by resignation and $\frac{1}{2}$ point to level the score 3-3. The final game was played on October 19-20th and Rin won it by resignation.

So both major titles stay where they were for this year, but these eleven games have given the Go world a fascinating year.

PROFESSIONAL GAME

Ito v. Kajiwara

Commentary based on that by S. Aoki



When beginners play even games, they often make the mistake of playing entirely in one corner or along one edge to start with. This usually indicates a lack of strategic sense, i.e. a tendency to get involved in a local tactical battle while failing to consider the board as a whole. However, sometimes professional players seem to play in this way. In Figure 1, nearly all the first 100 moves are played in one diagonal half of the board. This does not indicate that the players lacked strategic skill, of course, but rather that the joseki chosen in the lower right corner produced a fight which effectively continued throughout the game and which neither player could afford to leave alone.

Subsidiary fights broke out which nevertheless still affected the main fight. The result was a game that is really too complex to follow without playing it through with board and stones. The protagonists were Mrs. Ito, 6 dan, whom some of us had the pleasure of meeting in London in May 1972, and Kajiwara, now 9 dan, who had White.

Figure 1

Black 7: initiates the tai-sha joseki, charmingly nick-named by the Japanese "The joseki of the ten thousand variations". White has the choice of conceding influence to Black or starting a vicious fight. With the two star stones '1' and '3' in the background, either alternative would suit Black.

White 14: After this move, both players are committed to keeping alive their respective pairs of armies growing from the cross-cutting stones 8, 9, 10 and 13. One group of each colour will live in the corner, the other two groups must fight it out in the centre. This is the main line of the tai-sha and leads to most of the difficult variations.

Black 27: This move is usually played at (a) and may be followed by W'30', B'48', W'34', B(b), W'38', B'56'.

White 28: Ensuring the life of this group enables White to attack Black freely and thus indirectly strengthens the outside group as well.

Black 33: A second cross cut and a new fight.

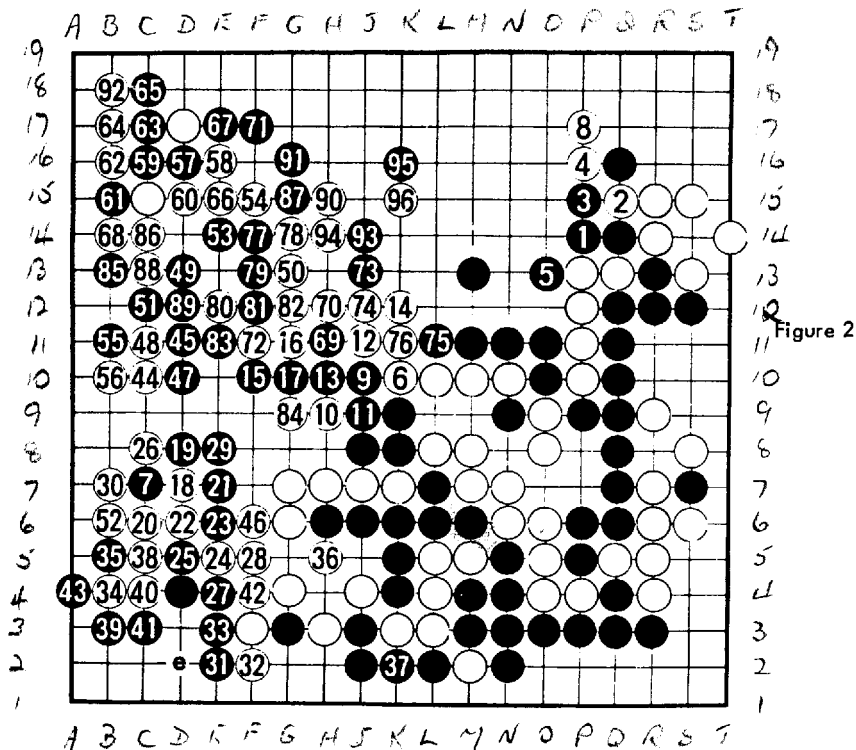
White 34: Of course the empty triangle is bad shape, but White gains sente to attack at 36.

White 40: Another empty triangle. He could have captured five black stones and secured all his central stones with a play at '58'. Black would have been able to build a sphere of influence along the lower side, but there would have been attacking chances for White because of the crack at '44'.

Black 55: Putting her stones in good shape, and thus simultaneously attacking White's original centre group and the new White group on the lower side growing from Black's cross cut 33. Which of these two weak White groups would you defend first in a game?

White 56: Should have been '64', to defend the lower group. The other group was stronger because it has the ability to attack the black group growing from Black 13, while the lower group has no weak black group to attack.

Black 63: '64' would have been a better attack.



White 70: Although Black has captured six stones and secured his centre group, White can be satisfied with the strength of his outside stones and consequent weakness of the Black lower left corner.

Black 71: Black renews the attack on White's centre group. She has to be careful about her own large group including her '13'.

Black 75: She should exchange (c) for Black (d) before making this move.

Black 99: Black should attack at '101' ('1' in Figure 2) at once.

Figure 2

Black 5: Black has secured her group by capturing five white stones. However, Black '99' in Figure 1 now appears superfluous. The large White centre group is still weak but now has one eye and can rely on attacking Black's three-stone group including '55' in Figure 1 to gain safety, as White '100' made that group weak.

Black 7 and White 8: For the first time since the opening the fight is no longer critical - Black has a chance to defend her weak group in the corner and White to take territory in the upper right corner.

Black 9: The fight is on again, Black's small centre group vs. White's large one-eyed group. This fight is to decide the fate of the game.

White 18: Should be at '21'. Black can now counter-attack.

White 24 - White 42: An inevitable sequence. Black has effectively attacked White's group including '24' and forced him to make eyes.

Black 43: This makes life for Black's corner group. Without it, White can reduce Black to one eye with the *oki* (e).

White 46: It is necessary to make the second eye now as after Black '45' White can no longer win a fight with Black's outside stones.

White 50: White would like to deny Black '51' but he must make good shape for his centre group which still has only one eye.

Black 59: A mistake. Black must make eyes for her group, and she could have done this if she had substituted '60' for '59'.

Now the game goes downhill for Black. There are further opportunities to make eyes, but only at the expense of giving up a large corner to White. She tries to reopen the attack on the White group, but this peters out after White '96'. So;

Black 97: Resigns. The large Black group cannot be saved now.

THE ONE DAY READING EVENT

Sunday, 30th September, 1973.

With an entry of 38 from such Clubs as: Cheltenham, Corby, Bracknell, Reading, London, N.W.London, Harwell, University of Sussex, Port Talbot and Barnet, six divisions were arranged, with the following results:-

Group A	1st	Hall	Group D	1st	Daniell
	2nd	Shimamoto		2nd	McLellan
Group B	1st	Mitchell	Group E	1st	Harley
	2nd	Perring	League	2nd	Huyshe
Group C	1st	Horton	Group L	1st	Hunter
	2nd	Gaskell	Losers	2nd	Lyon

After a very pleasant meal, Ren Go (Family Go) Lightning Tournament was staged. This was won by Messrs. Daly, Scarff, and Hunter, with Messrs. Roads, Gray and Shimamoto coming a very close second.

Any Club. Hon. Sec. wishing to run this type of One day Tournament with minimum effort, please contact T.M.Hall.

FRANK MAY OF LONDON TAKES THE WESSEX TITLE BUT OXFORD MAKE A KILLING

Frank May, 2 dan, achieved a 100% record at the 4th Wessex Go Tournament, held at Marlborough Town Hall, Sunday, 28th October, 1973. He beat M.Roberts, 1 dan, Bristol, J.Cock, 1 dan, Cheltenham, T.Yoshi-i, 2 dan, unattached, and A.Daly, 2 dan, Reading.

The Mayor of Marlborough remarked, when presenting the Wessex Robnor Trophy and the Division Prize to Frank May, how impressed he was with the organisation of the Tournament, this being his first contact with the ancient and noble game. Most impressive was the absolute quietness of the assembly whilst the actual games were in progress, which was in direct contrast to other functions when being held at the Town Hall. He hoped that Marlborough would be the venue for the Wessex for many years to come.

The other winners were:

Division 2 C.Clement, 1 kyu, Harwell
Division 3 R.Talbot, 7 kyu, London.

Most outstanding was the Oxford Club, this their first ever entry to the Wessex. Their total entry was 4, having a competitor in Divisions 3, 4, 5 and 6. It was only in Division 3 they failed to achieve honours.

Division 4 J.Hobson, 10 kyu
Division 5 M.Macfadyn, 12 kyu
Division 6 A.Hodgson, 18 kyu.

Each received the Division prize.

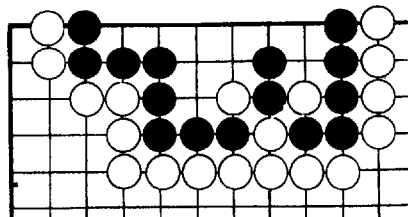
Full results of the Tournament have been distributed to all Club Hon. Secretaries; additional copies are available from P.Langley, Hon. Sec., Bristol Go Club.

SEKI by T.M.Hall

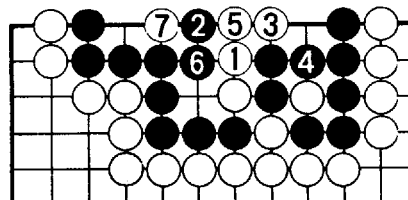
Here it appears in Dia. 1A that the two White stones are lost and serve no purpose. However, there is aji to be considered.

Sequences up to White 7 in Dia. 1B give a seki, but Black is able to take White 7 with his last move of the game without affecting the seki, thus gaining an extra capture. This might even affect the result of the game.

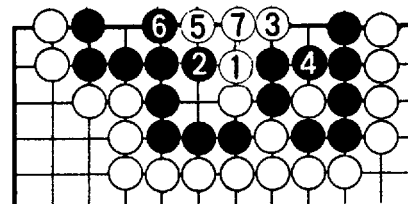
A similar result is shown in Dia. 1C.



Dia. 1A



Dia. 1B



Dia. 1C

7TH BRITISH GO CONGRESS 1974

The 7th Annual British Go Congress will be held in Wessex Hall, Reading University from Friday, 29th to Sunday, 31st March, 1974. The Congress will be sponsored by Japan Air Lines.

The main event will be a six round McMahon Tournament, held on the Saturday and Sunday. Included in that competition will be the British Open Championship, the challengership for the British Championship, and even game tournaments for all grades of players. On the Friday evening there will be a lightning handicap competition. Also during the Congress the BGA Annual General Meeting for 1974 will be held.

Both accommodation and play will be in Wessex Hall, which is a modern hall of residence within the campus of Reading University, standing on wooded slopes beside the lake. The cost, including bed and breakfast for residents, all other meals, service charge, VAT, and Congress fees, will be from £4.00 for non-residents and £8.70 for residents, depending on the length of stay. There will be an additional charge for late entrants - after January 31st.

go

A GUIDE TO THE GAME
D.B. PRITCHARD

David Pritchard's *Go* is the first book in English to be written by a professional player. It is a comprehensive introduction to the game of *Go*, written for the beginner. With an explanation of the basic rules and a complete set of 21 diagrams, it is a must for all players, taking interest in the development of the game.

In this guide, Mr Pritchard gives a detailed history of the game, and then leads the reader through the main tactical and strategic principles, and describes the standard openings. It is a must for all players.

£2.75

FABER AND FABER

GRADINGS

The following is a list of the stronger members of the BGA who bothered to send details of their grading to the BGA Secretary, as asked in the last two issues of the BGJ. Please continue to notify the BGA Secretary of any changes or additions to this list, which is to be published regularly.

- 4th Dan: J.P.Diamond (Barnet)
- 2nd Dan: A.J.Daly (Reading), T.M.Hall (Bristol), F.May (London), D.Wells (London)
- 1st Dan: J.L.F.Bates (London), L.Bock (Woodford), J.C.Cock (Cheltenham), F.Hall (London), R.J.G.Hitchens (London), M.C.Roberts (Bristol), J.S.Tilley (London)
- 1st kyu: J.E.Allen (Edinburgh), C.Clement (Harwell), D.G.Hunter (Reading), P.G.Prescott (Cambridge), A.Stout (London), D.J.Sutton (Reading), M.Yagin (Birmingham), I.Young (Edinburgh)
- 2nd kyu: B.Castledine (Cambridge), C.Leedham-Green (Woodford), D.R.Mitchell (Woodford), A.A.C.Scarff (Reading), R.J.Smith (Cheltenham), A.Williamson (unattached)
- 3rd kyu: L.J.Hamilton (Bracknell), T.McDonald (Edinburgh), M.West (Edinburgh)
- 4th kyu: S.L.Bailey (London), J.Hawdon (Woodford), A.Henrici (Reading), G.G.Gray (London), P.T.Manning (Cambridge), R.Moss (Bracknell), T.Parker (Bracknell)
- 5th kyu: J.Clare (Reading), R.D.Hays (Bristol), D.Mascord (Cambridge), J.M.McLeod (Cambridge), P.Langley (Bristol), B.Philp (Birmingham), J.Perring (Harwell), L.Ward (Harwell), D.Wilmore (Harwell)
- 6th kyu: G.Bayliss (Bristol), J.Cumpstey (Bristol), R.B.Huyshe (Corby), T.Page (Cheltenham), J.G.Pusey (unattached), J.Thurston (Bracknell), N.Whitehead (Harwell)
- 7th kyu: D.J.Comes (Reading), R.G.Kirsopp (Edinburgh), R.Talbot (London), M.Wells (Woodford)
- 8th kyu: F.Adams (Cambridge), R.Archibald (Edinburgh), P.Atwell (Bristol), D.N.Brooks (Bristol), A.J.Horton (Bracknell), A.Lewis (Harwell), B.Simmons (London), A.Thomas (Edinburgh), A.Thorton (London)
- 9th kyu: S.Bock (Woodford), L.Nelson (Woodford)
- 10th kyu: J.Ansell (Cheltenham), B.Byrne (Bracknell), D.Erbach (Cambridge), A.Dartnell (Birmingham), A.Fairlamb (Edinburgh), J.R.Garett (Corby), R.Ludwin (Bracknell), G.McCauley (Birmingham), P.Morrey (Reading), C.Masson (Cambridge), A.Thornton (Woodford), H.Sheldrake (Edinburgh)

There is a wide range of opinions in Europe as how best to record games. In Japan, the algebraic notation is not known. I personally find it misleading, clumsy and hard to understand.

The Japanese use score pads with the board about six inches square. Black moves are recorded with a blue biro, White moves with a red biro. The strange European habit of circling stones is alien to the Japanese.

With a little care it is possible to keep a very neat score indeed.

In big tournaments the time-keeper does not use a chess clock. Instead, he keeps track of the time taken for each move! A complicated form helps him do this. Players have to ask him how much time they have used.

The reason for this must be historical, stemming from pre-chess clock days.

CLUB NEWS

Southern Go League

On Monday, 1st October, London and Woodford clashed in the new season of the Southern League and this resulted in a three-one victory for London. The results were:-

Board 1	Gray v Roads	Gray wins
Board 2	Harrison v Mitchell	Harrison wins
Board 3	Talbot R v Wells M	Talbot wins
Board 4	Mireshandari v Thornton	Thornton wins

Will all Clubs competing in the Go League please arrange their games as soon as possible, as a winner is necessary for presentation of Trophy, to be made at the Reading Congress in March. All results to be sent to David Mitchell, Woodford.

Bristol

Friday, 28th September, saw the climax of a hard fought tournament. At a Grand Social Supper Dance run by the Filton Branch of the R.A.F.A., many Bristol Club members and their wives saw the President of the R.A.F.A. Branch, Mr. Len Treeby, present the R.A.F.A. Go Challenge Trophy and drinking tankard.

In the absence of Gerald Bayliss, the winner, Alan Smith, Chairman of the Bristol Club, received the trophy; he also received the runner-up's medal on behalf of Roger Hays, who also was unfortunately absent, due to late holiday commitments.

The final of this R.A.F.A. competition between Gerald Bayliss and Roger Hays was a repetition of the final of the Bristol Go Stone. Gerald now holds both the Go Stone and the R.A.F.A. Go Challenge Trophy.

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