

BRISTOL July saw the welcome return of Isao Nakagawa (4-dan) from Nagasaki who was in this country for almost one month. During his stay he attended the club on three occasions playing simultaneous games with club members and invited members to visit his Hotel day or night to play during his stay in Bristol.

Another overseas visitor during the same period was Les Heuser from Denmark, who managed a very hurried one day visit from London.

A party of Bristol members attended the inaugural meeting of the Weston-Super-Mare Go Club to instruct, play, and advise. (See news from Weston club for more details). Since this first meeting, Trevor Schofield, the founder of the Weston Club, has been visiting the Bristol club every week bringing with him potential new players.

The R.A.F.A. Go Challenge Trophy has reached the final round where Peter Langley meets Roger Hays in what should be an interesting battle between these two long-standing Go rivals. The winner receives the trophy to hold for one year and an engraved drinking tankard to keep.

NEXT ISSUE

It is hoped to publish the full demonstration game between Mrs. Sachiko Honda, fourth Dan, and Miss Chizu Kobayashi, second Dan, that was arranged by Japan Air Lines on August 13th at the Hanover Grand, London.

5TH WESSEX
MARLBOROUGH
TOWN HALL
SUNDAY
20TH OCTOBER
ORG.:- R.HAYS



THIS SHOULD BRING IN NEW MEMBERS

LONDON GO
TOURNAMENT
IMPERIAL COLLEGE
2ND TO 5TH JANUARY
ORG.:- P.PRESCOTT

BRITISH GO JOURNAL

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THE BRITISH CHAMPIONSHIP 1974

ORDERS to:

J.E.Allen,
BGA Book Distributor,
7 Lordship Road,
Cheshunt, EN7 5DR.

Telephone: Waltham Cross 24846

SUBSCRIPTIONS, CORRESPONDENCE to:

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

Telephone: Reading 581001

EDITORIAL

A large portion of this the Autumn edition of the Journal is devoted to the British Championship Match of 1974 in which Jon Diamond, the British Champion since 1965 was defeated by Paul Prescott. Many thanks are extended to John Tilley for collating the comments from various sources in a very short space of time, making the publication in this issue possible.

The photograph on the front page shows from left to right: Mr. Jon Diamond, Mr. John Tilley and Mr. Paul Prescott, and was produced by courtesy of Japan Air Lines.

IMPORTANT NEWS

John Allen has now eased the burden on Derek Hunter by handling the distribution of books and other material.

All orders for books and other material except subscriptions should be sent to John Allen, as should enquiries about what is in stock.

All other enquiries and correspondence and subscriptions should continue to be sent to Derek Hunter.

SECRETARY'S NOTES from Derek Hunter

I am much relieved to have handed over the distribution of books to John Allen as this is one of the more time-consuming jobs that I have done for the last five years.

I feel that it is not always appreciated just how much work all the members of the BGA Committee perform in the interests of the whole membership of the BGA, or indeed that it is unpaid.

In my last report on stock (John Allen will write future ones), I am glad to announce that once again the BGA has a stock of 6 mm plastic stones, and that "Ariel" sets are available again. Further, the BGA has purchased a new type of beginner's Go set which should be available soon - the "Ponnuki" set, and hopes to carry stocks of thick glass stones in the future. "Strategic Concepts of Go" is now out as a paperback, but the following books are out of print: Go Proverbs Illustrated, Modern Joseki and Fuseki volumes 1 and 2, The Middle Game of Go, Vital Points of Go.

Please remember that subscriptions for 1975 are payable from 1st October. The rates are not known at the time of going to press as there is an Extraordinary General Meeting on the 31st August 1974 to consider a proposal to raise them. However, it would assist me considerably if you did not all wait until the last moment as usual.

The BGA now owns a small addressing machine, which simplifies the task of the mailing list for the BGJ and any other information. However, it also means that if any errors creep in, then they will stay on file until corrected. Therefore please check that your up-to-date address is used.

Please continue to send me information about members with grades of 6th kyu or stronger. I hope to publish an end of year grading list in the next issue of the BGJ.

COMMITTEE NEWS

Three monthly meetings have been held since the last report.

Various sub-committees have been set up, viz. a Grading Sub-committee (Andrew Daly, Paul Prescott, Jon Diamond); a sub-committee to administer the Southern League (John Allen, Lawrence Hamilton, David Mitchell); a sub-committee to examine ways of improving the system for selecting the challenger for the National Championship (John Tilley and Andrew Daly); a sub-committee to examine in detail a proposal from Edinburgh Go Club to decide EGM motions by postal vote (John Allen, Derek Hunter, Francis Roads), the Committee having accepted the principle of the proposal; and a sub-committee to administer a fund to assist members to hold initial beginners' meetings (Bob Hitchens, Mark Hall, Roger Huyshe). Any member wishing to use this facility should contact Bob at 8 Wickliffe Avenue, London N3 3EJ (01-349-1900).

Geoffrey Gray and Paul Prescott were our delegates to the EGF. The most important decision was to hold the next European Congress in Austria, and the 1976 one in Britain.

Paul's offer to organise a four-day congress in London next January was gratefully accepted.

Other activities have included discussion of ways of supporting the BGJ editorship; discussions with Stuart Dowsey about the London Go Centre; obtaining a copy of the Expo 70 Go film; and continued negotiations with potential importers and manufacturers of equipment.

The Go Advisory Service (Japan Air Lines) has received 2,600 enquiries resulting from the Open Door TV programme, and another 900 from the subsequent 'Magpie' programme on Thames TV.

COMING EVENTS

5th WESSEX GO TOURNAMENT

This tournament organised by the Bristol Go Club is to take place at Marlborough Town Hall on Sunday 20th October.

Entry forms and details of Tournament fees which include lunch and tea can be obtained from Mr.R.D.Hays, 2 Mallard Close, Chipping Sodbury, Bristol BS17 6JA.

LONDON GO TOURNAMENT

Imperial College, London

2nd to 5th January, inclusive

Details and entry form from Paul Prescott

THE BRITISH CHAMPIONSHIP 1974 by John Tilley

Paul Prescott won the challenger's tournament, which was part of the Reading Easter Congress and thus earned the right to play Jon Diamond, the British Champion since 1965.

Jon Diamond won the Championship when he was 18 and he has dominated British Go ever since. It was once said "You can recognise him by his rich gear and the smile of someone who rarely loses!" Despite an apparent disinterest in Go of late and a lack of practice, Jon always seems to pull something out in important games. This was confirmed by his perfect 6-0 score at Reading and two air tickets to Japan. The invincible Diamond was apparently all set to remain British Champion for some time to come.

Paul Prescott was the most unknown dan player in Europe, having jumped from 1 kyu to 2 dan in the early part of this year. He is therefore the only British player who never will have a shodan grade! Paul's 2-2 score at Amsterdam and 4-2 at Reading, together with excellent results in Paris, earned him a promotion to 3 dan, just before the match. He was beaten by Jon at Reading, in their only previous encounter.

This year the Championship was sponsored by JAL and to maximise publicity the BGA had agreed to make it 1 game only for 1974, instead of the usual 3.

Currently the BGA is considering next year's Championship, which will probably be a challenger's league and a best of 3 games title match.

The Championship game was held on June 12th at the Waldorf Hotel in London. JAL arranged extensive press coverage and the article in the Evening Standard led to the London Go Club being swamped with a wave of beginners.

Black Paul Prescott 3 dan
White Jon Diamond 4 dan British National and Open Champion

Time: 2 hours each, 45 sec byoyomi 5½ points komi

Comments by Paul Prescott, Andrew Daly 2 dan and John Tilley 2 dan

Professional comments by Iwamoto Kaoru 9 dan (from a discussion with Stuart Dowsey 4 dan)

All four commentaries for this article were done separately and nobody ever saw the other three. John Tilley stitched them together so that they try to sound like a discussion, but inevitably there are one or two loose ends. Apologies, but it's a fascinating game with many instructive points.

The game started at just after 11.0 a.m. Paul had said he didn't intend to lose by lunch and as a result the opening was fairly quiet and slow!

There was nothing eventful up to White 14. The pattern along the upper edge is very common, with White 12 extending towards Black's upper left corner.

The joseki of 13-18 raised some doubt. Black 15 was a slow but safe choice, however with 16 and 18 White was extending towards Black 11, a very strong position. "Don't approach strength", says the Go Proverb.

Andrew: "White 16 - clearly content with simple developments. With hindsight Jon might have been better complicating the position with 'a'."

Paul: "White 16 at 'b' is possibly better."

Iwamoto: "White 18 is the standard move, but it is a little too far in this case. Black is very strong in the upper right corner and can easily invade at 'c'. White 18 at 'd' is far better."

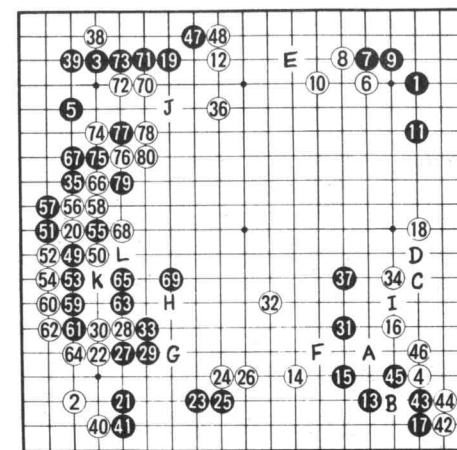


Fig.1 (1-80)

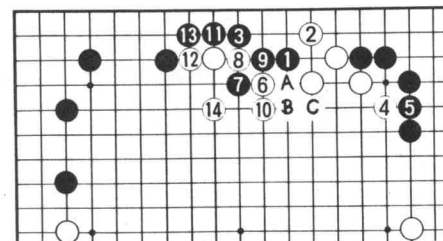
Paul then played 19, rather than around 20 or 21. This seemed the only move, but Andrew thought it too steady.

Paul: "19 was the only move, White needs two moves to make anything in the lower left corner."

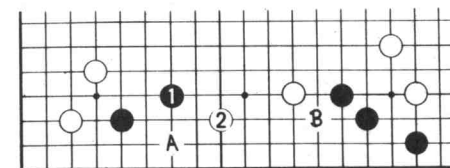
After 20, Black eventually jumped in with 21 before another White move secured a large area. Paul spent some 20 minutes on Black 21. There are several possibilities for 21, but the commentators liked Paul's choice the best.

Iwamoto: "Black 21 is not criticised, but once Black has played 19 he could think of invading at 'e'. Dia.1 shows the standard variation. Please note the timely exchange of White 4 and Black 5, as if White neglects this Black can later play degiri of 'a', White 'b' and Black 'c'."

Paul: "I played low with 23 to avoid a White attack such as in Dia. 2."



Dia. 1



Dia.2

Dia.2 White 2 stabilises White as he has two attacks 'a' and 'b' to make a base for his group.

White 24 seems questionable, Jon Diamond played this very quickly but it only strengthens Black.

Andrew: "Isn't now the time for White 31, not 24?"

Iwamoto: "Andrew is absolutely correct, after White 31, Black 'f' and then White is free to choose how to use his 14 most effectively."

Paul: "After 26, either Black 29 or 31 seems correct. These aim to chase White's three stones out. It suddenly occurred to me that the forcing sequence of 27 and 29 kept sente and then I could play 31."

This gets to play on both sides at the expense of strengthening White with 30.

Iwamoto: "Black 27 has the unfortunate effect of strengthening White and making an invasion more difficult. The simple keima of 'g' makes fine shape."

Iwamoto: "Black 31. This is a good move."

Jon's instant response of 32 was natural and White's resultant shape proved very resilient. Black 33 was a very slow and solid move.

Paul: "If I tenuki then White 'h' is good."

Andrew: "33 is good, but surely Black should play kikashi first on the other side at 'i' to build thickness?"

White 34 seemed quite reasonable, as without it a Black jump to 37 would attack on both the left and the right.

Paul: "I expected 67 or 36, not this. White 34 is small."

Black 35 threatens an invasion into White's lower left territory.

Iwamoto: "It is definitely the time to play at 'e', rather than Black 35. However this move also aims at making 'e' and 49 miai."

Black 37 was gote, so how valid was Andrew's earlier suggestion of playing 33 at 'i' as kikashi? Perhaps it strengthened the weak White position and was therefore bad.

Iwamoto: "If 49 and 'e' were miai, Black should now play 49, not 37."

Iwamoto: "I wonder what White meant by playing 38. There is no straightforward continuation, the only way to utilise the probe of 38 is, White 'j', Black 71, White 66, Black 56, White 55, Black 58, White 68 and then Black and White both push once more. This leaves White stronger on the upper side and with a solid area of territory on the left side, which is good."

The exchange of 40 - 41 threatened Black's base and gained White profit.

Iwamoto: "White 40 is only good if Black answers it."

However, White 42 was dubious.

Andrew: "Big, but not enough to lose sente for."

Paul: "Very small. Bad. This is just yose, it gives Black sente."

I was surprised by White 42, it was very passive. Such a move is a big yose move, but it is far too small at this early stage. After the exchange up to 46, Paul sealed his next move and the game adjourned at 12.30 for lunch. Black had used 61 minutes and White only 22 minutes.

Iwamoto: "White 42 is not at all urgent, Black gains good eye shape and White gets very little profit and ends in gote. The earlier sequence starting with White 'j' is best yet again."

A small competition was organised as to where the sealed move was, 10 p. entry fee. Nobody guessed any move at all near to Paul's 47 so the prize of £1.10 went to Paul.

Looking at the position over lunch, White seemed to be just ahead, as there was no apparent invasion of his territory between the stones 20 and 30.

The game resumed at 2.10.

Paul: "Black 47 was sente, White had to play 48 or else suffer the severe invasion of 'e'. It also kills off most of the aji from 38."

You should note that the invasion of Dia.1 is not possible when White 36 is played. Black 49 was very unexpected.

Andrew: "A brilliant move, worthy of a British Champion. The audience could see no valid invasion of this territory and thought Black's only hope lay in a severe attack on 32 etc. We saw little hope though."

Paul: "The invasion at 53 followed by 50 looked like a failure. Black 49 occurred during a walk around the Aldwych after lunch! A similar move is shown in an old Go Review, but in a handicap game."

The invasion of 49 was good for Black, it left White with a weak group and the game started to sparkle after a slow start.

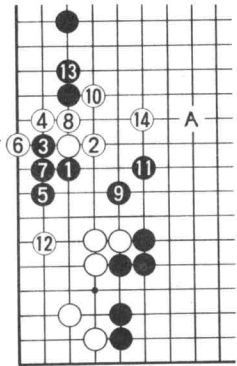
Iwamoto: "Paul Prescott is to be complimented on finding the very severe Black 49, an extremely good move."

Iwamoto: "The best way for White to handle the invasion is to play White 50 as in Dia.3. However the result up to White 14 is better for Black, who can later play 'a' to attack two weak White groups simultaneously."

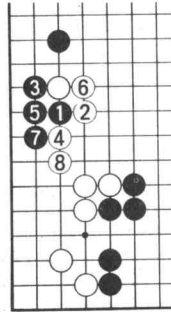
Iwamoto: "White 52; Black is in so White had better accept his presence and make the best of a bad job. The sequence of Dia.4 is recommended, at least it connects all the White stones."

Iwamoto: "Black 59 is possible but the simple atari of 'k' is probably the best move. If White protects his side with 59, Black makes a ponnuki capture with 'l'. This ponnuki exerts power all over the upper left and centre of the board. Woe betide White

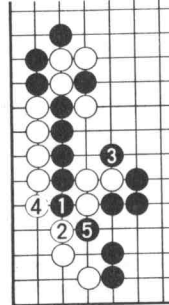
if he tries to extract the three White stones above the ponnuki (20, 56 and 58). Should White play at 68 instead of 59, Black 60 will endanger the whole White corner.



Dia.3



Dia.4



Dia.5

Paul: "Black 63 should have been at 64, I can't imagine why not."

Iwamoto: "Yes, of course. Once you start something, finish it. The sequence of Dia.5 is natural."

Paul: "I should have played 65 at 66 first, this was sente for both."

The invasion ended with Black 69, Paul's two mistakes marred an otherwise excellent sequence. Black 69 was slow, but an important point for defence.

Paul: "The jump to 'j' was an alternative."

Jon Diamond now played two kikashi, 70 and 72 to wring the last drops of aji from 38.

Paul: "White 74 was an overplay, it expected too much. The sort of move used in a handicap game."

Paul pushed with 75 and 77.

Andrew: "There was much speculation as to whether Black should pull out 79, leading to a fight with two very weak groups."

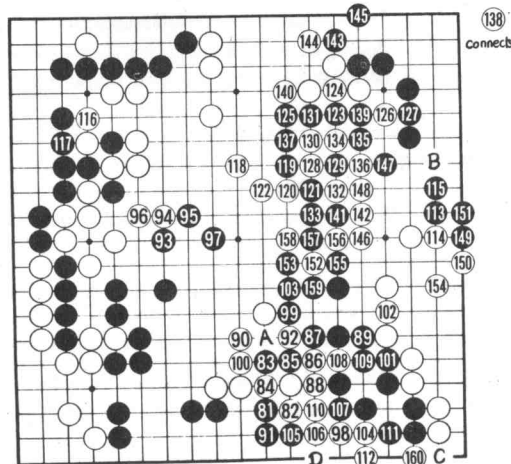


Fig.2 (81 - 160)

Paul: "Black can't pull 79 out yet, but maybe later."

Paul felt later that his attack of 81 and 83 expected too much, White could easily deal with it. In the end Black had played 91 and eventually finished with sente after White 112. However -

Iwamoto: "Black should have played 81 at 91, an indirect attack."

Iwamoto: "Again Black should not play 83, but rather 91. Leave the attack on White's eyes for later. Wait and see what White does."

Iwamoto: "Black 85 is more severe at 'a'."

Black 93 raises an interesting question: Is it aji keshi or not?

Andrew: "Perhaps 106 would be better and force White to run and look for a chance to rescue 79 (of Fig.1)."

Paul: "I don't know about Black 93, but White 93 would have been very good."

After Black 103, White only has 1 eye.

Paul: "White 106 was bad. 108 would have been better as Black wouldn't have two eyes."

Jon Diamond finally played 112 to live in gote. He had used 57 minutes and Paul 94 minutes. Jon had played 112 almost immediately, after the game Paul suggested that it was not needed. If Jon had played 'b', in the area where Paul played 113 and White's group is alive, then White would probably win.

Paul: "White 112 should have been at 'b'. If Black now attacked with 1 in Dia.6, then White can live with the sequence up to 10."

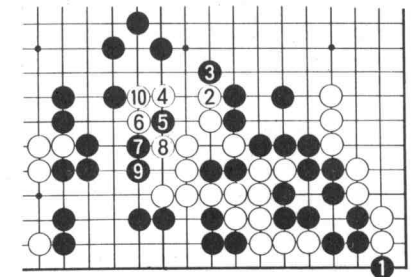
This sequence has many variations, White could have spent half an hour analysing them during the game but didn't. It is not easy to be sure that White can live even with a lot of analysis, so White 112 was the safest way out, but the game was very close. Iwamoto made no comment on White 112, so we don't know about Paul's suggestion.

Iwamoto: "Black 113 is very big, Black is now slightly ahead."

Black took his sente and played 113 and 115, large yose moves.

Iwamoto: "Before playing 116, White should push at 117, it maximises White's yose."

White 118 was a dubious move.



Dia.6

Andrew: "This move strikes me as wishy washy. I must admit it's in the right area and I can't think of anything better, but one can't say exactly what it achieves. 137 would be more secure for territory, but"

Paul: "Doesn't do anything. Yose is tight."

The combination of Black 119 to 125 was excellent, really good light moves. White 128 was a vulgar move, totally lacking any feeling. When Jon played this I felt he was already lost. He gained a heavy shapeless group and when he finally had to connect with 138 it was apparent Paul was going to win.

The tension in the playing room grew rapidly, surely Diamond would somehow pull the game out at the last minute? Few people really believed what they were seeing.

Iwamoto: "White 128 was a terrible move, he should defend at 40 instead. The result up to 42 is terrible for White, Black's victory is guaranteed."

Paul: "I should have played 143 at 147, White at 148 and then 146. 143 was good yose and would have come next, but these preparatory moves would have promised a few points in the centre."

Iwamoto: "143 is best played as in Dia.7, which is the most natural result. White can capture three stones with 'a', but Black's capture of two stones on the edge is worth 17 points."

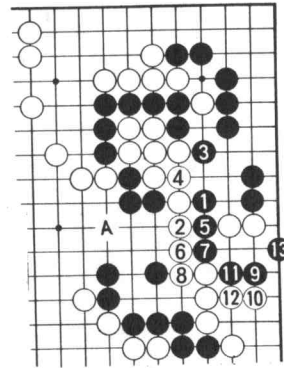
Paul: "Note that 146 threatens to capture with geta at 158."

Paul should have played 155 at 'c' - sente, White must answer at 'd' and this reduces White's territory by 5½ points in sente. At the end of this figure Black had used 111 minutes and White 82 minutes.

Andrew: "Black 63 was poor. The point of 72 is 3 points and sente for both.

If Black 72 and then White tenuki, Black 66 will be enormous."

Paul: "White 84 was a small mistake, as 87 is a good answer. Jon should have pushed at 87, White answers and then White 84. Black now needs another move, which is 2 points better for White."



Dia.7

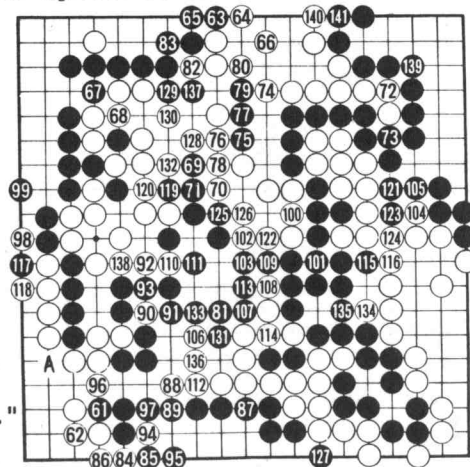


Fig.3 (161-241)

Iwamoto: "Paul's suggestion is of course correct."

After 97 Paul had used up his 2 hours and was in byoyomi; he had to make each move in 45 second or lose the match.

Iwamoto: "Another small yose point, play 104 at 105, it is worth 2 points more."

Andrew: "Black 117 was clever, worth 1 point, White must connect at 'a' when the dame are filled."

241 moves in total Black 2 hrs 11 mins.
White 2 hrs 0 mins.

Paul won by 10 points on the board, but with komi the margin was 4½ points.

Conclusion:

Iwamoto expressed admiration for Paul Prescott's game, especially considering his rapid improvement this year. Black deserved to win, the fuseki was very good, Black however came out much better in the fighting.

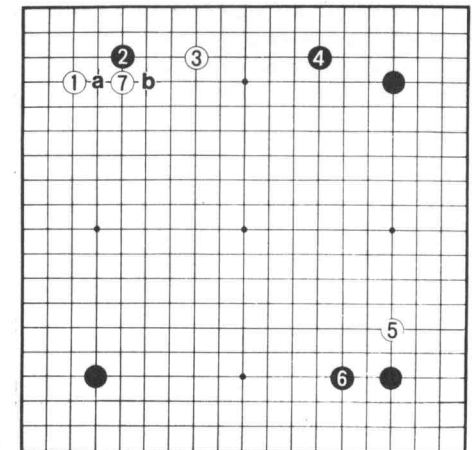
Congratulations to Paul on an excellent game and we look forward to see if Jon can gain his revenge next year.

WHAT HAVEN'T I SEEN? by Francis Roads

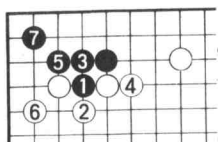
After the hammering administered to David Mitchell for his temerity in claiming to have found an error in Matsuda's Go Letters (see issues 20 and 23), I feel I am sticking my neck out in claiming to have found one in 'Strategic Concepts of Go' by Nagahara (professional 4-dan) - hence the title of this article - but judge for yourself.

Problem No.30 in this excellent book asks Black to find the correct response to White 7 in the 3-stone handicap game shown in Diagram 1. It warns "Be sure to consider the effect of White 5 in relation to the ladder which can develop in the upper left corner."

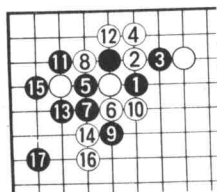
My solution was the hane-komi (a), which I expected to lead to something like the sequence in Diagram 2. Nagahara says that hane (b) is correct, leading to the sequence in Diagram 3. (For alternative lines see the book.) His reason for rejecting the hane-komi (a) is that White can play as in Diagram 4, and that "the ladder at (c) is



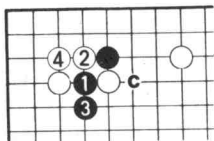
Dia.1



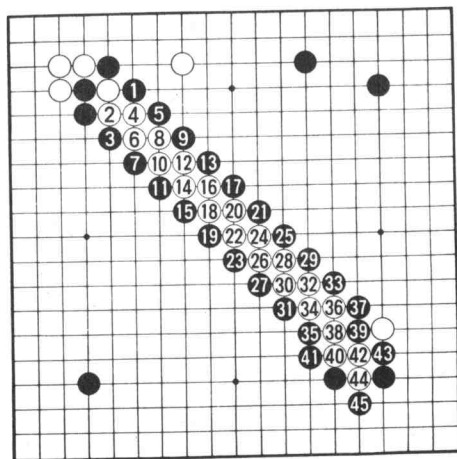
Dia.2



Dia.3



Dia.4



Dia.5

unfavourable for Black." I take this to mean that if this ladder had been favourable for Black the hane-komi at (a) in Diagram 1 would be playable.

Well, what about Diagram 5? Has a professional player really misread a ladder? What haven't I seen?

IMAGERY OF GO by David Sutton, Reading Go Club

I am interested in the imagery of Go. By this I mean the shapes that the stones take on in the player's imagination, the personae he acts out through the game. I think this is interesting in its own right, and may even be relevant technically, in that a recognition of the personal and emotional nature of the forces that create one's style and influence one's choice of move, on the many occasions when reason or experience offer no clear-cut directive, can obviously be a factor in improving one's play. To play Go well involves knowledge of many things, of which not the least is oneself.

To take a personal case, my own Go psychology, as revealed by the shape of my imaginings, seems (rather alarmingly to me) to be that of the military romantic. When I sit down at the Go board, gone is my pacifist everyday self. That desperate heroic white column, straggling down some Khyber Pass to safety those black squares, standing unbroken before the white cavalry charge the swordplay of some combination, like Tybalt's rapier, 'one, two, and the third in the bosom' I have at times found my play so dominated by these supra-rational associations that I have with conscious purpose left my groups one move more than safety decreed, simply to enjoy the following fight against odds, that moment when a group must turn at bay, make its shieldwall and stand or die. Now Go is a game eminently unsuited to the more die hard aspects of the Western military tradition, a game where above all

'He that fights and runs away
Lives to fight another day',

and a recognition of these misdirected forces in my play has I think contributed to an improvement in it. It has also involved me in a discrimination between the necessary heroic and the merely vainglorious, and while I hesitate to make any claim for Go as a moral educator (since it is palpably also an escapist and self-orientated application of mental resource), at least our fantasy world is subject to the disciplines of reality.

Other people may view Go quite differently. Dr. I. J. Good ('New Scientist', 1965) makes the observation that 'mathematicians may see the game as a kind of combinatorial topology, biologists, as a competition between organisms'. To see the game as a lot of amoebae englobulating one another is of course what one might expect from a scientist; but the point is that each will see the game according to his predilection. Musicians may see the game musically, and Mr. Roads' beatific smile as he puts the finishing touches to a won game is doubtless accounted for by his contemplation of unheard harmonies. Japanese Go writing shows an interesting preponderance of nature-based imagery. For example, I have seen Rin's game likened to the sea, calm and steady, while Sakata's is like fire. Elsewhere an effective group is likened to a tree, with its roots in the side of the board, branching towards the middle. And in Kawabata's book 'The Master of Go' there is the fine image 'Like the flow of water or the drifting of clouds a White formation quietly took shape over the lower reaches of the board.'

In viewing Go in this way, as a kind of mirror of the personal or national psyche, it is interesting to note that one theory of Go's origin links it with an ancient Chinese system of divination. Any method of divination is presumably valid, if at all, in so far as it allows the diviner to image his own hidden mind and discover, if not what is going to happen, at least what he truly wants or wants not to happen. One can well imagine that a pattern of Go stones, contemplated with the required devotion, would prove at least as effective in this respect as entrails or tea-leaves, or the modern psychiatrist's ink-blots. And Go become a game still retains this power of imaging the hidden mind, which for me does much to explain its appeal. There can be few games which do so much to satisfy both sides of man's nature, his logic and his fantasy, or offer such an insight into that nature.

GO BIOGRAPHY OF JOHN ALLEN

During January 1965 the New Scientist published an article on Go by Dr. I. J. Good, 'The Mystery of Go'. This caught the eye of a young engineer, John Allen, as it did of many others, myself included. Constructing a Go set from pegboard and eighteen feet of dowelling cut into individually sanded and painted half inch lengths, John played with a friend, now in Montreal Go Club, every lunch hour for eight months. He now felt that Go's mysteries were being solved.

At this point John was sent to America. After a sea voyage during which he lent and lost his Go set, John arrived in New York and immediately headed for the Japanese Club. There, Mr. Matsuda suggested that if he wanted a game he should try a cafe 'Singapore Sam' in Greenwich village. Here John met his first sho-dan in combat, and was persuaded to take a nine stone handicap - "I have played for eight months!" quoth he before being vanquished.

For the next eighteen months while working in Connecticut John taught and played Go. Moving to Binghamton N.Y. he advertised through the local press for fellow Go players and uncovered a defunct club. Under his urgings the club was revitalised and met regularly in

the basement of a church where the minister was a convert.

John returned to Britain during autumn '68 and on his arrival in Edinburgh promptly visited the Go club which at that time met on Mondays. Because of impending finals, the Club was tending to stagnate and we jumped at the chance to enrol a new obviously enthusiastic member. In fact, when John said that Mondays did not suit him because that was the night for folk-singing and could we change it? we had the Club night changed to Tuesday before the next month, and before much longer we had elected a new Secretary.

Since then, Go in Edinburgh has never looked back. As well as Secretary of Edinburgh Go Club, John has taught a night school course in Go twice in recent years, and is continually spreading Go at work, in youth clubs, schools, etc. A regular attendee at British Go Congresses. John was the main organiser of the '72 Congress in Edinburgh. The high point in John's Go career so far was winning first prize in the handicap competition during the '71 European Go Congress in Bristol. A final anecdote tells of how when John, now first kyu, was asked if his ambition was to reach sho-dan, replied "No, British Champion!".

NEWS FROM JAPAN by The Ishi Press

HONINBO TITLE MATCH: ISHIDA OVER TAKEMIYA, 4-3. Takemiya brought the match to a 3-3 tie, but Ishida came through in the finale to take the title for a fourth straight year. This puts him ahead of Rin and Utaro Hashimoto, though still behind Takagawa and Sakata, on the all-time Honinbo winners' list.

MEIJIN LEAGUE: HASHIMOTO MOVES UP. Utaro Hashimoto improved his record to 5-2 by beating Sugiuchi and moved into second place behind Hideo Otake, who is still at 5-1. Hosai Fujisawa, 4-2, Shuko Fujisawa, 4-2, and Yoshio Ishida, 3-2, are also still in contention.

AMATEUR BEST TEN BEAT PROFESSIONAL BEST TEN Each year the amateur best ten play the professional best ten in a two-stone handicap match. This year the amateurs, helped by winning performances from two young former university Go club captains, beat the pros 6-4.

NEW PROFESSIONAL TOURNAMENT Even the Japanese Communist Party newspaper, 'Akahata', (Red Flag), is getting into the act, sponsoring a new tournament called the Shunei East-West Knockout Tournament.

COMINGS AND GOINGS: Sachiko Honda, 4-dan, and Chizu Kobayashi, 3-dan, two lady professionals, left for Europe on July 9th for a seven-week trip including a visit to the European Go Congress in Zagreb. A similar trip to America is being planned for the winter.

Jurgen Mattern, last year's European Champion, arrived in Japan for a six-week stay sponsored by Japan Airlines.

Mamfred Wimmer left temporarily to play in the European Go Congress.

Stuart Dowsey has gone to London, where he plans to establish and run a Go center.

AMSTERDAM 1974 By John Tilley

The third annual Amsterdam International Go Tournament was held over the weekend of 18th and 19th May. There were four rounds in all, players being divided into divisions of 16.

Paul Prescott and Jim Bates, both then 2-dan, finished with identical 2-2 scores in the top division. The 2 dans were split between the top two divisions and John Tilley, 2-dan, finished second in division 2, with a 3-1 score, losing to the winner by 1 point. Geoffrey Gray playing at 2 kyu finished 2-2 in division 3.

Most visitors were fortunate to be found accommodation in the houses of Dutch Go players and the weekend was one of the most enjoyable I have ever had. There was lots of Go, both tournament and casual and a chance to see one of the most beautiful cities in Europe before the great tourist rush.

We travelled out on the Friday and back on the Tuesday by train and boat - £17.40 return, excellent value for a pleasant journey, duty free drinks and an orgy of games, no Go but plenty of Careers, cards and wargames; provided by Jim Bates the well known games fanatic!

Any Go player over 15 kyu would thoroughly enjoy this tournament, so make a point of coming next year.

NEWS AROUND THE CLUBS

READING The Reading Newsletter continues to flourish under the apt editorship of David Sutton.

The main news item in recent issues is a summary of the early rounds in the inaugural Reading Open Championship. The Competition, run on an all plays all even game basis, has caused early sensation with Tom Parker (2 kyu) from Bracknell defeating club mate Ron Moss (1-dan), Andrew Daly (2-dan) Reading, and David Sutton (1-dan) Reading. His only defeat to date was to Brian Castledine (1-dan) from Reading after a tough struggle.

LEICESTER As a result of the BBC2 programme, a local Adult Education Centre has approached the Leicester Club to run a 2 or 3 week introductory course with a view to establishing a permanent club on a similar footing to the Bridge and Chess club they currently run. The centre will be handling the publicity and are willing to purchase equipment if the interest can be stimulated.

WESTON-SUPER-MARE A Weston-Super-Mare Club has been formed by Trevor Schofield and meets each Sunday 3 to 6 p.m. at the Schofield School of Dancing, North Street, Weston.

Anyone that way wishing to join, play, or learn, should contact the above at Weston 26378 or 20504 (Weston code 0934).

Three Bristol Club members attended the opening meeting to give instruction and play simultaneous games with the twelve Westonians present. Another visit is being arranged for September.

The club secretary is Mrs.J.Schofield, 6 Hawthorne Coombe, Worle, Weston-Super-Mare.