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British Go Congress, 1970

The Congress will be held at St. John's College, Cambridge, over the weekend 20th-22nd March. The main events will be the British Open Championship and a six-round handicap competition. The Championship is open to players of 1st Dan strength or better.

The competitions will start on the Saturday morning and continue until the Sunday afternoon. Also during the Congress will be held the Annual General Meeting of the B.G.A., an agenda for which is on page 3, and a B.G.A. Dinner.

Any member who wishes to take part should contact the Organiser, Graham Priest, St. John's College, Cambridge, without delay.

Unfortunately, there will have to be a 10% surcharge for service on the prices quoted on the entry forms sent to clubs.

Editorial

Individual Go players usually have fairly satisfactory intuitive ideas of what the rules of Go are, and these cover most positions met in play. There are, however,

ALL CORRESPONDENCE TO: BRITISH GO ASSOCIATION, 12 THIRD AVENUE, WEMBLEY, MIDDLESEX

no nationally recognised rules, and what the ruling on an anomalous situation should be must be decided by the players. Provided they know the ruling, all is well, but there are several positions which would not be met with in years of normal play.

Please send all correspondence for the Editor to the B.G.A. address.

Secretary's Notes

from Derek Hunter, BGA Secretary

Members are advised that, if they wish to take part in the Third British Go Congress, taking place over the weekend of 20th/22nd March, they should write immediately to Graham Priest, St. John's College, Cambridge.

Once more the Association has a small stock of Go sets, which will be sold in order of application for £3 plus 10/- post and packing. There are also a few problem books in Japanese at 10/- each for the ranges 10th to 5th kyu, 5th to 1st kyu, and 3rd kyu to 1st dan.

Books and Sets Available

On the availability of sets, see the Secretary's notes above.

For an assessment of the suitability of some of these books, see John Barrs' article on page 5.

Learn to Play Go	<i>by John Barrs and Akio Matsui</i>	5/-	post	free
Go Proverbs Illustrated	<i>by K. Segoe</i>	35/-	"	"
Modern Joseki and Fuseki	<i>by E. Sakata</i>	37/6	"	"
Basic Techniques of Go	<i>by I. Haruyama and Y. Nagahara</i>	37/6	"	"
Vital Points of Go	<i>by K. Takagawa</i>	35/-	"	"
Go Letters (loose pages)	<i>by T. Matsuda</i>	£5	"	"
Joseki (Japanese)	<i>by E. Sakata</i>	12/-	"	"
Go Problems 10th to 5th kyu	<i>by Maeda</i>	10/-	"	"
5th to 1st kyu		10/-	"	"
3rd kyu to 1st dan		10/-	"	"

One year's subscription to Go Review (monthly) is 4 guineas, but back numbers are available at 4/- singly or at 2/- each for 12.

Subscriptions to Go Review should be sent to:

Magazine Department,
R.G.J. Hitchens, Esq.,
4, Sandringham Gardens, London, N.8.

Other items should be ordered from:

British Go Association,
12, Third Avenue,
Wembley,
Middlesex.

NOTICE OF THE ANNUAL GENERAL MEETING

The Annual General Meeting of the British Go Association will be held at 4.30 p.m. on Sunday, 22nd March, 1970 in St. John's College, Cambridge, at the end of the Third British Go Congress. The agenda will be:

Reading of the notice convening the meeting

Reading of the minutes of the previous meeting

Matters arising

The President's Report and matters arising

The Treasurer's Report and matters arising

The Secretary's Report and matters arising

Election of Officers and Committee

Proposal to change Clause 6 of the Constitution by replacing the sentence 'The annual subscription for members registered by an affiliated Club shall be 2/6d.' by 'The annual subscription for members registered by an affiliated Club shall be 3/-d.'

Venue of Fourth British Go Congress 1971

Any other business

Corrections to Issue 10

The book reviewed on page 14 was 'Basic Techniques of Go', and not 'Vital Techniques of Go'.

News

The handicap match played on 20th January at Imperial College Union between I.C. Go Club and Enfield Go Club resulted in a win for Enfield by 5 matches to 1. Enfield hope to be hosts in a return match in March.

A match is to be held on 14th February in Coventry between Bristol Go Club and University of East Anglia Go Club, but no results are available as we go to press.

Short Go Glossary (continued)

- PONNUKI : The capture of a single stone by four disconnected stones, resulting in a powerful diamond formation - hence the proverb 'Ponnuki is worth thirty points'.
- TENUKI : Intentionally omitting a play in a local position in order to play elsewhere.
- SAMEAI : A position in which two groups of stones each depend on killing the other for eyes.
-

ACCOUNTS OF THE B.G.A. FOR 1969

General Account

Income and Expenditure for year ended 31.12.1969

1968	£ s d	1968	£ s d
25	Sundry Expenses (postage, telephone, stationery, etc.)	57	Subscriptions
	42.17. 7	93	Surplus on sale of literature, Go sets
4	E.G.F. Affiliation Fee		188.13. 0
	4. 4. 0	17	Interest on Deposit Account
49	Journal Expenses		26.14. 3
	95.18. 2		
89	Surplus for year		<u>293. 6. 9</u>
	<u>150. 7. 0</u>		
167		167	
	<u>293. 6. 9</u>		

Balance Sheet as at 31.12.1969

1968	£ s d	1968	£ s d
	Fund Account at 1.1.69	33	Stock
	489.15. 2		110.15. 7
	+ Surplus for year		Payment in advance for books & sets
	150. 7. 0		178.13. 2
	- Tax 1967/68		Deposit for 1971 European Congress
	<u>10. 1. 0</u>		10. 0. 0
490			
	630. 1. 2		
			Cash at Bank
200	Deposit from Magazine Account	524	Deposit
	200. 0. 0		538. 3. 6
26	Subs in Advance	79	Current
	20. 0. 0		<u>112.19. 2</u>
32	Sundry Creditors		
	<u>100.10. 3</u>	14	Cash in Hand
748			651. 2. 8
	<u>950.11. 5</u>	748	<u>0</u>
			<u>950.11. 5</u>

Magazine Account

Income and Expenditure for year ended 31.12.1969

1968	£ s d	1968	£ s d
10	Stock at 1.1.69	25	Subs in Advance at 1.1.69
	21. 0. 0		57. 1. 0
40	Purchases '69	121	Cash received
	72.18. 4		121. 9. 0
	Balance '68	57	Less Subs in Advance at 31.12.69
	<u>15. 1. 2</u>		26.12. 0
29	Less Closing Stock		
	<u>14. 0. 0</u>		
21			
	94.19. 6		
9	Sundry Expenses		
	13. 3. 4		
51	Surplus for year		
	<u>43.15. 2</u>		
89		89	
	<u>151.18. 0</u>		<u>151.18. 0</u>

Balance Sheet as at 31.12.1969

1968	£ s d	1968	£ s d
66	Reserve Fund at 1.1.69	21	Stock at 31.12.69
	116.15.11		14. 0. 0
51	Surplus for year	30	Loan (Bristol Go C.)
	43.15. 2		
101	Amount due Nihon Kiin	200	Deposit with B.G.A. General Account
	72.18. 4		200. 0. 0
57	Subs in Advance	24	Cash in hand & bank
	<u>26.12. 0</u>		46. 1. 5
275		275	
	<u>260. 1. 5</u>		<u>260. 1. 5</u>

WHICH BOOKS?

by John Barrs

Many members who are keen to raise their playing strength are puzzled as to which course to adopt. By constantly playing games with club-mates it is possible to make some measure of slow improvement, but rapid and appreciable gains in playing ability come only as the result of study or personal instruction combined with actual playing experience.

The problem for the new player of a few months' experience, who has reached the strength of (say) 15 kyu is which books to study. One of the most valuable is "GO PROVERBS ILLUSTRATED" by Segoe (35/-), not only for beginners but for stronger players too. This is an excellent book for learning basic tactics (katachi and tesuji).

Another book which all members are advised to possess is "JOSEKI" by Sakata (12/-). This gives 106 main handicap and even game joseki with many variations. Although the text is in Japanese, the diagrams with the plays clearly numbered are easy to follow. The advantage of studying joseki is not only improving your opening corner play but also, as a bonus thrown in so to speak, you will be subconsciously acquiring knowledge of good form (katachi), without which appreciable progress is impossible.

The third book for new players to consider is "BASIC TECHNIQUES OF GO" by Haruyama and Nagahara (37/6). This deals very fully with the fundamentals, and the chapter on tesuji with questions and answers and the section on yose (end game play) are especially valuable.

The foregoing three books are the most important for new players. For the really ambitious player, of course, there is no substitute for a subscription to the GO REVIEW (4 guineas for 12 monthly issues) which gives analyses of master games, instruction on fuseki (full board openings), joseki (corner play), katachi (good form), tesuji (key plays), yose (end game), tsume go (practical problems) as well as world Go news.

For a complete course in Go there are the MATSUDA GO LETTERS (216 quarto pages for £5), while players of 8 kyu and upwards will find Takagawa's "VITAL POINTS OF GO" (35/-) most helpful. Those aiming at a master degree will need the new "MODERN JOSEKI AND FUSEKI" (37/6) by Sakata, though players below 10 kyu may find this too advanced.

The important thing about studying any kind of Go instruction, whether books or master games, is not to rush through the material but to examine each play carefully before passing on to the next. Acquire as thorough an understanding as possible of each stage and use your book and Go set together. And don't be afraid to seek the advice and opinion of stronger players.

GO REVIEW may be obtained from:- Magazine Department,
4, Sandringham Gardens,
London, N.8.

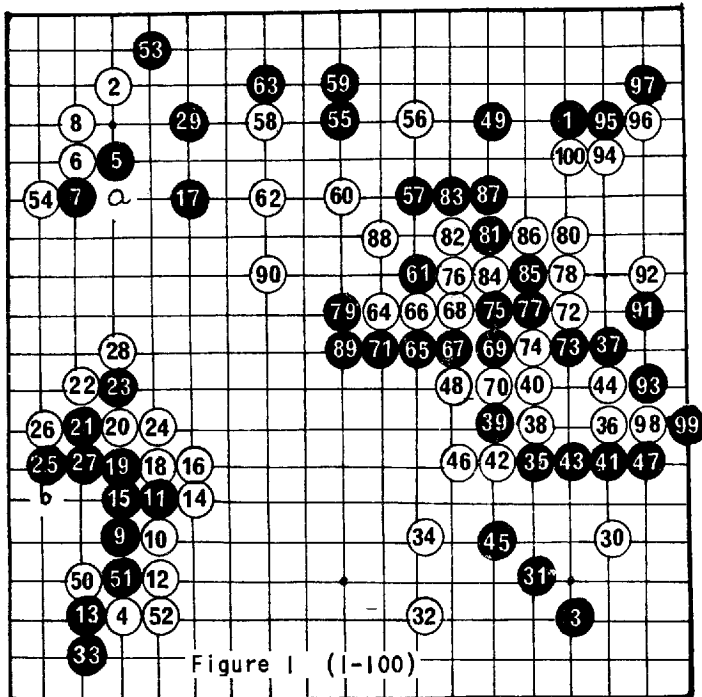
The other literature may be obtained from the B.G.A. at the address on page 1.

A PROFESSIONAL GAME

Comment by John Diamond, 3-dan.

This is an example of the invasion of centre territory, with a hard fight and two desperate Ko battles. The game was played in 1966 in the Honinbo Challengers' League.

Black: Takeo Kajiwara, 9-dan. White: Shuko Fujisawa, 9-dan, receiving 5½ komi.



White 9 - Joseki is to follow diagram 1, but against this White can play at 9 in the main Figure. The Black stones in the upper left will form a useful foothold for Black later.

Black 13 - the most common joseki is Black at 19, White one point to the left of 9, Black immediately above it, forming a ponnuki shape, and White one point further to the left of 9. The move played is most unusual.

White 16 - White builds a strong outside wall.

Black 17 - He must play lightly here. A play at 'a' would be too heavy.

White 22 - Double hane, a tesuji and nearly always good.

Black 25 - Tesuji. A play at 26 leaves the group with a weakness at 'b'. This tes-

uji occurs in many joseki, and might be remembered.

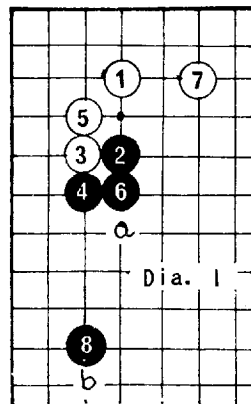
Black 31 - Black must play on the lower side, but not too near the formidable White wall. This move threatens a play at 32 or the severe attack on 30 which follows.

Black 33 - Large. Reduces White's area on the lower side.

White 48 - Trade. White increases his centre potential in exchange for the lower right corner.

White 52 - White strengthens his wall. 50 leaves possibilities for later (aji).

White 56 - White must now reduce the Black moyo. Black must keep most of his territory and obtain outside influence - that is why he played 57 and 61. If White builds an outside wall in attacking Black's territory, his central area will be over 100 points and White will win easily.



White 90 - The outcome now depends on three things:

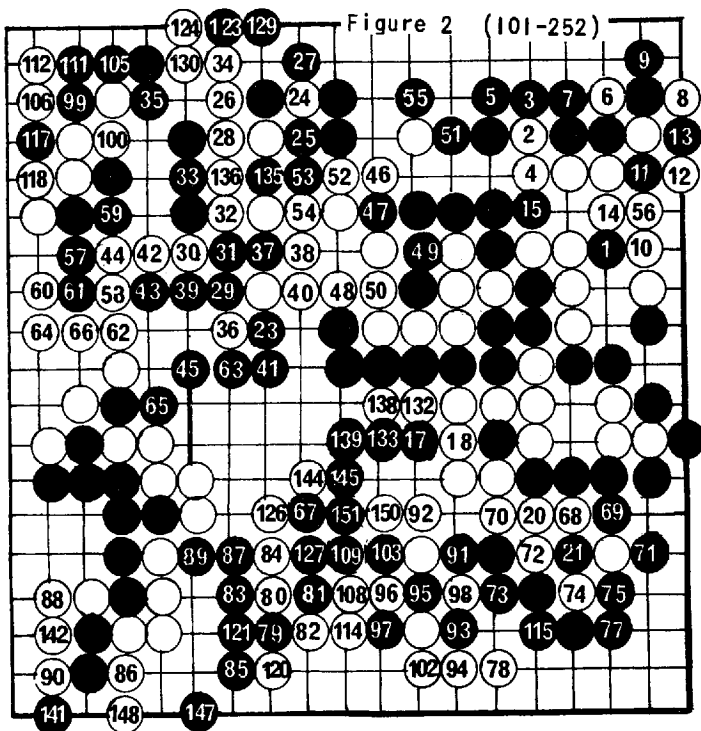
Firstly, can Black save his two stones 37 and 73? If he can, then White's group including 80 will be very weak.

Secondly, can Black save his central group including 89? This will be hard.

Thirdly, White should save his upper group including 90, but how much territory will he get in the centre? He cannot decide his strategy for this until the first point is decided.

Black 113 - Ko for the group. The ko is worth about forty points.

White 126 - The ko is temporarily forgotten as a ko threat turns into a vicious fight between the two groups.



- 119 " 16 ko at 11.
- 122 " 19 "
- 125 " 22 "
- 128 " 76 at 21.
- 131 " 101 ko at 95
- 134 " 104 "
- 137 " 107 "
- 140 " 110 "
- 143 " 113 "
- 146 " 116 "
- 149 "
- 152 "

White 156 - White wins the ko. The outcome of the fight is not completely clear. The White group has one eye and many liberties, the centre Black group has one eye, but the upper left Black group no eyes at all. A complicated position.

Black 165 - It is now obvious that the Black group dies first in the struggle. This move leaves the White wall in the lower middle weak. Black must save his middle group to win and, by attacking the White wall, he may yet do so.

Black 179 - The last fight begins.

White 190 - The five White stones including 20 die before the Black group in the corner.

White 196 - Another ko. Black has many ko threats in the upper left corner.

Black 247 - Threatens a connection at 248.

White 252 - Black has no ko threats left. Although his central group lives the large loss in the upper left leaves him about 15 points behind without many opportunities to pull back.

Black resigns.

HOW TO PLAY ALONG THE SIDES

by Kaku Takagawa, 9-dan

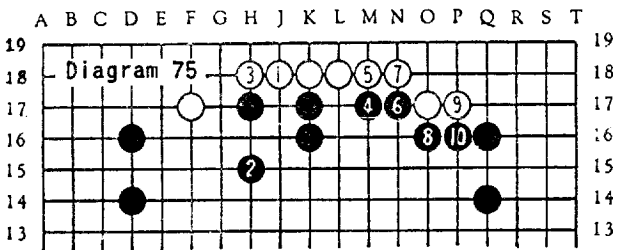
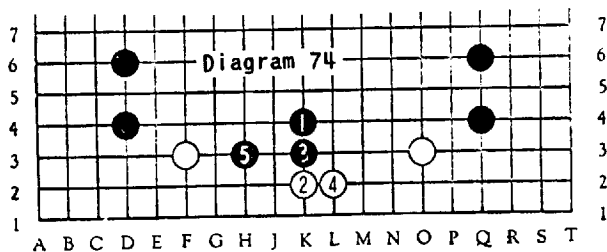
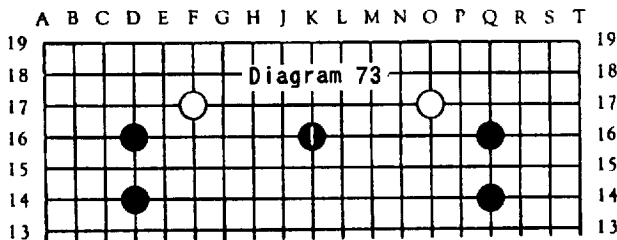
X. The Second Line is the Route to Defeat

Having discussed in previous chapters the ideas about pressing on the third line and some play on the fourth and fifth lines, I would now like to explain why the second line is called the route to defeat, and why it is important not to play on this line except as an auxiliary to play on the third and fourth lines.

Let us start with the example of diagram 73. Black plays 1 on the handicap point to disconnect White's two stones. What should White do? If he continues as in diagram 74, determined to maintain connection between his groups, Black will play 3 and 5, permitting White to connect his groups. However, in the conclusion of diagram 75, White is completely connected along the upper side, but Black's outer strength is quite overwhelming in comparison with White's small territory.

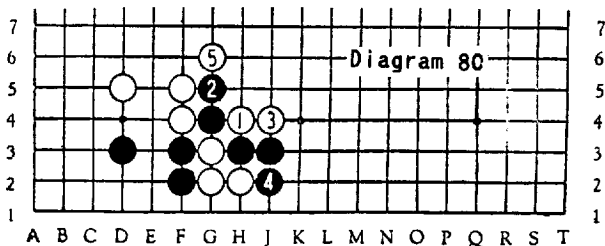
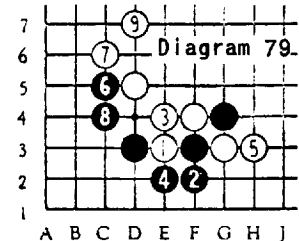
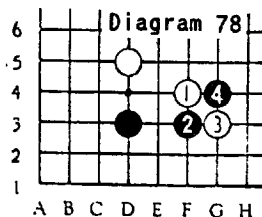
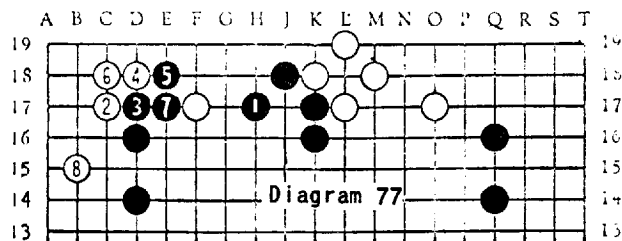
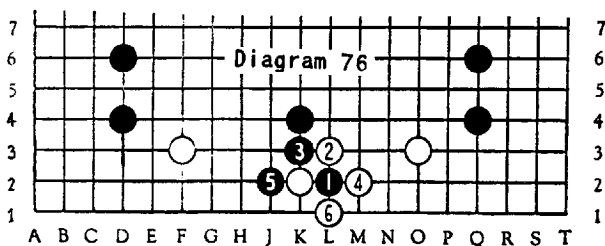
If, on the other hand, Black persists in separating the White groups, then after diagram 76, Black 1 in diagram 77 is necessary, and then White invades the corner. In such positions Black should take the more profitable and simpler line of permitting White to connect along the second line.

Diagrams 78 and 79 show a familiar joseki position. The course that the joseki will follow depends on whether the ladder of diagram 80 is in White's

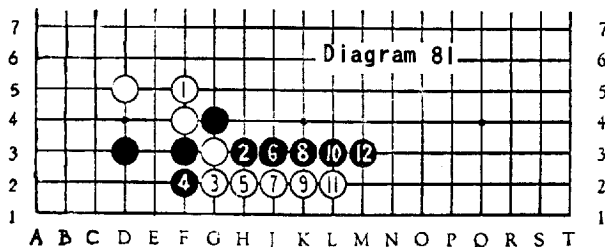


favour or not. If it is favourable, White can follow that diagram, otherwise he must play as in diagram 79.

Should White play diagram 80 when the ladder is unfavourable, he will be forced to crawl along the second line to save himself, as shown in diagram 81.



It should always be borne in mind in the opening stage that a large number of plays on the second line will mean a disadvantage to the side making those plays.

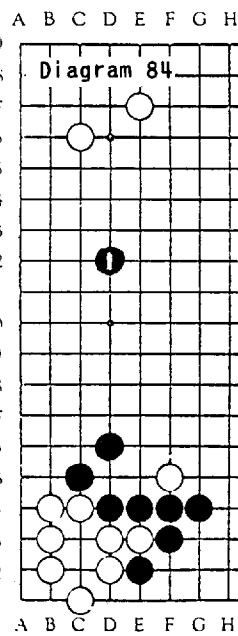
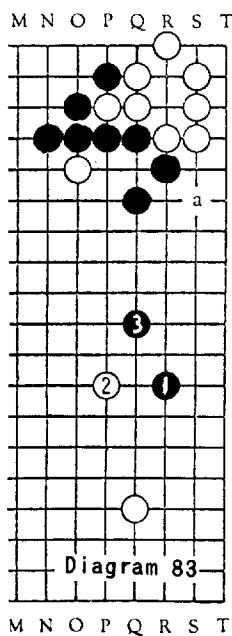
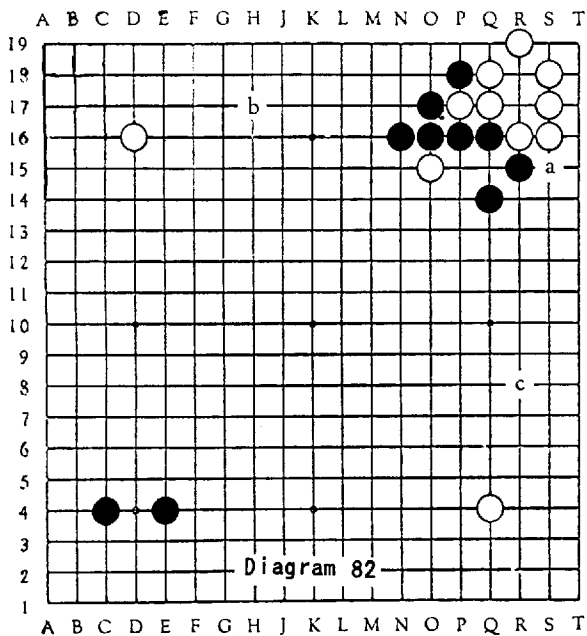


XI. The Open Skirt

In diagram 82, we see a position arising from a joseki in the upper right. The formation of Black stones around White appears to be a skirt, except that a stone is missing at the point 'a'. This position is known as an 'open skirt'.

In this position, White can extend out from the corner by playing at the point below 'a', but Black does not worry about this at the beginning of the game, since it is merely a second-line expansion. At the proper point he would press down on any such expansion, but the possibility of the expansion will make a difference to the value of other moves.

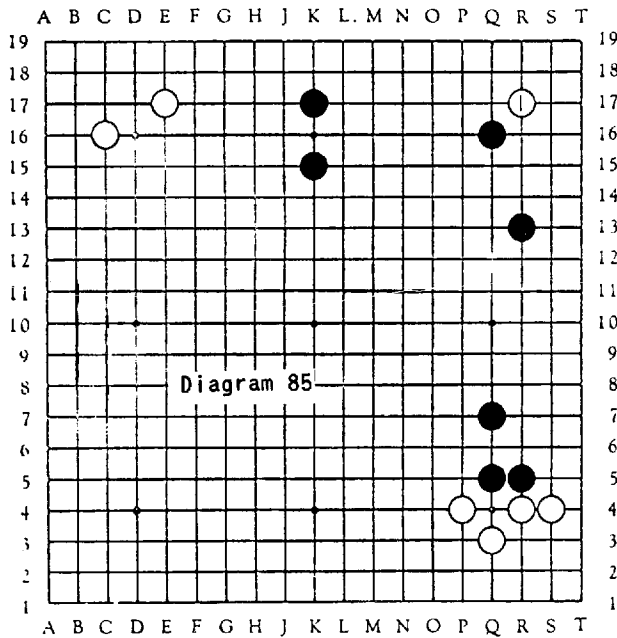
If Black succeeds in playing at 'b' and the point two spaces below 'b', then the area enclosed on the upper side is almost Black's. On the other hand, even if he plays at 'c' and the point two spaces to the left of 'c', he cannot consider the right side his territory before he plays at 'a'. This White will not permit



without adequate compensation. Therefore the primary area for expansion in this joseki is on the upper side and the right side is secondary to it, and White should prevent Black expanding along the upper side if it is his move, which one would expect it to be after this joseki.

In diagram 83, Black places his stone low on the right side, attempting to use his influence downwards. After White 2 and Black 3 are exchanged, it seems that Black has expended a great deal of effort in his attempt to make territory, but has even then not been completely successful because of the possibility of White 'a'. This is obviously bad for Black. How then should he have played?

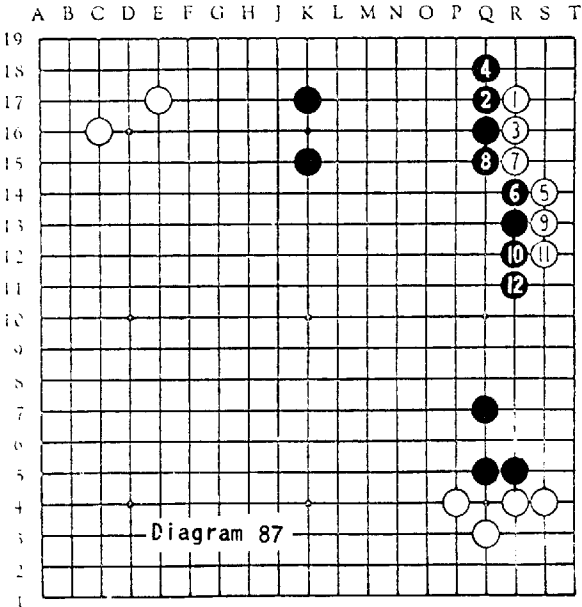
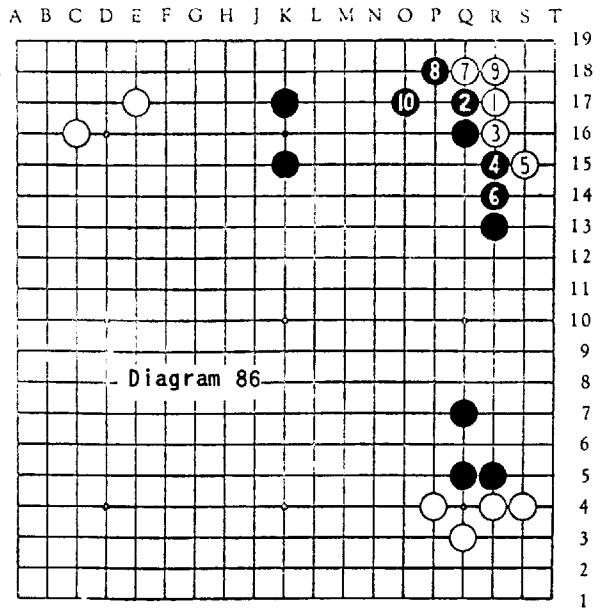
In diagram 84, we see a high Black placement 1. This is the correct way to handle the situation, making light of the territory which cannot be secured by one move.



In diagram 85, what should Black do, in view of the open skirt at the lower right? The first thing is that Black should not play below 1. A principle to apply to this sort of invasion is that it should be stopped from the wider side. The right side is larger but, in combination with the two centre stones, you will find that the upper side is larger.

Diagram 86 shows the sequel. In this formation the two centre Black stones would be ideally placed another line to the left. On the right side Black cannot hope to secure much territory.

A strong variation for Black on his fourth move is shown in Diagram 87. Black compels White's moves 5 to 11, and then places 12. The result is that the right side has been



neutralised by White due to the open skirt at both ends, but Black has developed a strong area of influence which will have a great effect on the subsequent course of the game.

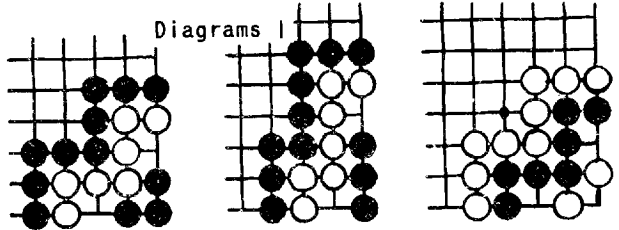
This series of articles is now concluded.

ANOMALOUS SITUATIONS

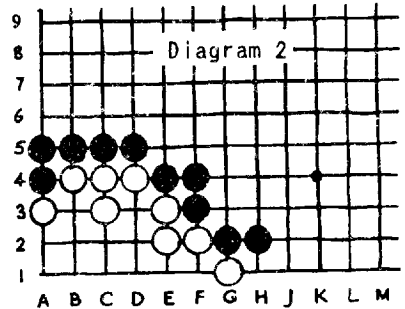
Every Go player has his own idea of the rules of Go, which is satisfactory for all normal situations. Such is the variety of Go, however, that these rules fail in some abnormal situations.

These may arise in two ways: firstly where the normal rules would lead to an infinite cycle of plays which neither player can escape, and secondly where for either player to play in an undefined position would lose him the situation. Two examples of these situations are well known, one of each category, namely ko and seki. The special rules to cover these are equally well known. But there are other equally necessary special rules.

A fairly well-known special situation is 'bent four in the corner'. This is apparently seki but can be turned to ko, at the convenience of the player whose stones are in the corner. Therefore the special rule is that the stones are to be considered unconditionally dead, and are removed from the board at the end of the game.

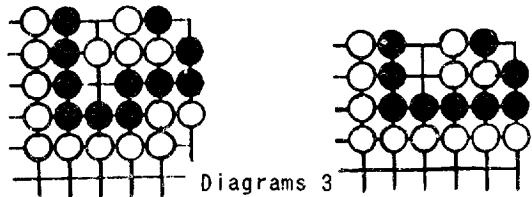


Another situation that has been seen fairly often in books is Chosei, 'eternal life', which is a four move cycle. The only possible ruling on this position is a draw. The ambitious may like to try the problem in Diagram 2, which is supposed to require 10 minutes for a player of 2nd or 3rd kyu.



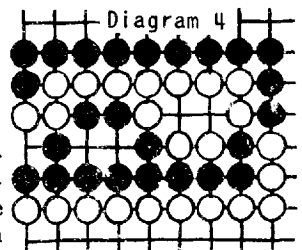
A situation which follows a six move cycle is triple ko, which occurs when there are three ko situations, and neither player is prepared to concede two of them. This is considered an extremely bad omen in Japan; one revolt broke out the day after the ruler had a game drawn by triple ko.

The last situation involving ko is the ten thousand year ko, which sometimes remains to the end of a game. In this case the special rule states that the player who can must take and fill in the ko to make seki.



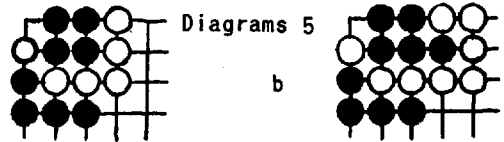
A kind of double size ko that can lead to a repetitive situation is Junkanko. The unusual feature of this situation is that the first player has the choice of playing for seki if he wishes, or of continuing round the cycle if otherwise the game is unfavourable to him. Again the only ruling possible is a draw, should the cycle be continued.

A final example of an anomaly is the torazu sanmoku position, which is an example of the problems that the speciality of the corner can create. For either player to play here is disadvantageous, but the position cannot be called a seki, as White, in the particular positions shown, has a



definite advantage. Therefore a fair average is taken. The rule also covers extensions of this position, giving White two more points for each Black stone involved.

I hope I have given some idea of the problems that can arise in trying to formulate consistent rules, which cover all possible situations. I would be very glad to hear from anyone who knows of any other special positions such as these, or of any special rulings made by Go authorities to cover these positions.



COUNTING LIBERTIES (2)

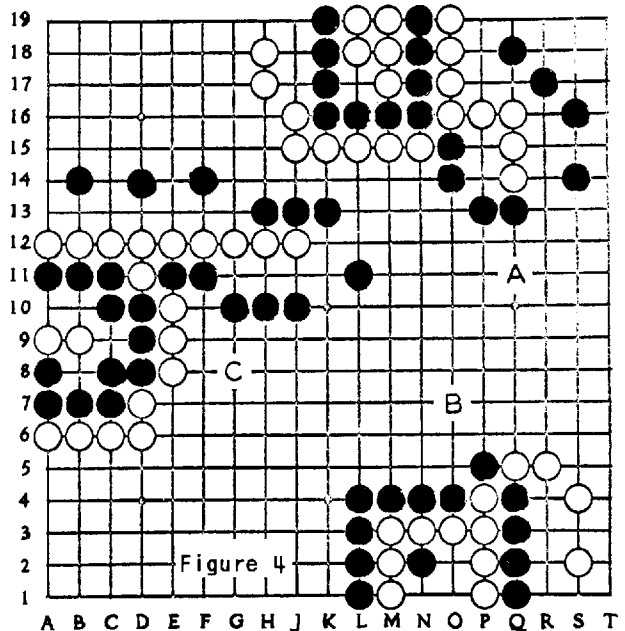
by Fukuda, 6-dan.

In the previous article we saw how the table:

3	4	5	6
3	5	8	12

gave the number of liberties of a group of stones with enemy stones inside it which can be captured. Remember that the formula applies immediately after the enemy stones have been captured. In this concluding article we will see how the table may be applied to other positions, and some positions where it cannot be applied without modification.

How about position A of Figure 4? Black has been fighting furiously, and dares not let the position be resolved in White's favour, but a play at another part of the board is desperately needed too. Does he dare tenuki? It would be an unusual beginner who could be sure without knowing the 5:8 rule. If he does know the rule, he can play elsewhere with confidence; the Whites around P16 have nine liberties, but Black has ten, one more than enough. We arrive at the count of ten as follows: if J17 and J18 were occupied by White stones, the Black chain would have eight liberties, as shown by the table, but J17 and J18 obviously constitute two additional liberties, just as vacant points do for a simple chain. Observe that we must mentally discount one outside and one inside point (L17 and J19) in order to compare the position with those for which the table was calculated.



In position B of Figure 4, we meet a new refinement. If we mentally erase the Black stone at N2, we can imagine that the surrounded White chain has just been

forced to take four Black stones which had formed an inner square. At that moment the White stones had, from the table, five liberties. But Black has already played inside, at N2, so White has been cut down from five to four liberties. Since the Black stones on line Q have four liberties, first play wins in this situation.

Perhaps the situation did not arise in this way - there probably never were four Black stones inside. We shall not let the previous history of a position prevent us from recognising a situation where we can easily count the liberties!

Similarly in position C we are called on to recognise through its disguise one of the forms we have become familiar with. We can recognise the situation as one equivalent to two plays later than the capture of six White stones, and therefore we can count twelve minus two is ten liberties for Black. The White stones on line 12 have eleven liberties, so White can tenuki, making a play elsewhere that may win the game.

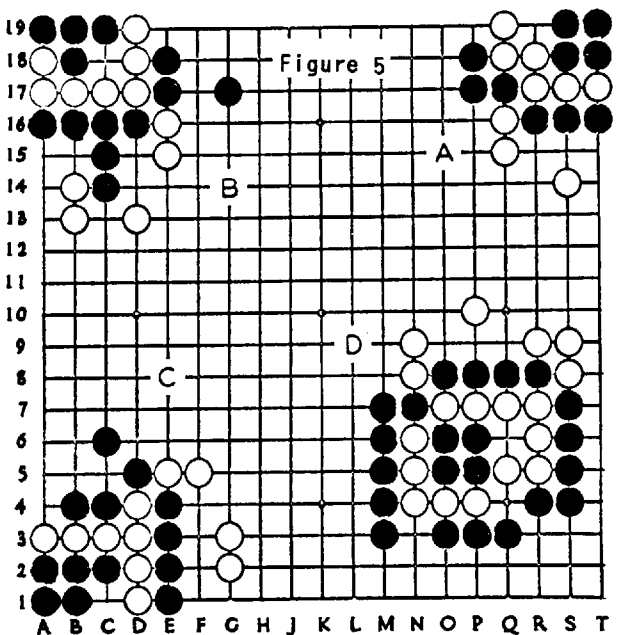
It should be emphasised that situations which involve Ko, or where there is a possibility of Seki, are not covered in this discussion. Furthermore, the table of captives and liberties does not hold if there is a weakness in the surrounding chain. Nor, and this exception is of great practical importance, does the table always hold in corner situations, as Figure 5 will show.

In the corner, the number of liberties depends on the form of the captured group. Position A of Figure 5 shows four stones in the corner in the form of a square, which White can capture. Usually this would net him five liberties, so that he would have time to kill the three Black stones on line 16, which have only three liberties. But the special rule for a corner square of four stones is that only three liberties result. Thus in this particular situation first play wins. The sequence would be, if Black plays first, Black P19, White R19 +4, Black S19, White R15 ?, Black T18 atari.

Position B, however, although in the corner, follows the 4:5 rule. The Black stones around C16 have five liberties, the four captives in the corner lead to five liberties just as they would elsewhere, and first play wins the situation.

In position C White can capture the five Blacks in the corner, but here, instead of eight, he gains only four liberties, and first play wins this situation, as the Blacks on line E also have four liberties. The sequence after a Black play at A4 and the White reply at C1 +5, is Black B2, White F4, Black A2, White F1, Black B1 atari.

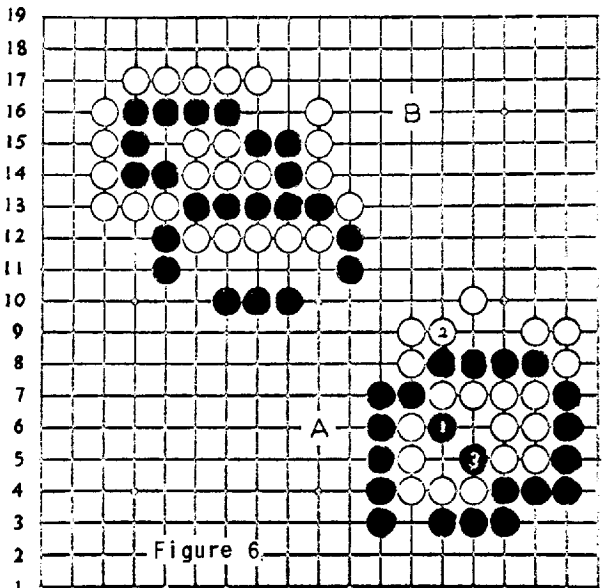
Position D shows a position where the simple rules of counting do not hold because of a weakness in the surrounding chain. Here the Q4 point is of crucial importance. If White is to play, he plays here and wins, since he gains five



liberties by the capture of four Black stones inside, and the outside Black stones have only three liberties. If Black plays first, he plays at Q4 to atari all the White stones; White captures with a play at Q6 and Black wins with the sequence shown in A of Figure 6.

Figure 6 also shows another example of a weakness in the surrounding chain which complicates the situation. If it is White to play, he must play at H16 in order to win - this is atari, and Black must take, with E15 +5, leading to the sequence White G14, Black K11, White G15, Black F11, White F14 atari, Black J11, White J16 atari. If White plays first at J16, he loses: Black plays E15 +5, and after White G14 (to prevent two eyes), Black H16! By analogy with previous positions we count seven liberties for Black at this point, and, although White could reduce these to six by another inside play, Black would not have to answer, since the outside White stones have only five liberties.

We see, then, that a knowledge of the rule is valuable in many situations, but that it does not necessarily apply in corners, or when there is a weakness in the surrounding chain. Remember that we have not started to consider situations involving possibilities of Ko or Seki, and these must be considered on their individual merits.



A B C D E F G H J K L M N O P Q R S T

Concluded.

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(continued on page 16)

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