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BRITISH GO JOURNAL



小野寺藤左門秀留

秀留は、江戸時代中期の将棋の天才。彼は、将棋の天才として知られ、その才能は、将棋の歴史に大きな足跡を残した。彼の将棋のスタイルは、攻めず守るというもので、相手の手を待つという戦術が特徴的であった。彼の将棋の才能は、将棋の歴史に大きな足跡を残した。彼の将棋のスタイルは、攻めず守るというもので、相手の手を待つという戦術が特徴的であった。彼の将棋の才能は、将棋の歴史に大きな足跡を残した。彼の将棋のスタイルは、攻めず守るというもので、相手の手を待つという戦術が特徴的であった。

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小野寺藤左門秀留

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COVER: A print of 'Onodera Toemon Hidetome' from the series "Biographies of the Loyal Retainers" by Kuniyoshi, published in 1847.

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All contributions are welcomed. They should preferably be typed, double-spaced and sent to the Editor, Ian Meiklejohn, 172 Strathyre Avenue, Norbury, London SW16. Tel. 01-679 5853. Include SAE if copy is to be returned.

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GLOSSARY OF TECHNICAL TERMS

AJI: Latent potential or threats.
ATARI: Immediate threat to capture.
GOTE: Not having, or surrendering the initiative - see SENTE).
HANE: To "bend round" an opponent's stone.
JOSEKI: A fixed (usually corner) sequence.
KAKARI: Approach move to a corner.
KIKASHI: A forcing move outside the main flow of the game.
MOYO: A large framework of potential territory.
PLAGAL CADENCE: Subdominant chord followed by tonic.
SEKI: A stalemate between two adjacent eyeless groups unable to kill each other.
SENTE: Having or retaining the initiative (ie being on move - see GOTE).
SHIMARI: A corner enclosure.
TESUJI: A skilful tactical play.

Facelift

Observant readers will have noticed one or two changes in this issue of the journal. Most notable are the different typeface and size, and the (almost) proportionally spaced columns. These are a result of abandoning a rickety old steam typewriter with which the editor of the journal has fought an increasingly losing battle.

Instead the issue was produced on a microcomputer with a word processing package, and printed out on a dot matrix printer. We hope the changes will prove acceptable, since the switch to a more modern system means that we should be

able to get the journal out more efficiently.

The other noticeable change is the decision to stop printing our cover on glossy card - the Committee felt we had to do our bit to keep down the public sector borrowing requirement.

Inside the journal we are continuing to try and publish more articles of interest to weaker players - after all dan players only make up a small percentage of our readership.

It would be useful to have some feedback on what readers would like to see in the journal, in particular comments on the recent changes are welcomed.

After all, you pay for the journal through your subscriptions, so let us know what you think of it.

Ian Meiklejohn

Membership Drive

Why encourage people to join the BGA? Why promote something that is only a game? Why evangelise on behalf of something just because one is hooked oneself?

If there was a large network of clubs in Britain this question might be appropriate. Unhappily the reverse is true. Many people have never heard of the game, and those who have live in "no-Go" areas without anywhere to play.

On the other hand, there is a surprising number of people who must have some acquaintance with the game - 5,000 sets are sold in Britain each year.

All these people could benefit from the services of the BGA. And of course, it should not be forgotten that existing members also stand to benefit. More members mean a better chance of meeting other players. It also means a

healthier BGA, hopefully better services, more and better clubs, and...wait for it...a wider choice of opponents.

To help you, the BGA is offering "Gift Membership Cards". The idea is to make someone a present of BGA membership, whereupon Mike Harvey, our Membership Secretary, will send him or her a special gift membership card, and the donor a free Go car sticker or 50 free envelope labels.

To encourage small clubs, a prize of a £5 voucher to spend with the book service awaits clubs which succeed in doubling their membership by the end of the year.

1985 is Membership Drive Year, so let's make the most of it and take every chance to invite new members to join us, to boost membership of our clubs, and maybe even start a new one!

Andy Finch

British Championship

by Matthew Macfadyen

1984 saw Terry Stacey's fifth challenge for the British Championship, but some of his usual tenacity seemed to be missing and he was unable to pick up a single game.

We present all three games in the best of five match, concentrating on the second, in which Terry had his best chances.

**Game 1. Black: M. Macfadyen
White: T. Stacey
(3 hours each, 5.5 komi)**

White 58: Starts a difficult running fight.
Black 77: Bad. I should push at 94 first.

White has a lot of territory after 78, and Black has no real chance to kill the centre group.

White 104: Slow, he could play 106 to take sente.

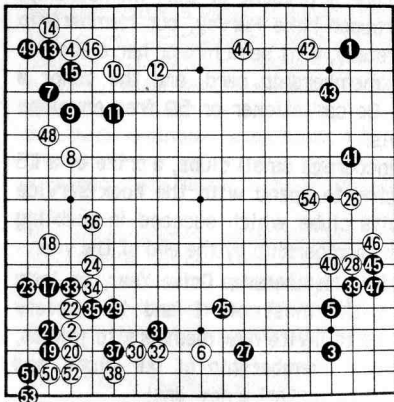


Fig. 1 (1 - 54)

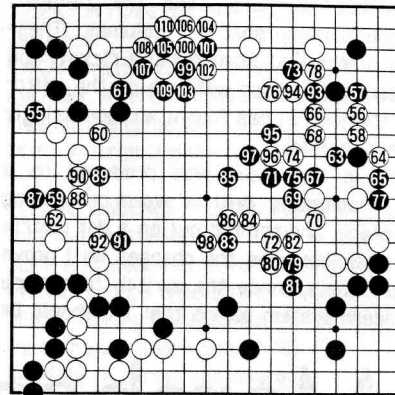


Fig. 2. (55 - 110)

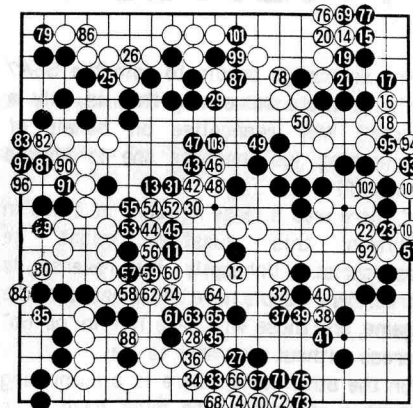


Fig. 3 (111 - 204)

White 98: takes ko

White 200: Should answer the ko threat - white can easily win this ko since 202 is sente - 99 was one of Black's very few sufficiently large threats. A large exchange follows, but it favours Black, who goes on to win by 13.5 points.

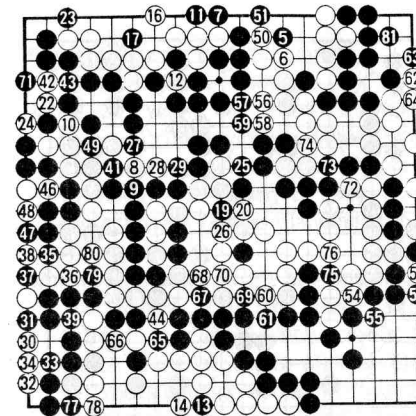


Fig 4. (205 - 282)

Black 15: ko above 12

White 18: ko

Black 21: ko

White 40: ko below 37

Black 45: ko at 37

White 82: connects above 52

**Game 2. Black: T. Stacey
White: M. Macfadyen**

The second game was played at Terry's house. Since there was no clock available, Andrew Grant, the referee, kept time by the traditional Japanese method of counting each move separately and debiting the players only with the number of whole minutes used. This proved to be incredibly arduous; it was like counting byo-yomi for seven hours, but it did leave us with a full list of the times taken for each move.

For the record, the moves taking more than five minutes were:

Black 19 (7 minutes); B21 (6); W38 (8); B45 (8); B73 (8); B85 (6); W92 (7); B119 (7); W122 (13); W138 (11); W148 (17). Black went into byo-yomi at 169.

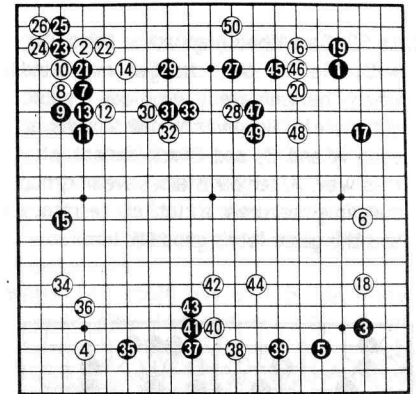


Fig. 1 (1 - 50)

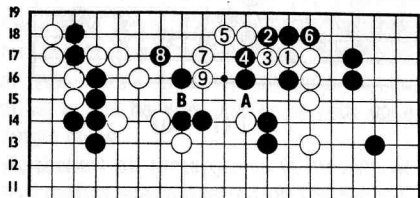
White 20: A difficult move to decide on. It would be possible to play around 27, aiming for territory on the side, but Black could then threaten this territory from both sides, securing his own groups. I wanted to encourage Black to invade, so that I would have a group to aim at, and could myself prepare invasions of Black's two side positions while attacking it.

Black 21-25: It seems strange to allow White to strengthen himself with 22 when Black intends to invade the side. There may well have been a chance to play 22 himself if this exchange had been omitted.

White 34: Very important. It might have been better for Black to play 36 before invading at 27.

White 44: Leaves weaknesses on the side, but it is essential to play lightly so as not to lose control of the centre. After 44 Black can connect along the side by wedging a stone in immediately above 38 and then sacrificing it.

White 52: Bad. I had planned to follow up with Dia. 1, but changed my mind when I hallucinated that Black 8 could cut me off. However White 9 aims at both A and B, and Black cannot play this way. After 59 Black's weak group suddenly secures a lot of territory and the game looks good for him.



Dia. 1

Black 69: Would be better one point to the left, or at 70. After 69 White is able to settle the groups on both sides. It should never have been possible to make all that territory on the right while running away with a weak group.

White 88: I had been thinking about this move ever since White 34 - there seems to be no really good answer for Black, though some of the variations are quite tricky.

Black 101-109: Necessary to make an eye for his group.

White 118: I thought the game was almost over, but I completely overlooked 121 (readers may note that 122 took me 13 minutes). This stone cuts the weak White group into two very weak groups. I expected one of them to die.

Black 137: Seems a bit flabby. Maybe 143 would be better?

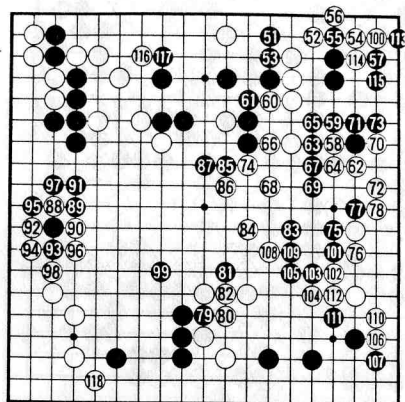


Fig. 2 (51 - 118)

White 148: The slowest move of the game at 17 minutes. The move played is nothing special, but I spent long time seeking ways to rescue the big group at the top after playing 148 at 156.

White 166: Terry had overlooked this, but in any case there seems to be no way to kill White after 156.

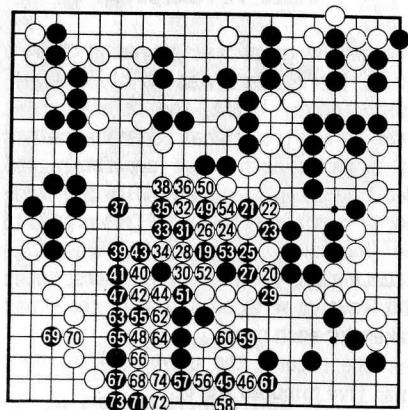


Fig. 3 (119 - 174)

Black resigns after 174

Game 3. Black: M. Macfadyen White: T. Stacey

White 28: Would be better one space below 31. The two White stones in the lower corner get isolated and Terry finds himself having to play 36 to protect them (I was planning to play A).

White 44 and 46: A bit too optimistic. The severe splitting attack which follows is clearly unfavourable for White, especially with all that Black thickness waiting across the board. It would have been more prudent to play

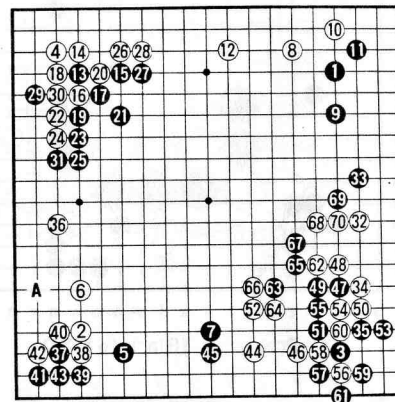


Fig. 1 (1 - 70)

46 at 63, treating 47 lightly. Black 95 and 97 are crude but effective. They threaten to play one point to the right of 98, cutting off the White group. If 86 had been at 96 the game might have lasted longer.

Black 111: Looks strange shape, but it would be the key point for White to make eyes.

White 114: could live at 115, but Black could play 114 and cut off enough stones to win easily. After 115 White's group is dead. White resigned after 127.

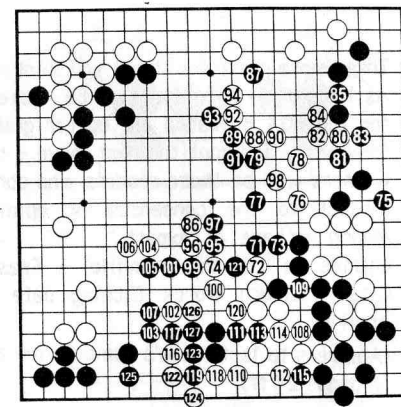


Fig. 2 (71 - 127)

Letters

Three female Go players featured prominently in the last BGJ: Stephanie Perks, Sue Paterson, and Nicola Oswald. Stephanie grumbled because people aren't teaching enough youngsters to play Go. Sue grumbled about the social graces of British male Go players. Nicola didn't grumble about anything, but unself-consciously won the BGA Under 14

Championships. I like Nicola's style. F.R.

Dear Auntie Stephanie,
Can I congratulate the BGA and Games Workshop on a very enjoyable and well organised London Open. It was really good to have tea and coffee (almost) always available, food, pretty forms to fill in if you won, matches starting on time, and the whole tournament finishing on New Year's Eve.
/Contd. over

The only thing that got up my nose (and in my eyes, and on my clothes) was the thick layer of smoke. Perhaps it's an incentive to reach the dizzy dan-heights to get out of the lower-mortal-smog-zone, which seemed to get worse as the days passed.

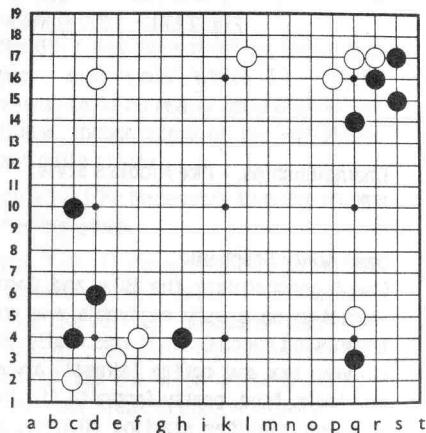
If we need sponsors to put up money for tournaments, I'm sure the cigarette manufacturers would gladly welcome us, such is number of frantically puffing players.

Competition

Three more positions to set you thinking. As last time, two prizes of £5 tokens for the BGA Bookshop are up for grabs. Simply try and spot the best move - the winners will be those readers who come closest to the consensus of opinion among our panel of "experts".

Entries to Richard Granville, 1 Fraser Close, Malvern Worcs. Closing date is April 12.

(Answers to last issue's competition are on pages 24 ff)

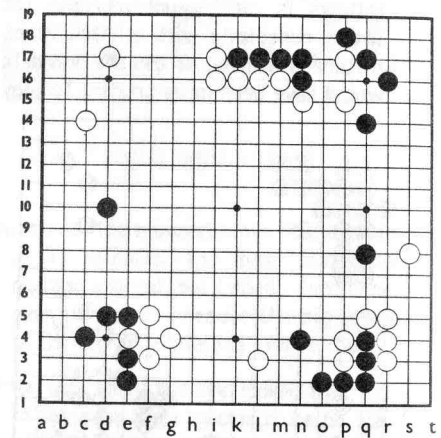


Problem 2. (Black to play)

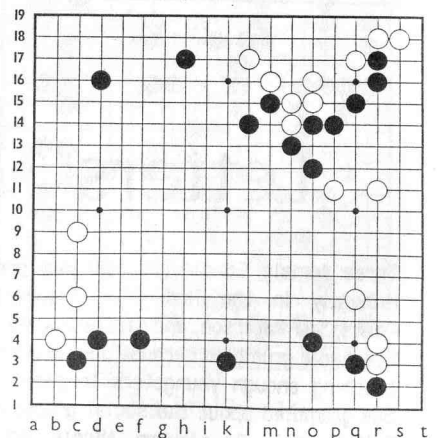
So please, Aunty Steph, how about a NO-smoking room or area in the next tournament - or even a NOSO tournament?

Yours Tearful of Tottenham.

(What about it, tournament organisers - this is not the first complaint we have heard voiced about smokescreen tactics.)



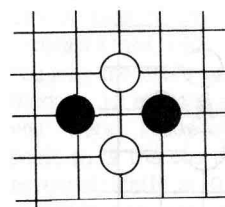
Problem 1. (Black to play)



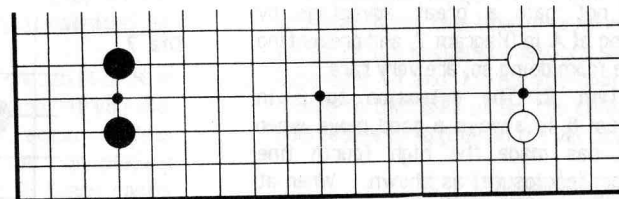
Problem 3. (White to play)

A Proverb Revised

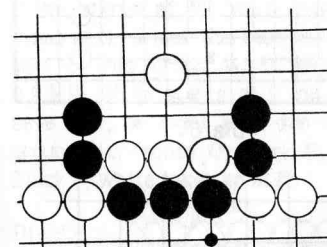
by Francis Roads



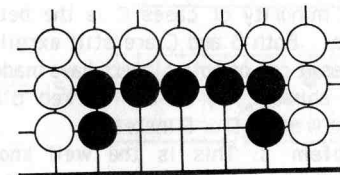
Dia. 1



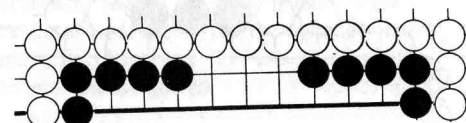
Dia. 2



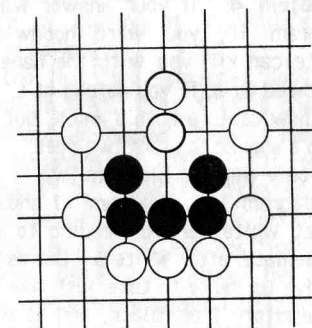
Dia. 3



Dia. 4



Dia. 5



Dia. 6

Diagrams 1 - 6 show six problems for DFK's (Double Figure Kyu's) to solve. In each case Black is to play.

The problems are all fairly well known to experienced players. SFK's should solve most of them in as many seconds, and Dan players should solve them instantaneously.

You also have to spot which position of the six is the odd one out.

The answers begin overleaf

A PROVERB REVISED - Francis Roads explains the problems on the previous page (please solve them yourself first).

Problem 1: Positions in which Black does not gain a great advantage by playing at A in Diagram 7, and preventing White from doing so, are very rare.

Problem 2: The extension to B in Diagram 8 is always a good move when Black has made the high fourth line shimari (enclosure) as shown. When at the same time it prevents White from making his ideal extension to the same point, as here, it is doubly valuable.

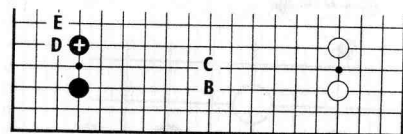
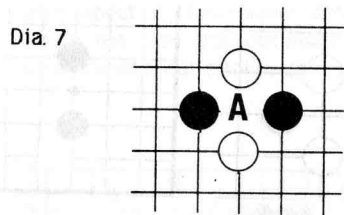
In a minority of cases C is the better move. Both B and C are still excellent moves if one or both players have made a low shimari, eg if the marked Black stone were at D or E instead.

Problem 3: This is the well known "crane's nest". Black can capture three White stones, thus connecting all his own together, if he is prepared to sacrifice a stone at F in Diagram 9. The rest of the sequence is left for you to work out!

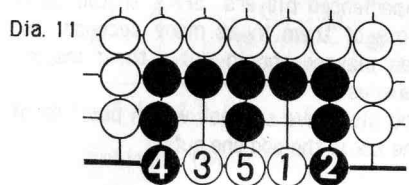
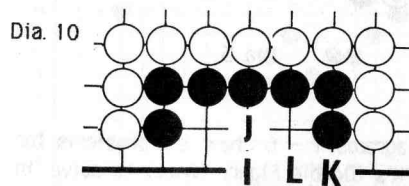
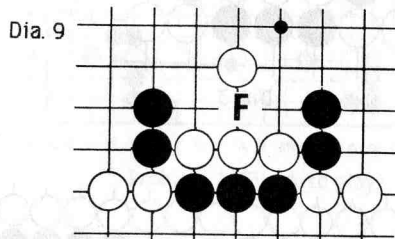
Problem 4: If your answer was I in Diagram 10, you were hoodwinked. White can kill you with the hane at K, followed by J, if you defend at L. Black can now capture both J and K, but not in such a way as to make two eyes.

The only way for Black to live is with J in Diagram 10. Diagram 11 shows the worst White can do, leading to a seki (stalemate) after White 5. But as he has to give up sente to take just five points of territory from Black, and as Black 2 and 4 may help to reduce some outside White territory, this is very much an endgame sequence.

Incidentally, this position is discussed in Chapter 9 of "Life and Death" by James Davies. All you people who waste your time trying to memorise joseki would do far better to memorise as much of that book as you can.



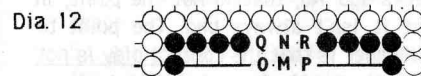
Dia. 8



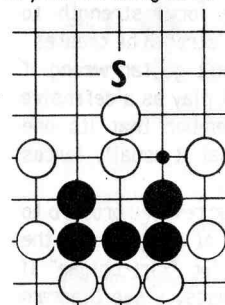
Problem 5: By now you will have spotted that the theme of this article is symmetry. All the solutions so far have been examples of the Go proverb "If the formation is symmetrical, play in the centre" (see "Go Proverbs Illustrated" by Kensaku Segoe, p50).

You may therefore have chosen M or N in Diagram 12 as your solution. If you did, you were hoodwinked again. This position is the odd one out. By playing asymmetrically at O or P, Black easily links his two eyes together and all his stones are alive.

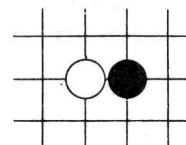
If he starts at M, White sacrifices a stone at O. Black can then save only one half of his group with the sequence Q,P,N,R. If he starts at N, he can again save half, or fight a ko for the whole group after White Q, Black O, White R, Black P, White takes ko at M.



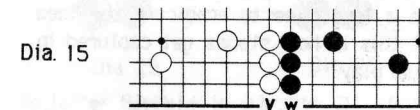
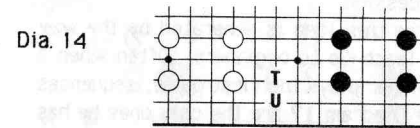
Problem 6: This is the famous classical problem "Iwami Jutaro's prison break". Mr Jutaro escapes with the symmetrical move S in Diagram 13. The rest is left to your investigation.



Dia. 16



At this stage I would like to broaden slightly the scope of the symmetry proverb. The centre of symmetry of some positions does not lie on a line or vertex. Your opponent would take a dim view if you played on the line of symmetry in either of the endgame positions shown in Diagrams 14 and 15. As you know, according to the rules of Go, the chief of all courtesies is to play on the vertices.



In Diagram 14 Black gains about 12 points in gote by playing at T or U. Of course if White gets there first he plays at the equivalent points opposite. In Diagram 15 Black can gain four points in sente by playing at V; White's move would be W.

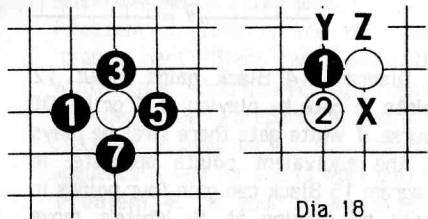
(If the last two sentences don't make complete sense, then refer to chapter 6 of "Basic Techniques of Go" by Haruyama and Nagahara, or better still, to "The Endgame" by Ogawa and Davies. The latter is a must if you are one of those players who get superb positions in the middle game but make the wrong decisions in the endgame.)

So my revised proverb is simply this: "In a symmetrical position the player with sente has the advantage".

I hear you asking: "Is that all the lengthy preamble has been leading to? Isn't that rather obvious?" Well maybe it is, but many people fail to appreciate its significance in some very simple situations, such as Diagram 16.

Whoever plays first here gains a considerable advantage. You often see weaker players filling in a liberty of a White stone in a situation where it is clear that they imagine this represents some sort of attack on the stone. Perhaps they have a sequence like that of Diagram 17 in mind, in which White obediently ignores three White moves in succession.

Maybe this idea is generated by the way we teach Go to beginners. Often when a beginner plays his first game, sequences like Diagram 17 are the only ones he has seen. I have the impression it can often take a long time to eradicate the idea that this is how stones get captured in actual play.



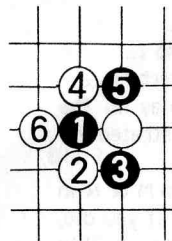
Dia. 17

Dia. 18

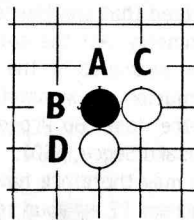
In practice, of course, what happens is that White takes advantage of being first to play in a symmetrical position, with a hane like 2 in Diagram 18. Black's stone is already reduced to half its birthright of four liberties.

In situations where a more defensive move is required, White can choose X (of course the equivalent points of Y and Z) are available too. What White is unlikely to do is ignore the contact play altogether - thereby handing over to Black the advantage of playing first in a symmetrical position.

Now, if following Diagram 18 both players persist in playing symmetrically, Black comes to grief first, as Diagram 19 shows.



Dia. 19



Dia. 20

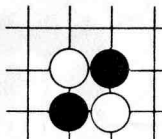
So Black will always have to break symmetry with a defensive move first. He must play 5 at 6 in Diagram 19, and ideally he should defend earlier: Black A or B in Diagram 20 is often best, while C and D are possible alternatives, leading to the cross cut of Diagram 19.

"I know the contact play is always bad," a DFK said to me at Wanstead a few weeks ago. No, that is not the point; in fact it isn't always bad. The point to remember is that the contact play is not normally an attacking play.

The contact play forces your opponent to strengthen himself more than you yourself. It may of course be that he is already so strong in the area that you can make him overconcentrated; more likely, you may have some local strength to nullify the additional strength he creates. In any event you won't go far wrong if you think of a contact play as a defensive manoeuvre, and remember that its one great advantage is that it usually forces a reply of some sort.

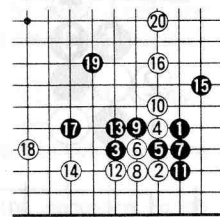
So, let's now apply our revised proverb to the first four moves of Diagram 19, the notorious cross-cut (or "kiri-chigae" if you like Japanese terms) - see Diagram 21.

Dia. 21



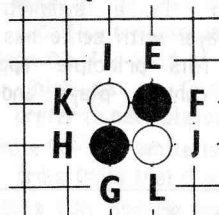
Why does this formation have a reputation for complexity? The reason is, unless one of the stones is sacrificed, four groups, two of each colour, are going to have to find living space in the area. The notorious "Tai-sha" ('great slant') joseki owes its mind-boggling complexity to a cross-cut for this very reason. After White 8, Black must cut at 9, and now the stones 4,5,6 and 9 form a cross-cut.

Dia. 22

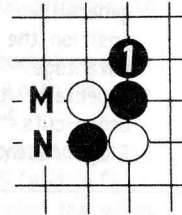


Of course there are other stones present, but the continuation to 20 (one of the simplest lines) shows clearly how the four resultant groups are jostling for space.

So, going back to Diagram 21, how does the player with sente seize the advantage?



Dia. 23



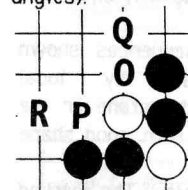
Dia. 24

Stating the conclusion first, and assuming it is Black to play, then in the majority of cases it is better to play one of the simple extensions E, F, G, or H, rather than one of the ataris, I, J, K, or L (Diagram 23). In other words, White 4 in Diagram 19 was not necessarily the best move.

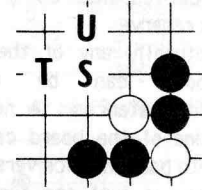
After an extension as shown in Diagram 24, Black may threaten a ladder at M, or

at least the extension at N. If White pulls out his stone with O or P in Diagram 25, Black immediately plays Q or R to "play hane at the head of two stones" in accordance with another proverb.

If white pulls out his stone with the diagonal move at S in Diagram 26, Black has a good contact play at T or U, which puts White into bad shape (I leave you to investigate, look out for empty triangles).



Dia. 25

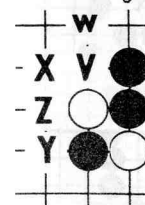


Dia. 26

So, after Black 1 in Diagram 24, White will probably strengthen his threatened stone. But how? V in Diagram 27 preserves too much symmetry and invites W. If instead the diagonal move at X, Black extends to Y, and White needs to play again to avoid bad shape.

So the best move is often Z in Diagram 27. But this invites Black 3, and White is again faced with a dilemma: A invites B (cf Diagram 25); C is unsatisfactory as we know; and D preserves overall symmetry, preserving Black's advantage. The conclusion is that after 1 in Diagram 24 White has the unpalatable choice between inferior shape, or preserving symmetry and Black's advantage.

What about the four atari moves I, J, K, and L in Diagram 23?

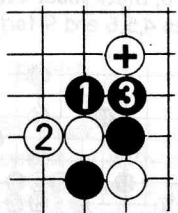
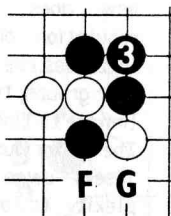
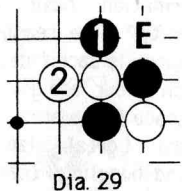


Dia. 27

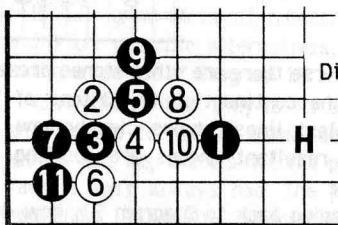


Dia. 28

After 1 in Diagram 29 White must normally play 2. This leaves Black with a cut at E. If Black protects it, eg with 3 in Diagram 30, then White has the ladder at F or the extension to G - compare with Diagram 25. But if he fails to protect the cut it will remain a thorn in his flesh for the future.



Dia 31



Dia 32.

Atari moves like 1 in Diagram 29 are similar to contact plays; they provoke a local response, but are usually best kept in reserve.

Naturally any of the sequences shown above can be upset by local circumstances. A nearby stone or the edge of the board can turn good shape into bad, and vice versa.

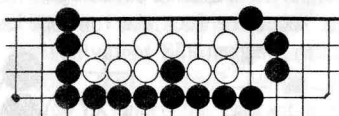
Here is just one example. The marked stone in Diagram 31 turns the bad Black atari 1 into a good move. After Black 3 the White stone is cut off on a rather poor point. This shape crops up in the 6-3 point joseki shown in Diagram 32. It is most often played when there is a White stone at or around H.

This article has turned out rather like a Bruckner symphony - rambling on, but with a theme running right through it. So like Bruckner I'll return to my first theme at the end.

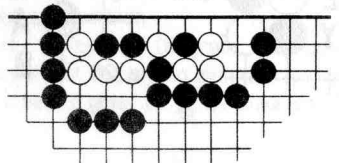
Summary: "Play at the centre of a symmetrical formation" is useful advice,

but not always correct. It can be generalised to: "In a symmetrical position the player with sente has the advantage." This principle applies especially to contact plays and to cross-cuts. Plagal cadence.

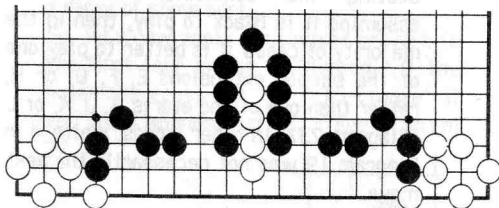
Problem 1. Black to play.



Problem 2. White to play.



Problems



Problem 3. White to play. Answers on inside back cover.

A game from the London Open

Black: R. Granville
White: B. Chandler

White 8: Strange - Black 9 causes White immediate problems.

Black 11: Terrible - he must accept the invitation to take fourth line territory by playing A.

Black 15: Must cover the cut at A. Black 9 is in no danger.

White 16: Unthinkable. The cut at A is the only move.

White 26: Error - the sequence to 43 should spring instantly to mind.

White 50: What does he intend to do if Black cuts above 26?

White 58: Covers the cut (at last).

Black 71-83: Good timing. White must worry about Black pulling out 77 later.

Black 87: Must play 88. Then if White cuts at 87, Black 92 prepares to sacrifice two stones.

Black 93: The kind of thoughtless move which can be fatal. Later he may prefer to have played 94.

White 96-110: White is trying to kill the group (note that Black B fails to C).

White 136: Bad. He must play the empty triangle at 165.

Black 139-147: Black has a go at killing the White group before running away with his own - but 145 definitely lets White live, and should be omitted.

White 160: What is he trying to do? White 160 at 161 would force 165, and then White D is devastating.

Black 165: Game over. White cannot connect because of the snap-back at E.

Black won by 11 points.

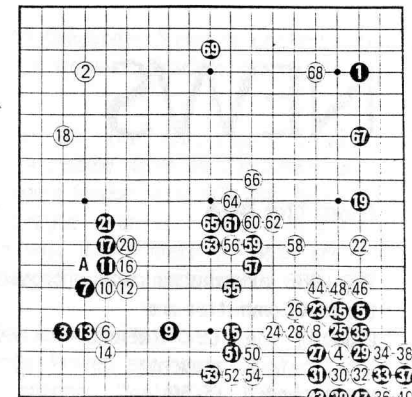


Fig. 1 41 at 33; 42 at 37; 49 at 33

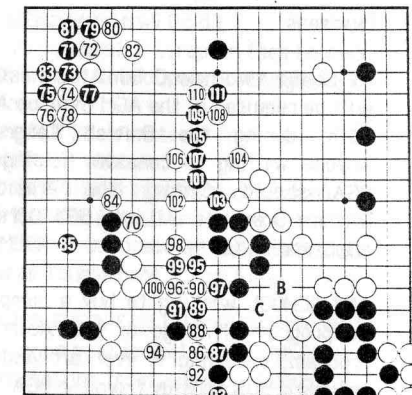


Fig. 2

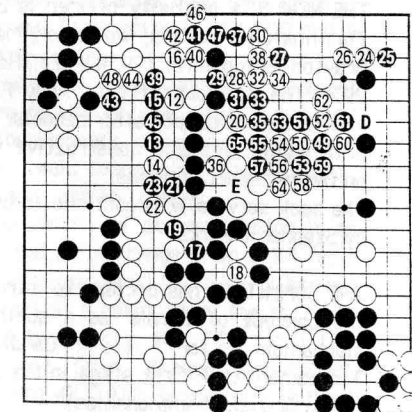


Fig. 3

NEWS

from the BGA

THE 1986 subscription rates proposed by the BGA Committee are:

Club:	£5.00 (also unattached student)
Unattached:	£6.50
Student:	£3.00 (without news-letter)
Overseas:	£8.50 (with newsletter)

AT LEAST two new Committee members will be required at the AGM (held on April 13th, during the British Congress). Anyone willing to consider helping the BGA should contact the President, Richard Granville. All the BGA Officers are standing for re-election.

ANY SCHOOL wishing to buy a computer Go program (Microgo or the Acornsoft program, assuming it ever arrives) can receive a 50% subsidy from the BGA.

THE NEW BGA publicity officer is Brian Timmins (The Hollies, Wollerton, Market Drayton, Shropshire, TF9 3LY, Tel. Hodnet 292). The previous Officer, Andy Finch, now transfers to look after schools.

Both would welcome constructive ideas on their respective areas. The book service will continue to be run by Stephanie Perks.

THE COMMITTEE has decided to introduce the concept of 'norms' as a qualifying mechanism for the Candidates Tournament (the first stage in the cycle of the British Championships).

Two places will be available from each tournament under the existing system, but additional places will be awarded to any further players satisfying the "norms" which are -

For a shodan: 2.5/3, 3/4, 4/6, or 5.5/8 (or 3/4 including the first two games at the Black Bull).

For a first kyu: 3/3, 3.5/4 (or 3/4 incl. first 2), 4.5/6, 6/8 (or 4/4 at the Black Bull).

For a 2 kyu: 4/4, 5/6, or 6.5/8 (old hands may recognise the style of Jim Bates in these rules - Ed.).

NEW CONSTITUTION

At this year's AGM the BGA Committee will be proposing a new constitution. It is around 20 per cent shorter than the current version, switching a number of items to "Standing Orders".

Among the main changes are renaming the Committee as "Council"; limiting the power of the Council to raise subscriptions more than 5 per cent above the retail price index without the approval of an AGM; abandoning postal voting after an EGM; and provision for the award of honorary life memberships.

The new constitution will be posted at the start of the British Go Congress. Legal eagles can obtain advance copies from the BGA Secretary (enclose SAE).

JAPAN

Cho Chikun won the Meijin title after being 3-0 down (the third time Cho has been involved in such a comeback recently). He is now defending the Kisei title against Takemiya. The score is 2-2 as we go to press.

Ishida won the Tengen title, Otake is to challenge Kobayashi Koichi for the Judan, and the Honinbo League is half way through, with Takemiya and Kobayashi on 4-1.

Tournament Calendar

MARCH 16: Cambridge Trigantius. The Upper Dining Hall, Emmanuel College. Registration at 10 am. Entry £2.50 (£3.50 after March 10th); lunch £1.30. Contact P. Dorey, Queen's College, Cambridge.

APRIL 6-8: Paris. 6 rounds, 1 hour and 15 minutes, plus 30 seconds. Last year Paris was the biggest tournament in Europe with 256 players, and boasted many prizes. This year a trip to Korea is on offer for the best player 2 kyu and above with a minimum of 5 wins - ties decided by random draw. Fee is 100F, entries to: Didier Moreau, 22 rue Daniele Casanova, F-94700 Maisons Alfort. Tel (1) 898 40 80.

APRIL 12-14: British Congress at Worcester College of Higher Education, Oldbury Road, St. Johns, Worcester. 6 rounds - three apiece on Saturday and Sunday (time limits 1 hour and 15 seconds), plus the British Lightning Championship on Friday evening. Note that British entrants must be members of the BGA.

Full board from Friday's dinner to Sunday lunch costs £32.50 (£24.50 for students), cheaper options for fewer meals also available. The BGA's AGM will be held at 7.30 on April 13th. For details see below. Entries to: Paul Manning, 31 Lower Chase Road, Malvern, Worcs, WR14 2BX. Tel. 06845 2990.

MAY 4-6: Candidates. Inter Varsity Club, London. 6 rounds, 90 minute time limits. Qualifiers only. The BGA welcomes comments on the convenience of the dates for this tournament and the Challengers from players with exams.

MAY 16-19: Amsterdam. 6 rounds. Contact Peter Zandveld A van Metzshof 6, NL 1065 AP Amsterdam (Tel. 020 15 29 41)

MAY 18: Bracknell. 3 rounds. Contact Bob Lyon, 28 Welbeck, Bracknell, Berks RG12 4UQ.

MAY 25-28: The Challengers League. Qualifiers come from the Candidates and last year's league. Also NOT the Challengers League - an open tournament for those who didn't make it. Both are 6 rounds with 2 hour time limits.

JUNE 9: Ipswich. 3 rounds, 1 hour plus 20 seconds. Prizes are being donated by a local sponsor. Contact V. Baldwin, 58 Heath Road, Ipswich IP4 5SL. Tel Ipswich 79045.

JUNE 23: Leicester.

JULY 20 - August 3: European (see below).

AUGUST 10-18: US Open Go Congress in Maryland.

SEPTEMBER 28: Wanstead.

OCTOBER 27: Wessex.

NOVEMBER 9: Nottingham (provisional).

NOVEMBER 23: Edinburgh (provisional).

DECEMBER 7-8: Teach-in and Black Bull Handicap Tournament (Leigh Sinton).

The 1985 EUROPEAN CHAMPIONSHIP will this year be held in Holland, on the island of Terschelling from July 20 - August 3. The European Championship itself is a nine round Macmahon, open to players of any grade. First prize is £1,000 and a ticket to Japan.

There will also be a weekend tournament of five rounds (27-28 July), two lightning tournaments, a handicap tournament a town team tournament, plus simultaneous and teaching games.

A wide variety of accommodation is on offer, and prices range from £84 for a camp site (own tent) to £511 for bed and breakfast at a hotel. Entry fee is £100 for the two weeks, and £25 for U-18s. More info from: Anabelle Bousquet, Rapenburg 47, 1011 Amsterdam, Holland. Tel. 020 24 11 71 or 26 48 74.

