

BRITISH GO JOURNAL

Editor: BRISTOL GO CLUB

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JUNE 1972

FIFTH BRITISH GO CONGRESS

The Fifth British Go Congress was held in the tower blocks of Queen Mary College Halls of Residence at Woodford, North-East London, over the weekend of April 7th to 9th. The main business of the Congress was the tournaments to decide the British Open Championship and the Challenger to John Diamond for the British Championship. There were also two General Meetings of the British Go Association, reported within.

The entry of 90 was much higher than at previous Congresses, and was notable for the entries from abroad, there being ten competitors from France and two from Holland, including Dutch Champion Henk de Vries. Henk won the preliminary event on Friday, April 7th - a lightning tournament.

The Open Championship seemed to lie between de Vries, Dr. Hattori, a Japanese living in London, and the inevitable John Diamond and Tony Goddard. Dr. Hattori beat his three rivals and three other players to take the title of British Open Champion with a perfect record. Tony Goddard finished second to become the Challenger for the British Championship.

The results in Divisions 2 and 3 were notable for the success of the Reading players, who took the prizes in these two Divisions through David Sutton and Allan Scarff. The host Club, Woodford, were themselves successful, winning Division 4 through David Mitchell and several more of their members achieving good scores. The University players, Chalke of Essex and Manning of Cambridge, winner and runner-up respectively in Division 5, were the only players apart from Dr. Hattori to win all six of their games.

Other notable features of the Congress were the productions of John Fairbairn who published a short Congress leaflet and his translation of Sakata's Tesuji, his first major translation of a Go book, issued for the first time at the Congress.

The magazine, "Games and Puzzles", gave prizes of one year's subscription to the winners of each Division.

Results are shown overleaf:

ALL CORRESPONDENCE TO:-

DEREK HUNTER, Secretary,
BRITISH GO ASSOCIATION, 60 WANTAGE ROAD, READING, BERKS. RG3 2SF. 0734 581001

Division 1	(1-4 dan)	1.	Dr. Hattori (London, 4 dan)	6 wins
		2.	A. Goddard (London, 3 dan)	5 wins
Division 2	(1-3 kyu)	1.	D. Sutton (Reading, 3 kyu)	5 wins
		2.	F. May (London, 1 kyu)	4 wins
Division 3	(4-7 kyu)	1.	A. Scarff (Reading, 4 kyu)	5 wins
		2.	J. Hawdon (Woodford, 6 kyu)	5 wins
Division 4	(8-10 kyu)	1.	D. Mitchell (Woodford, 8 kyu)	5 wins
		2.	D. Brooks (Bristol, 9 kyu)	4 wins
Division 5	(11-15 kyu)	1.	A. Chalke (Essex Un., 14 kyu)	6 wins
		2.	P. Manning (Cambridge, 15 kyu)	6 wins
Division 6	(15 kyu etc.)	1.	J. Philp (unattached, 20 kyu)	5 wins
		2.	J. Burridge (Oxford, 19 kyu)	4 wins

EDITORIAL

The Editorship of the Journal has again changed hands, now being entrusted to a sub-committee of the Bristol Go Club, chaired by myself (Chris Barton), specially set up for the purpose. This edition of the Journal has not appeared as quickly as we would have hoped, but in future it is our intention to ensure that the Journal should be issued regularly and as soon after important events such as the Congress as possible so that news may be reported while it is still current.

I would like to apologise to disappointed readers for the fact that there is no reported game in this edition. This will be corrected in future issues. In addition to the inclusion of games, we have one or two ideas for items which may be included. We would also welcome suggestions from members as to the format of the Journal and comments as to its contents, together with letters containing or concerning points of interest in the game of Go or about personalities at your Clubs.

We would like to thank John Fairbairn, John Tilley, John Diamond and Francis Roads for their considerable and continued contributions to the Journal, and invite articles from all members of the B.G.A.

FORTHCOMING EVENTS

17th European Go Congress

The European Go Congress will take place from July 29th to August 12th near Enschede in Holland, over the two weeks or the middle week-end. Anybody interested should contact the B.G.A. Secretary at once since the closing date was May 31st.

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NEWS

The John Barrs Memorial Fund was set up to commemorate John Barrs, the founder and first President of the B.G.A., who died on January 31st, 1971. All money collected will be put towards the trophy purchased for the British National Championship. This comprises a board, bowls and stones, valued collectively at about £100, and will be awarded annually to the British National Champion. Donations are still sought to this fund, but must be received by July 31st, 1972, when the Fund will be closed.

A three-game match for the British National Championship took place on June 3rd/4th (after the Journal went to press). This was between the present champion, John Diamond, and Tony Goddard, both of whom are 4th dans, Tony Goddard having been promoted following the Congress.

Club Secretaries are reminded that the B.G.A. is willing to find lecturers to visit Clubs; normally the Club must pay at least half of the travelling expenses.

The B.G.A. now has a National Giro account, number 27 961 4004. Payment for goods may be made to this, using the free Giro transfer system by members who have their own Giro account, and payment may also be made by overs as members through International Giro.

A match was held between the Bristol and Cheltenham Clubs at Bristol on Sunday, May 14th, over 8 boards. The first round scores were level at 4 - 4, but Bristol won the second round 6 - 2.

British Go Association pens (black only) may be obtained from Bristol Go Club, price 3p each; orders of 12 or more post free.

Bristol Go Club recently held a course for rank beginners as a result of which several potential new members have been found. A copy of the syllabus for the course is available from Bristol Go Club for all interested persons.

Anybody considering organising a Go event should contact the B.G.A. Secretary at least out of courtesy and possibly to obtain advice or publicity.

A new price list is in operation from June 1st and is printed in full elsewhere. The main points are: bulk price reductions but increases for most Ishi Press books, and the availability of "Basic Techniques of Go" in paperback, pads of score sheets, "Ariel" Go sets and "dragon" posters.

D. Mitchell is organising a League between the London, Reading, Woodford, Bristol and Imperial College Clubs. The League is to be run on a handicap basis and is to commence in September. Apologies are given for not including Northern Clubs, due to the expense and difficulties of travelling.

On Saturday, May 27th, an Anglo-Japanese Go Match was held at London. The match was played over 10 boards and two rounds, resulting in a win for the Nippon Club by 11 games to 9. Individual results were as follows:-

Nippon Club	Round 1	Round 2
Akiyama (4d)	beat J. Diamond (London, 4d)	
Takamiya (3d)	beat A. Daly (Reading, 2d)	lost to J. Diamond
Hirooka (2d)	beat J. Tilley (London, 1d)	lost to A. Daly
H. Tsuji (2d)	beat D. Wells (Woodford, 1d)	beat J. Tilley
Ono (1d)	lost to J. Bates (Imp. College, 1d)	lost to A. Stout
Katoh (1d)	beat A. Stout (London, 1k)	beat J. Bates
Ishiwata (1d)	beat D. Sutton (Reading, 2k)	lost to D. Wells
T. Tsuji (1k)	lost to D. Hunter (Reading, 2k)	lost to D. Sutton
Itoh (2k)	lost to F. Roads (Woodford, 2k)	lost to G. Gray
Ejima (3k)	beat G. Gray (London, 4k)	beat F. Roads
Watanabe (2k)		beat D. Hunter

After the match all the players received very handsome prizes presented by the Nippon Club and a traditional Japanese meal was served and much appreciated by all. The B.G.A. would like to express their gratitude for the hospitality and generosity of the Nippon Club.

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On Friday, May 19th, The Oxford Club visited Reading, where they won a close match against their hosts, the Reading Club, over 7 boards by 4 games to 3.

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3rd Wessex Tournament

The Wessex tournament will take place on Sunday, October 29th, at Marlborough. Entry forms will be distributed shortly.

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Woodford results - Dan players.

- 6 wins Hattori, 4 dan
- 5 wins Goddard, 3 dan
- 4 wins Diamond, 4 dan, de Vries, 4 dan, Merissert, 2 dan, Danset, 1 dan, Hungerink, 1 dan.

3 wins Tilley, 1 dan
2 wins Fairbairn, 2 dan, Daly, 2 dan, Bates, 1 dan, Hall, 1 dan, Hitchens, 1 dan.
1 win Irving, 1 dan.

.....

Results at Woodford - an analysis of games involving players of 12 kyu or better, by Andrew Daly

Sufficient games were played at Woodford to enable some general conclusions to be drawn. For example, after the handicap committee had been at work, it became apparent that there were 67 games played between players of equal strength; of these 54% were won by White. It would seem that the komi given of $5\frac{1}{2}$ points was roughly right. Of the 95 games played between players one kyu different, 70% were won by the stronger player - not very different from the usual figure of 67% quoted by many authorities. But of the 41 games played between players more than one kyu apart, only 3 (7%) were won by the weaker player.

The only really unusual result I was able to find was that, in the 136 games between players of different strengths, the stronger played White in 64% of the games. No advantage seemed to accrue to either player from choice of colour, and I am still wondering whether the stronger player consistently chose White or the weaker Black.

Roll of Honour at past British Congresses:

1968	Oxford	J. Cock, winner, Division I of handicap tournament.
1969	Bristol	H. McAndrew, winner, Division I of handicap tournament.
1970	Cambridge	1st H. Akiyama, British Open Champion. 2nd J. Diamond, British Champion.
1971	Leeds	1st J. Diamond, British and British Open Champion.
1972	Woodford	1st T. Hattori, British Open Champion. 2nd A. Goddard, Challenger for British Championship.

The 1970 Congress used an ad hoc draw system, the 1971 and 1972 Congresses used McMahon systems.

Changes in Club Addresses:

Bristol Go Club - P. Langley, 49 St. David's Road, Thornbury, Bristol, BS12 1AJ.
Sheffield University Go Club - P. Newman, Sorby Hall, Endcliffe Vale Road,
Sheffield S10 3ES.
Leeds Go Club - J.D. Thewlis, 213 Hyde Park Road, Leeds 6.
Bracknell Go Club - A.J. Horton, 62 Wargrave Road, Twyford, Berks.
Manchester Go Club - J. Payne, 24 Victoria Avenue, Didsbury, Manchester M20 8RA.

General Meetings of the B.G.A.

After tournament play at the Congress had been completed for the day, an Extraordinary General Meeting of the B.G.A. was held at Woodford on Saturday, April 8th. The Meeting considered at length the proposed new Constitution which had been presented and proposed by the Committee and copies of which had been circulated to all Members. After six clauses had been substantially amended, the Meeting adopted the proposal unanimously. The new Constitution provides more explicit procedure for the conduct of the B.G.A., in particular at the A.G.M., and clears up many points which were not satisfactory in the old Constitution.

The Annual General Meeting of the B.G.A. was held on Sunday, April 9th, after the Congress had finished. Francis Roads, President of the B.G.A., opened the A.G.M. by reading the Notice convening the Meeting. Following the new procedure, the Meeting first elected Tellers and then heard the Minutes of the 1971 A.G.M. and the E.G.M. Under Matters Arising from the Minutes, a formal vote of thanks was accorded to Francis Roads and his helpers, who had organised the Congress. There followed the Officers' Reports.

In his President's Report, Francis mentioned the visit during the year of Miyashita, 9 dan, the successful European Congress held in Bristol, and the repeat of the Wessex tournament. Derek Hunter had been re-elected Secretary of the European Go Federation. The Committee had been considering, and would continue to seek, the best way in which our considerable capital might be used.

Bob Hitchens, making his treasurer's Report, referred to the Accounts published in B.G.J. 16. Both turnover and reserves had increased significantly during the year, and, in spite of cost and price increases, it had been a good year financially. The "Magazine Account" - covering sales of "Go Review" - had been merged with the General Account.

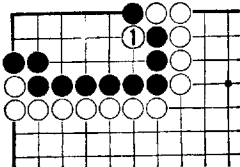
As Secretary of the B.G.A., Derek Hunter reported that more rigorous book-keeping, consequent on the introduction of membership cards, had reduced the recorded number of members to 389. He also reported that efforts to make Go sets more readily available in Britain had met with technical difficulties in the manufacture of plastic stones.

In the election of Officers for 1972/3 the only candidates were the three incumbents, who were re-elected unopposed. Five candidates were nominated for the five places on the Committee - Chris Barton, Andrew Daly, John Diamond, Geoffrey Gray and John Tilley. All were elected, each receiving 56 votes!

During Any Other Business the Meeting discussed the 1973 Congress arrangements. Since most Members would have considerable distances to travel to Edinburgh, the prospective venue, there was support for a Congress lasting more than two days - but not over Easter.

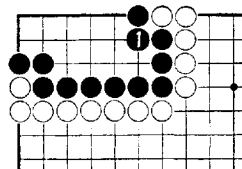
CONNECTING ON THE BOARD EDGE, by John Tilley.

The object of this article is to examine the necessity for and effect of connections in yose made on the first and second lines.

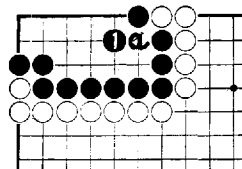


Dia. 1

Diagram 1. This is a simple problem. It is obvious that, after the White cut at 1, Black is in trouble. Black should have made a connection. The two connections shown in Diagrams 2 and 3 readily spring to mind, but there is a difference between them. The connection of Diagram 2 is a solid connection, but that of Diagram 3 is a hanging connection. The difference is that White could play 'a' in

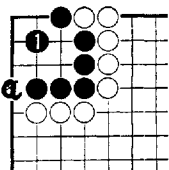


Dia. 2

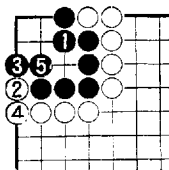


Dia. 3

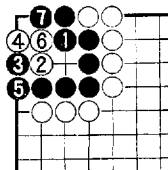
Diagram 3 as a ko threat. This may seem to be trivial, but in a ko fight every threat is important. Therefore, as we don't know what may happen later in the game, we should always connect as in Diagram 2, to avoid this extra ko threat.



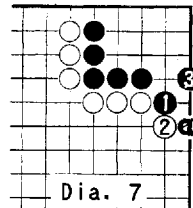
Dia. 4



Dia. 5

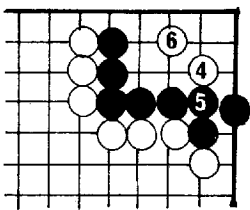


Dia. 6

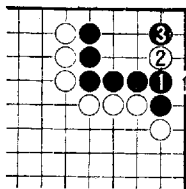


Dia. 7

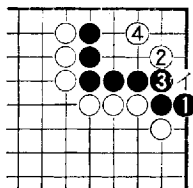
On the other hand, a hanging connection may be used to avoid further complications which would otherwise arise, as in Diagram 4. Following Black 1, White 'a' will be gote. A solid connection as Black 1 in Diagram 5 would be bad, as White 2 and 4 reduces Black's territory by a further point and retains sente for White. Moreover if White plays 2 as in Diagram 6, the corner will become seki and White will even emerge from the exchange with sente.



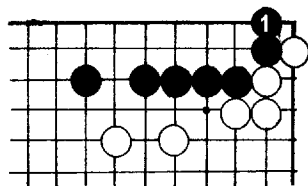
Dia. 8



Dia. 9

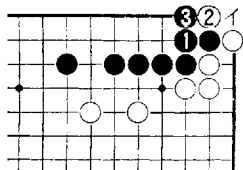


Dia. 10

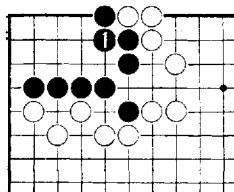


Dia. 11

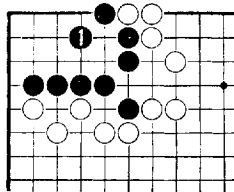
In Diagram 7 Black has played 1 and 3 with the intention of next playing 'a'. Is this good or bad? When the frightening possibility of White 4 and 8 in Diagram 8 is considered, it is clear that a play at 'a' is dangerous. Instead of playing 3, as in Diagram 7, Black would do much better to quietly connect at 1 in Diagram 9. If White decides to invade with 2, Black 3 secures his position. A play such as Black 1 in Diagram 10 should not be made, since the same situation as in Diagram 8 arises and Black will be hard pressed to save his group.



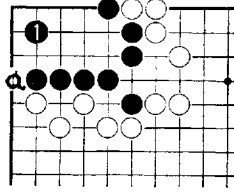
Dia. 12



Dia. 13

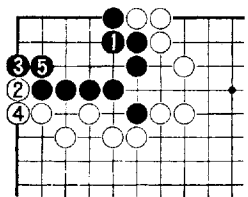


Dia. 14

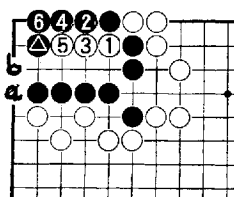


Dia. 15

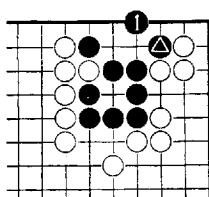
Diagram 11 shows a very common end game position. Black 1 sagari is the correct play. Should Black connect as in Diagram 12, White 2 and Black 3 result in the loss of an extra point. Beginners sometimes tend to play at 1 and 3 and White can play 2 to create a ko if he so desires.



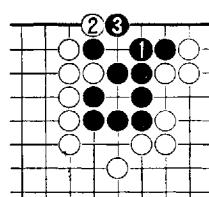
Dia. 16



Dia. 17



Dia. 18



Dia. 19

From what we have seen so far, Black 1 in Diagram 13 seems to be correct. Black's alternative connection at 1 in Diagram 14 is not so good. However, Black would do better to play 1 in Diagram 15. This is an excellent move as it reduces the advantage of White 'a', thus protecting two weak points at once. If Black makes the solid connection, White can play 2 and 4 as in Diagram 16, reducing Black's corner and keeping sente. White 1 to 5 in Diagram 17 are of no use because of Black's marked stone. Following White 'a' and Black 'b', Black will emerge from the exchange with sente.

Finally, in Diagram 18 Black 1 is the only correct play to save the group. Black 1 in Diagram 19 invites White 2 and Black can only manage ko with 3.

It will be seen therefore that seemingly insignificant plays at the edge of the board can have considerable importance, and merit some care and attention.

INTERVIEWS WITH THE WORLD'S TOP GO PLAYERS

From Kido 1968. Questions by Fukuro Ike. Translated by J.T. Fairbairn.

No.1 GO SEI GEN 9-dan Part 1.

Go Sei Gen was sitting smartly in the orange national dress of China that everyone knows through Chiang Kai Shek. He gave his answers easily and promptly, often laughing like a young man. Go Sei Gen seems to put the stamp of commonsense on any question, and I often regretted my question. He is perceptive and deals with everything lucidly.

Q.1. Do you think racial or national characteristics are reflected in Go styles?

A. I don't think so, there's no connection.

Q.2. Before a game do you work out which fuseki you will play?

A. Playing Go is not like painting a picture in that you can't do just what you want by yourself. It's a mutual effort, isn't it? Even if you do work out a plan your opponent may not follow it. Therefore, usually I think it is important to study some representative fuseki in a broad context.

Q.3. For you, how important is instinct?

A. I respect it. When I was in good condition I have had 4 hours left on my clock, simply because I've been playing by instinct, although I'm not really sure whether this can in fact be called instinct. Kada and Shoji Hashimoto, among others, will use up all their time in about 60 moves then play the rest in 1 minute byoyomi. That really is instinct.

Q.4. Are your bad moves, doubtful moves, etc. more numerous when you play by instinct, or without it?

A. When you're playing by instinct bad moves are rather rare. At least, fatal mistakes are. There are many people who think for an hour then still make a bad move. That's because there are so many possibilities of

A. making a mistake. It's very difficult. You often lose by making an over-
(contd.) play or by retreating too much when you hesitate in a won game. This is probably the result of an extraneous impulse which interferes with your instinct.

Q.5. What do you think people mean when they say, "I've lost my touch", or "I can't find the right move"?

A. By studying or by experimenting we accumulate various positions in our heads, and when we encounter a position not included in these, we lose our way. In such cases we are prone to make the worst move.

Q.6. When you see ahead, how many variations do you see and how many moves in each of them?

A. People often ask me this but it's a difficult question, one that seems unanswerable. It's quite impossible to give a straightforward answer. I would say ... often 30 moves in one glance but often I don't need to see ahead. As for how many variations there are, if there is just one variation that you don't work out everything else you work out comes to nought. Even if you see several tens of moves ahead, in a case like that, it all equals nothing. Moreover, no matter how many variations you see ahead you must include judgements. If you make an error in judgement, no matter how much you look ahead, you can't say you've seen ahead.

Q.7. Do you think you are suited to the profession of being a Go player?

A. Absolutely not. In general I dislike games or gambling. (Go is my profession, so it's a bit different), so I'm not really good at them.

Q.8. If you were to choose some other profession than Go, what would it be?

A. Since Go is a fighting game, it would involve fighting. I personally hate gambling so I once thought of giving up Go. I believe in the ideal of peace. In general I'm a religious person but I'm sure I couldn't become the head of a religious sect. I would like to become a student but to do that would cost money, so it's not a commercial proposition, is it?
(Laugh.)

Q.9. Do you want your own children to be Go players?

A. If that's what they want I'll let them. Whatever it is, it must not be bad for society.

- Q.10. Do you think the mastery of Go and the building of character are connected?
- A. I think there is a connection, but not a direct one. Even if you become Meijin you haven't achieved human perfection. The old Meijin Godokoro games of the past showed man's ugly side, didn't they? Genjo and Chitoku were good people and the cultivation of moral values does in many important respects go hand in hand with achievement in Go. However, you can't say you'll become strong by studying Zen.
- Q.11. Do you think the human intellect can ever exhaust all the possibilities of Go?
- A. I don't think so. It's infinite. Only God can do that.
- Q.12. In certain situations when two or more sequences are possible, it is often the case that personal preference or personality exerts its influence on the will, but can it be said that this is a bad thing?
- A. I think it's good to have preferences. If you know the correct choice, the conclusion to be drawn is that differences in individual styles of Go will not occur. Since you don't know, various Go styles do occur.
- Q.13. In the history of Go, what do you consider would be the level of the modern Go world?
- A. The highest, I think, because large-scale study is so widespread, but if you compare Shusaku, Shuho and so on individually, you couldn't say we are stronger.
- Q.14. Who's the greatest genius, past or present?
- A. Ogawa Michiteki. Only the scores of his games against the Go Saint Dosaku remain, a win by 1 point with Black and a loss by 1 point with White, but to play on equal terms at the age of 16 with Dosaku, that's something, isn't it. It's marvellous even in the context of Go. He died when he was only 17, but it is correct to call him a genius even though he died young.
- Q.15. Is there any possibility that a revolutionary fuseki theory like the old 'shinfuseki' may cause reappraisal of the present fuseki way which attaches importance to the corners?
- A. There's no changing the fact that the corners are big. Tengen is a reasonable move but it's difficult. Once, in the Oteai, Kubomatsu experimented by playing tengen in all his games but he said he eventually stopped

A. because it was too difficult. As for the sides, you can go there after (contd.) playing in the corners.

Q.16. What is the ideal basis for a Go player to live on?

A. Until recently the Go players who could live on the oteai alone were few but in the last 10 years the various title matches have increased in number and even the oteai fee has been increased. Therefore a strong player can get by by playing in the oteai and nothing else. This, I would say, is the ideal state of affairs.

Q.17. How much time is suitable for one game?

A. Playing throughout the day isn't really detrimental. 6 hours each, 12 hours altogether, is quite alright.

Q.18. When do you feel most fulfilled?

A. When playing Go. Or when I am aware of making a contribution to society or mankind by my own efforts, such as when I helped the people who suffered in the floods.

Q.19. In your own Go, have you had many big turning points?

A. I came to Japan and for a long time played ichi-san-go. With Black I hardly ever lost. I became 5 dan and began playing hoshi (rarely san dan). This continued for some 20 years - from 1933 to 1955 or thereabouts. That was my biggest turning point.

Q.20. Psychologically what are the differences between match Go and the other Go competitions?

A. In a match each game is a contest and the situation may be desperate but when I'm playing I'm in a dream so I'm not aware of it. You can't always be playing desperately, but since I used to be in the Yomiuri tournament a loss in a match also meant going down in the Meijin league. The situation was much harder than for my opponent.

Q.21. If you were to choose one game in your life, which game would it be?

A. The 2 stone game versus Meijin Shusai. Because it was my examination game for becoming a professional Go player. It was the game that literally decided my fate.

Q.22. How did you become strong?

A. When I was 13, in China, I was winning with White against the strongest players and I played few games. While I was in China I used to play over games from Hoen Shimpō and Kogyoku Yoin (100 games by Shasaku). Nowadays, instead of this, there are numerous books on joseki and fuseki.

Q.23. A word about your own Go.

A. I'm a simple chap. I don't like fighting and things like that. Miyashita, Kajiwara, Kitani, Hosai Fujisawa and so on like fighting so they're good at it, but I'm a different type. I'm weak in that department. My Go style is more or less one of running away. In the past, when there was no Komi, since I often had White I used to play in a slow, pushing sort of style although with Komi Go it's different. You see, my attitude is that if you take care of the pennies ... you know.

Q.24. I hear that you will appear in the future Nikkei Oza tournament and others, but don't you feel that this must damage your public image or tarnish your brilliant glories of the past?

A. I don't care about that. I'm not ready for retirement yet. I've been playing in the Oteai alone for 40 years. The body and the brain become sluggish and the young men get stronger, not to mention the fact that it's difficult to improve on your results, but trying's the only way to find out. When the old Meijins lost they lost prestige so they didn't want to play, but now things are different. You can never know how fortunes will change. Look at Shuei. In his thirties he was no good but he became a good player in his forties and fifties.

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