

THE JUBILEE CHALLENGE TROPHY

To mark the 1977 Jubilee Year the BGA Journal Committee are launching an inter club tournament for kyu ranking players. Rules listed below:—

The trophy will be a Gostelow No 2 Go Ban as advertised in May 1976 No. 32 Journal, suitably engraved.

The name of the holder of the trophy will be published in each issue of the Journal with an address for challenges.

To launch the competition Bristol and South Cotswold Clubs will play the initial match.

RULES

1. The Competition is to be called the British Go Association Jubilee Trophy.
2. The Competition is open to all British Go Association Affiliated Clubs.
3. The team shall consist of players of kyu grades only.
4. Games shall be played on a reduced handicap of 50%.
5. The challenging team must record an outright win to receive Trophy.
6. The team shall consist of 4 or more players.
7. Challenges must be registered in writing from Club Secretary to Club Secretary with copy to the Tournament Organiser.
8. The match must be arranged within 3 months of receipt of the challenge or Trophy will be lost by default.
9. The losing team cannot re-challenge for a period of 3 months.
10. The challenged team plays at home, unless both teams agree to change of venue.
11. The challenging team will specify the number of boards.
12. Time limits 1 hour per player and 15 seconds byoyomi unless both teams agree to alteration.
13. A result report signed by both Club Captains must be sent to the Tournament Organiser within seven days after the match.
14. The decision of the Tournament Organiser is Final.
15. The Trophy will remain the property of the British Go Association at all times.
16. To cover the cost of the Trophy and administration costs, a fee of 50 pence must be paid by the challenging team to the Tournament Organiser at time of registration.

Tournament Organiser:

A H Smith 55 Heath Road Downend Bristol BS16 6HD

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Published by the British Go Association and printed by Lithprint (Avon) Ltd., Epstein Buildings, Mivart Street, Bristol BS5 6JF

BRITISH GO JOURNAL

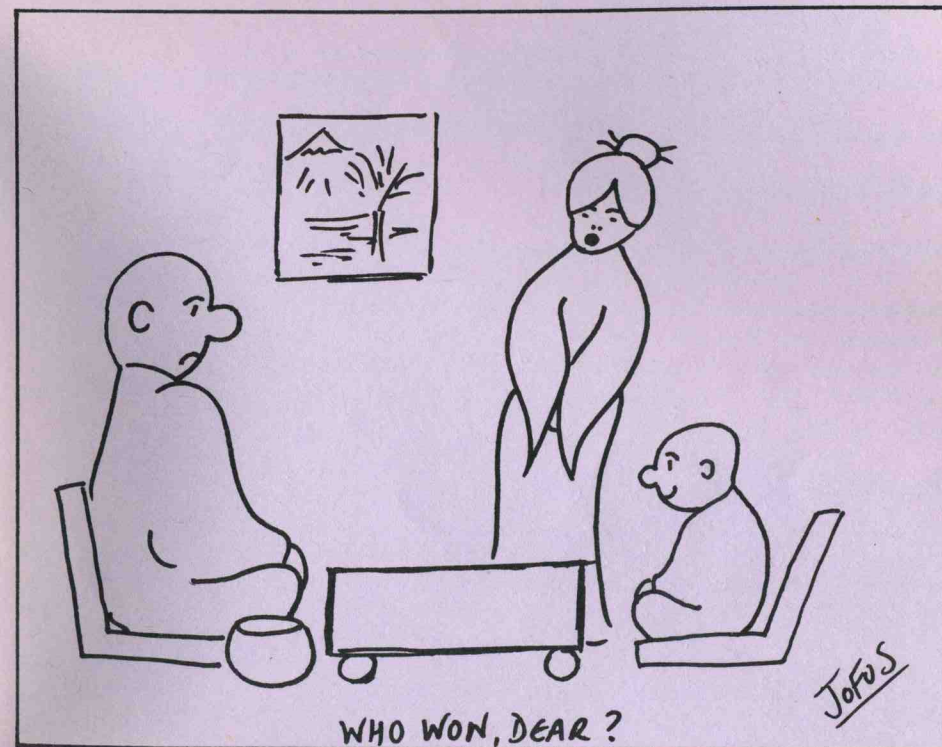
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Editor: R C STONE, BRISTOL

NUMBER 36

Price: 30p

MAY 1977



ORDERS to

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BGA Book Distributor
7 Lordship Road
Cheshunt Herts
EN7 5DR

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EDITORIAL

In this issue there is the announcement of a new competition for kyu ranking players, also the latest BGA Grading List. This lists 43 players of dan strength, which leaves a vast number of players from the veriest beginner upwards. A lot of games must be played every week and yet a perusal of the last 5 issues shows that only one game below dan rating was published, I can assure readers that our files do not contain a stack of games waiting to be printed.

Players must be recording games but perhaps they think they are not of interest to others, please think again, everyone has to begin and we still have this 'vast number' of others.

Very little is heard from the clubs north of the border are you still with us, a few lines about your activity could swell your membership and you could push the grading list up to the 50 dan mark. We would also like to hear from our overseas readers, I very often stick the labels on their envelopes and would be delighted to hear from them.

Planned copy date for next issue — 8th May 1977. Editor: A H Smith

DATE FOR YOUR DIARY etc

The Cambridge Spring Trigantius Memorial Go Tournament will be held on Sunday 12 June at the University Centre, Cambridge, starting at 10.00am. It will be a 3-round MacMahon tournament, with prizes in about 6 divisions, and a place in the 1978 Candidate's Tournament for the 1 kyu/1 dan with the best result. Entry forms will be sent to Clubs; further details can be obtained from the Organizing Committee, Dave Erbach, Department of Pure Mathematics & Mathematical Statistics, 16 Mill Lane, Cambridge CB2 1SB.

A Note from Bob Hitchins

I remember Francis Roads telling a past AGM that the subcommittees actually do the Association's work, implying a quiet life of policy making for the main committee. He was encouraging candidates to stand for committee at the time, but I want to dispel that implication, which would certainly cause rueful smiles among recent committee members. Indeed, work levels are proving too great for the secretary and the book distributor, both stalwarts of long service. The jobs can be split into more manageable commitments, but there is a continuing need for helpers. If you feel that you would like to become involved in these activities, the new President is sure to be pleased to hear from you.

For by the time that you read these words the British Go Association will have elected a new President, and a new committee will be grappling with its problems. They will inherit the results of much work in the organisation and control of the Association's activities, although there as with the Youth Committee much remains to be achieved.

An unforeseen change in my personal circumstances, which entails a need to study, has caused me not to stand again this year.

The retiring committee (a majority of whom had to commute to meetings from outside London) have my thanks for services given. I am sure that they will join with me in wishing the new committee 'the very best of luck'.

PROFESSIONAL GAME by David Mitchell

Black: Rin kai Ho

komi: 5 points

White: Sakata Eio

This is a game from the honinbo league, at a crucial stage for both players (Rin had won 4, lost 1 and Sakata won 5 lost 1). Comments have been translated from 1976-7 kido.

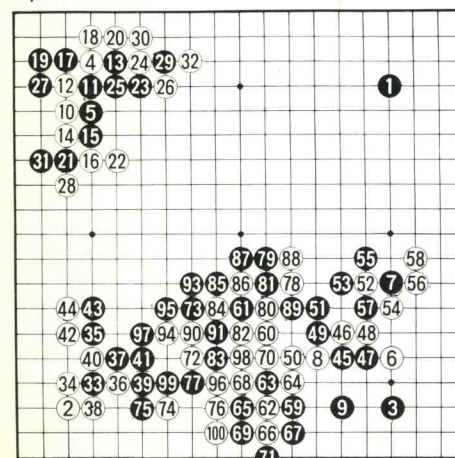


Figure 1 (1-100)
92 at 61

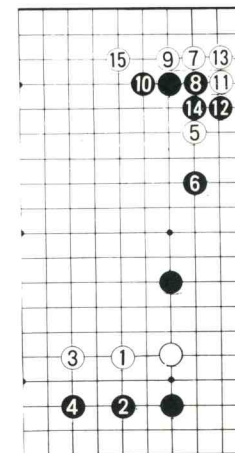


Diagram 1

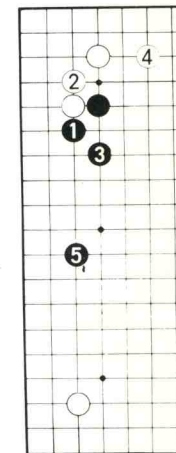


Diagram 2

The nikken tobi (2 point jump) of white 8 is not popular, because it leaves weaknesses in the white position despite getting out quickly. If white plays the ikken-tobi in diagram 1 and follows the sequence shown there to 15 the outcome is satisfactory for him.

Black 11 starts the onadare joseki, as an alternative to the sequence shown in diagram 2. The sequence to 19 is standard, but at this point white has to choose between the magari on the inside or the magari on the outside, which is what happened in the game. The magari on the outside gains influence, while that on the inside is for profit, the sequence being shown in diagram 3. Although the sequence up to 20 in diagram 3 is the standard onadare joseki, the presence of black 7 gives him a large potential on the right hand side, with white 6 and 8 looking very weak.

Thus white must play 20 on the outside, and go for the influence, rather than the profit. The sequence up to 32 is joseki, and black's kakari against hoshi in the lower left corner is better than the invasion at 1 in diagram 4. The sequence shown there gives white a large potential along the lower side, with prospective kikashi (forcing moves) at 'a' and 'b'. Black 35 is a rarely seen joseki, but he does not want to play the sequence B at 40,

W 'c', B 'd', W 'e', B 'f', as he loses sente and allows white to defend his two stones 6 and 8.

