BRITISH GO JOURNAL

Editor: G. BAYLISS

NUMBER 20

SUMMER

JULY 1973

NOTES FROM THE B.G.A. SECRETARY

The B.G.A. has decided to publish a grading list of strongest members, down to about 10th Kyu; each Club Secretary and unattached member is requested to send to the B.G.A. Secretary names and playing strengths of members of 10th Kyu or better, not later than 31st August 1973.



The Nihon Ki-in have apologised for the long delay in receiving copies of the "Go Review". This problem has now been overcome. As from April 1973 issue, the magazine will appear quarterly. Details are not clear, but the B.G.A. will endeavour to safeguard the interests of subscribers.

The B.G.A. has a number of advertisement sheets for "Go for Beginners", which take the form of double sided A4 glossy with colour photographs. A small number is available free from the B.G.A. Secretary.

A new price list of "Go Publications" held by the B.G.A. has now been issued. Please check before ordering. Main changes are as follows:-

Score pads	35p	Go International Handbook	75p
Joseki	80p	Go for Beginners	£1.00
Basic Techniques	£1.20	Go Proverbs	£2.00
Vital Points	£2.00	Middle Game	£2.10
Strategic Concepts	£2.30	1971 Honinbo Tournament	£2.60

The 17th European Go Congress is to be held from 21st July to 5th August in Sprendlingen, West Germany, 10 km from Frankfurt. The B.G.A. have a supply of entry forms; interested persons should take immediate action.

All correspondence to:-

Derek Hunter, Secretary, British Go Association, 60 Wantage Road, Reading, Berks RG3 2SF. Telephone: 0734 581001

Club members should communicate through their Club Secretary. Cheques should be payable to "The British Go Association" Payment may be made to National Giro Account 27 961 4004

CONTENTS

	CON	EI / 1 2	Ť.		Page
Notes from the B.G.A. Secret	ary			٠	ĭ
Contents	• •	• •			2
Editorial	• •	-			2
Report: A.G.M. of the B.G.A	٨.	• •		• •	3
Report: 1973 British Go Congre	ess, Edinburgh b	y John Allen			4
White to Play and Live? by Do	avid Mitchell		• •		6
Book Review by Gerald Bayliss					7
News from Japan		• •			7
The Yose Problem by J.T.Fairb	airn	• •			8
Go Etiquette by Mark Hall		• •			9
Mental Factors in Playing Stren	gth by Francis	Roads			10
Problems	• • •				11
Strange Things Happen at the 2	-1 Points by Fro	ancis Roads		÷.	11
Answers for Problems	3 E -		* *		12
At the Head of Two Stones Play	Hane by Franc	is Roads			12
Southern League Table					12
News Around the Clubs					13
Personal		• • •			13
Crossword Puzzle	: : 1• •	• •			14
Club Honorary Secretaries					15

EDITORIAL

There have been many problems to contend with – the publication of this the Summer Issue; the Spring Issue, unfortunately, had to be cancelled. The major problems have been the change of printers, and the sudden resignation of the Editor, Chris Barton, who so ably carried the main bulk of the Editorial work in previous issues. Many thanks must be recorded for his sterling work.

The Editorial Committee now numbers four. They are Gerald Bayliss, Roger Hays, John Prosser and Alan Smith. It is intended that leadership of the Committee will rotate and we hope by this means to maintain a complete continuity despite occasional changes in the Committee membership.

Once again we must make an appeal for material, particularly Games. Go players have yet to adopt the chess players' habit of recording all important games; a wealth of good material is lost this way. So please record your games. It was pointed out in the last issue that Andrew Daly is prepared to comment on games sent to him through the B.G.A. Secretary or the Editor.

We are greatly indebted to our regular contributors, John Tilley, John Fairbairn, Francis Roads and John Diamond among others, but could do with a great deal more, and would like views and comments from players of all grades. In the end, this Journal is what you, the readers, make of it, so please be generous.

Our final request is aimed at Club Secretaries. We would like to devote more space to Club activities and would be interested to have news of Club Events, Tournaments and Matches. Please keep us informed; remember we are at your service, why not use us!

The President of the B.G.A., Francis Roads, gave the following Report:

The Southern League had been started, and the 3rd Wessex Tournament had again been a success. We have had the great honour and pleasure of two visits from Japanese professional players. Contacts had been made with the Korean Embassy, the result of which, H.E. the Korean Ambassador had presented a team trophy to the Congress, also the Japan Airlines had expressed their interest in sponsoring the Congress. The excellent publication "Games and Puzzles" had again been generous in supporting our annual event.

With future events, London Go Club are planning an annual New Year Tournament. The 1974 British Go Congress will be held in Reading, March 30th – 31st. Suggestions for suitable venues for the 1975 Congress are requested, especially from the Northern Clubs.

The President's Report was followed by a favourable Financial Report showing that the Association had made a surplus during the year. Much of this surplus had been used in building up stocks of books and equipment for sale to members.

With the ever-increasing amount of secretarial work brought about by the growing member-ship, Derek Hunter stated that he was happy to continue as Secretary for 1973/74, but would welcome schemes for assistance to be tabled for the next A.G.M. This was an important factor if the B.G.A. was to continue its increase in membership and domestic, European, and global influences.

ELECTION OF OFFICERS AND COMMITTEE

Messrs. Roads, Hitchens and Hunter were re-elected President, Treasurer, and Secretary, respectively. The five Committee Members were also re-elected with 35 votes each, therefore the Committee for 1973/74 is Messrs. Barton, Daly, Diamond, Gray and Tilley.

INCREASE OF B.G.A. ANNUAL SUBSCRIPTIONS 1974

A proposal from the Committee was tabled to raise the subscription level to 30p, 50p, and 80p for Club, Unattached, and Overseas Members, respectively. This proposal was intended to cover expected cost increases caused by inflation. After much debate and amendment, the original proposal was carried 28 votes to 1 with 5 abstentions. Will all members please note that these subscriptions are due 1st January 1974.

REPORT: 1973 BRITISH GO CONGRESS, EDINBURGH by John Allen

Sixty-one players competed in the 1973 British Go Congress, including a strong contingent from Paris. Although the total numbers were down on last year, this was to be expected due to the relative remoteness of Edinburgh. However, the number of Dan players was the same as last year - an indication of the improvement in standards perhaps.

The British Open Championship was won by Mr. Ku Dae-Yeol from S. Korea, a 27 year old Seoul journalist on the Korea Times. He had a perfect record, winning 7 out of 7 games.

The best placed British player becomes the challenger for the British Championship, presently held by John Diamond (4 Dan) of London. This year there was no clear cut challenger since John won 6 games, tying with M. Merissert-Coffinieres (3 Dan) from Paris, while Tony Goddard (4 Dan) and Andrew Daly (2 Dan) each won 5. These two will play off for the honour at a later date.

Prizes were awarded for the best result amongst the 2 Dan players, and the Sho Dans. The former was shared between Andrew Daly (Reading) and M. Danset (Paris) who also notched up 5 wins. Frank May (London) won the latter on a tie breaker from John Tilley (London), each with 4 wins.

These results are remarkably good considering that all the Dan players started even.

Among the Kyu grades, the division winners were:

1.	Luc Givry	(Paris)	1 Kyu	5 Wins
2.	David Mitchell	(Reading)	3 Kyu	6 Wins
3.	John Robinson	(Cambridge)	5 Kyu	7 Wins
4.	Brian Philp	(Birmingham)	8 Kyu	5 Wins
5.	B.L.Shaw	(Sheffield Uni.)	14 Kyu	7 Wins
6.	R.K.Learoyd	(Unattached)	20 Kyu	6 Wins

In addition to these, six wins were recorded by:

Mike West	(Edinburgh)	6 Kyu
Jeremy Hawdon	(Woodford)	5 Kyu
J.Ansell	(Cheltenham)	12 Kyu

and five by:

Derek Hunter	(Reading)	1 Kyu
J.Payne	(Manchester)	2 Kyu
Pete Langley	(Bristol)	6 Kyu
D.J.Cornes	(Reading)	9 Kyu
B.L.Simmons	(London)	10 Kyu

Various regradings were recommended.

An exciting lightning tournament was won by John Diamond from Denis Feldmann (2 Dan, Paris) by a very narrow margin. The losing semi-finalists were Derek Hunter and Jim Bates (1 Dan, London).

The team competition was disputed by five teams: Bristol, Cambridge, Edinburgh, London A, and London B. The result was a very narrow victory by Reading, who won 53.3% of their

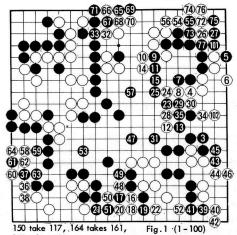
games. Cambridge came second with 53.1%. The winners were:

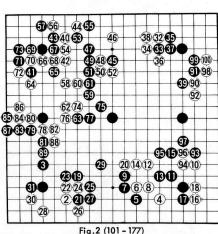
Derek Hunter	1 Kyı
Alan Scarff	2 Kyı
J.A.Clare	8 Kyı
D. J. Comes	9 Kyı

The teams were restricted to players of 12 Kyu and above.

Prizes were presented by Games and Puzzles magazine (Subscriptions), Philmar Ltd. (Ariel GO Sets), and by Edinburgh GO Club (Shields and books). In addition, a handsome team trophy was presented by the S. Korean Ambassador.

GAME: R.A.F.A. GO CHALLENGE TROPHY, AUGUST 1972 (Comments A. Daly) M.Roberts 1 Kyu D.Brooks 8 Kyu





171 takes 166

White 2,4

With these two moves White threatens to enclose the side or attack Black

should he invade

White 6,8 Not really dramatic enough (probably not joseki) Better B13 Quite good, but not normal (Looks to attack W2) Black 9

Black 13 Aji Heshi - spoiling possibilities. White will always have to protect this

cut and black may want to threaten it some other way later

Black 15 Should be more severe - White 96 is a possibility

White 16 The weak point of the corner handicap stone

Having played B15, it seems better to play at W18, taking the lower right Black 17

Black 21-27 Excellent, white is hopelessly lost

Black 29 No. W30, White will resign

White 32 Should protect this group with one more move

Black 41 Very passive strategy

Strengthening White moyo and preparing to advance with large Black moyo White 42

White 44 Better at F18

Simply H17 or J17. Cutting these 2 stones is of small importance at the White 48

moment

Black 55 Correctly separates the White groups. White must now threaten this Black

group in order to survive

White 60 Aji Heshi. White may well get a cut at 61 later

Black 67 Bac

Black 77 Unimportant

Black 78 How about B79? Then White can next play at W78 or W80

Moves 104-115 Not very big. What about the White group on the lower side which has

no eyes?

Black 121 Bad. Should have been at J2 to kill the 3 White stones and keep pressure

on the 6 others

Black 127 Misdirected, as subsequent events proved

White 136-138 Very big

Black 139-151 Good, although B41 should be at P2 to threaten both White groups

Black 157 Much better at P19. Not many points are gained by this move

Black 163 Should play Ko Black 165 Why not B169?

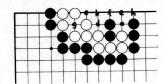
Black 171 Why not M19?

The rest of the game was uneventful. White won by 12 points. Black lost because he did not take advantage of White's overplay. White left weak groups around the board and Black was far too respectful towards them.

Black should have in his mind a clear idea of the approximate value of moves. In this way he will avoid playing in the wrong part of the Board. White showed nerve, but should avoid Aji Heshi. Undefined situations benefit White in a Handicap Game.

WHITE TO PLAY AND LIVE? by David Mitchell (Woodford)

The problem below appears in Go Letter No.4 of the Matsuda Go Letters. The answer is in Go Letter No.5 and is wrong.



The answer given is white a black e, and white b. This way the group lives, but only by an error on the part of black. When white has played a, black should reply at b and then the best that white can gain is seki. White has three choices as to his next move, c, d, or e.

- (c) This secures one eye, but black can escape by playing at e, and then a double atari at d would result in damezumari.
- (d) This move puts the two white stones into atari, but this does not work because black simply plays at e and connects his stones leaving white to take the two stones, only to have his stone taken back and lose his group, once again by damezumari.
- (e) This is the better of the three moves available to white, but this results in a seki. Black plays at c putting the three white stones into atari, white must connect. Then black plays at h and the result is seki.

It is not correct to play a as the first move, the vital point is elsewhere. In fact at the same point that black takes to kill the white group.

At the point of b then, no matter how hard black tries, the white group is alive. This shows how just a miscalculation in the order of moves can lead to total disaster.

BOOK REVIEW Gerald Bayliss

The Master of Go, by Yasunari Kawabata, Pub. Secker and Warburg

The publication in this country of a book on Go is a rare event indeed. This book is of a rather special kind. It is in fact a novel by a man who won the Nobel Prize for Literature, but it is also a book about Go. About a Go match, that between Shusai and Kitani, the last that Shusai ever played, and the changing world of professional Go which reflected the changes in Japanese culture and the end of an age.

Honinbo Shusai the last great classical master, known as the Invincible Meijin, died in 1940 after a long illness. He had recently played and lost his last match game against one of the stars of the new generation, Minora Kitani. Kawabata, who was present at that match as a reporter, describes the event and creates from it a unique novel with great depth and feeling. The writing, very well translated, is delicate and beautiful.

The book is in a classical Japanese form and, rather unexpectedly for a novel, describes the game with diagrams. These are not very well produced and references in the text in Korschelt notation are often inaccurate. However, with a little practice the game can be followed and one should not criticise the publishers too much for this detail when they have shown such boldness in publishing the book at all. The novel is a curious blend of fact and fiction. Kitani is referred to by the fictional name of Otake, but Shusai bears his real name.

Many well-known masters are referred to, e.g. Go Sei Gen and Segoe (Author of Go Proverbs Illustrated) and the book provides a fascinating insight into the Go world of the 1930's. All this is of great interest to Go enthusiasts, but the book is mainly aimed at the general reader and has been favourably reviewed in the national newspapers. It is not to be missed'. Make sure your Public Library stocks it (mine does) and see that your non-Go playing friends hear of it. You could make a few converts.

The great Shusai played only three match games in the last twelve years of his life, each of which was vital in some way. He won the first two and lost the last, described in this book. The other two games, against Karigane and Go Sei Gen will be found in Matsuda's Go Letters, for those who have them.

NEWS FROM JAPAN

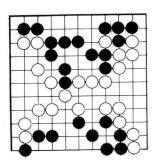
Rin retained the Meijin title by defeating Fujisawa Shuko on October 4 - 5th. He won the series 4 - 2. This is the first time anyone has retained the title since 1967.

Sakata retained the Oza title in January and won the Nihon Kiin Championship 3 – 1, defeating Ohira. He is now defending his 10 Dan title, which he won last year.

The elimination matches for the Honinbo and Meijin challengers have also started again.

Interest centres around Rin and Ishida once more, but the competition is exceptionally fierce in the Honinbo League where Rin, Sakata, Kato and Takemiya all look like possible challengers for Ishida's Honinbo title.

YOSE PROBLEM J.T. Fairbairn



Question 1 - B to play. What is the result if the correct yose are played?

Question 2 - W to play. What is the result if the correct yose are played?

Question 3 - Count the number of points for each individual yose play

Question 4 - What is the largest move?

Question 5 - What is the smallest move?

(Assume that there are no stones already captured by either side)

Answers

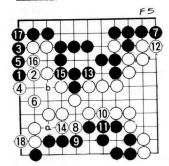


Diagram 1 (B to play)

B1 is tesuji and obviously the largest move.

W6 cannot be omitted. The reason it cannot be one line higher is that B could then play the atekomi "a".

B7 should not be here at 12. Both plays are gote but B7 leaves the threat of going one point below 12.

W can play the kikashi moves of 8 and 10 in sente.

W12 is preferred to 13 or 14 because of the threat from B7.

Confirm that because of B's atekomi 15 W must later play "b".

W18 is the last move.

B's territory = 26 points, W's territory = 26 points. Result = jigo

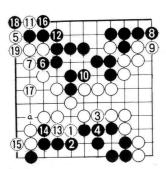


Diagram 2 (W to play)

W1 and 3 are kikashi. You should be aware of the necessity of playing all sente kikashi moves before playing the largest gote move in yose.

B2 and 4 are inevitable. This B group would die if B were to turn to the large yose in the top left-hand corner. W5 is the maximum gote yose. It is also big because it prevents B's sente yose of the previous diagram.

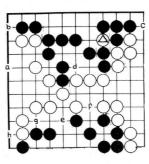
B6 is sente.

B8 and W9 are also maximum moves.

There is 1 point because it forces W "a" later.

When B completes the game by taking the half-point ko at 18 and connecting at 11 his territory, including captured men, is 23 points and White's is 30. Therefore W wins by 7.

3, 4 and 5: Diag.3



B"a" is worth 8 points and therefore W"b", which prevents this, is also worth 8. (This figure is obtained from the sum of the differences between Diag.1 and 2)

"c" is worth 5 points, but if W answers immediately as in diag.2, it is worth 2 points in sente.

"d" is $2\frac{1}{2}$ points, or in other words, if W continues 1 line further, B will have to take off W and fill in one point of his own territory.

"e" equals 1 point in sente because W can play at 14 later.

"f" is 1 point in sente, "g" 1 point in gote and "h" 3 point.

On the basis of the above calculations, the answers to questions 4 and 5 are:

largest move, B"a" or W"b"

smallest move, yose "h"

GO ETIQUETTE Mark Hall

When one plays Go, in Britain or abroad, one should follow the normal standard of etiquette in playing. This standard is, of course, Japanese. This need not be rigidly followed, but it is only polite, especially when playing Japanese, to observe these rules.

First, there is the custom of bowing before the game. This is usually coupled with the word 'onigaishimas' which means 'if you please'. This is not always done by the Japanese but should be followed in major and tournament games.

Second, to take a move back without asking your opponent's permission is not only rude to your opponent but allows you to check a situation without having to readit out in your head. Don't be so lazy'.

Third, you should always thank your opponent after the game. This seems such a small point that you may wonder why I mention it at all. It is important because it can leave bad taste if your opponent hardly bothers to admit your existence after the game.

Finally, always clear your own stones away, moving your opponent's to one side or to the other side of the board. This is normal in Japan but not so in England. It may seem impolite but it is to avoid both players putting their hands in the same bowl.

All these are not important but it does have an exceedingly good impression on visitors from Japan and it sets a good example to beginners and players in your club.

Black 55 Correctly separates the White groups. White must now threaten this Black

group in order to survive

White 60 Aji Heshi. White may well get a cut at 61 later

Black 67 Bad

Black 77 Unimportant

Black 78 How about B79? Then White can next play at W78 or W80

Moves 104-115 Not very big. What about the White group on the lower side which has

no eyes?

Black 121 Bad. Should have been at J2 to kill the 3 White stones and keep pressure

on the 6 others

Black 127 Misdirected, as subsequent events proved

White 136-138 Very big

Black 139-151 Good, although B41 should be at P2 to threaten both White groups
Black 157 Much better at P19. Not many points are gained by this move

Black 163 Should play Ko
Black 165 Why not B169?
Black 171 Why not M19?

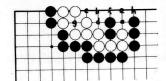
The state of the s

The rest of the game was uneventful. White won by 12 points. Black lost because he did not take advantage of White's overplay. White left weak groups around the board and Black was far too respectful towards them.

Black should have in his mind a clear idea of the approximate value of moves. In this way he will avoid playing in the wrong part of the Board. White showed nerve, but should avoid Aji Heshi. Undefined situations benefit White in a Handicap Game.

WHITE TO PLAY AND LIVE? by David Mitchell (Woodford)

The problem below appears in Go Letter No.4 of the Matsuda Go Letters. The answer is in Go Letter No.5 and is wrong.



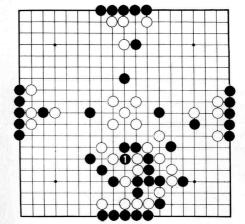
The answer given is white a black e, and white b. This way the group lives, but only by an error on the part of black. When white has played a, black should reply at b and then the best that white can gain is seki. White has three choices as to his next move, c, d, or e.

- (c) This secures one eye, but black can escape by playing at e, and then a double atari at d would result in damezumari.
- (d) This move puts the two white stones into atari, but this does not work because black simply plays at e and connects his stones leaving white to take the two stones, only to have his stone taken back and lose his group, once again by damezumari.
- (e) This is the better of the three moves available to white, but this results in a seki. Black plays at a putting the three white stones into atari, white must connect. Then black plays at h and the result is seki.

It is not correct to play a as the first move, the vital point is elsewhere. In fact at the same point that black takes to kill the white group.

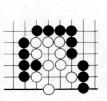
At the point of b then, no matter how hard black tries, the white group is alive. This shows how just a miscalculation in the order of moves can lead to total disaster.

PROBLEMS



The Spider's Web. Can Black rescue his two stones by playing at 1?

Answer: Page 12



Black to play and kill.

This is quite easy, having limited possibilities, and no answer is supplied.

'STRANGE THINGS HAPPEN AT THE 2-1 POINTS'

by Francis Roads

Some strange things have been happening at my 2-1 points recently. When Black has already supported a corner star stone with an ikken tobi, White 1 and 3 in Dia. 1 can be used to live in the corner. After Black 8, Black threatens to start a Ko for the life of White's group at any time with (a) or (c), White replying at (b) or (d) respectively. I have been caught napping in this situation twice recently.







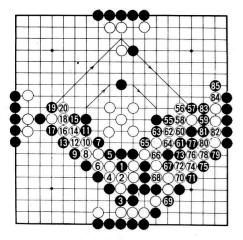


Of course, White can make unconditional life by playing (b) or (d) after Black 8, but as this is gote, and the white corner could still be completely cut off from the outside and reduced to four points by Black in sente (see Dia.2), White hasn't usually time to do this in a handicap game.

In a recent game, when I guessed Black was plucking up courage to start the Ko, I played (a) in Dia.3 (instead of (b) or (d) in Dia.1) hoping to make an extra point and good yose along the edge as well as unconditional life. What a mistake'. Black exchanged his 1 for White 2 and then played at the 2-1 point, threatening '4'. Black 5 threatened to connect with his 1 killing the group, and dame-zumari prevented me from separating them at once, so I still had to fight a Ko starting with White 6. At least Black had to find the first threat,

A few weeks later I was in the same position, (Dia.4), and was able to play the hane-tsugi 1 and 3 in sente. Pleased to have avoided the Ko in sente, I played White 5 elsewhere, oblivious to the appalling weakness at my 2-1 point. Black 6 threatened three stones with snap-back, and after the forced sequence to 13 recaptured at '12' with his 14 to leave a formation that reduced to bent four in the comer. I had indeed avoided Ko with sente'.

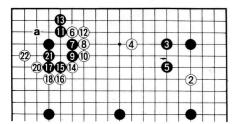
ANSWERS FOR PROBLEMS Page 11



Answer: Yes. The answer should be played through to verify it. After Black 3 it is obviously a shicho but when 19 is reached the ladder turns through 90 degrees! With 67 and 69 the ladder commences to turn back on itself, and ends up back where it started. When Black plays 122 left of and adjacent to 3, White is in dame zumari. All the stones on the board, except the five white stones in the middle are essential.

This beautiful problem is one of several classical positions which illustrate various tesuji on a huge scale.

AT THE HEAD OF TWO STONES PLAY HANE by Francis Roads



Most Go players know this proverb as one of the basic ways of putting enemy stones into bad shape. In this 7-stone game, which I played at London recently, my opponent preferred twice in quick succession to make a territorial move instead of preventing the hane at the head of two stones, and got the bad shape he deserved.

My opponent knew that after White 12 the corner can be invaded at (a), so instead of the joseki move at '14' he played 13, allowing me my first hane at the head of two stones with 14, followed by the nidan-bane tesuji of 16. After White 18 he played Black 19 elsewhere, allowing my second hane at the head of two stones with 20, forcing the awkward move Black 21. After White 22, Black's corner is totally cut off from the centre, its territory is small, and I could even threaten its life at (a).

SOUTHERN LEAGUE TABLE

		Pld.	W	L	F	Α	Pts
(Winners)	Bristol	3	3	0	9	6	3
	Reading	4	2	2	9	11	2
	Bracknell	3	1	2	8	7	1
	Woodford	3	1	2	8	7	1
	London	3	1	2	6	9	1

NEWS AROUND THE CLUBS

CORBY

Corby beat Leicester 6 - 0 during their recent match. Roger Huyshe, Hon.Sec. is considering a Midland League run on the same basis as the Southern League.

LEICESTER

A conflict with Sheffield over 7 boards produced a win for Sheffield 6-1, the return over 6 boards gained a win for Leicester 4-2.

NORTH WEST LONDON

Membership of this newly-formed Club is made generally from B.E.A. personnel, but hope to recruit members from the Hillingdon area. One match has been played against KLM in Amsterdam on March 24th. Played over 5 boards, BEA lost 3-2, an immediate re-run was played, again BEA lost 3-2. A return match is imminent, planned venue London. (Editor's Note: were these games played on "Ariel" boards)

BRISTOL

Gerald Bayliss is now the holder of the Bristol Go Stone. The Final was played with Roger Hays, a very close and exciting game, which, unfortunately, was not recorded.

The current running Competition is the R.A.F.A. Go Challenge Trophy. This is being run on an "All play all" basis with a definite closing date.

The 4th Annual Wessex Tournament has been planned for October 28th at Marlborough Town Hall. Details are to be issued.

PERSONAL

John Pusey has been showing the Flag Vienna. He managed to arrange a few 7 stone games against Nimmerichter 2-Dan, President of the Austrian Go Association. Although John lost each game, they appear to have developed into touch Semai fights and John was complimented on the strength of his play, his 6 kyu rating standing up well internationally.

John Fairbairn has available "Yose" Parts 1 (Counting) and 3 (Problems) at 20p and 10p respectively. Parts 2 (Tesuji) and 4 (Games) will be forthcoming. Enquiries to:

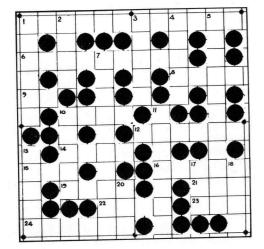
J.T.Fairbairn, 33 Monkside, Cramlington, Northumberland.

Since going to press, John Prosser, one of the Journal Sub-committee, has decided to move from Bristol to South Wales – hence his resignation from the Sub-committee has been accepted. The important factor is that John intends to create a Go C lub in the South Wales area. Any member of the B.G.A. who resides within John's area, please contact him. He will need moral and physical support.

Please Write: J.L. Prosser, 11 Ash Crescent, Gumos, Merthyr Tydfil, Glam.

CROSSWORD PUZZLE

Free entry to the 1973 Wessex Tournament for the first correct entry opened 1.9.73. Please address to Editor, marking envelope "Puzzle". Entries acceptable on square paper



Across

- Sailed to Australia and back looking for Avenues without trees, only to find a President (7,5)
- 6. This GO Club produces many types of steel (9)
- 8. Veer left, or right, up or down, but never stop (4)
- 9. Kick out to play elsewhere (2)
- 10. The Freshmen usually have a good one, ideal for recruiting (4)
- 12. Attuse for a change, consider Nelson, the pigeons have a wonderful time (6)
- 14. Scramble Aseo to block his way (4)
- 15. Hin Boon 1968 1969 1970 (He beat Sakata twice) (3)
- 16. One plain one pearl (5)
- Conversion of meat could obtain the Korean Award (4)
- 21. Of course eyes can observe (3)

Across (continued)

- 22. Bored? just a mear tool (4)
- 23. A floating zoo inside the darken room (3)
- 24. The Master Jemini (6)

Down

- Confuse King or Queen at a start, but judge the whole field (6)
- Rated under Par each contestant, only to find space (4)
- Black are slate, Whites are reputed to give good economy
 (5)
- 4. R.S.M. can give one, the publican should take one (5)
- 5. A daily nurse and nuther ran the 1968 Oxford Congress (5,6)
- 7. Simply trade and barter (4-6)
- 10. Francis Roads on numerous topics, at head or fore (5)
- 11. The imate ko should aim for inside (7)
- 13. Day or night the vision is the same (5)
- I said take the first three for a lady in Scotland (3)
- Can you please King and Queen to produce stale mate? but not on a chess board (4)
- 20. To the uninitiated stones are sometimes called (3)

CLUB HONORARY SECRETARIES

Reading Go Club

A Henrici, ICL, Reading Bridge House, Reading RG1 8PN. 0734 581258

Mondays

London Go Club

B. Simmons, 8 Oakwood Road, London NW11. 01-455 7864 Mondays and Fridays meets at: The Kings Head, 49 Chiswell Street, London EC1 (Moorgate tube)

Cambridge University Go Society

P.T. Manning, St. John's College, Cambridge CB2 1TP.

Bracknell Go Club

A.J. Horton, ICL, Lovelace Road, Bracknell, Berks.

Thursdays

Wycliffe Go Club

D.Ball, 22 Folly Lane, Stroud, Glos.

Oxford University Go Society

J.A. Hobson, New College, Oxford.

Edinburgh Go Club

J.E.Allen, 40 Bryce Crescent, Currie, Midlothian EH14 5LL. 031-449 2800

Birmingham University Go Club

B.J. Philp, 69 Redwood Road, Kings Norton, Birmingham 30. 458 6454

Leicester Go Club

R.M. Woolley, 12 Abbey Road, Narborough, Leics LE9 5DA. Nar. 3136

Leeds University Go Society

M.Amin, 15 Hessle Mount, Leeds 6.
L.U.U. Go Society, Leeds University Union, University Road, LS2 9JT

University of Sussex Go Club

J. Kimberley, School of Molecular Sciences, University of Sussex, Fulmer, Brighton.

Corby Go Club

R. Huyshe, 4 Sulthorpe Road, Ketton, Stamford, Lincs.

Sheffield University Go Club

P.R.Newman, Sorby Hall, Endcliffe Vale Road, Sheffield S10 3ES.

Woodford Go Club

D.Mitchell, Esq., 17 Grove Road West, Enfield, Middlesex. 01–804 3541 F.M.Roads, 61 Malmesbury Road, London E18. 01–505 4381

Cheltenham Go Club

F.H.Beatie, 44 Lilliesfield Avenue, Barnwood, Glos.

Glos 67156

Hewlett Packard Go Club

1. Young, Hewlett Packard Ltd., South Queensferry, West Lothian.

University of Essex Go Society

H.Glockner, Bertrand Russell Tower, Flat 8, University of Essex, PO Box 29 Colchester CO4 3UQ

Woodford Junior Go Club

Miss C. Bent, 117 Horn Lane, Woodford Green, Essex, 1G8 9AE

Harwell Go Club

L. Ward, 39 Huntersfield, Stanford-in-the-Vale, Faringdon, Berks SN7 8LZ

Bristol Go Club

P.Langley, 49 St. Davids Road, Thombury, Bristol BS12 1AJ Oldbury 4544

Port Talbot YMCA Go Club

J. Deaton, 151 Maes-ty-Canol, Baglan, Port Talbot, Glamorgan.

Beecham Research Labs Go Club

D.A.Love, 36 Wimbourne Avenue, Redhill, Surrey.

Redhill 61378

North West London Go Club

K.Rapley, BEA Bealine House, PO Box 7, Ruislip, Middlesex HA4 6QL 01-845 1234

Manchester Go Club

J.Payne, 24 Victoria Avenue, Didsbury, Manchester M20 8RA. 061-445 6173

Barnet Go Club

J.P.Diamond, 2 Edinburgh House, Tenterden Grove, London NW4 1TL

Tuesdays

01-203 4437