

# BRITISH GO JOURNAL

Editor: ANDREW DALY

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## British Go Congress, 1970

The Third British Go Congress was held at St. John's College, Cambridge, the weekend before Easter, which seems to be becoming the traditional time for this event. The best attended Congress yet, with 60 players taking part, the Organisers also had to contend with the problems caused by the institution of the British Open Championship. But under the cool leadership of Graham Priest and John Robinson, such problems as arose were dealt with with efficiency, leaving the players free to enjoy the Congress. Also prominent on the side of organisation were Penny Hunter and Stephanie Diamond.

The Open Championship looked from the start a four man competition and, after two rounds, when Akiyama had beaten Hokari and Anderson, he looked certain to win, as Diamond had lost to Hokari. Diamond, however, contrived to force a three-way playoff with Akiyama and Hokari by beating Akiyama in a very difficult game in Round 5. He was therefore proclaimed British Champion as the only native in the playoff. Of the other players in the top group, Dunn was the most successful, with four wins, but Hall did sufficiently well to have his provisional Shodan rating confirmed by the Handicaps Committee.

In the main section, the better consistency of national gradings was reflected in the results, only the isolated Edinburgh club being obviously much underrated. Prizes for 6-0 records were awarded to T. MacDonald of Edinburgh and to D. Prescott and S. Heavens, both of Cambridge.

The Handicaps Committee made no recommendations for demotion, and only ten for promotion in the main section. These were:

F. Roads (Enfield)	5 wins to 2 kyu	T. MacDonald (Edinburgh)	6 wins to 8 kyu
R. Dennehy (U.E.A.)	5 to 4 kyu	D. Pickup (U.E.A.)	5 10 kyu
I. Young (Edinburgh)	5 to 7 kyu	C. Bradbury (Liverpool)	5 11 kyu
C. Rix (Cambridge)	5 to 8 kyu	S. Heavens (Cambridge)	6 13 kyu
D. Prescott (Cambridge)	6 to 8 kyu	D. Mascord (unattached)	4 out of 4 17 kyu

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### European Go Congress 1970

The 1970 European Go Congress will be held in Vienna, from 30th August to 13th September. There will be the usual competitions for the European Championship, for graded even game tournaments, for a handicap tournament and for the Ladies European Championship.

Two or three British players will be representing the BGA, and news of how they fare will be published in the next issue.

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### British Go Congress 1971

It now seems probable that this Congress, the fourth, will be held in Leeds over a weekend near Easter 1971. Further details will be published as soon as they are available.

At the BGA Annual General Meeting in Cambridge, the Committee were asked to look into the question of the organisation of future Congresses. As a result of their deliberations they passed the following motion:

'That for the 1971 British Go Congress the McMahon system be used, provided that in the event of there being an unworkable distribution of playing strengths the Committee reserve the right to amend the system for the weaker players'.

The McMahon system is a variation of the Swiss system, which has been used with success at several American Go congresses. It provides a system whereby a wide spectrum of playing strengths can be accommodated in a single even game tournament, without mismatches and giving a good chance that an individual champion will emerge. Subsidiary tournaments can be run within the main tournament quite easily.

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## Fifteenth European Go Congress 1971

The BGA have been invited to hold the 1971 European Congress in England, and arrangements have been made at Badock Hall, one of the Halls of Residence of Bristol University. It is planned to hold the Congress from 17th to 27th August 1971.

Accommodation will be provided in single rooms at Badock Hall, where also the tournaments will take place and meals will be provided. The cost of full board accommodation will be £2.30 (£2-6-0) per person per day, including room, three meals, morning coffee, and afternoon and evening tea. In addition to the charge for accommodation, which is being provided at cost, there will be a tournament fee of £2.75 (£2-15-0) for competitors, and a Congress fee of £2.00 (£2-0-0) for all those at the Congress, whether competitors or spectators.

Tournaments will be arranged according to demand, but are expected to include:

European Championship (competitors require the approval of their national association)

Master and Master Candidates Tournaments

Zoned Even Game Tournaments

Handicap Tournament

European Team Tournament (awarded on the results of Master games)

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## OTHER NEWS

### British Open

The playoff to decide the British Open Championship, which had ended in a three way tie at Cambridge, was held soon afterwards in London. Akiyama, 4 dan, beat both Diamond, 3 dan and Hokari, 3 dan, to win the Championship. Diamond beat Hokari to win second place.

### Inter-Club Matches

On 28th February, University of East Anglia played Bristol Go Club at the R.A.F.A. Club at Coventry, where the premises were kindly provided by the R.A.F.A. U.E.A. won by 16 matches to 9.

On 4th March Enfield and Imperial College played a return of their match in January, and again Enfield won, this time by 5 to 0.

Later in March Newcastle travelled to Edinburgh with a team of 4 led by John Fairburn, 2 dan, but were beaten by the home club by 4 to 3 with one jigo.

Newcastle are trying to organise a telephone match with Bristol, which apparently is not as expensive as one might suppose. No further details are available as yet.

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## B.G.A. Annual General Meeting

Fifty members of the Association attended the 1970 Annual General Meeting, held on Sunday, March 22nd, immediately after the Congress. John Barrs, as President, opening the meeting, read from the March Go Journal the Notice convening the meeting, and then called for the Secretary to read the Minutes of the 1969 A.G.M.

A discussion arose on methods of organising future Congresses, but after a few minutes this question was referred to the Committee for further study. A vote of thanks was passed to the Organisers of the present Congress.

In his report the President said that the Association was functioning satisfactorily. He had represented the B.G.A. at the European Go Federation meeting in Ljubljana in August 1969, and there had proposed and seen passed the return to the Japanese handicapping system readopted internally by the British Association at the 1969 A.G.M. He had obtained permission to hold the 1971 European Congress in Bristol.

On the question of Go sets he said that the first batch of 50 from Japan had been sold and another batch had arrived, but, due to the unexpected imposition of Customs Duty, would have to be sold at the increased price of £3. Ariel Productions Ltd. were about to produce fifteen thousand more of their sets in an improved version.

The Treasurer, Bob Hitchens, said in his report that the balance sheet published in the March Journal showed a good build up of funds, which was necessary in the period before holding the European Congress. The supply of "Go Review", which had been erratic, was improving.

The Secretary, Derek Hunter, reported that the Handicaps Committee, which had met after the Congress, had recommended 11 promotions (page 1). Membership stood at 565, of whom 75 were unaffiliated to clubs.

A vote of thanks was passed to John Diamond for his work in starting and editing the Journal.

In the absence of any other nominations, the three Officers of the Association were re-elected. Nominated for the Committee were Paul Anderson, Michael Digby, Geoffrey Gray and John Diamond of London Go Club, Graham Priest and John Robinson of Cambridge, Francis Roads of Enfield and Andrew Daly of Reading. After some discussion on the size of the Committee, which has no Constitutional limit, all were elected.

The Committee proposal to raise the subscriptions to 3/- for club members met with an amendment proposing 4/- for club members and 6/- for unattached members. For the amendment it was said that the Journal cost had increased even since the Committee proposal was made, that 4/- still did not cover this cost and that this figure was still very low. The amendment was eventually accepted by 25 to 13 and the motion by 26 to 6. The new subscriptions will apply for 1971.

Some possible sites for the 1971 British Congress were suggested, including Enfield and Norwich, but at this stage no concrete offers had been made.

There were no further matters raised.

## A Rule for Seki

This article, by Segoe, may be considered as a follow-up to the articles by Fukuda on counting liberties which have appeared in the last two issues. You will remember that these articles specifically avoided the consideration of situations where ko or seki might arise. This article deals with the latter problem.

Figure 1-A shows a situation in which a White group on line D and a Black group on line F are in conflict and without eyes. However, the two groups have two liberties in common at E1 and E2. Will one die or will both live in seki?

First we must count the unshared liberties of the groups. White has 6 and Black 5. Thus the White group is stronger and must live. But is the Black group dead?

The following rule will solve our problem. Let the number of unshared liberties of the stronger group be  $X$ , and the total number of liberties of the weaker group be  $Y$ . (In this example  $X = 6$  and  $Y = 7$ , 5 outside plus the 2 shared.)

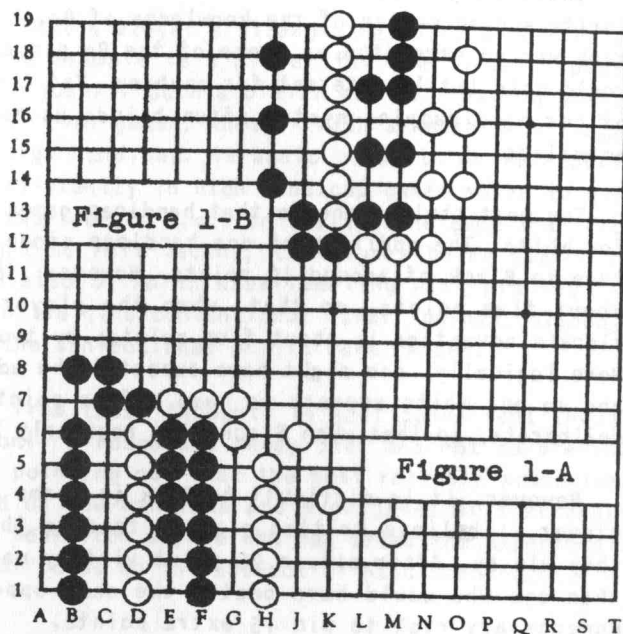
Then

1. If  $X = Y$ , the stronger group wins, no matter who plays first.
2. If  $X = Y - 1$ , the stronger kills if he plays first, but it is seki if the other begins.
3. If  $X = Y - 2$ , it is seki no matter who begins.

For other cases then the first moves are no threat and can be ignored until one of these rules applies.

So, in the problem with which we started, case 2 applies, and the Black group will die if White plays first, but live in seki if Black plays first.

Can you solve Figure 1-B ?



## SOME THOUGHTS ON HANDICAPPING

by Francis Roads, Secretary and Founder of Enfield Go Club

There is no doubt that the handicapping system contributes much to the popularity and spreading of the knowledge of Go. A Chess Tournament with 60 players of such varied strengths as those of the Go players who attended the recent Congress would hold little interest for anybody. Yet the undoubted convenience and elegance of our handicapping system often blinds us to the fact that it contains several anomalies.

The most obvious one is that handicap games appear to have a built-in advantage for White. The addition of one handicap stone is supposed to represent an advantage to Black of around 10 points. However, the advantage of the opening move is about five points, so that, when the players' strengths differ by one grade, Black's advantage is about five points; by two grades, fifteen points, and so on. More logically, one might have expected the advantages to be equivalent to 10, 20 and so on. White appears to have a five point advantage, though perhaps this is deliberate, so that when Black wins regularly he knows he is due for promotion.

However, it is difficult to talk in terms of so many points advantage for one player. I believe British players tend to think too much about how many points they win by. After all, a 25 point victory may well mean you are a weaker player than one who would have beaten the same opponent by 10 points, if you took an unnecessary risk to win 15 extra points.

Japanese professional players of equal strengths playing nine stone handicap games have shown that this handicap has a points value of about 140, rather than the 90 one would expect if the handicap stones were in fact worth 10 points each. This points to the rather obvious fact that the differences in value between successive handicaps are far from equal. Many players experienced in giving large handicaps would agree that the difference between four and five stones is less than that between five and six; likewise, that between seven and eight stones is less than that between eight and nine. Clearly the value of each additional handicap stone must be affected by its position and relationship to those stones already placed.

However, even if it could be established that the added advantage of each additional handicap stone were equal, there is still no particular reason to think that what we call "playing strength" is a quantity capable of addition and subtraction in the simple linear way. If player A is evenly matched with player B

giving four stones, and player B is matched with player C giving four stones, what a priori reason is there for thinking that player A will be matched with player C giving eight stones? Clearly there is scope for some club to carry out carefully controlled experiments to see to what extent our assumption of the additive nature of playing strengths is justified.

Another anomaly of the system is that a player's strength may vary according to the size of the handicap. An obvious example is a player familiar with handicap joseki but unfamiliar with even game joseki. Such a player may well have a weaker strength when playing low-handicap or even games, whether with a weaker or stronger player, than when playing with a large handicap. It would be worth while experimenting with arranging the stones differently in high handicap games so as to give the Black player practice in even-game joseki; e.g., in a six stone game the three handicap points along one side might be left vacant, the stones being placed on the six remaining points. It would also be worth experimenting with placing the handicap stones on points other than the nine conventional 'star' points, although there are in fact good reasons why the conventional points were chosen.

The only conclusion to be drawn from these thoughts is that convenient though our handicapping system is, it is only a rough and ready one, and not so precise as we are apt to think. It is worth pointing out that the most reliable promotions in playing strength are those based on low handicap and even games with stronger players. It would be interesting to hear from anyone who has tried the experiments I have suggested or who has any other ideas on the subject of handicapping.

# EVEN GAME JOSEKI (7)

by John Diamond, 3 dan.

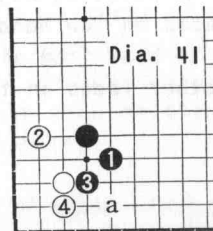
## Takamoku: Part I

The 'takamoku' play of D5, the unmarked stone in diagram 38, is obviously played with different intent to that behind the 'komoku' discussed in previous articles. Placed at the intersection of the fourth and fifth lines, it leaves the corner open for White to invade, giving Black the opportunity to gain an equivalent amount in the form of a wall of influence, towards the right, left or centre as seems appropriate.

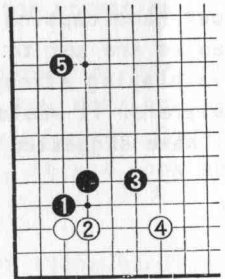
White has two main options. These are 1 C3, playing at the important 3-3 point in the corner to gain a safe group but giving Black the opportunity to get what he wants in terms of influence; and 1 D3, concentrating more on destroying Black's influence but leaving the possibility of Black's playing at the 3-3 point leaving White with little corner territory.

This article will deal mainly with the first option as it is simpler but not so well known.

1 C3



Dia. 42



White's play here gives Black the opportunity to take the influence he desires, but secures a small corner group from which he can attack later on. Black has three main lines: 2 as in diagram 38, 1 in diagram 41 and 1 in diagram 42.

Taking these possibilities in the reverse order, 1 in dia. 42, although pressing White more immediately than the other two moves, leads to White's advantage as Black's main aim of gaining influence and restricting White to a small corner territory has not worked. Black's possible territory is not very large. Black 3 could have been played at E4, answered by F2 and the result is much the same as the diagram.

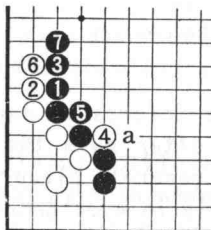
Diagram 41 is rather better for Black, but it leaves White able to choose which side to extend along, and after the sequence in the diagram, any territory that Black could get along the bottom side is threatened by White's invasion at 'a'.



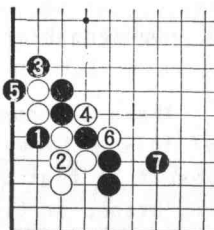
Diagram 38, though more complicated, is probably the best for Black. White 3 then forces the exchange up to White 7. This cannot be played at 8 in an attempt to capture Black 6 as in return for the sacrifice of this stone Black would gain even more influence.

Black 8 could be played at 1 in diagram 39, but the exchange which follows is clearly bad for Black as White is able to stretch to 'a' at some later stage in the game. Should he try to restrict White to the corner with 1 and 3 as in diagram 40, 4 and 6 show him his mistake.

Dia. 39



Dia. 40

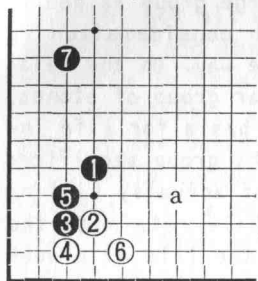


Going back to diagram 38, after White 9, Black plays 10, 12 and 14 to restrict White's corner with sente, thus achieving his main objective of gaining influence and still leaving him with sente to direct play to another part of the board.

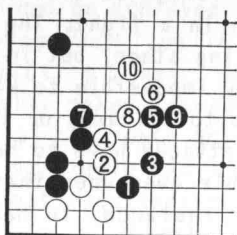
I D3

This is much the more popular White alternative and will be the subject of the remainder of this article and the next one.

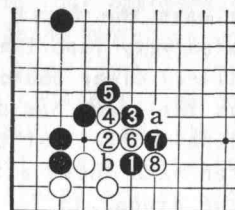
Black has three main lines of attack on White. The one most often used is to play at the 3-3 point (3 of diagram 43). This reduces any possible corner for White and threatens to gain territory along the left side. The other possibilities are to play at E3, threatening to restrict White to the corner, or a pincer play at F3, F4, G3 or G4.



Dia. 43



Dia. 44



Dia. 45

After 3 of diagram 43 White can ignore the corner completely with his next move and prevent Black's expansion along the left side. But his only answer in the corner is 4, and, after 5-6, Black can extend on the left to make some territory with 7. White's best point is now 'a'.

If he does not, then Black can play at 1 in diagram 44 and the whole sequence of the diagram is forced. Playing 4 at F4 is bad for White as the result is that he is enclosed completely. Black 3 in diagram 45 is also a mistake as the rest of that diagram shows.

(continued on page 14)

# THINKING ABOUT GO

by the Editor

## 2 Opening Play for Beginners

There are numerous volumes in Japanese on opening theory, and the very amount of this information often puts the beginner off studying openings at all. The result is that quite moderate players are content to play very badly in the opening stage, particularly in even games, thinking that they cannot make any improvement at all without long study. In fact, a little study can bring benefit, if general principles are learnt. In this article I shall try to show how openings can be dealt with by exactly the same methods as are used in other stages of the game, provided that the special demands of the opening are known and kept in mind.

The opening is not a separate ritual, with its own rules; it is an integral part of the game, and so the same thought processes must be used to decide which moves to play as in the rest of the game. Like other parts of the game, the opening has its own demands, which alter slightly the importance of the conflicting aims of the player. You are trying to achieve the same things in the opening as later, but some will be of more importance later, and some of less.

Every beginner knows the paramount importance of the life and death of groups of stones, and moderate players recognise that the life of a large group is nearly always the first consideration in a fight. The life and death consideration is also very important in the opening stage, but in a rather subtle way. On the relatively clear board, it is nearly impossible to kill any particular group of stones, as the group has plenty of room to run away or to make its own basis for life independently. But the fact that attacks have to be answered or the group sacrificed can make these attacks profitable even when there is no hope of actually killing the group. It is possible, for instance, to make territory while retaining the initiative, if the territory-making moves are also threats on the life of a weak group.

So we see that the importance of this consideration in the opening is not so much in the actual killing of groups, as in the possibilities of making serious attacks on them. This is why professional players nearly always use pincer joseki, which prevent the attacking stone from forming a safe foundation too easily, and so open the way for attacks on it. The best strategy is therefore to keep your own groups strong (and your opponent's groups weak) wherever possible, so that you and not he will have the opportunity of making profitable attacks. One way of doing

this is by connecting your groups, and separating your opponent's, and chances of so doing should be seized.

But the opening differs from other phases of the game because at this stage not too great an investment of stones has gone into any particular group, so that sacrificing it will not be so great a loss. Also the stones will not be totally lost, since at this fluid stage of the game compensating gains are fairly easily contrived.

In the latter stages there is little striving for influence - positions are well established by this time. But in the opening this aspect is of vital importance. The importance of influence is not so much that it can be turned into territory but that your opponent is forced to prevent you from doing so, thus giving you the opportunity of attacking his invading group.

Influence is usually formed only in exchange for other advantages - often the formation of territory by your opponent. The vital point is to strike a correct balance. The formation of territory in the opening is of course an advantage, since it is by territory that the game will eventually be decided, but at this stage territory should be lightly sketched out rather than solidly walled in.

The end game is concerned with small scale defence and reduction of already established areas, and the middle game with the life and death of groups and large scale formation and elimination of territory, but the opening, as we have seen above, is concerned not only with life and death but also with territory and influence. Not all of these things can be achieved at once, unless your opponent is generous, and the skill of opening play lies in firstly not being generous and secondly in balancing the conflicting aims. The Go Proverb says "Avoid over-concentration", and this is usually taken to mean avoiding concentrating on one part of the board at the expense of the rest. While this is important, you should also avoid concentrating on one strategic aim at the expense of the others. For example, it is no use sketching out vast territories if your groups are so weak that your opponent can easily invade by threatening their lives; or to make your groups so safe that your opponent can make secure his large territory.

So now we know the theory of opening play - or at least the beginnings of it. How can this knowledge be translated into stones on the board? How, in the complicated positions that arise in real games, can we find the moves that will achieve the objectives we want in the right order of priority?

# A SIX STONE GAME

This game appeared in the work "How to Improve Your Go", by Iwamoto, 8 dan, who was one of the leading Japanese players of the fifties. Comments are by him, and he takes the White stones in the game. Black is Ohashi, sho dan.

Black 6 O6. Rather weak, R16 would have been better. Had White 7 been at M3 instead of L3, there would have been a threat that White would follow up with N5 or R3. As it stands, there is little immediate danger.

Black 12 Q13. Black should first protect the corner with R16, but if he wishes to save the Q10 stone at the moment he should play at P12, so as not to force the play in the unprotected top corner. After Q13, the sequence played to 16 is natural.

White 17 R12. Too early, S16 was better. This would be answered R17, White R12. Then if Black R13, White S13, and Black cannot cut at S12.

Black 20 S12. Should White answer with S11, then Black will cut on the other side with S14, White T12+, Black S15, White O14 or P11 but he is in difficulty.

Black 22 R11. No, he must play T13. The comment applies to all such situations; the fear of ko is groundless, but common.

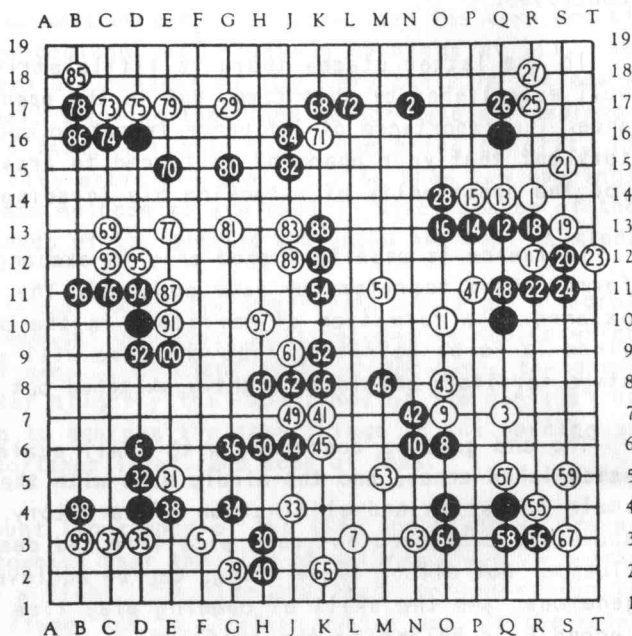
White 29 G17. White might have played at S4, but then Black could have answered at G16, which is very large.

Black 30 H3. Good, White is in trouble.

White 31 E5. If he played C3 instead, then Black D3, White D2, Black E2, White C2, Black E3, White B5, and is safe in the corner, but Black can play K4, which is not good for White.

Black 34 G4. Good.

Figure 1



1 - 100

Black 38 E4. Safe, but a bit weak. Black could have played at K6 to threaten the Whites below.

Black 46 M8. The jump to K9 would have been proper, but in a six stone game M8 is acceptable as it makes for easier play for Black.

Black 56 R3. Weak. It would have been better to play the sequence R5, White Q5, B Q6, W R6, B P5+, W S5, B Q5, W S7 and B R3.

White 65 K2, White is now alive, but Black outside strength has increased. The situation is still difficult for White.

Black 66 K8. Unnecessary. Better was S3, or better still R6, White Q6, Black S3, to threaten the whole White group.

Black 68 K17. Black could have played at J17. His position is very solid and he can afford to play very strongly.

Black 70 E15. No, this invites White into the corner. The correct play was E17, White G15, Black E14.

Black 86 B16. Weak, he should have played at E11 to attack the White chain.

Black 88 K13. Better to play E10, then if White F11, Black K13.

White 97 H10. Now White is safe here, but Black is still ahead in points.

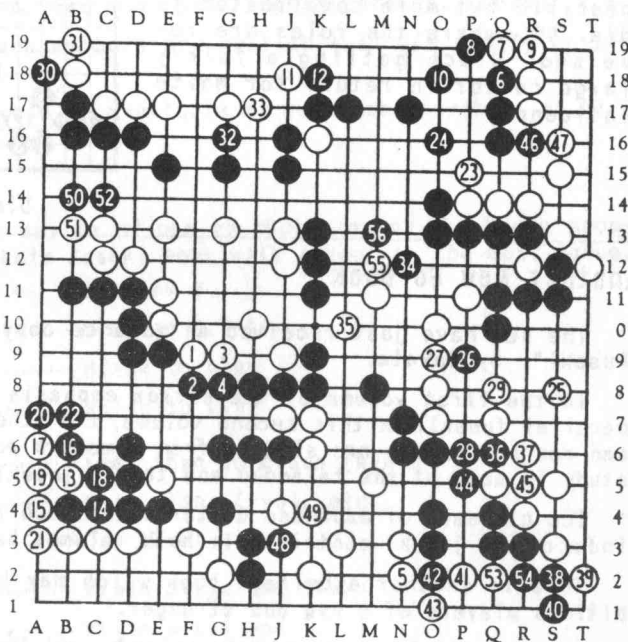
Black 104 G8. Weak. The following sequence would have kept sente, and gained about 7 points for Black: 104 N2, W M2, B N4, W M3, B O2.

White 125 S8. Big; it prevents Black S6, a sente play worth 6 or 7 points.

Black 132 G16. Black can't play at H18 instead, because then White G18, Black H17, White F15, cutting off six Black stones.

The record breaks off at move 156. Black won by two points.

Figure 2

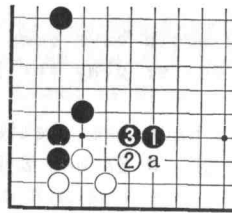


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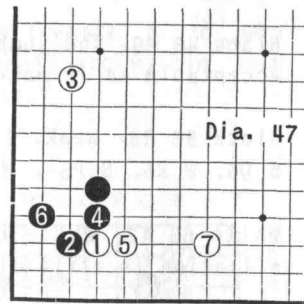
## Even Game Joseki (continued from page 9)

Black can also play at 1 in diagram 46 (White's vital point) to get the influence he seeks.

When White does not answer 3 of diagram 43 in the corner he can play at 3 of dia. 47, and the rest of the diagram is joseki. Black 6 at C2 is also possible, and after 7 Black must play at C7 to prevent White at C6.

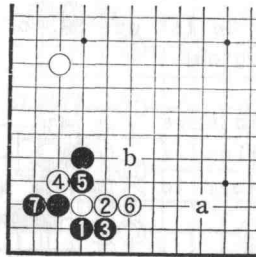


Dia. 46

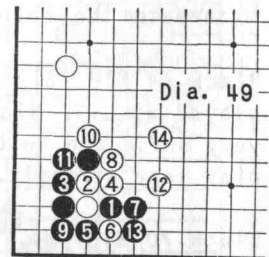


Dia. 47

Another alternative for Black 4 is at 1 of dia. 48, when after 7 White can play at 'a' or 'b'. Also possible but more complicated is dia. 49, where the roles are reversed, Black getting a fairly large corner in return for White influence.



Dia. 48



Dia. 49

## Another New Go Book

from John Barrs, BGA President.

The BGA have just received an advance copy of Volume 2 of "Modern Joseki and Fuseki", by Sakata.

In the first volume of the series emphasis was placed on the komoku joseki in parallel fuseki. In this second volume, the other classical joseki (tasuki, Shusaku, san ren sei, etc.) are studied from a modern point of view. In addition, extensive study is made of the takamoku and taisha joseki, along with many others.

The glossary of Japanese Go terms has been revised and expanded. An illustrated index of the joseki contained in both volumes has been added for reference purposes.

This is another excellent book which may be strongly recommended for all ambitious players of 8 kyu and stronger.

Copies will be available in August, and the special price to BGA members only is 37/6d.

## A Japanese Magazine

A magazine is to be published under the auspices of the British Judo Council, but covering the entire spectrum of Japanese culture. It will cost 1/-. Further information about Butoku, as it is to be called, can be obtained from:

Publication Division, c/o British Judo Council, 10 Stuart Road, Acton, London, W.3.

## Books and Sets Available

Besides the new fuseki book mentioned on page 14, the following books are available from the BGA at 12, Third Avenue, Wembley, Middlesex; all are post free in the United Kingdom.

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

Subscriptions to Go Review, however, should be sent to:

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

The annual subscription is 4gns. Back numbers are available at 4/- singly or 2/- each for 12.

The BGA has sets at £3, and sets should be available at most good toyshops at 47/6 made by Ariel Productions.

## Japanese Books

The following list of characters may be of use to those buying the Maeda problem books. A similar list for the Sakata Joseki book will appear in the next issue.

1 図.....	Diagram 1
2 図, etc. ....	Diagram 2, etc.
黒先.....	Black to play
白先.....	White to play
10級前後.....	Less than 10 class (kyu)
8~10級, etc. ....	8-10 class (kyu), etc.
有段者.....	Dan level
黒先活.....	Black plays and lives
白先活.....	White plays and lives
黒先白死.....	Black plays and White dies
白先黒死.....	White plays and Black dies
黒先劫.....	Black plays and ko results
白先劫.....	White plays and ko results
黒先勝.....	Black plays and wins
白先勝.....	White plays and wins
正解図.....	Correct solution diagram
失敗図.....	Failure diagram

## GO CLUBS IN BRITAIN

Since Issue 11 was published, there have been the following changes in Club affiliations and addresses. We have lost two and gained three clubs, including the first clubs in the Midlands.

The Bibby Club of Widnes and the Winfrith Club of Weymouth have had to cease meeting.

### New Clubs:

- MIDLANDS:** Nottingham Go Club,  
R.G. Wareing, Esq., 31, Sandringham Drive, Beeston, Nottingham, NG9 3ED.  
Stafford Go Club,  
R. Sayer, Esq., 96, Wordsworth Avenue, Stafford.
- WEST:** Cheltenham Go Club,  
M. Parker, Esq., 20, Beaumont Drive, Cheltenham, Gloucester.

### Amendments to addresses of existing clubs:

- London Go Club  
New address soon.
- Imperial College Go Club  
I. Quarrington, Esq., Imperial College Union, Prince Consort Road,  
London, S.W.7.
- Reading Go Club  
A. Henrici, Esq., ICL, Reading Bridge House, Reading, Berkshire.
- Oxford University Go Society  
A. Tate, Esq., Brasenose College, Oxford.
- Cambridge University Go Society  
J.S. Robinson, Esq., St. John's College, Cambridge.
- National Giro Go Club  
Mrs. Muriel Holmes, AMB3, National Giro Centre, Bootle, Lancs., GIR 00A.
- Liverpool University Go Club,  
C. Bradbury, Esq., New Students' Union, 2, Bedford Street North,  
Liverpool, 7.
- Sheffield Area Go Club  
Dr. A. Chang, c/o Jessop Hospital, Sheffield, S3 7RE.
- Leeds University Go Society,  
J. Thewlis, Esq., M.I.H., 55, Cliff Road, Leeds LS6 2HB.