

## Club List

(\* Indicates recent change in information)

Aberdeen: R. Jones, 69 North Deeside Rd, Peterculter, Aberdeen AB1 0QL. Tel: 0224-732106.

\* Bath: P. Christie, 8 Gordon Rd, Widcombe, Bath. Tel: 0225-428995. Meets at The Rummer (downstairs) near Pultney Bridge, Wed 7.30pm.

Birmingham: R. Moore, 101 Nethercote Gardens, Solihull B90 1BH. Tel: 021-4305938. Meets in The Triangle (coffee bar), Holt Street, Gosta Green, Wed 7.15pm.

\* Bolton: S. Gratton, 525 Tottington Rd, Bury BL8 1UB. Tel: 061-761-3465. Meets Mon 7.30pm.

Bournemouth: N. Cleverly, 6 Swift Close, Creekmoor, Poole, Dorset BH17 7UZ. Tel: 0202-782553 (work). Meets at Parkstone Hotel, Station Rd, Parkstone, Tues 8pm.

\* Bracknell: S. Goss, ICL, King's House, Reading, Berks RG1 3PX. Meets at ICL, Lovelace Road, Bracknell.

Bradford: G. Telfer, 29 Quaker Lane, Little Horton, Bradford BD5 9JL. Tel: 0274-573221. Meets at The Star, Westgate, Bradford 1, Wed 7.30pm.

Brakenhale School: F. Ellul, Brakenhale School, Rectory Lane, Bracknell, Berks RG12 4BA.

Bretby: M. Willett, British Coal, Technical Services & Research Executive, Ashby Rd, Burton-on-Trent, DE15 0GD. Tel: 0283-550500 (work). Meets Mon to Fri lunch-times.

\* Bristol: S. Flucker, 14 Hawthorn Way, Stoke Gifford BS12 6UP. Tel: 0272-693917. Meets in Seishinkan (Japan Arts Centre), 23-27 Jacob's Well Rd, Hotwells, Bristol, Tues 7.30pm.

Cambridge University & City: E. Ashfield, 11 de Freville Ct, Great Shelford, Cambridge, CB2 5LH. Tel: 0223-845316. Meets at Wolfson Court, Clarkson Rd, Mon 8.30pm (term), University Centre, Mill Lane, 2nd Floor, South Lounge, Tues 8pm (vac).

Central London: S. Barthropp, 1, The Crescent, Weybridge, Surrey KT13 8EL. Tel: 0932-844572. Meets at IVC, 1-4 The Piazza, Covent Garden, Fri 6.30pm, Sat 3pm-7pm.

Cheltenham: D. Killen, 33 Broad Oak Way, Up Hatherley, Cheltenham, Gloucestershire. Tel: 0242-576524 (home). Meets various places, Thurs 7.30pm.

Chester: D. Kelly, Mount View, Knowle Lane, Buckley, Clwyd. Tel: 0244-544770. Meets at Olde Custom House, Watergate St, Chester, Wed 8pm.

\* Coventry: M. Lynn, Hillcroft, Barston Lane, Barston, Solihull. Tel: 06755-2753. Meets Thurs.

Culcheth High School: R. Bagot, 54 Massey Brook Ln, Lymm, Ches WA13 0PH.

Dundee: R. Philp, 26 Seafield Rd, Dundee DD1 4NS. Tel: 0382-23839.

Edinburgh: J. Cook, 27 Marchburn Drive, Penicuik, Midlothian. Tel: 0968-73148. Meets at Postgrad Students' Union, 22 Buccleugh Place, Edinburgh, Wed 6.30pm.

Furze Platt School: S. Beaton, 36 Oaken Grove, Maidenhead, Berks. Tel: 0628-32295.

\* Glasgow: J. O'Donnell, Computing Science Department, Glasgow University, Glasgow G12 8QQ.

Harwell: C. Clement, 15 Witan Way, Wantage, Oxon OX12 9EU. Tel: 0235-772262 (home), 0235-433917 (work). Meets at AERE Social Club, Tues noon till 2pm.

Hemel Hempstead: A. Thornton, 21 Garland Close, Hemel Hempstead, Herts HP2 5HU. Tel: 0442-61945. Meets Tues 8.30pm.

Hereford School: C. Spencer, 2 Crossways, How Caple, Hereford HR1 4TE. Tel: 098 986 625.

High Wycombe: F. Ellul, The Gables, High Street, Downley, High Wycombe, Bucks. HP13 5XJ. Tel: 0494-449081.

HP (Bristol): A. Seaborne, 11 Kimberley Cres, Bristol BS16 5AF. Tel: 0272-568758. Meets Wed.

Huddersfield: D. Giles, 83 Ashdene Drive, Crofton, Wakefield, Yorkshire WF4 1HF. Meets at the Huddersfield Sports Centre, on Tuesdays, 7pm.

Ipswich: V. Baldwin, 52 Heathfield, Martlesham Heath, Ipswich, Suffolk IP5 7UB. Tel: 0473-623974. Meets at 1 Church Lane, Sproughton, Thurs 7.30pm.

\* Isle of Man: D. Phillips, Ballahenny Beg Cottage, Orrisdale Rd, Kirk Michael. Tel: 0624-878334. Meets 8pm, Mon: 116 Ballabrooie Dr, Douglas, and Wed: Kirk Michael, address above. Juniors: Mon 6.30pm, 16 Falkland Drive, Onchan.

Leicester: E. Smithers (see p.2). Meets at Sixty-Six Club, Albion House, South Albion St, Leicester, Tues 7.30pm.

Maidenhead: I. Attwell, Norhurst, Westmorland Rd, Maidenhead, Berks. Tel: 0628-76792. Meets various places, Fri 8pm.

Malvern: E. Blockley, 8 Dudley Close, Worcester Tel: 0905-428850. Meets at Carpenter's Arms, Lower Howsell Rd, Malvern Link, Mon 7pm.

Manchester: T. Barker, 7 Brocklehurst Ave, Bury, Lancs. BL9 9AQ. Tel: 061-705-2040 (home). Meets at The Brewer's Arms, Great Ducie St, near Victoria Station, Thurs 7.30pm.

Mellor: A. Rix, 11 Brent Way, Finchley, London N3 1AJ. Tel: 081-346-3303. Meets some Sundays. Non-smokers only. Please phone first.

Moreton Say School: Mrs. K. Timmins, address as for Shrewsbury Club.

Newcastle: J. Hall, 10 Avondale Court, Rectory Rd, Gosforth, Newcastle NE3 1XQ. Tel: 091-285-6786. Meets various places, Wed.

\* North London: W. Streeten, 10 Parliament Hill, London NW3 2SY. Tel: 071-435-7636. Meets Tues 7.30pm. No smoking.

North West London: K. Rapley, Lisheen, Wynnswick Rd, Seer Green, Bucks. Tel: 0494-675066 (home), 081-562-6614 (work). Meets at Greenford Community Centre, Oldfield Lane (south of A40), Greenford, Thurs 7pm.

Norwich: A. Boddy, 2 Lime Tree Rd, Norwich NR2 2NF. Tel: 0603-58611 or 0603-505029. Meets Wed 7.30pm.

Nottingham: A. Dilks, 31 Forsythia House, King's Mill Hospital, Sutton in Ashfield, Notts. Tel: 0623-22076.

Open University: F. Holroyd, 10 Stacey Ave, Wolverton, Milton Keynes. Tel: 0908-315342. Meets in Common Room, Thurs 7.30pm.

Oxford City: N. Wedd, 4 Bartemas Rd, Oxford OX4 1XX. Tel: 0865-247403. Meets Mon 8pm.

Oxford University: H. Huggett, Merton College.

Meets in St. Edmund's Hall, Wed 7.30pm, and King's Arms, Sun 8pm (in term time).

Preston: Colin Adams. Tel: 0772-204388. Meets frequently.

Ravenscroft School (Bath): H. Alexander, Flat 2, Bathford Manor, Manor Drive, Bathford, Avon.

Reading: J. Clare, 32-28 Granville Rd, Reading, Berks. RG3 3QE. Tel: 0734-507319 (home), 693131 (work). Meets at ICL (Reading) Club, 53 Blagrove St, Reading, Tues 6.30pm.

Saltcoats: D. Tomelty, 43 Barrie Tce, Ardrossan, Ayrshire KA22 8AZ. Tel: 0294-601816. Meets at Argyle Community Centre, Campbell Ave, Saltcoats, Mon & Wed 7pm.

\* Sheffield: M. Buckland, Flat 1, Ranmoor View, 410 Fulwood Rd, S10 3GG. Tel: 0742-307760. Meets at The Jolly Buffer, Ecclesall Rd, Tues 8.30pm.

\* Shrewsbury: B. Timmins, The Hollies, Wollerton, Market Drayton, Shrops. TF9 3LY. Tel: 0630-84292. Meets at above address Thurs 7pm.

South Cotswold: M. Lock, 37 High Street, Wickwar GL12 8NP. Tel: 0454-294461. Meets at Buthay Inn, Wickwar, Mon 7.30pm.

Stevenage: J. Allen, 5 Greenways, Stevenage, Herts SG1 3TE. Tel: 0438-729100 (home), -726161 x 8203 (work). Meets at Marquis of Lorne, High St, Stevenage Old Town, Wed 7pm.

Stowe School: A. Eve, 17 St Peter's Rd, Brackley, Northants. NN13 5DB. Tel: 0280-704561.

\* Swindon: P. Barnard, 169 Cricklade Rd, Swindon SN2 1AE. Tel: 0793-530377 (not weekends). Meets at Prince of Wales, Coped Hall Roundabout, Wootton Bassett, Tues 7.30pm.

University of Warwick: G. Zheng, Go Society, Students' Union, Warwick University, Coventry CV4.

Wanstead & East London: Alison Jones, 11 Briarview Ct, Handsworth Ave, Highams Park, London E4 9PQ. Tel: 081-527-9846. Meets at Wanstead House, 21 The Green, Wanstead E11, Thurs 7.15pm.

West Cornwall: P. Hunt, 1 St Mary's Place, Penzance TR18 4EE.

West Surrey: C. Williams, 70 Greenhill Way, Farnham, Surrey. Tel: 0252-727306. Meets various places, Mon.

# This Is Go The Natural Way!

## Part Ten

by Takemiya Masaki

Translated by Bob Terry. Original diagrams by Dave Dyer of Symbolics Corporation, USA.

Diagram 6 shows the second game of last year's Honinbo title match that I played as White against Cho Chikun, Meijin.

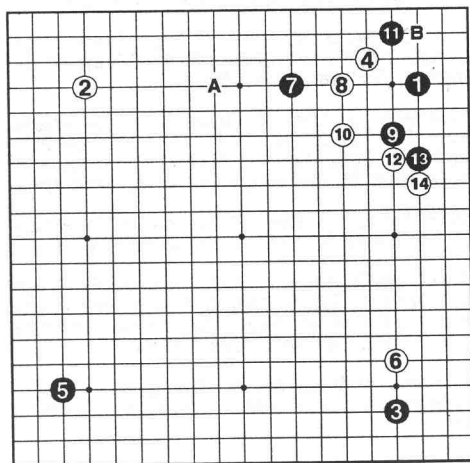


Diagram 6

The focus of the opening of this game is White's jump at 10 in the upper right and the following Black move at 11. Essentially, White 10 is a natural

and good move, while Black 11 is unnatural and a bad move. The fine powerful follow-up moves of White 12 and 14 clearly point up the disparity in value between the moves referred to above.

Let's look first at White's jump at 10. At the time this game was played it was speculated that this was a new move, but that was an irrelevant factor to me as I was playing. I was just concentrating on finding the most balanced move considering the whole board.

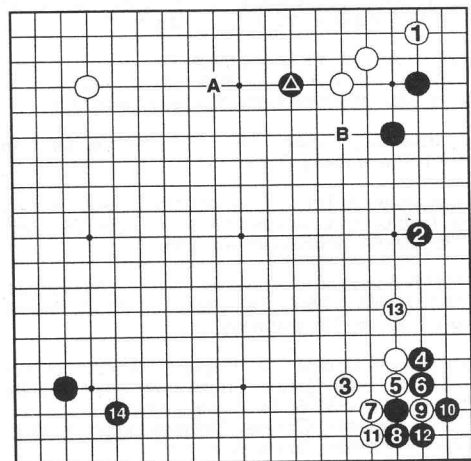


Diagram 7

Instead of 10, White 1 in diagram 7, sliding into the corner, is the first move that comes to mind. However, while this move is a strong one defensively, it packs little punch offensively. There is nothing to deter Black from playing 2 in keeping with the usual continuation. The sequence from the fencing move of

White 3 up to Black 14 can be expected, but White's shape on the upper side is somehow out of kilter. That is, even if after this White plays a pincer at A, Black will probably jump to B, abandoning the marked stone. Since White's group in the upper right is secure, Black's marked stone has no aggressive value and so is "light", easily discarded.

The meaning of the jump of White 10 in diagram 6, then, is to place more emphasis on creating influence rather than stabilising White's group. It is a good move that gives White the choice of next playing at A or 14 (miai). But Black 11 is a very questionable move. At any rate, if Black wants to play in the corner, the one space jump to B is much better.

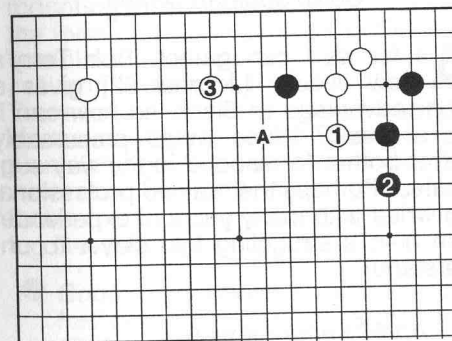


Diagram 8

In response to White 1 in diagram 8, the one space jump of Black 2 has great validity. White provokes a skirmish with 3; the purpose is to try to keep Black too preoccupied to play a pincer of his own against White's stone in the lower right. After this, attention will focus on the fight that develops when Black dashes out at A.

If, when White jumps out to 1 in diagram 9, Black views the upper side as being most important and plays 2, the checking extension of White 3 is the vital point. Sliding in at A next is a severe move and White will welcome this course of events.

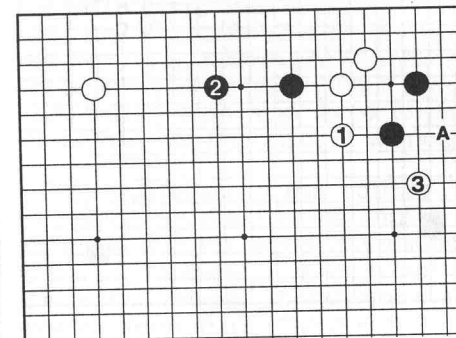


Diagram 9

Anyway, when White attaches at 1 in diagram 10, Black cannot hope to fight on equal terms. Black descends at 2 here so as not to provide White with any momentum in his play, but White plays the pincer at 3 all the same. With the exchange of Black 4 for White 5 it becomes abundantly clear that Black 2 is a painfully submissive move. If Black plays 4 at A, White exchanges B for Black C and is happy to take control of Black's isolated stone with D.

Diagram 11 shows the continuation in the game. When White hanes at 1, Black counterattacks with 2 and 4, but White's counter-attacks of 11 and 13 are skilful technique that I am particularly proud of. If Black uses 14 to capture at 15, White ataris at 14 and Black is forced into unbearably awkward shape. The sequence that followed was inevitable and, when White captures two

stones with 17, he has drawn first blood in the opening.

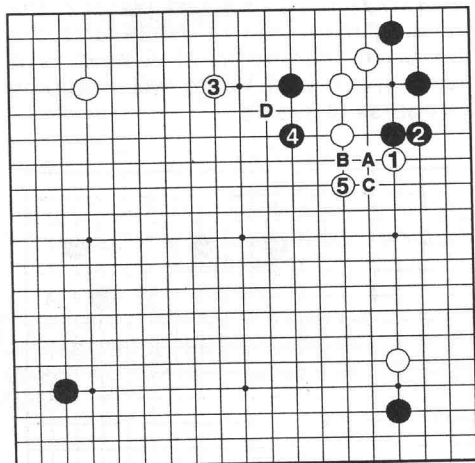


Diagram 10

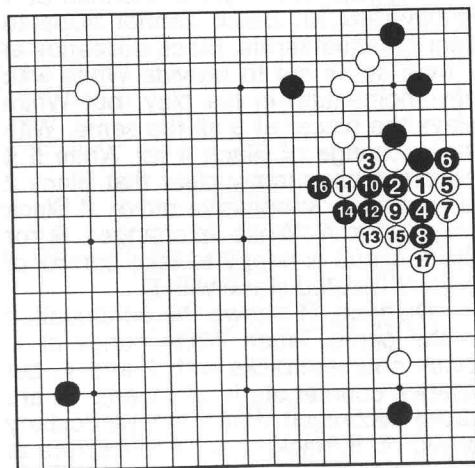


Diagram 11

Perhaps I became complacent after scoring this success in the opening, but during the middle game I played one questionable move after another and suffered an upset loss. Repercussions from this painful game may have affected me to the extent of being a factor in losing this Honinbo title match.

● *Bob Terry translates from articles in Kido. The Kido Yearbook, though in Japanese, offers good value in terms of the quality and quantity of games to play through, and is available from the BGA distributor.*

## Letters

*Collin Southern writes:*

As far as I can gather, Bob Terry's "New Joseki" [Journal 82] gives a clear advantage to Black, so how can it be a joseki? White would presumably never bother to respond in the way suggested. Perhaps the "trained professional go writer with many years of experience" can help a struggling kyu player to understand!

*Art McKendrick writes:*

In response to the June newsletter, yes we do still play go out in the provinces. After Bristol, the Edinburgh Go Club is the oldest British club for continuous attendance, dating back to the mid sixties. The venue has gone through a few changes, from a room at Edinburgh University, to a school, to ad-hoc meetings in members' homes. We currently meet in the Post Graduate Students' Union at 22 Buccleugh Place,

every Wednesday (except Christmas Day) from 7 to 10.30pm.

Attendance has surged recently to around twenty players. Since there is only table space for seven boards, late arrivals are required to sit cross-legged on the floor. Consequently everyone tries to turn up early. A good result of this is that if the room is free the club opens at 6.30pm. Playing strengths vary from absolute beginner to 2 kyu level; stronger players are encouraged to give teaching games to their less experienced partners.

The general atmosphere is of enthusiastic support for the game, that would benefit from the opportunity to extend the variety of opponents. The club has its own annual Championship Match, held over a weekend in April. Due to the high costs incurred in mounting larger tournaments, mainly in the form of service charges to the BGA, combined with low turnouts, we have not announced a Scottish Open Go Tournament for some years now. This matter is reviewed regularly, and if sufficient interest is shown from you Sas-senachs, we will resume holding tournaments in the future (probably during November).

● *Good news about growth! The club had only seven paid-up members for 1990-1, so Terry Barker (the new membership secretary) can look forward to an influx of Scots members this autumn.*

*Alison Jones writes:*

For some time now chess tournaments have been offering "ladies" prizes. In addition girls' events are held alongside the major chess youth championships such that, by competing in

these, girls cannot compete in the "open" event. It saddens me that go is beginning to follow this trend with the introduction of the World Ladies' Championship.

The idea behind these moves is to encourage women to play more chess and go. However it only helps to enforce the stereotyped view that the female sex is inferior at such games. In fact there is no reason why women cannot be every bit as good (and in my opinion better) than men since physical strength is not important at winning at go.

By introducing the Ladies' Go Championship there is the implicit assumption that the world championship is the men's event. It is important that this is not allowed to happen. I have every intention of improving my go playing such that in the future I might reach the Challenger's League and gain Japan points towards participating in the "real" world championship. It seems unfair that whilst I, at one kyu, may win a trip to Japan, my husband (shodan) and many other British players who are stronger than me may not do so. I am against positive sexual and racial discrimination in life in general and go playing is no exception.

However, having said that, since the opportunity is there, it would be a pity to waste it! Hence if I qualify as Britain's lady representative in the future I shall make the most of it.

The British Ladies' Championship was introduced to select our representative for the world event. I hope this will remain its only aim such that when, in future years, women dan players are more forthcoming and numerous, the World Ladies' Championship, and with it the British Ladies' Championship will become obsolete and cease to exist.

*Derek Williams writes:-*

"Beginner's Corner" is a bit worrying... Four kyu a beginner? I am currently hovering between four and five kyu so I'm not quite a beginner yet.

*Tom Rose writes:*

I do not think that go will ever have more than a minority following in Western Europe, the Soviet Union, and the Americas. In each culture there seems to be a place for a two-player strategic intellectual boardgame. That place is currently occupied by chess, and go will not oust it.

Almost every town has a chess club, local league and active school chess, it is easy to find a large number of different opponents, and there are many weekend competitions, that are well supported. There is also a well run and reasonably accurate national and international grading system.

In contrast, go players, clubs and competitions are thinly spread, and the grading system is wretched, based as it is on the Japanese obsession with having formal rankings in everything. A system like the Eb or BCF systems in chess, modified to allow for stones given in handicap, would be far more suitable.

The consequence is that anyone with an aptitude for a game of this type is likely to be led into chess rather than go.

I happen to believe that, judged objectively, go is a superior game to chess. The basic rules are more aesthetically pleasing. There are no oddities like the double pawn move and castling. A greater depth and variety of play is possible; a player can pass his

move, so fixed time limits per move are easily enforced; understanding is vastly more important than memory, whereas in chess it is not possible to survive the opening without detailed knowledge; players of widely different strengths can enjoy a game together; the margin of draw is less than in chess, and it is difficult in go to lose a big advantage by a single careless move (though it is of course possible!).

Nevertheless chess is still a rich, enjoyable and satisfying game, and both chess and go are beyond total mastery by any person, even with a lifetime of dedication. I must say that, as a chess player and go player, one thing that has often upset me is the smugly superior, slightly arrogant attitude of many go players to both the game of chess and the chess-playing fraternity. This attitude does go no good whatsoever.

If our strongest chess players were to switch to go, some of the present go fraternity would be amazed at the new higher standards of go that would result in a very few years.

**Late news:** At the Northern Go Congress (Manchester, 31st August-1st September) the winner was Matthew Cocke, 2 dan. Second place went to Des Cann, 4 dan.

Comment by a dan player overheard at the Congress during discussion of a game: "But look! White's group is so strong that it doesn't need eyes!"

## Professional 9x9 Go

### Part Three

*by Richard Hunter*

The 1991 NHK 9x9 tournament featured two best-of-three matches between two strong amateurs and two rising young professionals. This article looks at the amateur games and the next articles will look at the professional games.

Tsutsumi Kayako, former Ladies' Amateur Honinbo, appears on the Sunday Go programme on NHK Satellite channel 2. She is married to Kamimura Kunio, 8 dan (the commentator in the last article and a previous lecturer on this NHK channel 2 programme). She plays 9x9 go with her four-year old son, but not with her husband (who has a lot of experience with 9x9).

Manabe Kazuo is a professional shogi player (8 dan). He is a keen amateur go player and says he spends too much time playing go when he should be studying shogi. He is about amateur 6 dan at go.

Aoki Kikuyo won the third Ladies' Meijin tournament and started a new era of women's go. She is in her early twenties, so she represents the new generation that is ousting the veteran Honda sisters and other wellknown faces such as Ogawa Tomoko, Kobayashi Chizu and Kobayashi Reiko. Following Aoki's lead, the other two ladies' tournaments were also taken by young newcomers: Sakakibara won the Kakusei and Nakazawa won the Honinbo. (Both of these ladies appeared in the last 9x9 tournament - 9x9 go must be good for you.) So at the time all

three ladies' titles were held by players in their early twenties.

Mimura Tomoyasu achieved fame in 1990 by entering the Meijin league as a 4 dan while aged 21. This feat is comparable to Kato's entry into the Honinbo league as 4 dan. Mimura is now 5 dan.

The commentator was Hane Yasumasa, who recently got his first title by taking the Oza from Kato. The other players assisted with the commentary.

The rules were nigiri for the first game, reverse colours for the second game and nigiri for the third game. Komi was 5.5 points and the time limits were 30 seconds byoyomi per move plus three extra minutes of thinking time. Hane thinks 5.5 komi is about right. He strongly advocated 9x9 go for beginners. Go has a reputation for being difficult, but on a 9x9 board you can immediately understand the consequences of moves. Also, it is not exactly trivial for strong players either, as we shall see.

First named player takes Black.

### Game One

*Manabe v. Tsutsumi*

5: The nobi is a tight solid move; the hane at the head of two stones would also be natural.

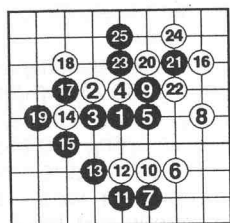
6: White must try to make a second group. Living twice is probably sufficient to win.

7: This type of move is worth learning. Next, Black gives way at 11. If he blocks at 1 in diagram 1, this is bad: White 2 threatens to capture a stone.

9: This magari gives Black excellent shape and is painful for White.

15: Cut or block? Black thinks. Blocking is a tight, solid way to play.





Game 1 (1-25)

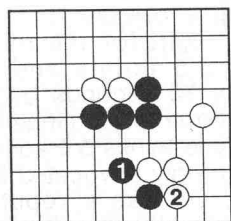


Diagram 1

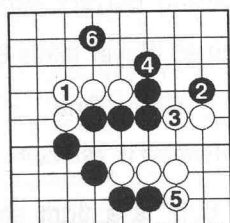


Diagram 2

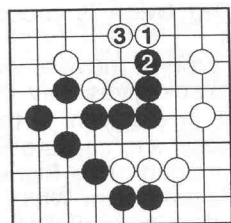


Diagram 3

Hane Yasumasa said that he would cut – then White will extend at 15 and a fight will ensue.

16: White thinks for two minutes here. If White connects at 1 in diagram 2 the result is favourable for Black.

20: This is the wrong point. In this type of position, the keima at 1 in diagram 3 is a wellknown tesuji for connecting. If Black 2, White 3. However, Black would still be winning.

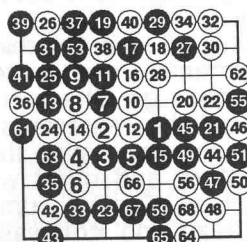
22: White thinks for the last time. Hane comments that since Black is a shogi professional, he is good at reading. White is in trouble. The only choice is 22 or 24.

25: As predicted by Hane, the sagari is possible here. White resigns.

Game Two

*Tsutsumi v. Manabe*

9: Unbelievable. This move is an overplay. Black must extend at 11, White 9, Black 28, then White will either slide to 67 or invade.



Game 2 (1-68)

17: Black cannot tenuki or the corner will die. 17, 19 were as expected.

22: White is winning.

23: Good point.

26: This is a standard corner position that often appears in 19x19 games.

There are two standard moves: the sagari at 1 in diagram 1 is sente to kill the corner. Black defends at 2 and counts six points for the corner. Hane recommended this move as it is simple and obviously puts White ahead. White 1 in diagram 2 is a yose tesuji. It reduces the corner to three points of territory but ends in gote. Is three points worth giving up sente? Hane points out that after the 26, 31 exchange the sagari at 29 is no longer absolute sente. (Refer to *Life And Death* page 105). This leaves Black with the attachment at 27. Mimura suggests attaching at 27 before playing 31, and sure enough Black plays it. White is highly embarrassed.

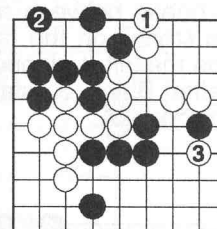


Diagram 1

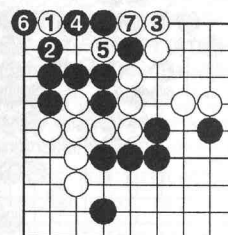


Diagram 2

31: Not necessary. Black should tenuki here but she is not confident in her reading of the position. (Would you be?) Black 1 in diagram 3 is good shape and gives Black a clear win.

Note that Black must give up the stone at 27.

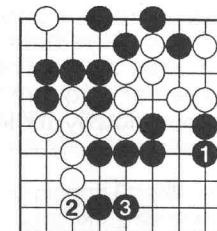


Diagram 3

32: A mistake in return. 44 is the correct move. The game is tipping back and forth like a seesaw.

34: It is not immediately clear that 34 is sente. White should play 44 first.

35: Black wavers between 35 and 44, playing on the last second of byoyomi.

45: Bad. This position is often seen in handicap games, where Black's position suddenly and mysteriously crumbles. Black should simply clamp at 1 in diagram 4. Please learn this good shape move.

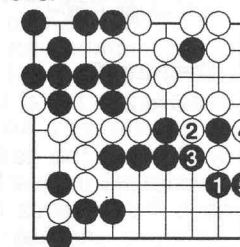


Diagram 4

48: Tesuji to make a large ko. Black has no ko threats. White wins by 7.5 points.

In the post-game analysis, several lengthy variations were tried. In diagram

5, White wins by playing sagari at 1 instead of 26. Actually, the hane at Black 12 is dangerous as there is bad aji at A. In diagram 6, Black plays nobi at move 9 and White invades at 12. The corner becomes a carpenter's square which is usually ko but notoriously tricky. White wins in this variation.

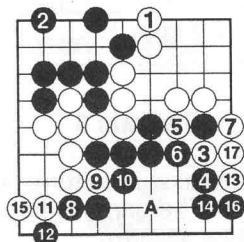


Diagram 5

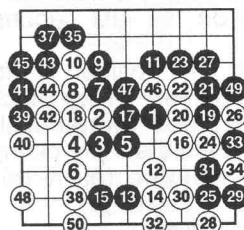


Diagram 6  
36 at 33

Next, we will look at the games between the professionals in this best-of-three tournament. Part 4 gives the first game between Mimura and Aoki.

"Go is to Western chess what philosophy is to double-entry accounting."

Shibumi, by Trevanian.

## Beginner's Corner

by Bob Terry

### Part 2 (b)

When White played at 47, Black answered at 48, again violating the third commandment of handicap go. Black 48 is no answer at all to White's move. To respond effectively, Black must play at 1 in diagram 3. If White plays at 2, Black answers at 3. If White played at 3, Black would answer at 2. In other words, White must choose between reinforcing either his two stones on the right or his other stone on the left. I planned to play at 2, and, after Black 3, stabilise my group with a move at A.

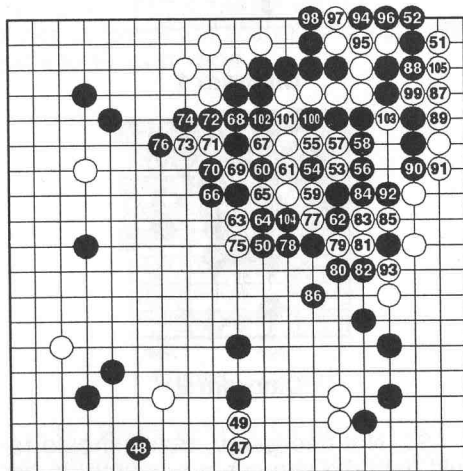


Figure 2 (47-105)

But Black 48 also violates the fifth commandment, which states that one must not allow the opponent to make thick moves when it can be avoided. This is one of the hardest things for a beginner to understand.

A thick move is usually a slow move, that is, it does not develop one's position quickly. Also, many times, a thick move is not directly concerned with making territory. Thus a beginner finds trouble categorising such moves or recognizing opportunities for playing them.

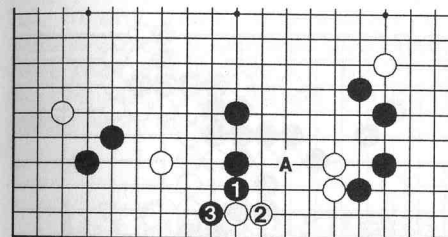


Diagram 3

As one becomes more experienced, one learns to equate thick moves with strength, an essential component of the game. If one can face an opponent from a position of strength, both attack and defence are made easier. In this case, White 49 is the vital point. (Also, remember the go proverb: My opponent's key point is my own key point.)

However, before playing at 49, I should have attached at the point to the right of 50 in order to avoid being shut off from the centre. Black 50, enclosing White's group on the upper side, is a severe move.

In spite of this, I must state the sixth commandment: Do not try to fight with the opponent. This may seem to be a

strange pronouncement. After all, fighting is what the game is all about, isn't it?

Well, no, the object of the game is to win. As you may have noticed, White has not tried to fight at all in this game. White has only tried to build solid positions, create thickness or invade Black positions.

It would not make sense for White to challenge Black to a fight when all of those handicap stones give Black such an advantage.

For Black's part, he is playing against a much stronger opponent. Why start a fight? Would you challenge a prize fighter to a slugfest? What could you possibly hope to accomplish?

Black 50 violates this commandment. Black deliberately challenges White to a fight. Although White is in some danger here, he is not without resources. White starts by probing Black's corner with 51.

The seventh commandment states that one must strive to discover the true nature of the position. This is by far the hardest one to adhere to, both for beginners and strong players alike. One must calm one's emotions and patiently examine any number of questions that relate to the position. With Black 52 to 62, White is left with a single eye. That should be the end of the matter, shouldn't it?

Moves 63 to 79 show what happens when you get into a fight with a stronger player... twisting contortions and desperate cuts. With White 79, Black's corner is cut off from the rest of his group.

Black 80 to 84 are good moves. Now, worried about another cut, Black defended at 86. This gave me a chance to attack the corner with 87. But Black is still perfectly safe in this fight.

The eight commandment states that one must learn how to read out variations. This may be restated: if, in violation of the sixth commandment, you do pick a fight with your opponent, make sure that you win!

Black makes an eye with 90 and 92, but 94 to 98 are exercises in futility. Black should simply push through at 1 in diagram 4 and throw in a stone at 3. When White captures at 4, Black ataris at 5, guaranteeing him two eyes for his group. Just by reading out this variation, Black could have crushed his opponent. As it was...

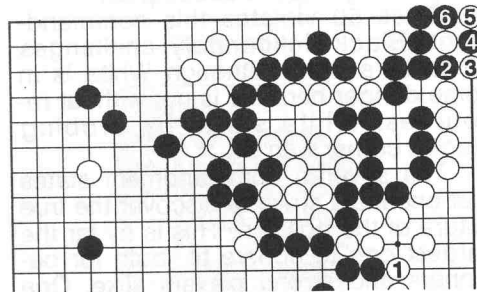


Diagram 4

Black could still have saved his group by playing the variation in diagram 4 instead of 100 or 102. But when White throws in the stone at 103, it simply becomes a race to capture.

The ninth commandment states that one must learn to count. There are many situations where one must be able to count in order to determine the true nature of the position. This race to capture is one example.

One must also learn to count the territory on the board. Diagram 5 shows how I perceive the board at this point in my mind's eye. The first feature

that draws one's attention in this diagram is the gaping hole in the upper right corner. This represents at least 60 points of territory for White. Count another 10 points on the lower side and an additional 10 points for White on the upper side. This makes a total of 80 points of definite territory that White controls. On the other hand, Black controls *no* definite territory at this point (although potentially, Black can expect to make perhaps 40 to 50 points).

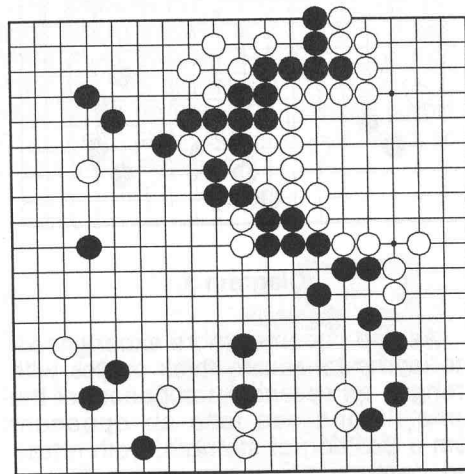


Diagram 5

The tenth commandment of handicap go states that one must know when to resign.

It is clear that White is ahead by at least 30 points on the board, and Black has little hope of catching up. It isn't as if he doesn't have a reason to resign! But Mike played on before losing by a much larger margin. Even at that point, he asked to replay the game from an

earlier position to "see how it would have ended"! This is discourteous to one's opponent. One must learn to resign properly and at the proper time.

In other games, such as chess for example, draws and stalemates are possible. Not often in go. It is impossible not to lose at least some of one's games; if one manages to win 75% of the time, it is a fine accomplishment. So losing is part and parcel of the experience of playing go. It is no disgrace to do so.

Not accepting this reality, though, may perhaps be considered disgraceful. In any event, one should by all means accept a loss with good grace. I find that the words: "I resign. You played very well. Thank you for the game" work nicely.

## US Go Congress

by Francis Roads

*"We came six Brits out of the East,  
Our victory for to seek.  
To the USA we made our way  
To play go there for a week..."*

And if you want to hear the rest of that song, you'll have to turn up at one of the congresses where songs are sung. Yes, the drawback with the US Congress is that it lasts only one week, or nine days to be precise. But it wasn't enough of a drawback to stop six of us from making the trip, together with several other European players.

**Sunday 28th July.** The worst part of the trip is taking seventy minutes to reach Manhattan in the coach from Kennedy airport; New York has a Sun-

day rush hour just like London. Barbara Calhoun, the friendly President of the AGA, makes me welcome in her apartment in 67th Street.

**Monday.** Jetlagged. I wander around a few shops in the unseasonal rain, watch TV (nearly 40 channels, but total quality equal to about 1.5 of our four) and eventually visit the Natural History Museum. Evening: Barbara takes me up the World Trade Centre. Impressive views of the whole New York area. Then a real Chinese meal.

**Tuesday.** Wander through Central Park to the Metropolitan Museum of Art. I spend most of the day there. The only disappointment is that the Musical Instrument gallery closes as I arrive.

Back through Central Park. It's big all right, but much more wooded than we are used to, and with very few flowers. They are short of money to maintain it, and I am afraid it shows.

In the evening to a meeting of the Brooklyn Go Club (which does *not* meet in Brooklyn). I meet Bob High, Terry Asael and Roy Laird, who were part of the US party that attended the 1990 London Open, and have a merry time.

**Wednesday.** Subway to the picturesquely named 207th Street at the north end of Manhattan Island. The first bit of the walk back along the West Side through parkland is pleasant enough. Interesting wildlife, including chocolate coloured squirrels and huge butterflies. But the walkable bit of parkland gives out, and I find myself wandering through Harlem, which apparently you're not supposed to do.

Evening: New York Go Club. Sorry to say that I am not made particularly welcome. Apart from one very friendly player, most of the other people there seem more interested in playing against each other than in looking after a visi-



tor. All the other people are of oriental extraction. I suppose it does one good to experience racial discrimination once in a while.

**Thursday.** Paul Margetts and Sue Gardner have arrived now, so we go together to Riverside Park. Sue flags in the heat, and demands beer and pancakes. In the afternoon we ride on the Circle Line. No, this isn't a subway, it's a boat that takes you right round the island in three hours.

Evening: Bob High's place again for another unofficial meeting of the Brooklyn Go Club. Alison and Andrew Jones arrive safely, as does Pavel Ignatiev from the Soviet Union.

**Friday.** Pavel is also staying with Barbara, so I am delegated the job of looking after him. His English is better than my Russian, but not a lot.

Mid-afternoon, to Rochester. We set off across the wide River Hudson, after which New York State seems to be largely covered in trees. We stop over at the charming little wooden town of Downsville.

**Saturday.** Early afternoon we arrive in Rochester. Sean Scarff brings our numbers up to six. Peter Voisey, currently resident in Boston, is also there, but doesn't get a mention in the song.

The University dates from 1850, old by US standards, but the campus is '30's, built in local brick in a pleasant uniform Palladian style. The River Genesee runs past. Westminster chimes (not quite musically correct) ring out from the dome of the central library building. All in all, not a bad effort, and a pleasant week in prospect.

**Sunday 4th August.** Round 1. Only 90 minutes per player, so most games finish by lunchtime. I rather like this. There is more time to take part in the handicap tournament, or excursions. In

the evening it's lightning go. Alison gets into the final, but no further.

There are just two drawbacks: firstly there is nowhere to gather to sing and play pits and liar dice after midnight, when the main building closes. And worse still, the University is dry!

**Monday.** Afternoon: I walk along the river into downtown Rochester with the Jones's. It's like most US cities, grid-plan and concrete, so we just shop and visit tourist information. Later Alison and I make up a display to advertise the 1992 European Go Congress in Canterbury, emphasising aspects we think will appeal to Americans.

**Tuesday.** The Tournament Director, David Weimar, allows me to do a sales pitch for Canterbury from the rostrum. It gets a round of applause. Better still, by the end of the week we have over sixty names and addresses of people interested in receiving further details.

In the evening our friend from the Kansai Ki-in, Hisashi Shirakami, takes Barbara and myself out for a magnificent Japanese meal.

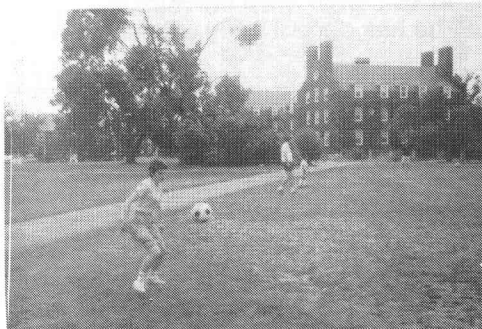
**Wednesday.** The off-day, so into coaches and off for a two hour trip to Niagara Falls. We do the boat trip, and get wet. Then comes the odd experience called the "Cave of the Mists." There isn't a cave there at all; you go down in a lift and clamber about on a wooden structure at the bottom of the waterfall. We get very wet indeed.

**Thursday.** Afternoon: Alison Jones and Peter Voisey display a rare talent for football, playing for fair hair versus dark. Needless to say fair hair wins.

Evening: AGA Board Meeting, the nearest they get to our AGM. I go as a friendly observer, and have to confess that after five hours I have had enough and leave them to it. Nonetheless, I

throw in what I hope are a few helpful European perspectives.

The Americans are very wound up about laying down precise rules concerning gradings, tournament pairings, and general organisation and so on. They don't seem to be able to leave most of it to people's common sense, as we tend to do. Would you believe that in the handicap tournament they were using a sliding handicap system which altered with each game, and which divided each kyu or dan into 1/100's! Is it surprising that their meetings go on so long?



Alison discovers another game. (FR)

Still, one good thing that they have done is to produce a very usable set of go rules. I intend to try to convince our Council that these should be adopted by the BGA, as they are a whole lot better than anything we have at present.

**Friday.** Alison and myself are both on 4/4. What happens next? That's right, we both lose our games. More Brits arrive: Sean's brother Christian, and two US residents that an older generation of go players will remember: Tony Goddard, and his current employer, Alan Stout. In the evening it is Banquet time, speeches and prizes. Ali-

son has come 3rd in the 1 kyu section, and I am the second placed 4 dan and receive a Rochester Go Club go board. I am also very touched to receive an award for services to the Congress, in publicising it in Europe.

**Saturday.** Three rounds of the US Championship (=weekend tournament). There has been an Ing tournament earlier in the week; part of the deal has been that we use the controversial Ing clocks throughout. Now we have an even more controversial situation: when you run out of time, your digital clock has to be replaced with an analogue clock to enable Canadian overtime to be administered!

Evening: our song party. We end up with a couple of dozen lusty singers from several countries. The American songs are very different from our tradition. They use folk tunes, but a good deal of modern music as well. And the words tend to be much more about what happens on the board, while ours are usually about anything but the game itself. The song introduced gets its first rendition. We keep going for two and a half hours without repetition.

**Sunday.** Paul wins the 4 kyu division with 5/5, and owing to an anomaly in the results I snatch third place in the 4 dan division with only 3/5.

The Wolfthals want to leave promptly, so I bunk the prize giving. We stop over at Hammondsport, on a pleasant lake, at the side of which I dine on snapper with my friends. No, I didn't know either. It's a fish.

**Monday 12th August.** My kind friends drive me straight to Kennedy Airport, arriving around 5pm. Goodbye US! If a lot of you keep your promises, we'll see you next year at Canterbury. And I'll certainly be back sometime to your wonderful country.



# Jubango

## Part Three

by Terry Barker

### Game Four

Black: Tamura, White: Ishii

As mentioned in an earlier game, 4 was not a very common move at that time.

10: Much better than playing at 11, because then Black can build up a good position with 20.

19: An interesting counter-attack. Black holds back with the hane (25) to probe White's intentions. Having settled the shape on the lower side, Black can play more freely on the right.

22: An overplay. The extension to 28 is more important (followed by Black extending from 21, then White 64, an important move in the bottom left).

34: A big move, but one which Black can ignore. Turning at 35 is better, taking all the pressure off the White group.

36: The vital point for attack and defence.

39: As usual, Black builds up considerably thickness early in the game.

41: Emphasising that Black has had the better of the opening. Obviously White does not want a black stone here, extending from a black wall and in front of a white shimari.

42: The follow-up to 34, which Black again ignores, confirming that 34 was probably a mistake.

43: Another good, solid move.

44: White has to do something. A surprising exchange happens.

60: A very important move. If Black were to wall White in it would be a disaster for White.

62: Of course, not the insipid 73.

69: Black's stones work well together.

74: Black now goes off the rails. Setting up a ko is fine but something goes wrong with the ko threats.

81: Plays for a moyo. Probably playing at 97 would be better.

84: White plays a super sequence of attachments to escape with a reasonably healthy group.

92: A series of moves well worth studying. Not only has White poked his head out (that was no real challenge) but he has done it fairly efficiently.

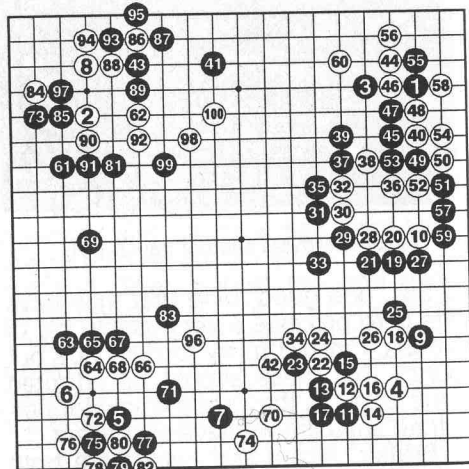


Figure 1 (1-100)

96: A big move which White has time to play because his group in the top left can look after itself. It is clear

that Black has got no compensation for losing the ko.

104: A standard tesuji, cutting across the knight's move to gain space.

109: The atari from below 104 would give White the chance to atari from above.

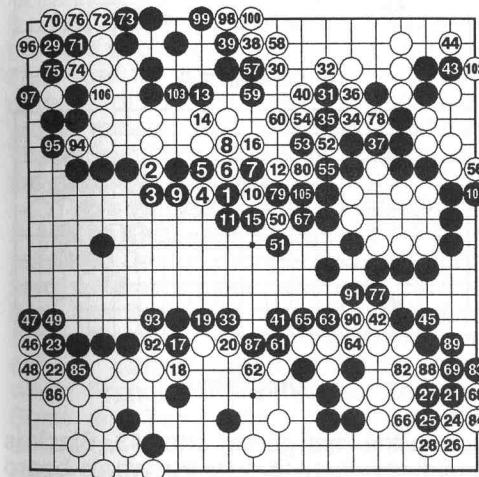


Figure 2 (101-206)

181 captures (135), 204 at 107

113: Well timed.

121: The game is very close.

122: Big. It is important not just to follow your opponent round the board.

129: The exchange for 130 loses points.

130: White has a small lead. The yose is becoming interesting.

137: Not at 178. This would give White a free atari at the top in addition to the sequence played.

141: Big.

153: Best way of playing, giving White fewest points locally.

160: White has to connect on dame.

163: The game is again level.

164: White can gain an extra point by pushing through at 165. However, this would be gote and keeping sente is very important in the yose.

170: Because White can play 172 in sente, he is able to go this far.

The game ends in jigo.

# Candidates' Tournament Game

by T. Mark Hall

This is not going to be the full game, just the missed opportunities in the early middle game. I have plummeted to the depths after a short period of unexpected success, and when you miss a good chance early in the game, giving the opponent a good position instead, it is rather dispiriting.

Black: Jim Barty, 4 dan  
White: T. Mark Hall, 3 dan  
komi: 6

2,4: I have recently been playing this as White because it does restrict Black's approach from e.g. his hoshi stone at 1. A Black move on the bottom edge has little effect on the stone in the corner.

The interesting point of the game is at 17, 18 and 19.

17: Normally a precursor for playing at A and B followed by a move on tengen (10x10), making a large Black moyo in the centre and top left.

18: Intended to reduce the aji in this area and make it difficult for Black to attack here. This also leaves the possi-

bility for White of cutting through between 7 and 17, if the situation is favourable later.

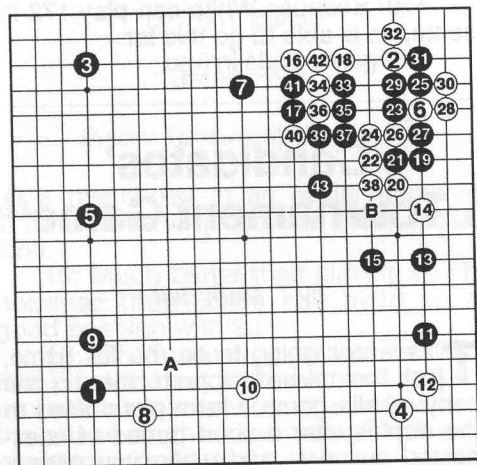


Figure 1 (1-43)

19: This surprised me; I expected B. I think the invasion is premature and Black was getting into a fight he did not need. The fight proceeds reasonably well for White up to 36. After the game Harold Lee commented that 32 should have been the connection between 2 and 18, making it more difficult for Black to break out.

38: The losing move. White should push up at 2 in diagrams A and B. Whichever way Black chooses to play he is in trouble. Admittedly he has broken into the corner, but the best he can manage after this is run out into the centre with the moves shown in diagram A. White has fairly secure groups on both sides and should easily destroy

Black's moyo and have an easy game of it.

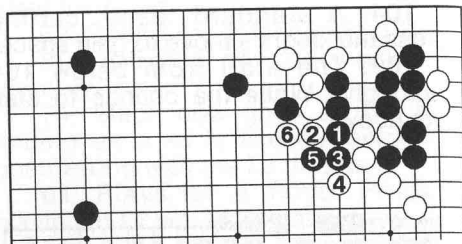


Diagram A

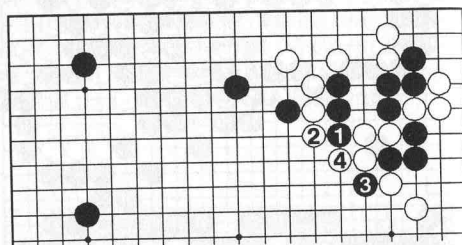


Diagram B

In the real game, after 43, Black is building influence over the whole board while White is troubled by aji on the top edge (he has to play something at the top to be sure of life) and on the right (because White does not get to move naturally out into the centre, chasing a weak Black group, White cannot threaten the Black group on the right side). The game is lost after White plays 38, but you will see from diagrams A and B that Black does not have much of a threat against this point.

Both players are short of time.  
White: "I offer you a jigo."  
Black: "I accept."  
White: "White wins jigo!" (F.R.)

## Clubs & Tournaments

by Tony Atkins

Twenty-seven of Britain's top players managed to find the new entrance to the IVC at Covent Garden and fought for the right to play seven more games of go. This year the six games of the Candidates' Tournament were played with ninety minutes and generous overtime. The atmosphere was fairly relaxed, but the competition intense.

There were five places available for the Challenger's League and five players 3 dan or stronger. However, the field was wide open when Bill Brakes beat Jim Barty and John Smith lost to Stuart Barthropp in the first round. The crunch games came in round four, when Francis Roads lost to Edmund Shaw and Tony Atkins (who was also unbeaten) lost to Bob Bagot. In the final round Edmund was still unbeaten and Bill Brakes failed. Jim Barty had recovered from his early loss but lost to Francis Roads. Klaus Pulverer picked up a fourth win, having only lost to the top players, whilst Tony Atkins blew his chance by getting a jigo with Mark Cumper. Matthew Cocke also got a good enough four to be first reserve for the second year running. The other notable result was Paul Edwards winning 3 out of 5 as reserve.

Final placings: Edmund Shaw 6 wins; Francis Roads 5 wins; Bill Brakes, Klaus Pulverer and Jim Barty 4 wins; reserves, Matthew Cocke, Jeremy Hawdon, John Smith.

Bracknell is traditionally a tournament where the strongest players fail to

do well. This year was no different, and Mark Cumper of Reading won at 2 dan. Perhaps it is the sudden death time limits or the late running draw that puts them off. Others with three wins: S. Butler (1 kyu, Reading), R. Inglis (3 kyu, Bracknell), S. Carson-Rowland (5 kyu, Shrewsbury), J. Chai (9 kyu, Bournemouth), P. Donovan (16 kyu, Eastbourne), C. Maye (22 kyu, Brakenhale), B. Beaton (25 kyu, Furze Platt). The best 2 wins: G. Clemow (1 dan, Cambridge), I. Davies (6 kyu, Cheltenham), J. Beaton (11 kyu, Furze Platt), J. Johnstone (14 kyu, Bournemouth), and V. Macfarren (14 kyu, Furze Platt). Clemow and Butler were the qualifiers for the 1992 Candidates' Tournament. Winners of the 13x13: Y. Wagstaffe and S. Riley.

The Broken Go Stone Trophy was awarded to this year's Thames Valley League winners, Bracknell. Furze Platt took an early lead by beating all but Bracknell, but the latter finished off all opposition to end unbeaten. Lady of the League was Roz Gilbert of Bracknell, the first time that the best individual was not Jim Clare.

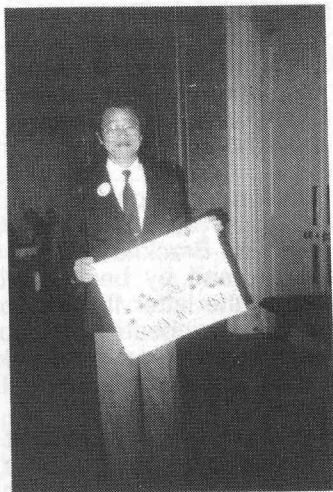
Sixty-two players spotted that Leicester was on a Saturday this year and managed to turn up at the new church hall venue.

For the fourteenth tournament Eddie Smithers initiated a new trophy, which seems to mark the change in the tournament after its long association with the Sixty-six Club. Neither was much provided this year, but with eating places nearby, and homemade cakes and biscuits to tempt the hungry player, nobody minded.

The prize winners for three wins were the two qualifiers Andy Jones and Simon Shiu, and Austin Dilks, Julian Cook and Helen Harvey.



Curiously, the last round produced a result similar to London with Harold Lee and Desmond Cann failing to find a victor. However, there was no question of gamesmanship, and Des was adjudged the winner on the sum of opponents' scores. Interestingly, the last time they tied, at the 1989 Wessex, Harold was adjudged the winner. Strangely, too, the team prize was a draw with Newcastle and Wanstead finishing equal; no tie-break was applied.



IOM: Peter Shiu's prize may be upside down, but he came out on top. (FR)

Edmund Shaw won the Challengers' League with a straight seven wins, as reported elsewhere, and gets to play Matthew Macfadyen in the best of five match for the British Championship. John Rickard was not playing in the League this year as he was sightseeing after the World Amateur Championships in Japan. In this he was

twenty-seventh, winning 3 out of 8. The top place getters all lost a game, but it was Fumiaki Imamura of Japan who came out on top. Second was Hsien Yu Hsia, the thirteen year old from Taiwan, and third was Ronald Schlemper, the Dutch doctor, who earned himself the highest ever Western placing.

Furze Platt won the Schools Tournament at Stowe, as expected. When asked whether the contest for the Castledine Trophy was close, an informed source claimed that one game was.

Simon Goss reports that the BGA Youth Championships took place at Stowe School on Sunday June 23rd. The overall tournament and the Candidate's place were won by Mark Simmons who defeated Sam Beaton in the final round. The BGA titles were:- Under-18: winner Sam Beaton, runner-up Chris Dawson; Under-16: winner Mark Simmons, joint runners-up Jason Cheng and Joe Beaton; Under-14: winner Debbie Lakeman, runner-up Garry Mills; Under-12: Ben Beaton, runner-up Simon Brookes.

Ben Beaton was promoted to 18 kyu, thus achieving the feat of going up from 25 to 18 kyu in eight days. There were many other promotions: Mark Simmons to 2 kyu, Chris Dawson to 2 kyu, Jason Cheng to 9 kyu, Joe Beaton to 9 kyu, Debbie Lakeman to 14 kyu, and Simon Brookes to 20 kyu.

An exceptionally generous selection of prizes was available. Special prizes were awarded to two adults: Elinor Brookes for her support for this and many other aspects of youth go, and Alex Eve as the undisputed champion at hosting this kind of event. Stowe School is a very popular venue for these events, and Alex has generously hosted them twice a year for several years.

This time a new method of organising the draw was tried, involving a system of seeding. It seemed a good idea at the time, but we realised as the day progressed that this system forces too many highly uneven matches to be played while ruling out some interesting and relevant close games. The tournament was one of the best youth tournaments we have had, but many now realise that the rules need a careful rethink before next time.

If one enjoys life under canvas then the Battersea Park Anglo-Japanese Match is the event for you. Twenty-nine players from London and the South East pitted their brains against twenty-nine of the London Japanese in a close fought match. After the first round the Anglos were a point ahead, and after the second it was all square. Unfortunately the last round was 16-13 to the Japanese, who took the trophy for another year.

• • • • •

Budapest Tournament attracted over a hundred entries including most of the strong Eastern players. The Syno-British hopes faded as Zhang lost to two Soviets. One of these, Bogdanov, finished second, ahead of the young Roumanian, Sorin Gehrman, but it was Lazarev who took six wins and the championship.

The 20th Amsterdam Tournament drew over two hundred players including a number of British. However it was the locals who scooped the top five places. Guo Juan, now Dutch by marriage, beat all her opponents, including Michiel Eijkhout who was second. Next came Boon, Janssen and Rehm.

The Finns entertained the forty-five players at Helsinki with saunas and par-

ties. The strong Soviet contingent only managed a third position, with Lazarev. Zhang lost to Janssen to allow the Dutchman first place. A curious feature was that some players had to play in hospital against a 3 kyu, Tero Sand, who has been paralysed since a car accident when aged four. He would either point with a stick in his mouth or say coordinates to play moves, and won three out of six.

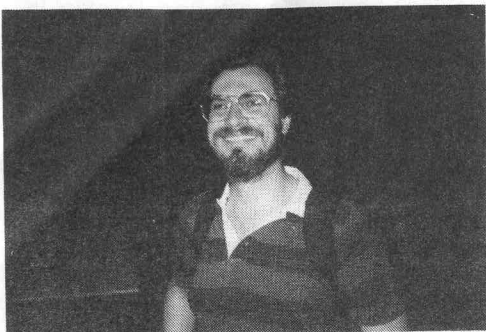
Zhang held on to his Warsaw title for a second year. He lost a game to Lazarev but had a better S.O.S. than him and Danek of Czechoslovakia who was second. Japanese professional Tozawa was available for teaching, and there was a party on the Saturday evening. However, this went on too long, so that various players did not arrive in time for the next game. One such player was Janusz Kraszek who recently lost his ten-year Polish Champion title to Leszek Soldan.

The Volga Boat Trip Tournament was won this year by Alexei Lazarev who beat fellow Russian Viktor Bogdanov into second place. Most players were Soviets this year, with only three non-Soviets in the top twenty. The cruise along the Moscow-Kazan section was noted for its old churches and quiet villages, some of which were visited along the way during the five hundred mile journey.

The European Open Champion is Dr. Zhang Shutai, who won 9 games out of 10 in Namur. He beat both Alexei Lazarev and Guo Juan, who took the next places, but lost to Matte Schuster in the first round. This win kept Zhang ahead of the rest in the Grand Prix rankings. Lazarev is the new European Champion, and also clearly won the trip to play in the Fujitsu Cup. Fourth in the European was Kai Naoyuki from Japan



and then Danek, Heiser, Janssen, Van Eeden and Saifulli, all on seven points. Highest placed Brit, at 20th, was Richard Hunter.



Richard Hunter with parting smile. (BT)

Other prize winners: J. Vieveen (NL, 1 kyu), R. Popma (NL, 1 dan), M. Kroppach (D, 5 kyu), O. Lorenz (D, 6 kyu), P. Keiss (D, 11 kyu).

The weekend tournament was also won by Zhang with a perfect five. Then came Guo, Heiser, Bogdanov. Mark Hall and Matthew Cocke gained prizes for four wins.

The first lightning was won by Giles Van Eeden, with Zhang second, and the second lightning was won by Zhang, with R. Verhagen second. Matthew Cocke was placed fourth.

*Goliath* beat *Star of Poland* in the computer go contest.

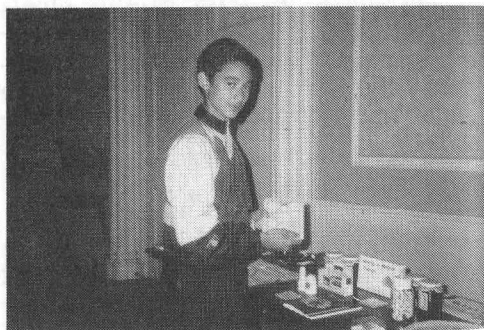
On Monday morning after the Congress had ended, the Timmins family met Janusz Kraszek in Namur with his arm in plaster. He had clashed with Matti Siivola, by then in hospital with a broken leg. He declared that perhaps at their age it was safer to stick to go!

The Isle of Man Congress has been written of elsewhere, but it is worth repeating that it was one of the best con-

gresses attended. The several tournaments gave one flexibility over how much go to play and how much sight-seeing and so on to do. Side events included a barbecue, birdwatching, and a steam train trip on a 1905 vintage locomotive. Finally, prizegiving was together with a dinner at a hotel that used to be the summer home of the Dukes of Athol.

Main Tournament: first equal, J. Smith (3 dan, Manchester) and T. Derz (3 dan, NL). Other prizewinners: F. Roads, P. Barnard, K. Cobby, E. Brummelkamp (NL), J. Ranson, A. Hearn.

Afternoon Tournament: J. Clare (3 dan, Reading). Other prizewinners: P. Barnard, A. Duarte.



A. Duarte collects his prize. (FR)

Fast Tournament: C. Wohlfarth (4 dan, East Berlin). Other prizewinners: P. Shiu, R. Wicher-Schrear (NL), D. Cox. Lightning: C. Wohlfarth. Junior Handicap (13x13): 16 and under: A. Duarte, 15 kyu (Brakenhale); 12 and under: S. Brooks, 20 kyu (Swindon); Best Isle of Man Junior: L. Cleary, 33 kyu. Best Junior player of the Congress: A. Hearn, 23 kyu (Brakenhale), for 10 wins out of 12 games. 13x13 Tournament: S. Brooks.

## Price List

Description	*Level	Code	By hand	By post
Strategic Concepts of Go	5-D	G6	6.00	6.90
In The Beginning	20-D	G10	5.50	6.30
Thirty-Eight Basic Joseki	12-1	G11	6.00	6.90
Tesuji	15-1	G12	6.00	6.90
Life And Death	12-1	G13	5.50	6.30
Attack And Defence	12-D	G14	6.00	6.90
Endgame	10-D	G15	6.00	6.90
Handicap Go	10-D	G16	5.80	6.60
Kage's Secret Chronicles Of Handicap Go	15-D	G17	5.80	6.60
Breakthrough to Shodan	7-D	G19	5.80	6.60
Joseki Dictionary 1	4-D	G21	8.00	9.20
Joseki Dictionary 2	4-D	G22	8.50	9.70
Joseki Dictionary 3	4-D	G23	8.00	9.20
Appreciating Famous Games	10-D	G25	7.00	7.80
Attack And Kill	10-D	G27	6.00	6.80
Lessons In The Fundamentals Of Go	20-D	G28	6.00	6.80
Reducing Territorial Frameworks	10-D	G29	5.80	6.60
An Introduction to Go	30-15	G30	3.00	3.60
Second Book Of Go	20-10	G31	4.50	5.30
The Power Of The Star-Point	6-D	G32	5.80	6.60
The Chinese Opening	6-D	G33	6.00	6.80
All About Thickness (NEW)	20-5	G34	6.00	6.90
The Magic of Go	30-15	G41	4.50	5.30
Positional Judgment	10-D	G45	6.00	6.90
Graded Go Problems 1	30-20	GGP1	6.00	6.90
Graded Go Problems 2	25	GGP2	6.00	6.90
Graded Go Problems 3	20-10	GGP3	6.00	6.90
Graded Go Problems 4 (NEW)	15-5	GGP4	6.00	6.90
Ranka Year Book 1989		RNK89	1.00	2.00
Ranka Year Book 1990		RNK90	2.00	3.00
Kido Yearbook 1990		K90	18.00	20.00
World Amateur Championships 1989		WA89	2.00	2.80
World Amateur Championships 1990		WA90	7.00	7.80
Treasure Chest Enigma		ENIG	12.00	13.40
Invincible (Shusaku)		INV	40.00	42.00
Go postcards (set of 8)		PC	2.00	2.30
BGA Song Book		GSB	2.00	2.50
Plastic Stones		SP70	8.00	10.00
Glass stones (6.0 mm thick) Japanese		SG60	14.00	17.20
Glass stones (7.0 mm thick) Korean		SG70	14.00	17.20
Glass stones (7.5 mm) Japanese		SG75	15.50	18.70
Glass stones (8.0 mm thick) Korean		SG80	16.50	19.70
Glass stones (9.5 mm thick) Korean		SG95	18.00	21.40
Gostelow board (1 cm)		BGB	14.00	17.50
Gostelow de luxe board (2.5 cm)		DGB	18.00	22.00
Folding wooden board (1.7 cm)		B104	15.00	18.00
Slotted go board (2.5 cm)		B106	24.00	27.50
Chestnut go bowls (for stones up to 7 mm)		T370	20.00	22.00
Chestnut go bowls (for stones up to 10 mm)		T372	25.00	27.00
Magnetic go set		MS20	20.00	22.60
Magnetic go set		MS2000	11.00	12.50
Club Set (plastic stones, bowls, mat)		CS	6.00	8.00
Game record pad		GRP	1.20	1.60

Only BGA members may purchase items on this list. Cheques should be made payable to "British Go Association." Postage outside UK: add 20% to postage above. Send to R. Bagot, 54 Massey Brook Lane, Lymm, Cheshire WA13 0PH. (Tel: 092-575-3303)

\* Level: D = dan level. Figures denote kyu level. (Ratings rise from 30 kyu to 1, then go to 1 dan.)