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EDITORIAL

Barry Chandler & Jon Diamond

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Welcome to the special bumper 146th issue of the British Go Journal.

The reports in the centre of this issue are focussed around the recent World Mind Sports Games in Beijing, where a 22-strong UK contingent was present, assisted by sponsorship from Winton Capital Management.

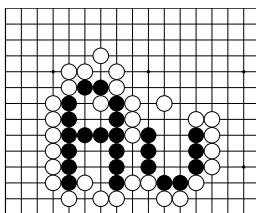


Authors include the team captain's report from Toby Manning, a diary, team photos and the results by Jon Diamond, and many more...

Every Journal brings new challenges; in this case Joss Wright wanted pinyin Chinese via unicode (and full Chinese characters, which Barry failed to do). Then having loaded basic unicode support, found many other strange things happening – just hoping the proof-readers found them all.

Tony, as usual, provides all the News, Problems, Photos, and a Book Review.

Ron Bell provides a follow up to the Weak Group Theory of BGJ 140. Sandy Taylor sent a follow-on article to the double-digit kyu advice of the previous journal, and also a review of the DVD of the life of Go Seigen.



There is an amusing status problem from Tim Hunt; appearing both as a photo quiz on the inside cover from somewhere in Australia, and here to make it clearer.

The analysed solutions are later in the Journal. There was also an 'Au' for Oz or Gold debate during proof-reading.

Jon Diamond¹ is truly the co-editor of this Journal, having championed the idea of a WMSG, once in a lifetime, special journal. He then contributed more ideas, articles, and photos; and montaged all the photos into the centre spread.

Big thanks also go to Edwin Brady, chair of the Journal Team and mentor, for help with the typesetting, despite his own work pressures. Sandy Taylor, again, for his ready formatted articles.

Ian Davis provides a game record, again supplied with the diagrams. Though there must still be a 'spot the error' somewhere given the number of revisions that were made ☺.

Martin Harvey (& Helen too) joined in the proof reading circle, Martin does a lot for the Website as well.

Our sincere thanks to all the other proof-readers. Edmund Stephen-Smith again finds dozens of errors at the last minute.

Therefore, the remaining mistakes are all the fault of your Editors.

Barry Chandler & Jon Diamond

¹Jon was the founder of the BGJ — see <http://www.britgo.org/history/bgj.html>

ANNUAL GENERAL MEETING

The Annual General Meeting of the BGA will take place on

Saturday 4th April 2009, at Westminster Hotel, Chester.

Proposals for inclusion on the agenda should be submitted to the Secretary, Edwin Brady, at secretary@britgo.org.

LETTERS TO THE EDITOR

London Open 2007

New Year at the London Open must be one of the biggest highlights of the European Go Year. December 2007 was our fifth visit and we had a great time. There is loads of Go for the serious players, and exciting side events like the Pair Go and Lightning which I enjoyed.

The professional teacher, Guo Juan, was really excellent. She had great advice on not becoming parentally attached to your stones!!

But I consider myself a 'social' Go player, and it is a great location for the less proficient players as well. You can stay in the ISH (International Students House) on site, although we prefer the five minute walk through Regent's Park to the 'Annex'; where, if you are lucky, you can get a room overlooking the park. The newly relocated British Library just along the Euston Road is a 'must' if you have an hour to spare at lunchtime. So we will definitely be going again.

Celia Marshall, Isle of Man

BACK NUMBERS

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Go World issues from 20 to 100 are now for sale at £2.00 each, inc. p&p.

There are plenty of interesting articles including tesuji problems; professional games; and life and death problems.

Can you really afford to miss out on such a good deal?

Contact David Hall for further information.

And see <http://www.britgo.org/bgabooks/goworld.html> for further information on back numbers.

UK NEWS

Tony Atkins

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Epsom

The 7th and possibly last Epsom Tournament was held on 19th July at the usual venue. It was supported by Vicky and Stephen Streater, so all 51 players won something. Tournament winner again, after a year gap, was Li Shen, 6d; he beat Alistair Wall in the last round. Those with three wins were: Graham Philips, 5k, Michael Webster, 7k, Gary Gibson, 8k, Karsten Starke, 10k, and Jonathan Green, 9k. The 13x13 was won by Xinyi Lu and the 9x9 was won by Oscar Selby. The Team tournament was won by "OGS Team", comprising Graham Philips, Jonathan Green and Andrew Cohen. The booby prize was won by a delighted Pauline Bailey.

Mind Sports Olympiad

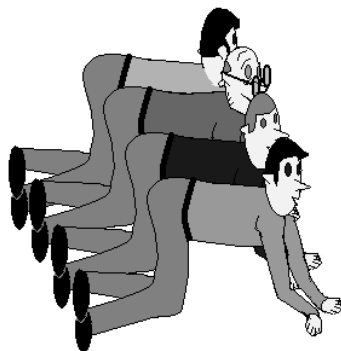
The 12th MSO was held near Victoria in London in the conference rooms next to the Royal Horticultural Halls. It spanned the week of the Isle of Man Go Congress, but avoided their playing days. The first Go event was the Rapid on 16th August. Five players played a round robin. Winner from Reading was Tony Atkins, 2d, who was unbeaten. Taking the silver place was Paul Smith, 2d, and bronze place Xinyi Lu, 5k.

The National Small Board Championship was the second event, 8 days later. Paul Smith from Cambridge was winner of the national title on 13x13 boards. He beat Paul Tabor in the final; third was Nick Krempel. Also Tony Atkins did well but could not win as arbiter. Winner of the handicap prize was Xinyi Lu, the best of the 11 who took part.

The main and final event, the MSO Open, took place on the Bank Holiday Monday. Again 11 players took part and three of them ended on 3/4 and were split by mutual game and mutual opponents tie-breaks. Gold went to Paul Tabor, silver to Yangrang Zhang and bronze to Natasha Regan.

SIDEWAYS LOOKING PERSONS

The Mindsports Olympiad Stage 1



On your marks

Isle of Man

Forty-nine players enjoyed the Go, music, quiz, games, teaching by Matthew Macfadyen, sandcastles, scenery and fun that was the Isle of Man Go Week. It was held again at the Cherry Orchard in Port Erin, starting on 17th August. Winner of the carved 9x9 Goban for the Open was Matthew Cocke, 5d. Joint runners up were Matthew Macfadyen and Piers Shepperson. Also on 4/5 were Natasha Regan, 1k,

Geoff Kaniuk, 3k, Wim Versteegen, 5k from the Netherlands and David Wildgoose, 14k. On 3.5 wins were Edmund Stephen-Smith, 5k, and Jil Segerman, 10k, and on 3/4 were David Phillips, 1d, and Pita Udo, 15k from the Netherlands. The winner of the afternoon tournament was Richard Hunter, 4d. Runner up was Simon Bexfield, 1d, also on 3/3, as were Edwina Lee, 5k, Kathleen Timmins, 12k, and Pita Udo. The winner of the Handicap Tournament was Ian Marsh, 1k, with 5/5 and on 4/5 were Paul Margetts, 2k, Jenny Radcliffe, 8k, Jil Segerman and Celia Marshall, 11k. Jenny Radcliffe won both the Continuous Lightning and the 13x13 Tournament and, in addition, won the Rengo with Edmund Stephen-Smith. The Diehard Tournament was won by Paul Barnard, 1d, and second was Gerry Mills, also 1d. The Quiz was won by the Manx Kippers team and the Sandcastle competition was won yet again by Charlotte Bexfield and family.

Northern

The Northern Tournament took place, like last year, at the Masonic Guildhall in Stockport on the first Sunday in September. Overall winner was Bob Bagot, 1d. Other prize winners on 3/3 were Robin Dews, 9k, David Szotten, 9k, Brent Cutts, 11k, and Patrick Ridley, 15k. Twenty-eight players took part.

Cornwall

The following weekend, on a sunny Saturday, 15 players took part in the Cornish Handicap Tournament in Penzance. Winner for a second year was Swindon's Eric Hall, 6k. He beat Cornwall's Robert Churchill, 12k, in the final. Twenty-one players took part in the Cornwall Tournament on the

Sunday. Winner of the tournament was Yaeko Takano, 2d, from Japan. She beat Toby Manning in the final. Also winning the usual wooden stones were Eric Hall for 3 wins and Phil Willoughby, 8k, the lowest graded player on 2 wins.

Swindon

On the next Sunday, the 12th edition of the Swindon tournament was held, like last time, at the Even Swindon Community Centre. Thirty-six players entered and the winner for a second year was Jaeup Kim, the Korean 5d living in Reading. Prizes for 3 wins went to Andrew Smith, 2k, Mark Nubbert, 4k; Fred Holroyd, 5k, and Emma Benjamin (formerly Marchant), 12k.

SIDEWAYS LOOKING PERSONS

The Mindsports Olympiad Stage 2



Get Set

Arundel

The first ever Arundel Tournament was held in the historic Norfolk Arms in the shadow of the castle the

following Sunday. Twenty players took part and enjoyed a sunny day and a good pub lunch in the ancient Sussex town. The winner was Jaeup Kim, his second win in eight days. Runner up was Francis Roads, 3d, and prizes for 3 wins went to Mark Nubbert, 2k, and for 2.5 to Jil Segerman, 10k. The South Coast team won the team prize.

Belfast

During the same weekend, this year the Belfast Open was played by 14 players over five rounds. Only one player from Britain discovered it was on and travelled to take part. That was Yohei Negi, 1k from St Andrews, and he was the joint winner with Daniel Paraschiv, 1k from Galway, both on 4 wins. Equal third were Claas Roever, 1k, and Tiberiu Gociu, 1k. Also winning 4 was local player James Donnelly, 10k.

Shrewsbury

Gerry Mills restarted the Shrewsbury Tournament after an 8 year gap: at the same venue, The Gateway, on the first Saturday in October. Twenty-eight players took part and winner was Bill Brakes, 2d. Also winning 3 were Ian Price, 9k, and Reg Sayer, 15k. The three prizes in the 13x13 komi-handicap tournament went to Aston boys: Jack Drury (most wins), Stewart Smith (best percentage) and Calum Healey (for effort).

Milton Keynes

Eight days later, a hot and sunny Sunday saw 40 players attending the Open University for the 20th Milton Keynes Tournament. David

Ward, 4d from Cambridge, won the final this year against Sam Aitken, 4d from Warwick. Also winning all 3 were David Buckley, 1k, Graham Philips, 3k, and Andre Cockburn, 7k. Unfortunately the MK Go Boards were too small for the stones and so the side event was cancelled. However there were still Concrete Cow Biscuits given away to give all a taste of the local culture.

London International

The autumn team event was held at the Nippon Club on 19th October, home of their Igo Kai and the Central London Go Club. As expected a strong Chinese team was the winner with 15 points. Second was Wanstead with 12, third Nippon Club with 6 and Cambridge scored 3. Winning 3 for China were Qing Du, Shi Tang, Yangran Zhang, Felix Wang and Stuart Barthropp. Takuya Ogino was the only player winning 3 not on the Chinese team. ■

SIDEWAYS LOOKING PERSONS

The Mindsports Olympiad Stage 3



GO

WORLD NEWS

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European Go Congress

The 52nd European Go Congress was held in Leksand in the centre of Sweden. If you liked lakes and trees it was great and the congress was held in various buildings around a central school. The week started sunny and the congress had a great holiday atmosphere, with much playing outside. Six hundred and sixty-seven players took part in the first week of the main tournament, including some strong Koreans as usual. Lai Yu-Cheng of Taiwan was in first place after the first five games. The Brits were doing quite well with best results in the first week to Helen Harvey and Kath Timmins on 4/5. Ninety-six pairs took part in the Pair Go Championships. The final was won by Daniela Trinks and Lee Seung-Geun, beating Kurebayashi Meien, 2p, and Marc Stoehr by a small margin. At first it was thought the others had won but the live broadcast corrected the counting error on the result.

At the rather damp weekend the European Masters was held. Eight top Europeans competed for places in professional events in the Orient. Surprisingly three of the top Russians (Shikshin, Shikshina and Dinerchtein) lost in the first round. The final ended up being between Andrei Kulkov and Franz-Josef Dickhut who won. Pal Balogh (beat Shikshina) and Ondrej Silt (beat Dinerchtein) were equal third. Alongside, 421 players were playing the weekend tournament. Winner was Kim Joon-Sang from Korea. Because of the Masters, the only Europeans near the top were Catalin Taranu and Cornel Burzo with 3 wins. Best Brit was John Cassidy,

who lives in Leuven, with 4/5.

In the end a record 718 played in the main event. Open winner was Park Jong-Wook with 9/10. Second with 8/10 was Hong Seok-Ui, who also won the Rapid for a second year running. Lai Yu-Cheng was third. European Champion was Catalin Taranu for the first time. He topped the group on 7 wins by one SOS point ahead of Dinerchtein, Shikshin and Balogh. Brits winning 6 were Paul Blockley, Kevin Cole and Martin Harvey.

US Go Congress

The 24th US Go Congress was held in Portland, Oregon, with another large attendance.



Feng Yun won the Masters and Myungwan Kim won the Open. There was a quite large party of Brits attending: T Mark Hall was third in the 4d section and Steve Bailey won the 4k section.

European Student Go

The fourth European Student Go Championships were held at the end of August on the Ile Saint Marguerite, off Cannes, south of France. Twenty six students from seven countries took part in a six round McMahon. ►

Three players ended on 5/6. After tie-break the order was first Russia's Igor Nemly, 5d, second Czechia's Jan Hora, 6d, and third France's Jerome Salignon, 4d. Top female was again Manuela Marz, 3d, from Germany. UK's Mark Nubbert, 4k, ended well on 4/6.

Brno Tournament

Again the Czech event in Brno was a major in the Pandanet Go European Cup. A huge 164 players attended. Hong Seul-Ki, the Korean from Germany, was again the winner.

European Women's Goe Championship

The European Women's Goe Championships was held in mid-September in Koblenz in Germany. Twelve women from six countries took part. Unbeaten winner was Klara Zaloudkova from Czechia. Second was Manuela Marz from Germany and third was Laura Avram from Romania. UK's Anna Griffiths won 1/3 to take tenth place. ■

NEXT ISSUE

Latest updates to the printing schedule can be found at <http://www.britgo.org/new> the Site Updates page.

The next issue is planned for Spring 2009, hence Technical articles should be with the Editor by January 2009.

It is most appreciated if contributions arrive already typeset in \LaTeX . The recently updated <http://www.britgo.org/bgj/guidelines.html> provides all you need to know, and suggests many free software packages you might want along with `bgj.cls` definitions used to build "your" Journal.

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THE CHINA WEIQI LEAGUE

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One of the most exciting aspects of professional weiqi in China is the national team league, similar to the UK's own football leagues. Every year, small teams of professional players represent a city or region in a round-robin tournament that attracts high levels of sponsorship and interest.

Teams consist of six professional players. In order for some fluidity, and presumably to encourage both fan interest and sponsorship deals, a small number of inter-team transfers are permitted at the end of each year. One international player may also be invited to each team; the most notable outsider currently taking part being Yi Se-tol, who is representing Team Guizhou.

Format

The A-league (wéi jiǎ lián sài) teams take part in an all-play-all round-robin tournament that runs from April until December with a short break in the summer. Each team plays each other twice in the competition for a total of twenty-two rounds. In each match, four members from each team each play a single game against an opposing team member. A-league games are played with three hours of main time, followed by ten periods of 30-second byo-yomi. Of the four games played per match, one is a "speed" game under stricter time limits in order to be suitable for broadcast on television.

The A-league functions on a points system; the team with the highest score at the end of the year takes the title. Winning a match gains the winning team two points, with no

points awarded to the losing team. In the case of a draw each team gains one point, however a bonus point is awarded to the team whose captain wins their game.

Sponsorship

Each team in the league has its own corporate sponsor, with the competition as a whole currently being sponsored by Jinli Mobile (Jīnlì Shǒujī). There is also a level of government sponsorship from the Chinese Department of Sport.

The B-league (wéi yǐ lián sài) is much less formal than the A-league, serving largely as a qualifying tournament for teams to enter the A-league. The format is much more compressed, with seven rounds played over the course of ten days. The two highest ranked teams in the B-league are then promoted to the A-league, whilst the lowest ranked teams of the A-league are demoted. Despite its less formal setup, competition in the B-league is fierce with international players being employed by teams at this level in order to earn promotion to the more lucrative A-league.

Current Events

The current league leaders are Chongqing represented by the current Tianyuan and Mingren title-holder Gǔ Lì. They are closely followed by China Mobile-sponsored Shanghai, captained by the Samsung Cup title-holder Cháng Hào. Hebei are currently trailing in the league, risking relegation to the B-league along with one of the three Beijing teams. ►

Results of the league, with both scores and game records, are available at Mr. Kin's Go News website¹, although this site does not appear to have been updated recently. Results and stories about the league are also reported, in Chinese, at <http://weiqi.sports.tom.com>.

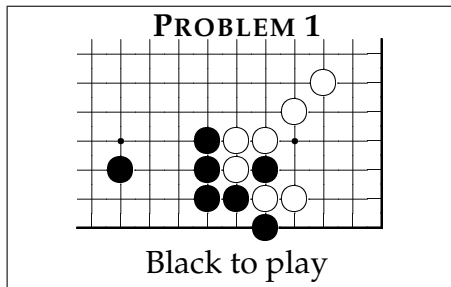
Quick Facts

- Teams: 24, 12 each in the A- and B-leagues.
- Tournament Type: Round-robin (A-league)
- Sponsor: Jinli Mobile (Jīnlì Shǒujī)
- Cup Title: Jinli Mobile Cup (Jīnlì Shǒujī Bēi)
- Current Leaders: Chongqing (Chóngqìng lěng suān líng)
- Current Losers: Hebei (Héběi jīn huán gāng gòu)

Note

This is an updated version of information that I originally wrote for Sensei's Library. Thanks are due to Chia-Hung Lin and Du Ke from the York Go Society for Chinese-language help in researching this information; and to John Fairbairn who wrote the original article on the Chinese leagues, gave helpful background information, and suggested a more satisfactory English name for the competition. Any inaccuracies, mistakes or downright lies are, of course, entirely my own fault. (It is only by the narrowest of margins that I have resisted the urge to invent names such as "Shangai United" and "Chongqing Rangers".)

This article represents everything I know about the leagues, based on long hours of research with poor knowledge of Chinese. I would welcome any more information from proficient Chinese speakers! ■



¹<http://igo-kisen.hp.infoseek.co.jp/al.html>

HOW TO RECOGNISE A WEAK GROUP

Ron Bell

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This is the first of an occasional series of articles answering some 'Agony Aunt' style queries from DFKs (Double Figure Kyus).

This one, from Colin Maclennan, relates to the article on 'Weak Group Theory' that I published in BGJ 140:

Dear Ron,

Your weak group theory is all very well, but my problem is recognising when a group is weak, or when it becomes weak, especially when playing against a stronger player.

In this game, I play opening moves by the book. Moves 6 through to

10 are joseki and the book says, 'Black gets a solid position right away', so I felt I could leave them to look after themselves for a bit. Then later in the game, with move 68, White pushed in and I found it wasn't solid at all. In fact the whole group went for a burton! When did that group become weak? And what should I have noticed about it that meant I had to defend it?

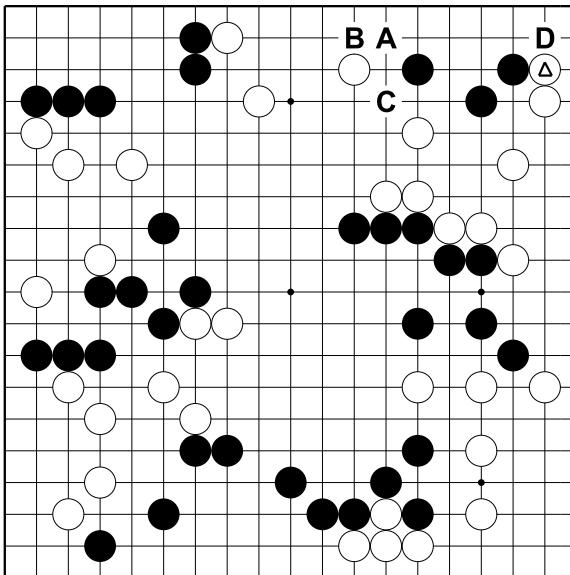


Figure 1. Full board position at Move 68

Figure 1 shows the board position Colin refers to at Move 68. White has just played the marked stone and the group consisting of the three black

stones in the top right died. I do not know whether there was a way to save them. Starting moves at A, B, C, or D look possible. In the game,

Black played at D and the group died. But the question is irrelevant to the present discussion. At the DFK level, the group is now 'probably dead' and this article is about how a simple application of Weak Group Theory (WGT) rules would have avoided getting anywhere near this situation.

Weak Group Theory — reminder

Here is a reminder of the WGT rules:

1. Never have two weak groups of your own on the board.
2. If you have a weak group, the most urgent thing is to settle it quickly. This takes precedence over almost everything else.
3. 'Settling' does not mean making a tight two eyes. The best way to settle a weak group is to extend from it and attack an enemy weak group.
4. If you want to attack an enemy weak group by squeezing it between your weak group and one of your strong groups, always extend from the weak group and not the strong one. That way, assuming the enemy squeezes out and lives (as he usually does) your weak group has been strengthened in the process. This also applies when you are trying to connect your weak group to a strong one: play from the weak side, not the strong one.
5. If the enemy has a weak group, make territory by threatening it (from the direction of your weak group if you have one).
6. If the enemy has TWO weak groups, then attack them both

simultaneously (e.g. by splitting them) then see which one he defends. If appropriate, go all out to kill the other. Do not shilly shally continuing to attack both. Go for the kill and ignore small threats to you.

7. Finally, if, in the opening, you have no weak group and you have sente (ah that I should ever be so lucky!) then do not extend from existing groups. Leave them to look after themselves and start operations elsewhere — launch an invasion into the middle of an open side, for example.

Why is settling a Weak Group so urgent?

In the WGT article, I defined a 'weak group' (WG) as one that could be killed (or put under very severe pressure) if the opponent played two unanswered moves in succession against it and said that, if you have a WG, you should settle it urgently. The question then arises: If the opponent needs two moves against a group to kill it, why shouldn't you just wait until one move is made against it and then defend?

Think about it before reading the next paragraph. Any DFK aspiring to become an SFK either should know the answer or should read on and learn and remember.

The answer is that leaving the WG and playing elsewhere gives the opponent the opportunity to attack the group *in sente*. If you are forced to reply submissively to the attack, whatever benefit the opponent gets from the placing of the attacking stone, he gets almost for free because it is still his move. If your group is still weak, he can do it again... and again...!

If you have already committed the cardinal WGT sin of having two WGs on the board, your opponent may well be able to create a situation where attacking (not killing) one WG strengthens his position so that your other WG becomes not so much weak as dead.

Exception to the 'Settle the Weak Group' rule.

The exception occurs when you can see that any conceivable attack on the group would not give the opponent any significant strategic advantage. The main case where this occurs is where a group is already fenced in and has one eye plus two half eyes. (A half eye is an eye in gote.)

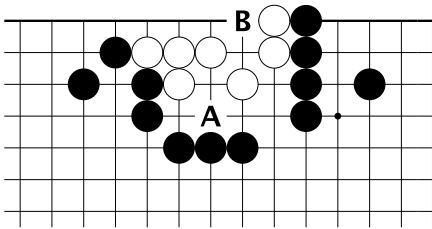


Diagram 1

In Diagram 1, for example, the white group would die if Black played at both A and B. Black could play at either of these points in sente but it would give him no advantage do so and would simply deprive him of a ko threat. This is classic miai and playing here is non-urgent for both sides. According to my definition, the group is technically 'weak' but, if it is White to play, he should not make a second eye until forced to do so — it is already 'settled' and alive.

Answering the question: the group lost in the game.

The group lost in the game is not one of these exceptions and provides

a classic example of how a group progresses from strong to weak to dead.

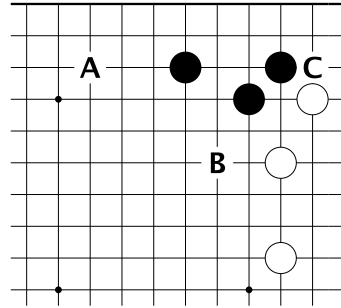


Diagram 2: Initial formation of strong group.

In Diagram 2, as the book says, Black has a strong position immediately after the group is formed in the fuseki. It would probably take White three or four unanswered moves against this group to kill it. Nevertheless, Black should analyse the group and work out why it is strong. The first thing to note is that it only has one sure eye against the upper side. However, a second eye can come from at least three directions: an extension round about A, for example, or an extension out into the open centre around B if the extension gets blocked, or a push at C. ►

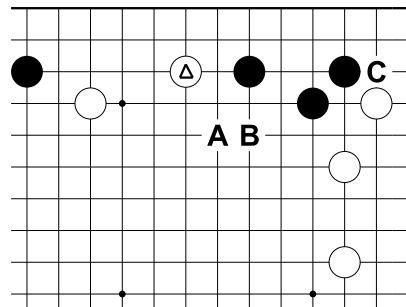


Diagram 3: The point where the group becomes weak.

In my opinion, the group became weak at the point shown in Diagram 3. White has just played the marked stone and this gives him the opportunity, if Black does not defend, to (probably) kill with two further moves: one around A or B, fencing the group in, and a second at C, reducing it to one eye, as happened in the game.

I'm afraid there is no simple rule that will allow you to spot when a group like this first becomes weak. You need to evaluate the effect of each of your opponent's moves on the status of all your groups and, for any weakened group, ask yourself the question 'If I don't defend this group now, would two further unanswered moves by my opponent kill it?' if the answer is 'yes' or 'probably', then you now have a WG and settling it is probably the most urgent move on the board.

Settling the group

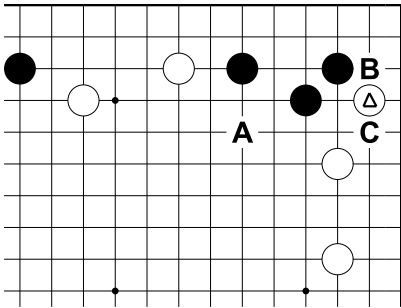


Diagram 4: How to settle the group immediately after it becomes weak.

OK, so the group has just become weak and now is the time to settle it. In Diagram 4 (same as Diagram 3 except for different lettered points), two possibilities (corresponding to the two moves Black needs to kill) exist: either extend out into the still open centre at A or push at B.

The position in the corner is a very common one. It is important to learn that White can deny Black a second eye in the corner by pushing at B. Black can strongly prevent this by playing at B himself. Not only does this guarantee Black a second eye and life but it also threatens to capture the marked white stone.

So where should Black play in Diagram 4, at A or B?

The answer is A: jumping out into the centre. Many DFKs would play B, arguing that it is sente because of the threat to capture the marked white stone. And many DFKs playing White would dutifully answer Black B by defending at C. If White does do this, then Black B has 'worked' brilliantly. This is how bad habits are acquired. Capturing the marked White stone is gote for Black and sente is worth a lot more than capturing one stone. Consequently, if Black plays at B, White should take sente and play elsewhere. In fact, B is almost purely defensive.

Black's jumping out to A, on the other hand is a good multi-purpose move. It strengthens the WG almost as effectively as B but also puts pressure on the two white stones along the top and firmly separates these stones from those along the right.

This is an important general principle. In the fuseki or early middle game, it is usually better for a group with a one-eyed base against the side to jump out into the centre rather than defensively make two eyes along the side.

Consequence of not settling the WG

In the game, Black also failed to respond to the next attack on the group. Consequently, he allowed

the killing position, already shown in Figure 1, to develop. Let's have a look what should have happened after White's next attack.

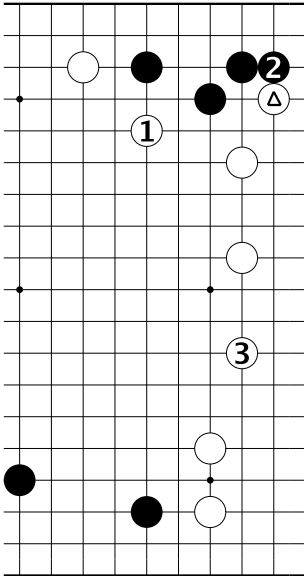


Diagram 5: The unsettled WG is attacked again.

This is shown in Diagram 5. When White plays 1, Black must recognise this as a possible threat to kill. The group died in the game because Black did not defend at this point. White actually held back from trying to kill until later when his position was stronger — but this was the point at which Black should have defended. Before this stage, the group was still in no danger of actually dying but, now it's an emergency, and Black has to make the defensive gote play at 2.

The key point is that, as has already been explained, White got to play 1 in sente. Let's suppose he simply uses this sente to make the big move at 3. What was the effect of the attack on the black group?

The effect was that the exchange of 1 and 2 took place before White made the big move at 3.

The benefit White gets from 1 may be difficult for a DFK to see, but it is considerably greater than Black's benefit, which is merely the endgame possibility of capturing the marked white stone in gote. White 1, on the other hand, is fencing in the black group and is forming a large moyo with the white position on the right hand side. It could also be instrumental in defending the two white stones at the top if they came under attack. Seeing and understanding the merits of playing a move like 1 in sente is key to getting stronger at Go.

This 1/2 exchange happened solely because Black ignored WGT and failed to defend his group when it first became weak. ▶



Postscript

On reading a draft of this article, Colin sent me a follow-up query:

Dear Ron,

Your reply to my question is most instructive. I look forward to your promised article on the subject of sente. It is something I have started to think about thanks to my Shodan Challenge mentor.

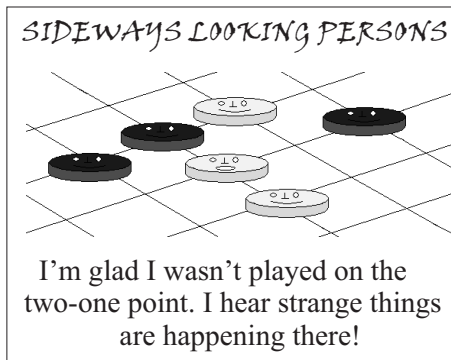
However, with regard to the question I first raised, "Why did my group die?", I wonder if your answer underestimates the importance of one factor — the limitations on the DFK player's capacity to read out sequences and weigh up options under pressure. What the DFK player needs are simple moves that he or she can recall under pressure and which do the job.

In the case in point, a move like B in Diagram 4 that does the job (guarantees two eyes), albeit in gote, may for the DFK player be preferable to a sente move like A which will have to be followed up and maybe in the end doesn't.

Well, it's much better to play B in Diagram 4 than to ignore it and die. But, if you want to get stronger, you have to start to 'feel' that A in Diagram 4 is a much better move than B. I know it's easier to see the effectiveness of B rather than A – but no-one ever said that Go was easy!

In this situation, you can just learn it as a rule: 'If you have a group with one certain eye against the side and are confined on both sides, it is usually better to jump out into an open centre than to make a second eye tightly against the side'. Or, better, understand it as an example of the powerful but often overlooked dictum: 'Try to make multi-purpose moves'.

In this case, jumping to A makes a second eye almost as well as B, but it *also* weakens and separates the White stones as explained in the text. It is not that jumping out is sente rather than gote (though sometimes it can be); it's just that it's a better move. ■



ATTACKING WEAK GROUPS

Sandy Taylor

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The last British Go Journal included the first part of this double digit kyu guide to one or two of the things that I often see problems with. This time, I have done my best to simplify the process of making a group weak by attacking its base.

The methodology of creating and attacking weak groups is far from set in stone, and ultimately depends on the reading ability of the players involved. The steps in this article are only suggestions, and should not be taken as a substitute for good reading.

To attack the base of a group, follow these steps in order:

1. Does the group have a two space extension on the third line (see Diagram 1), or something similar?
 - Yes? This group has a basic base. Only try to prevent two eyes if you are very strong locally.
 - No? Attack! Try to prevent two eyes.
2. Play stones to reduce the eyespace available
3. Try to see where White might form eyes, and plan to remove them.
4. Chase the fleeing group for profit.

These steps verge on oversimplification, but do map out the basic path you should take when trying to remove a group's base. The diagrams on the following pages apply these principles to a real game situation, as a suggestion of how the ideas might work. In this case they ultimately leave White with just one eye on the side, so he must run to find his second. Black has accomplished his goal of removing White's base.

The game situation presented in this article comes from a real game, played on KGS, between two 18k players. It shows an almost ideal situation where White can have his base attacked if Black takes the initiative to do so.

Now, how can I remove that group's base?

A group can be called weak if you are strong locally, and it does not have room for two eyes. Attacking weak groups is complex, but removing a base to make the group weak is a much simpler part of this whole.

The most important thing for Black is just to remain calm. Often a player in a situation like this will become bloodthirsty and let White tear apart his position as he chases after a kill. Instead, remember that with a large local advantage it will be hard to go wrong! Even if White's stones live, Black will be able to take profit around them as they are forced to play gote moves for eyes. ►

Finally, a player in this situation should also consider whether removing White's base is the best way to go about profiting from his weakness. Profit can just as often be

taken by forcing White to live locally in return for black thickness. Never chase after a group heedless of the surrounding position, or you may lose out by far more than you profit!

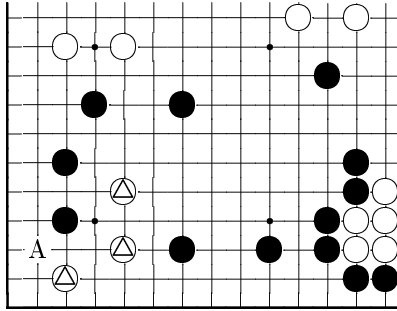


Diagram 1

Diagram 1 shows the situation in one corner of a DDK game. The white group may be vulnerable to attack. In this case removing the base leaves White nowhere to run, and so may actually kill the white group.

Inspection reveals that the vital point, if any, is that marked 'A' on the diagram. If White takes this point he will have plenty of room to make two eyes, as Black cannot act to both remove eyespace and prevent further White moves to secure plenty of eyespace elsewhere. If Black wants to remove two eyes, A is the only move.

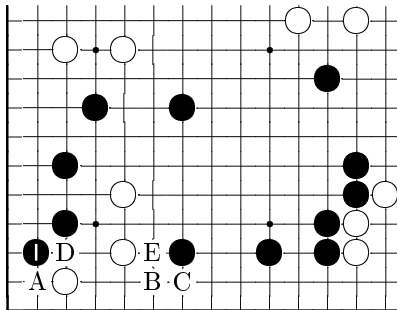


Diagram 2

In Diagram 2 Black has reduced White's eyespace, and turned the area into a large tsumego¹ problem. White has many responses to try and make two eyes, such as A-E in the diagram. These suggested moves all have slightly different aims, and each leads to several possible Black responses. ►

¹See <http://senseis.xmp.net/?Tsumego> for glossary

Regardless of White's selected response, Black's aim is to make White run by locally removing his base. This guide shows White trying to make his eyespace larger on the side to get two eyes there (Diagram 3), so removing these eyes is a victory for Black in the area.

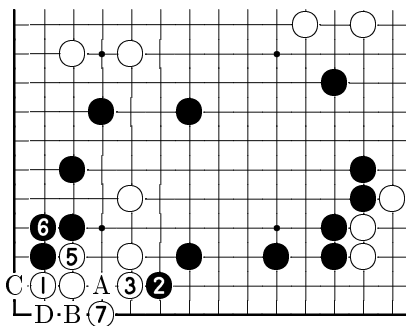


Diagram 3

Diagram 3 shows White choosing to simply block at A from the previous diagram. Now Black needs to do some reading to decide how White might get two eyes. ④ has been omitted as the move that Black must use to remove White's second eye.

Removing the eye is 'simply' a matter of reading, and selecting the best path to continue with. I suggest going about this by trying to see where White might form a live shape (⑤ and ⑦), and then noting where Black needs to have played to prevent this.

In the Diagram White has eyes at A and B, so ④ should be placed to remove one of these. This will leave White with just two eyes, making him run. Black will have accomplished his goal of removing White's base. Black might thus play ④ at C, letting him later play at D to remove White's eye. You may like to read through yourself to find other black moves that also work. ■

The .sgf files for games printed in this journal appear on

<http://www.britgo.org/bgj/current>

All the .sgf files, and the answers to the other five problems set in the last issue appear on the BGA website at

<http://www.britgo.org/bgj/issue145>

WORLD MIND SPORTS GAMES

Jon Diamond

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This special issue of the British Go Journal contains many articles that focus on the recent highly successful World Mind Sports Games held in Beijing. We hope you will enjoy the varied aspects highlighted that add to the daily news and pictures already presented on the BGA website.

Below we show the players representing Great Britain in front of the banner at the entrance to the Go playing area; and before anyone writes in querying why Kirsty and Matthew aren't wearing the team uniform, the rules for the Mixed Pairs required men to wear a suit and tie!



Men's, Women's and Open players together with the Team Captain, BGA President, staff and supporters



Men's and Women's Teams with the Team Captain



Mixed Pairs - Kirsty and Matthew

A VIEW OF THE BIRD'S NEST

Jon Diamond

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Having been involved with the pre-event organisation and following what was going on during the first week on Ranka and the Press Releases, together with many pictures from Toby and Ron it was with anticipation that I set off for Beijing, having allowed myself a couple of days for acclimatisation before the Men's team event started.

Arriving at Beijing's large new airport it was a relief to find the WMSG Welcome desk actually manned at 6:30am and, having had my name ticked off the expected arrival list, I and another draughts player from Brazil were escorted to a shuttle to take us to the playing centre.

It was strange, observing Beijing from the freeways, it hardly felt like an Oriental city, apart from the Chinese

characters on the buildings. Almost everything seemed high-rise with little architectural reference to Chinese culture and history, and for the most part this was a continuing theme – the replacement of the old by the new with no backward glance. Also, Beijing is clearly as flat as a pancake, but the number of bicycles was an order of magnitude lower than I expected.

As we arrived at the Conference Centre the Bird's Nest Stadium that we'd seen often during the Olympics coverage in August appeared – astonishingly (well I hadn't looked it up on Google Earth) it was just across the road, no more than 200 yards away and the weather was just perfect! ►

Never mind, there would be plenty of time(?) to see the Stadium close-up later – it was time to check-in. Clearly, after Toby had sorted them out last week, this worked pretty well; although as I was going to stay in a hotel for 2 nights I obviously didn't get any accommodation or a sticker on my badge to give me access to free food.

Well, I was in a rush since I knew that Toby had organised a Great Wall excursion to leave at 8:30am, so dashed over to the hotel, managed to check-in in record time, dump my bag in the room, and return to the Conference Centre with my camera and 10 minutes to spare. Failed to fall asleep on the bus as predicted after the flight – obviously the company was too stimulating...

The Wall actually does have some VERY, VERY steep and uneven steps and pedestrian traffic jams and it's just like it is on the TV, but good exercise. Leaving, we got our tour guide upset as we were 30 minutes

late, due to a couple of us getting lost on the Wall(?!). Anyway, we had lunch at a cloisonné shopping opportunity (sorry, factory) and then off to the Ming Tombs. The day ended, typically, in the Tea House, where Ling Ling and the rest greeted us like old friends before playing Go and drinking tea/beer.

Saturday left some free time, after the morning team meeting. Toby and Martin helped me to negotiate Registration to get my meal tickets and even get my real room allocated a day early, so I needed to check out of the hotel and move my stuff to Apartment Block R. Then there was still some time left over for sightseeing, before our 12pm scheduled departure to the Sino-European Friendship Match, so I wandered off around the Olympic site. It's much larger than you would think, with a vast wide pedestrian street, stretching for several miles and all the main Olympic venues being very close together.



Then a quick visit to see how the Women's Team was doing, don my uniform, and off in a fleet of taxis fighting the notorious Beijing traffic jams. We don't know where we're going, but give the drivers the address written in Chinese and hope... and we all eventually arrive where we should be.

The games have been well organised and the English part of the European side is polite in losing one of the two rounds, although Europe wins the match overall. The young Chinese

lady referee came over and counted each game Chinese style – it was magic seeing all the territories being rearranged and disappear and still getting a result at the end. I hoped that I'd got all of my losses (2) out of the way for the week! Then off to a grand banquet and the prize-giving ceremony and finally off to one of many bars on a lake somewhere that was in a very busy area, pushing through what felt like ordinary Beijingers dancing in a plaza.



On Sunday my new room mate, John Hobson, and I decide to do some serious sightseeing – the Forbidden City and some hutongs. Fascinating stuff, but we really needed about twice as long – so next time then. Returned back in time to depart to a Chinese Opera experience, with dinner. The taxi driver got lost and drove us through a building site in the dark (about 12 high rise apartment block we think). The gymnastics and acting was fascinating, but we're all glad they didn't do much singing...



Monday was back to the Go board proper – the Men's Team event starts with us playing, and losing as expected, to China Taipei's professionals. ►

The Japanese team are on the next table to us, so I get some nice pictures, especially of Yoda who's not wearing the team uniform, but looks good in traditional dress.



Can I tell you how much I dislike the speaking Ing clocks, especially en masse saying "Black/White has 30 seconds three times" in English, Chinese, Japanese or Korean?

We're playing with Ing stones, the first time I've seen these also, and they're quite neat; with exactly 180 stones in each pot. Since the referees rush over to ensure that each game is counted and recorded correctly, we don't have to worry about this phase of the game too much; despite the unfamiliar rules we're using. Although I did have to get a score corrected in another game, because it had been written in the wrong column – it was quite difficult for the players to work out whether it was correct or not as the form was all in Chinese.

We beat the Portuguese as expected, so finish the day 1:1. I rush over to the Women's Team and arrive as the last two games against France are finishing. (I've broken the rules, as spectators are only allowed in for the first 20 minutes of each round.) It's an exciting, but unfortunate finish to a match, but they've won!

Ranka, written by James Davies, says "the British team scored a dramatic triumph over the French. After winning on the first board (Vanessa Wong beating Monique Berreby), they lost a heart breaker on the third board when Natasha Regan overlooked a move that let Anne Tombarello bring a large dead group back to life during the dame-filling stage. Then on the second board, after having victory sewed up for most of the game, Alison Bexfield began making mistakes under time pressure and gave Geraldine Paget an unbeatable lead. But Geraldine was also under time pressure, and let Alison capture a large group of black stones. At this point Geraldine resigned and began clearing the stones from the board, ignoring the fact that a rather large white group was also in a capturable condition. The resignation was accepted."

As it happens the referee had written the result of the final game in before the game had actually ended. This wasn't spotted by the players, luckily, but he had to hastily correct his premature evaluation of the result – after all the players were amateurs.

The evening turns out to be an unexpected exploration of Beijing in search of a specific Peking Duck restaurant. Despite the Wong's efforts we fail and light upon a fast-food duck restaurant in a tourist street, just south of Tiananmen Square. When I say

tourist, I mean Chinese tourist, so it looks like a Disney version of Beijing, having knocked everything old down and rebuilt in a variety of old styles with new materials and new shops and restaurants. Just too clean and tidy for my taste.

Day 2 of the competition starts smoggy and gets worse – you can just taste it. We're playing Germany in the morning and although graded weaker perform well, losing by the closest of margins; 2 wins and 3 losses. The afternoon is not so good; we're playing the young team from China Macau and should win, but lose 1-4 disappointingly and so we've only won one of 4 matches. It's hard to keep track of what's going on in the games, since the results are posted very slowly a considerable time after all the games are over, but we do our best.

Did I tell you that mobile phones are banned and that you lose the game if yours goes off? Well, that message doesn't seem to have got across. Several have rung and someone playing the Japanese actually answered their phone in front of a referee without penalty.

On Wednesday the weather improves somewhat, as does our play. We beat Argentina and Belgium, leaving us on 3/6. I wander round to have a brief look at the other events going on and there seem to be at least as many people playing the Chess, Draughts and Xiangqi as Go. The Daily Bulletin keeps us vaguely up to date with what's going on around the WMSG, but there do seem to be many featured people who've been playing their game for less than 6 months. Hmm...

The Women's Team lost their last game in the Group stage as expected, to the Chinese professionals, but qualified

for the Knock-Out stage by winning 4 of the 7 games – a fantastic result as they only lost to two professional teams and one semi-professional one (Australia). Unsurprisingly, having drawn Korea as their opponent in the Quarter Final they lost 3-0.

We find another restaurant locally and on the way back stop off to buy some tea and Natasha some local firewater for 50p. This is deemed to be truly awful by everyone sampling it, so the next day we splash out and spend £5 for a large bottle of something meant to be better. This comes with a bottle of Chinese red wine as a free offer...

Thursday will be the final day of our competition as we're not going to qualify for the Knock-Out stage. We lose to France easily, which is slightly disappointing, so end up with only 3 wins and well down the order board – about where we expected at the beginning of the event though.

After lunch the team decide to be a tourist group for the afternoon. We struggle to find the subway, but do so in the end, spending 20p on a ticket and get to the centre in about the same time that it would have done in a taxi. Our first visit is to the World of Weiqi shop/club. We get spotted as players in the WMSG and are asked to sign their copy of the Programme! I think it's the first time I've been asked for my autograph. The shop is slightly disappointing, not many different types of sets and most of the books seem to be old Japanese ones – some of them I'm know I bought 30 years ago.

Then wandering through a hutong being rebuilt, shopping in the silk market, the others buying chopsticks and a few other things and Alex Selby a cheap Rolex Percision(sic) watch. I hope this lasts longer than the one he bought only 24 hours ago. ►

Eventually we end up in Tiananmen Square almost at sunset, to see the guards arrive for the flag-lowering ceremony. We get bored waiting and head off to find somewhere to sit and get a drink. Afterwards, a taxi finds another recommended Peking Duck restaurant with the duck kitchen as a feature in the entrance lobby and we spend all of £20 a head, probably 20-25% of what we'd pay in London. Then back to the Tea House for a night-cap.



It's hard to watch the other games as a) they're being played in the VIP Room with individual game recorders and broadcasting and b) the spectator facilities for viewing these games is inadequate. The reports from Week 1 imply that more is going on – where is everyone? So the Friday finals day is another day dedicated to tourism for me!

Matthew Macfadyen seems to be pre-occupied with watching the Go and talking to people he's met many times

before, so Kirsty and I decide to go off to the Summer Palace. It's another misty, going on smoggy day, so not ideal, but there's so much historic stuff to see. (Shame about the Anglo-French forces burning most of it in 1860 as revenge for the killing of some of their countrymen.) Anyway, we do get back in time to watch some Go, have dinner and meet up with John Gibson from Dublin, who was playing in the Men's Individual, and who's another regular at the Tea House (did I mention this before?).

Saturday is the Closing Ceremony day and I'm getting a bit tired, so decide just to wander gently round locally. Inside the Stadium is a display of some of the costumes used in the Opening Ceremony, but it's full of Chinese who've paid £4.50 a head to get in – a very large sum for them. Then I spot some 'old' buildings a little further away; they turn out to be a Chinese Ethnicity Museum, celebrating the 56 nationalities in China and actually fascinating. The buildings aren't old at all of course, but built in 2001.

The Closing Ceremony was held outside the Conference Centre on a large grassy area and consisted of a few speeches, some presentations (including sacred water for representative of the 6 continents) and a flag hand-over ceremony. The event closed with food, drinks and music provided by the hosts as the participants enjoyed the atmosphere and partied well into the evening.

Sunday: We say goodbye to the English Chess people that we've shared an apartment with, but almost never bumped into, spurn the airport shuttles that the organisation made a complicated feat to arrange and get a taxi to the airport. Having checked-

in over the Internet it's a doddle to drop the bags off, wander around and catch the plane to arrive in a quiet and peaceful Terminal 5 at Heathrow.

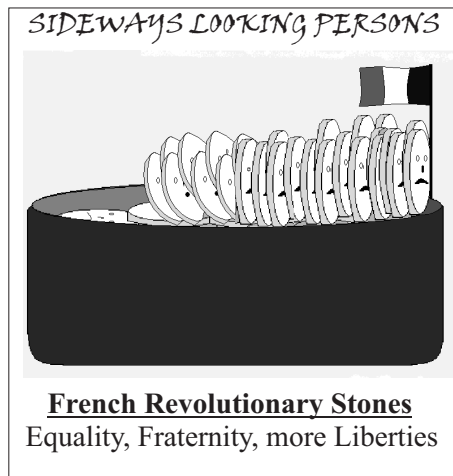
Home again and now perhaps we'd better think about a wrap-up Press Release and the next issue of the BGJ.

Actually we thought about the latter way after the deadline (sorry Ed!!!) and the effort that it took to process the vast quantity of pictures, select the right ones and create the collages.....

All in all a fantastic experience, an extremely well organised event, albeit with a few hiccups, and a great achievement by Matthew Macfadyen and our Women's Team.

Many thanks to the IMSA and the Chinese for organising it all and also our sponsors Winton Capital Management for supporting our British team with, amongst other things, a uniform worthy of the occasion.

I hope we'll see it repeated in 2012 and we'll all definitely be better prepared. ■



INTERVIEW WITH MATTHEW MACFADYEN

James Davies and Chen

<http://ranka.intergofed.org/>



Matthew: After I left the university, I started to work in weather forecasting and the London Go Centre opened. I now lived in the city where some of England's strongest players lived. For the three years that the Go Centre remained open, we used to live at the Go Club on weekends, playing and discussing games. Then during the rest of the week we would read Go books at home. Quickly I jumped from 1 kyu to 3 dan, and I began playing in tournaments. Once I wanted to take a week off without pay to attend a tournament. I was told I couldn't do that, so I said, "Yes I can. I resign." After that I travelled around Europe and played in many tournaments. I became 6 dan in 1980. I learned a lot from the Japanese books and game records.

Ranka: How did you start to play Go?

Matthew: My father was a biologist. He learned about Go from a colleague in the USA who had some Japanese students. I used to play a lot of chess with my brother at that time. My father thought maybe we would be interested in Go. So, he bought us a Go set. With this set and a very basic knowledge of rules, I started to play Go with my brothers and some school friends. Then when I was 17 years old, I went to Oxford University in England. There was an active Go club there where I could go to play with other students. I was about 15 kyu at that time and didn't make any improvement in the first year. The strongest player in the club gave me 6 stones and still beat me. I didn't play so much in the university, about once or twice a week.

Ranka: How did you become 6 dan?

Ranka: Which style do you prefer, Japanese style or Korean Style?

Matthew: Well, I enjoyed a lot the pair games played by Chou Chun-Hsun 9p and Hsieh Yi-Min 4p from Chinese Taipei. It seems that Chou Chun-Hsun's only interest is in life and death. In the semi-finals, the Taipei pair tricked their Chinese opponents into trying to kill a group that they couldn't kill and finally won the game, which had been favorable to their opponents. My favorite player is Go Seigen. I've been influenced by his shin-fuseki. I also like Honinbo Jowa very much. He would develop many groups on the board, each of them quite weak, and then launch an attack from his "weak" groups and crush his opponents. This is not very often done in modern Go. Kato Masao sometimes attacked from weak groups when he was young, and you sometimes see

this style in O Meien's games, but most players attack from strength. I like to attack from weak positions. The accuracy of professional players like Lee Changho, who can calculate the endgame when there are just 50 stones on the board, is amazing, but that's not how I like to play.

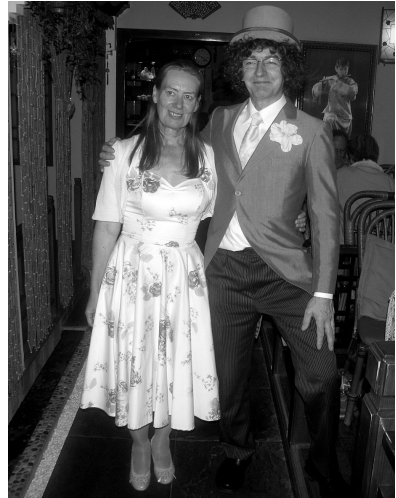
Ranka: Which tournaments did you play in the WMSG? Which is the most interesting one?

Matthew: I played in Individual Men and Pairs. I was very excited to play with a Korean 9p. I got a nice game in the first 40 moves. After that, it was just like holding onto a ledge with your fingernails and just trying to survive. The most enjoyable game I played was with Jan Hora 6d from Czechia. We had played before in the World Amateur Championship in Tokyo. It was a very interesting game. He started on the 7-9 point. This time I started with 5-5, and he played even higher at 6-6. Go is an experience you share with your opponent. There are different kinds of players: some play to win; some play because they love it. I love this game. The word "amateur" comes from a Latin root meaning "to love". An amateur is someone who loves what he does. When I knew that I was going to play with Jan, I had a visceral feeling that it was going to be a good game.

Ranka: Do you play this 5-5 opening very often?

Matthew: I got good results with this opening first in a game with Liu Xiaoguang (China) in the World Amateur Championship in 1981. It was good for me over the first 50 moves, in the next 20 moves we became even, and then at the end I missed a connection at the edge and

my position collapsed. I used to spend a lot of time studying openings. I like to try invent new moves. Some strange moves work well when there's an extra stone in the right place, so if that situation arises, you can use them.



Ranka: Do you teach beginners now?

Matthew: Not really. After I quit my first job, I didn't have regular jobs for 20 years. I used to stay at home to do housework, look after my children and study and teach Go while my wife went out to work. Now my wife stays at home and I work as an electrician. So I don't have much time to teach. Another thing is that I'm bad at teaching beginners. When you are teaching beginners, you have to keep from getting interested in the position yourself, because then things quickly get over their heads. That's the mistake I can't avoid making. I used to teach by e-mail, sometimes teach seminars, and even have people come to stay at my home for lessons, but I don't teach much any more. ■

This interview appears on the Ranka website and is re-printed with permission.

WMSG – A PLAYER’S EXPERIENCE

Simon Shiu

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Playing in the WMSG was a great privilege and experience. I had never before been in a tournament with professionals and had pinned my hopes on getting an opportunity to play one. I was playing in the men’s individual which had around 190 entries, including around 30 professionals, and some spectacularly strong kyu players from North Korea. We were broken into 8 groups, each of which was to play a 6 round Swiss style tournament before a knock-out phase for the top 16.

In common with the rest of the event the organisation was impressive and people intensive. Boards, stones, flags and names were always laid out well in advance of the start time. Photographers were ceremonially removed after 20 minutes of play, officials seizing on completed games to ensure they performed the ritual of counting and that the players signed their official results sheet, and all the results carefully transcribed onto an

elaborate wall sized tapestry. Quite different from the neighbouring bridge tournament which had gone for multiple hi-tech screens.

The tournament therefore had the chatty camaraderie of a typical large amateur congress. Most players found reasons not to be at the table until the precise time their game was due to start, and often a minute or two after. This contrasted (to my eyes) with the professionals who tended to be sat down 10 minutes before their game was due to start; transfixed as if in the middle of their game already. This demeanour carried through to their games, where they took every move seriously and used steady and reasonable amounts of time on the clock, whether they were playing another professional, or a kyu player. Perhaps the relentless number of lightning (30 second byo-yomi) games they play, make it natural for them to play at this pace.

I had a couple of 9 Dan professionals in my group, including Gu Li, the top Chinese player and so, for the first couple of rounds, thought I might just get my chance, but then my recent form kicked in and the moment was gone. Anecdotally I gather the professionals were very generous with their time and comments after the games and so it was a real missed opportunity. Even amongst the amateurs there was a large range in ability, and so most of my games were quite one sided (normally against me ☺) but despite this the range of styles made for some really fun games, although the time limits (1 hour, with strict overtime conditions) were quite tough. ■

GO AND SHOPPING

Helen Harvey, Maria Tabor and Sue Paterson



Back in a rainy English August the three of us were getting extremely excited at the prospect of a trip to China to play in the First World Mind Sports Games. Now we are writing this on a sunny Beijing October day in the Olympic village overlooking the Bird's Nest Complex. Our games are now finished and we can relax and enjoy watching our team-mates in their competitions.

All three of us played seven rounds in the Women's Individual Go Event. Our opponents came from all over the world and ranged from 5p down to 17k. The representatives from 34 countries were split into four groups so that no one could play a team-mate and within each group there was a full range of strengths.

As we were all kyu players, we were feeling a bit daunted at the start of the competition, knowing we could be up against some stiff opposition. However, between us we got eight wins from our 21 games, including

beating representatives from Ukraine, Serbia, Bulgaria, Thailand, Belarus and Sweden, and we feel proud of our results. A huge bonus when coming to a competition like this is the chance to meet and play a variety of nationalities, rather than the 'usual suspects' when we play in the UK.

The UK team have all stayed in various parts of the Olympic village within walking distance of the playing venue. There has been tight security — ID cards have to be worn at all times and our bags are scanned each time we enter the playing venue.

Throughout the complex there has been a 24 hour security presence and we have always felt safe here — even in the early hours of the morning when we stagger home from the pub/tea house. While walking round the complex we have come across other mind sport players and have overheard intense discussions about alternative cards that should have been played and Chess moves that should have won the game.



The team has gelled well together and are usually to be found in the pub/tea

house in the late evening playing and reviewing games, learning Chinese card games and, of course, sampling local beverages.

We have mastered the Beijing underground system and taxi service enabling us to visit the main tourist attractions without too many problems. The signs in the underground have been in Chinese and English, but for the taxis we have needed to present our destination in written Chinese.

Highlights have been tours to the Great Wall, Tiananmen Square and the Forbidden City. Women’s team members have also developed a taste for hard bargaining in the silk market and we are nearly as proud of our purchases as we are of our Go successes!



We have thoroughly enjoyed ourselves and feel that we have become much stronger — so watch out you British kyu players! ■



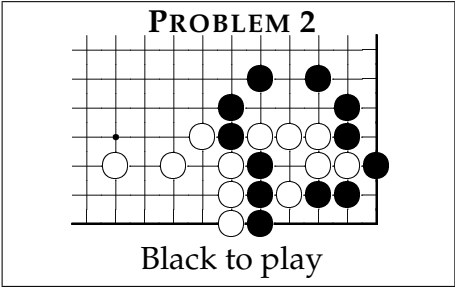
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THOUGHTS FROM THE LAUNDRY ROOM

Martin & Helen Harvey

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There's no better way to play Go than in a tournament – better than on a PC and even better than going to your nearest club.

I wasn't strong enough to play in the WMSG, but did the next-best thing – spent a fortnight with the team. Somehow, I'd managed to wangle a place on 'Staff'. This came with such delights as managing the team laundry – but sharing Helen's free accommodation, as she was playing in the Women's Individual, in the Beijing 2008 Olympic Village enabled us to have an unforgettable Chinese excursion. I thought you might like to share some memories, so here goes.



Dubai

Strange fashions and items (smoking jars etc.) on sale at the airport, where we stopped over briefly each way; took advantage of duty-free scotch as presents on the way out, and a video-recorder on the way back (yes, I now realise it would have been better

to buy it on the way out!); electric taxis zooming among the throngs of passengers, hooting at the latter to get out of the way; insufficient loos; spending Pounds and getting change in Dirhams (about 6 to the Pound). ►

Flights

Emirates Airlines used huge aircraft, with each engine about 5 metres in diameter; plentiful red wine and food; jet-lag; played Tetris on their ICE entertainment system while Helen watched films; followed outside events on the plane's forward and downward cameras.

Visuals

Some team members gave me their photos and videos as backups, so we returned with some 6,500 files (22Gb)!

Go Ceremonies

Whilst our holiday allowance didn't permit our attending either the Opening or Closing Ceremonies, we saw the pictures from team members and the rehearsals for the Closing Ceremony. Much pomp to accompany the impressive ceremonies.

Go

The Village venue was great. Security was very high, such that one had to wear ID cards and have them and belongings scanned when entering the playing building. No mobiles were allowed on in the playing rooms on pain of automatically losing the game. (Of course several phones DID ring, with one person actually taking a call(!) and nobody actually had a loss.) We had the pleasure of meeting up again with some famous people – the Go author James Davies from Japan, and Michael Redmond, USA 9 dan Professional.

Staff duties

Daily team meetings at 9:00 meant early shower at 7:00 for me – Helen got more sleeping time before playing.

Collected and distributed the clean laundry – mainly the team uniform shirts. Collected dirty laundry, ensured items tagged with names, then took laundry to be paid for and cleaned. Took as many photos as possible of GB players in action (people with appropriate passes were allowed in the playing area, but for the first 20 minutes only of each game); transferred my own photos onto laptop; took back-up copies off other team members; passed photos to Toby's PC for use in write-ups as attachments for publicity and to send to Tony Atkins for updating the BGA's WMSG web-site.

Olympic Village

Stayed and played within sight (and 5 minutes' walk) of the National Stadium (better known as the Bird's Nest); all the sleeping apartment towers had large letters on them, for easy directing – we stayed in Block A; guards were on watch round the clock; the playing areas had huge floating balloons and arches outside them.

Performances

Most of us saw many local cultural shows during the evenings. These included men changing faces in the blink of an eye (just how do they do it?), and at the Peking Opera we enjoyed the singing, playing of local musical instruments, and flying acrobats.

Culture

The team's semi-official hangout most nights was one of the local tea houses. Don't panic – we'd not gone tea-total, in fact the Tsingtao beer flowed freely. The staff put on intriguing tea ceremonies for us. Have you heard

about Chinese loos? It's the one part of tradition that's being changed – but not fast enough. Much more tasteful was the joyous tai chi and singing by locals in the parks. It was also

flattering to be accosted by young ladies, whose boyfriends wanted photos of them next to a foreigner! The kiddies' colourful kite-streamers were also a fine sight.



Food

The free hotel food was generally fine. One day we ventured to a famous down-town food area, popular with young folk and foreigners. We were in for a surprise – brave Sue Paterson ate a fried scorpion, which we'd seen wiggling on a skewer beforehand. Also on offer were locusts, grubs and sea-horses. Not our cup of tea! But elsewhere we had dragon fruit, green tangerines (which are orange inside), flower (petal) salad; and even ducks' feet at the most famous Peking Duck restaurant on Tiananmen square; hot rice dishes were one option for breakfasts!

Cost of living

Beer from supermarket was 45p for large bottle; John Gibson's Irish bartering tips enabled Helen and others to buy Go sets and other items at good prices; taxis were about £3 for a 30-min. ride, the very modern and clean underground cost 20p per trip, with buses just 10p; entry fees to attractions were about £5, with evening performances for £5 to £10 and dinners out say £10; there are about 11 Yuan (aka Rembimbi) to the Pound. ►

Drink

Apart from the Tsingtao lager, many tried the charming varieties of local tea – oolong, white chrysanthemums, red jasmine flowers.

Transport

Taxi rides – often without seat-belts – were not for the faint-hearted, bicycles never had lights on and indeed taxis and cars left it very late before putting their own lights on or signalling. There were many suburban motorways, and pedestrians regularly took their lives into their hands when crossing roads; The Metro was clean and very modern, with videos and audio announcements of each station, in Chinese and English; buses were aplenty.

Communications

Had free wi-fi at the Go-playing venue, the Beijing International Conference Centre (BICC), but only very slow Internet, so sending emails took yonks, with surfing not much better. However, you could pay for connection in your room or at the Internet Service Centre.

Weather and smog

We generally enjoyed very good weather – only one lot of rain. The bad side to that is that smog builds up during the sunny days. Just learnt that 'smog' is a 'portmanteau' for the two words of smoke and fog. The smog got bad, but cleared up with rainfall.

Sanitation

Showers drained very slowly; apartment bathrooms smelt a little; street manhole covers sometimes steamed and usually gave a whiff.

People

It was nice for us to meet the Wongs and spend time with them and the Tabors; we also met again the German couple Michael Marz and Manuela (nee Lindemeyer) and their son Ferdinand.

Sight-seeing

We had unmissable tours of the Forbidden City, Great Wall – it really IS as steep as people tell you – and the Ming Tombs. We also visited the Heavenly Temple, Lama Temple, Summer Palace, Bei Hai Park, Tiananmen Square,

Yuanmingyuan Park (Old Palace), and of course the Olympic Park. There, we enjoyed the Bird's Nest and the mannequins sporting all the costumes worn at the Olympic ceremonies, and the Water Cube – although dealing with the aggressive touts for the latter wasn't an enjoyable experience. All this sight-seeing – on top of the Go concerns (not to mention staying up far too late in the Tea House) – meant for 15 very busy days. We seem to have slept a lot since returning to Manchester!

Postcards

Sent 17, as you don't often get news and stamps from China!

Thank You

To:

- IMSA for arranging the games;
- China and Beijing for being such great hosts;
- the IGF and Chinese Weiqi Association for their organising the Go event;
- the BGA for all their arranging;
- Winton Capital Management for generous sponsorship;
- Toby Manning for all his constant work for the team both before (aided by Jon Diamond), at and after the event;
- Felicity for supporting Toby throughout;
- Ron Bell, who committed nearly all his time to taking photos for the team, liaising with Toby and sending info back to Tony for the BGA website;
- those people who took purchased items back for others who'd used up their flight weight allowances;
- those who turned up for the daily meetings (especially if we had clean clothing for them to collect);
- those who kept up with the group, when we were moving somewhere en masse;
- the people who turned up at our regular rendezvous spots on time (those who didn't know who they are ...);
- the people who took photos and gave them to me to collate/back up;
- Jon Diamond and Tony Atkins for sending out innumerable Press Releases;
- Tony Atkins for his tireless and prompt updating of the BGA's WMSG website pages;
- the People's Bank of China for their hosting the first Sino-European Friendship match and providing a splendid banquet;
- Vanessa Wong for spearheading the Ladies team to their impressive quarter-final spot;
- Vanessa's parents Rose and Julius, for all their help for the team and Toby, sorting out Chinese trips, meals, finding a guide for us and other arrangements;
- Piers Shepperson for bringing and teaching us his "Frank's Zoo" card game (To Ed: not sure about whether this should be thanks though ...);

and, of course, to the ladies at the Tea House!

Apologies to any others I've temporarily forgotten!

To summarise, we took back many great memories. We'd happily visit China again. We look forward to the WMSG in 2012. It looks like there'll be one, and maybe somewhere other than London, so this time we'll save up some holidays, just in case! ■

WMSG RESULTS

Jon Diamond

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All the results are in the Preliminary Groups prior to the Knock-Out stage, except for the Women's Team, who reached their quarter finals.

The grouping system was designed to avoid players from the same country playing each other, so was necessarily complex: not all groups were the same size, nor was the number of games per group consistent either. In total there were 88 players in the Women's Individual, 184 Men, 98 in the Open, 24 Women's Teams, 39 Men's Teams and 38 Mixed Pairs. The competitions are presented in chronological order, team results are given in board order.

Men's Individual (4th - 8th October)

Gold	Kang Dong-Yoon (Korea)
Silver	Park Jung-Sang (Korea)
Bronze	Li Zhe (China)

Matthew Macfadyen: 5 wins from 6 games, 2nd=, beating Finland, Germany, Czech Republic, Netherlands, Denmark; losing to Korea.

Failed to qualify for Knock-Out stage on second level tie-breaker.

Jonathan Chin: 3 wins, 9th=, beating Belarus, Mexico, Israel; losing to China Taipei, Azerbaijan, Hungary.

Piers Shepperson: 3 wins, 9th=, beating Azerbaijan, Slovakia, Sweden; losing to USA, Netherlands, Israel.

Simon Shiu: 2 wins, 17th=, beating Belgium, Costa Rica; losing to China Hong Kong, New Zealand, Finland, France.

Paul Tabor: 2 wins, 15th=, beating Spain, Portugal; losing to China Macau, Australia, Bosnia and Herzegovina, Switzerland.

Women's Individual (5th - 9th October)

Gold	Song Ronghui (China)
Silver	Lee Min-Jin (Korea)
Bronze	Park Ji-Eun (Korea)

Sue Paterson: 3 wins from 7 games, 12th=, beating Ukraine, Thailand, Serbia; losing to Hungary, Australia, Poland, China Hong Kong.

Maria Tabor: 3 wins, 11th=, beating Finland, Bulgaria, Netherlands; losing to Slovakia, Ukraine, Hungary, Canada.

Helen Harvey: 2 wins, 19th=, beating Belarus, Bulgaria; losing to Poland, Russia, Canada, New Zealand, Spain.

Open Individual (6th - 10th October)

Gold Jo Tae-Won (North Korea)
Silver Ham Young-Woo (Korea)
Bronze Lee Yong-Hee (Korea)

Matthew Cocks: 3 wins from 7 games, 14th=, beating South Africa, Ireland, Czech Republic; losing to China twice, Ukraine, Germany.

Tony Goddard: 3 wins, 13th=, beating China Macau, New Zealand, Slovakia; losing to Netherlands, Germany, Norway, Spain.

Women's Teams (11th - 15th October)

Gold China
Silver Korea
Bronze Japan

Great Britain: 4 wins from 7 matches, 4th= in a group of 12, beating Slovakia 2:1, Argentina 3:0, France 2:1, Hungary 2:1; losing to Australia 0:3, China Taipei 0:3, China 0:3.

Losing in the Quarter Final to Korea 0:3.

[Individual scores: Vanessa Wong 4; Alison Bexfield 3 and Natasha Regan 2]

Men's Teams (13th - 17th October)

Gold Korea
Silver China
Bronze Japan

Great Britain: 3 wins from 7 matches, 11th= in a group of 19, beating Portugal 5:0, Argentina 4:1, Belgium 3:2; losing to China Taipei 0:5, Germany 2:3, China Macau 1:4, France 0:5.

[Individual scores: Tony Goddard 3; Alex Selby 3; Alex Rix 2; Jon Diamond 4 and John Hobson 3]

Mixed Pair Go (13th - 17th October)

Gold Fan Weijing & Hang Yizhong (China)
Silver Hsieh Yi-Min & Chou Chun-Hsun (China Taipei)
Bronze Lee Ha-Jin & On So-Jin (Korea)

Matthew Macfadyen & Kirsty Healey: 4 wins from 7 games, 4th out of a group of 8, beating Argentina, Finland, Italy, Belarus; losing to Korea, North Korea, Russia.

Go Medals Table

Country	Gold	Silver	Bronze	Total	All Sports
China	3	1	1	5	26
Korea	2	4	3	9	9
North Korea	1	0	0	1	1
Chinese Taipei	0	1	0	1	1
Japan	0	0	2	2	2

APPEAL

FROM THE BGA SUNSHINE HOME

Blacky is one of the fortunate stones. He was found languishing in the corner of a dark and dingy pub and mistakenly identified from that game with M&M's[®]. Luckily the Sunshine Home heard of his plight and have given him a good home.

Most people do not realise the hardships often endured by Go stones.

Many owners, rather than keep their stones in the comfort of their own bowls and lids, let their Go Stones wander all over the place. No wonder that these 'latchkey' stones go missing.

The lucky ones end up in other owner's bowls, or even get to take part in the counting of an adjacent game. The unlucky ones of this gregarious species are doomed for a solitary life far removed from their natural habitat on the Go board.

Then there are the indignities that are often inflicted on Go stones.

There are those owners who cruelly bang their stones down on the board or rattle them together in their hands. Do such owners not realise that other owners notice such mistreatment.

Some owners specialize in keeping stones in overcrowded conditions (called Dangos), or leave their stones to spend entire games in pointless positions (empty triangles and such like). The Sunshine Home encourages owners to shape up and look after their stones.

Then there are those owners who prematurely try to mix the different variety of stones on the Go board. Owners need to be educated that the white and black stones are two distinct species, and while they may make eyes at each other they do not interbreed. If an owner really wants to keep both species in a confined space then there are times and methodologies for doing this. Stones that are not given enough of their own space or feel they are outnumbered by the other species often do not thrive and so end up departing the scene.

Of course there are exceptions to the above, and experienced 'stonedologists' know when and where to break the rules. When an owner is a relative novice however then we implore them to learn good stone husbandry first.

The Sunshine Home appeals to all owners that the next time they play Go to treat their stones well and to look after them. Remember a happy stone has a happy owner.



HOLIDAY IN JAPAN

Neil Moffatt

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In mid-April this year, I had the good fortune to travel to Japan for a 17 day holiday. My good friend Yuka Sato, now a resident in Saitama, near Tokyo, but formerly a friend in Cardiff, was my escort for the Tokyo end of my trip.

She met me at the airport on a day of almost constant rain and heavy cloud cover. Fortunately, this was the last substantial rain I was to encounter.

A few days later, whilst in a district of Tokyo, whose name, alas, eludes me, Yuka pointed to the sign of an Igo club. We had no time to visit then, but I came back on my own a day or two later. And of course could not find it. So I asked lots of people and eventually journeyed to the 10th floor of a building where I found a few players busy playing in a room with around 30 Go boards on tables.

Whilst there, I played a lady who was a little weaker than my 5k, whom I was able to beat relatively easily.

This was not the case with my next opponent, a 5 Dan, even bearing in mind the likely reality that grades in Japan are inflated 2 or 3 stones higher than their European counterparts.

However, before my inevitable resignation, I was able to exert significant pressure on two of his groups, stretched as he was in countering my 5 stone handicap.

I was made to feel reasonably welcome, but my efforts at conversation in my limited Japanese were mostly ignored.



The serious demeanour of senior Go players in Japan, I was to discover, differed somewhat from the overtly friendly and courteous manner of the Japanese people in general. Indeed, the gentle friendliness of the Japanese was one of the lasting memories of my holiday, and would readily draw me back to Japan in the future.

I travelled on Shinkansen – the bullet train – to Kyoto. I was initially suspicious that I was being duped about the famed speed of the train – surely it was too smooth to be travelling that fast? But a close inspection of the pace with which the outside scenery shot past confirmed the bullet status of the train.

On my first day in Kyoto, I believe I walked for around 8 hours, revelling in the many sights and tastes of this famous city. ►

At the end of this marathon day of exercise, I eventually found the Igo salon in central Tokyo, very close to the main station.

Which reminds me to tell you that this station is like no other station I have ever seen. Not only does it contain 31 restaurants and a 10 storey department store within its vast structure, but it just looks fabulous in its open architecture.



Whilst I was content to watch the solitary game being played at 9pm in this little salon of about 8 boards, the owner, [see photo on inner rear cover] had other ideas. In the few words he spoke to me, I learnt that he was Shodan, and that I was therefore to take 2 stones handicap.

So I was duly chuffed to play a solid fighting game, read accurately for a change, and win by resignation. The next game was even, but I prevailed again, by resignation. I declined the offer to take white, preferring instead to leave with a 100% record intact against this perfect stereotype of a Japanese senior citizen.

During my subsequent travels, I saw this advertising board in a subway.

You would rarely see the equivalent Chess advert in the UK.



My travels took me to Hiroshima, Nara, and back to Tokyo, and to a place called Arawa, near Saitama. It was the home of Yuka's friend Aya, and the location of a final Igo salon. This was the most friendly – I was even given a fan and sweets as I played against another Dan player.

My style of play was commented upon, and all deemed me to be Dan level. Now it just might be that I was concentrating better than normally, but I am fairly entrenched at the 5k level in the UK, so feel again that the Japanese do indeed exaggerate their grades. But for the amateur, it is a game and pastime, so why not enjoy it with an elevated sense of prowess? ■

You can read the full story with more photos at <http://tinyurl.com/5awr83> [22mb download] and move up to Neil's home page; excellent website.

Tony Atkins adds that the subway advert is for: Sunshine City Igo Salon (a large shopping complex near Ikebukuro in Tokyo).

MEMBERSHIP REMINDER

BGA membership runs on an annual basis, based on quarter start dates. Whilst most members do run on calendar years, have you checked yours?

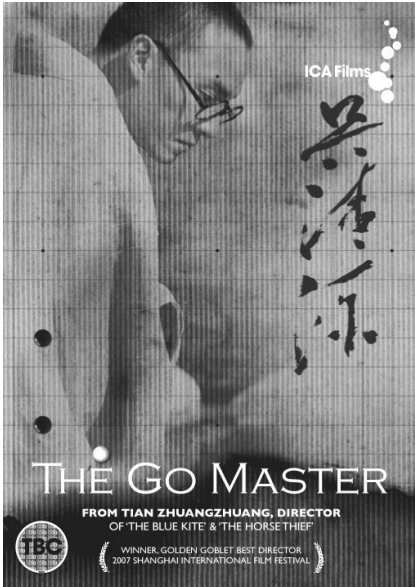
Are your details up-to-date? Contact mem@britgo.org.

DVD REVIEW: THE GO MASTER

Sandy Taylor

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The Go Master is a 2006 film from director Tian Zhuangzhuang about the life of Go prodigy Wu Qingyuan, better known to the Western world as Go Seigen. The film has recently been released on DVD.



Watching the film, I wasn't at all sure what to expect, but it certainly didn't disappoint. From the very beginning the scenes are beautifully constructed images of Japan's culture, even as the viewer is thrown in at the deep end of the plot. Two tense Go players meet and sit to play a game, and the viewer has set off on their journey through Go Seigen's life.

The plot documents the life of Go Seigen. Go as a game hardly features at all, ultimately being so central to Go Seigen's story that it is hardly worth including. The film is about the Go

Master, not where he put the stones on the board! Games of Go are naturally important in many scenes, but are never the focus. Attention is instead drawn to Go Seigen's composure and indomitability; even as Kitani collapses coughing up blood in front of him, his attention never wavers from the board.

Readers may ask how a film about Go Seigen could leave Go as just a backdrop. After all, Go Seigen was responsible for some of the greatest ever revolutions in Go theory, and has made a massive contribution to Go theory as a whole. It is almost surprising to watch a film that focuses on his humanity. I certainly hadn't previously thought of Go Seigen spending a quiet evening reading the newspaper in his conservatory, an activity that even I can enjoy!

The answer is that, unexpectedly, the most interesting part of the film is the detail it goes into regarding Go Seigen's avoidance of Go. Assuming the film is reasonably accurate in its portrayal of events, Go Seigen's life was fascinatingly varied, even including an extended period in his prime during which he didn't play Go at all! It can be quite difficult to find information about Go players, so an entire film devoted to the life of one of the most famous is an unusual opportunity.

The Go Master covers the politics and challenges of Go Seigen's life, mostly over the course of his path to domination over professional Go. Within the first few scenes Go Seigen is shown beginning to make his first waves in the waters of professional

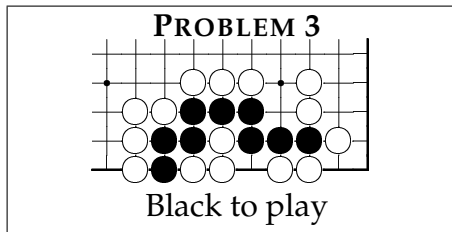
Go. His tengen based fuseki is something immediately new and unusual, and from this point on the viewer is as surprised at his actions as the Japanese Go world on the screen.

The Go Master is made up mostly of short clips, moving photographs that describe specific situations from Go Seigen's life. These range from the powerful and dramatic down to the mundane and saddening. A scene showing the 'Atomic Bomb Game' played in Hiroshima just as the bomb was dropped appears amongst mundane scenes of Go Seigen conversing with friends. There are sad depictions of Go Seigen's decline in health due to tuberculosis, but also scenes of happiness, surprise and drama. None of these elements are overplayed though and the film retains a good balance of themes to keep the viewer interested.

As a film, The Go Master is very well made and produced. It puts across

a great deal of information about both Go Seigen and what surrounded him during his life, whilst remaining interesting throughout. There is tension and interest in the events in the film, but this is created by worry for the characters themselves rather than exactly what they are doing. The Go Master is a film about people, and not ultimately about Go.

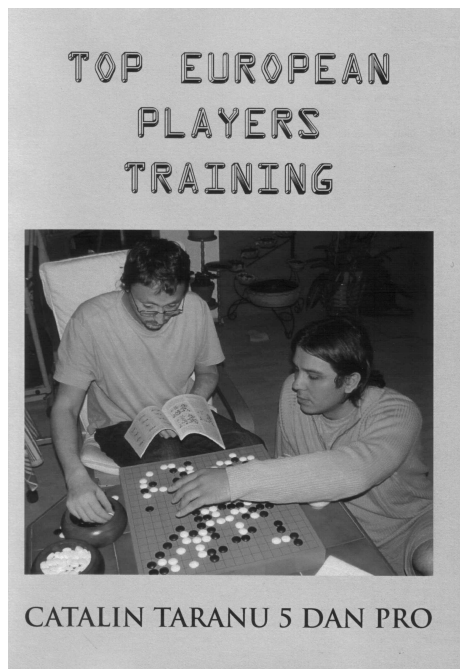
The Go Master is likely to appeal as a film to anyone with any interest in Japanese culture, the history of Go, and Go Seigen himself. My own interest in this era of Go history was enough to keep me interested throughout, but would not have been had I approached the film looking for an epic about the game of Go or about Go Seigen's games. I definitely recommend the film to anyone not sure about the content, as its beautiful camerawork and skilful directing alone are probably enough to sustain an interest in the content. ■



BOOK REVIEW: TOP PLAYERS TRAINING

Tony Atkins

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Catalin Taranu is another one of those authors I know, but only a very recent addition to the list, as this is his first book. Some of you will remember him from Canterbury EGC in 1992, when he was 5d. Since then he studied Go in Japan, entered the professional ranks and rose to 5p. He is now back in his native Romania, teaching and playing Go around Europe. There is a group of strong European players who have also studied Go in Japan, but not

made pro. Five of these (Pop, Hora, Mero, Nechanicky and Silt) came together with Catalin for a weekend of study at the home of Vladimir Danek in Prague. The idea came from Jana Hricova and the book is published by PromoGo, the Czech Go promotion group that she started.

Over the weekend the players studied professional games together and played a series of games for analysis, with the idea of raising their standard to meet the challenge coming from Korea and elsewhere. The book contains 13 such games, with analysis by Catalin. Each has a good number of figures and diagrams, but the whole book only has 68 pages so is quite expensive for its length. However if you like to study games, then it must be beneficial to study these top Europeans; finding out how they think and why they are so much better than us; without the problem of professional games that can be analysed at too high a level.

The front cover shows the author seated on the floor going over a game from Go World with Christian Pop. The rear cover shows Pop and Ondrej Silt undertaking a different form of training on exercise machines. As the book says for good performance in tough games also physical strength is necessary.

The book is available from the BGA Book Seller (code ZEPT) at £12. ■

AN OUTRAGEOUS 5 STONE GAME

Ian Davis

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The following game was between James and James, but they've asked for their surnames to be withheld.

However, I can reveal that one of the players is the same James who featured in BGJ 144.

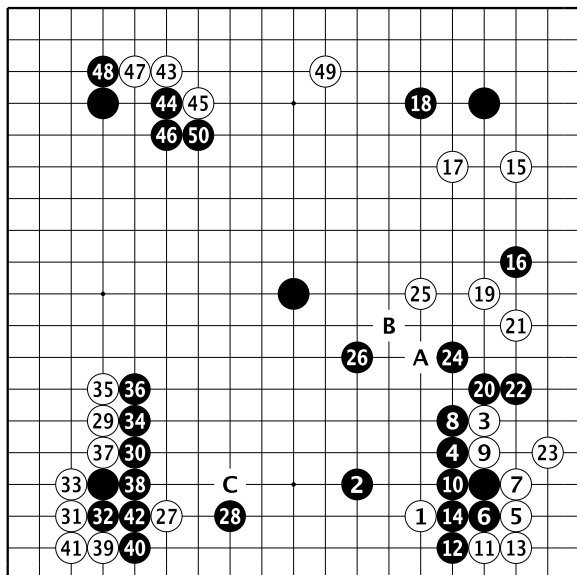


Figure 1 - Moves 1 to 50

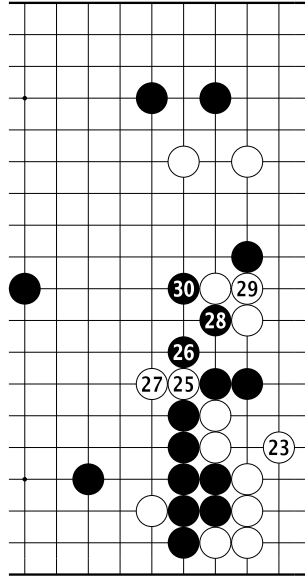
⑧ was originally played at ⑩, but after a severe reprimand an undo was played.

⑲ is an overplay, do not be attracted by the star points.

⑳ and ㉒ were good punishments, but ㉔ felt like it had been washed in mild green Fairy Liquid™. White cannot cut here without damaging his own side. If Black wanted to safeguard the cut then at least a keima¹ at A was better.

¹knight's move

If 24 weren't played and White were to try the cut, this would activate the aji in his own side. Connecting with 29 is so painful for him. The result here is clear. White's side is pressed down, while Black's potential is expanded.

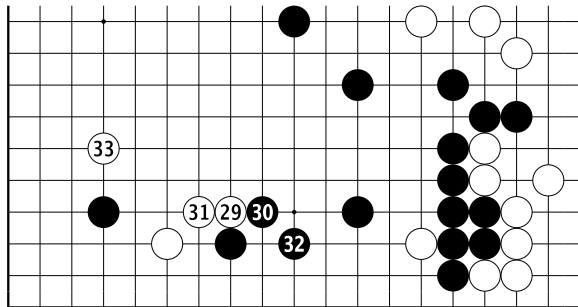


26 again a keima at B was better here.

42 Black commented that he was unhappy with the aji remaining in his lower side, and refused to admit that around 70 points rested within the walls.

However the joseki choice was clearly favourable to Black, so perhaps attaching to 28, at C, with 29 would have been a better choice.

If Black chooses the normal joseki, he ends up overconcentrated.



49 seems suspiciously far, but 50 helped removed the aji White left behind, making it more awkward to invade.

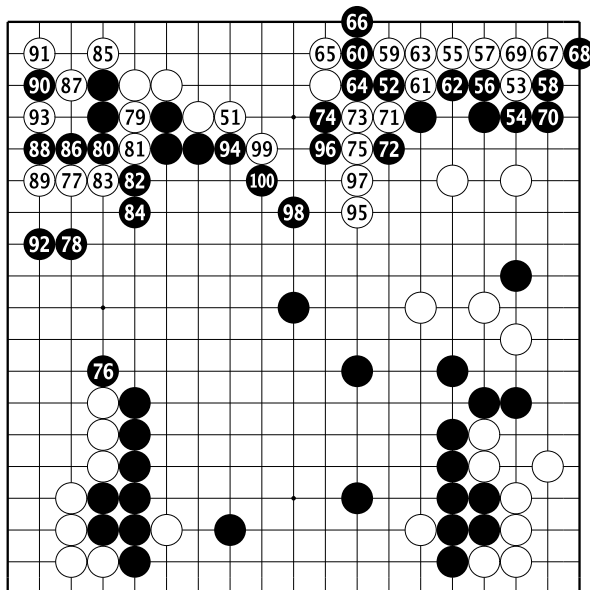


Figure 2 - Moves 51 to 100

⑤③ beginning a Roundhead sequence².

⑥⑦ following the advice of "Conceited proverbs for White"³: "When nothing works, fake a ko."

⑥⑧ taking the offered stone ⑤③ was correct, this would prevent White from setting up a capturing race later.

⑦② Black claimed to have read out the ladder here, but he failed to notice that ⑦① will be in atari when it is played out.

⑦⑧ offering White some chances in the push and cut lines to come, better ⑥⑥ at once.

⑥⑥ Incorrect - Black had to block White's hane ⑥⑤.

⑥② Black could have considered connecting here at ⑥③, pushing up his liberty count to four. But in the game he began a good sequence, taking sente to seal off his single territory.

²The Cavaliers were unsuccessful, despite their 'dashing plays', but the Roundheads, despite their blunt plays, were successful.

³<http://senseis.xmp.net/?ConceitedProverbsForWhite>

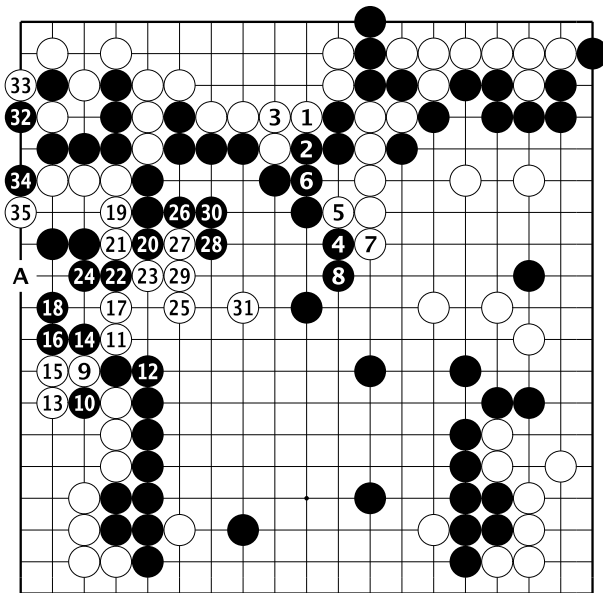


Figure 3 - Moves 101 to 135

- ⑩ there is some aji on top, but nothing seems to work for Black.
- ⑪ despite the graveyards on the top side, White (no time to count) still felt he needed more.
- ⑫ the wrong empty triangle, better ⑬ to eliminate the suggestion of aji.
- ⑭ fear, Black should live at once with A, White's floating group is in no position to do anything other than die.
- ⑮ Black begins a sequence which erases the chance to make life for his group.
- ⑯ Black correctly resigned after seeing this move. White still has the two big yose hane on the lower side. The central white group will still die, but Black will now need to capture it. ■

SUPERKO'S KITTENS

Geoff Kaniuk

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In the previous British Go Journal (BGJ 145 Summer 2008) Toby Manning, reporting on the triple ko incident at Durham, gave full marks to the organisers for awarding a jigo as a "... pragmatic, sensible result, even if it was against the rules." Now I have no problem with the result given — after all the Tournament Director's decision is final! However I think we would be taking a backward step if we retreat into previous rulesets as soon as we encounter a difficulty.

One of the strong points about the AGA rules is the way it handles player disputes. In essence, players must play out any disputed situation until it is resolved. If they cannot resolve the dispute, then all stones are deemed alive. I believe that by applying these ideas to the superko problem we can obtain a satisfactory outcome. In this article I will give my own opinion on how to resolve the problem.

The AGA rules are clear: You must not *play* a stone which creates a board position that *you* created on an earlier play. So the only time a dispute can arise is when Black, say, claims that White has played a stone to repeat the board position, but White denies this. If there is no game record and the players cannot reconstruct the game, then there is a dispute about the facts and there is no proof of any violation.

In this case the players have no other recourse but to call the referee (whom I shall call Reff). We are now outside the framework of the AGA rule set because the players cannot agree that the previous move was illegal. We can also encounter the situation where the players are just confused and think they may have repeated

the board position and call Reff for advice. So how does Reff set about resolving the dispute or shedding light on confusion?

First of all, Reff should try to get the players to agree some basic facts: what *exactly* is the position giving rise to the issue, who is to play next, and what is the questionable play. Note that I use the word 'play' rather than 'move' — it is always legal to pass under AGA, and *move* means play or pass.

If we can achieve the above agreement, then since we know the play under question, the players ought to be able to unwind it. I hope no one thinks I am being deliberately unkind here, for *obviously* to unwind a play, you just remove it from the board. True, but don't forget to replace any stones that were captured by the play!

Once the move is unwound, you may find that the players are then able to unwind a further move, and with some coaxing it may be possible for the players to unwind the entire sequence to an agreed earlier starting point. This is always worth trying!

If this happens Reff's job is done and the players can now resolve the situation by themselves, within the framework of the AGA rules. In this case I would recommend that the players just continue from the agreed starting point without having to pay any pass stone penalty. I would also recommend that the players now record the game move by move lest they fall into the same trap.

Let us consider some examples. I have chosen just three to illustrate some aspects of the superko rule that we may not have encountered

in actual tournament play. In this article I will consider the simple 'send two, return one' problem, then in subsequent journals consider how one can repeat the board position without repeating the starting play and finally the dreaded triple ko.

White really wants to win so 1 and 2 are not acceptable. The only hope is a resumption with the possibility that Black makes a mistake in the ensuing play, so they agree to resume with Black to play while Reff watches and records.

Scene 1

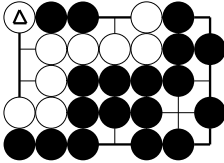


Diagram 1

Diagram 1 shows what at first sight looks like bent four in the corner, but with one more internal liberty. This creature is found lurking in Harry Fearnley's bestiary¹.

The players have reached the position shown in Diagram 1; White has just played \triangle and Black thinks that this is a repeat board position created by White, who doesn't believe it. Neither player agrees to any reconstruction of an earlier position. Since the players have reached an impasse, Reff has offered them the following options:

1. The game is voided — meaning that it is treated as never having happened, the players are each given a bye for the round. They *could* be paired in the next round, if there is one..
2. The game is stopped and all stones are treated as live.
3. The players resume with Black to play.

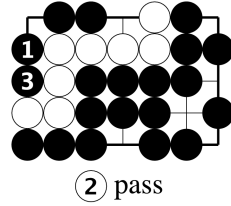


Diagram 1.1

Black plays 1, capturing \triangle from Diagram 1. White has no useful move, so passes. Black now legitimately ataris with 3.

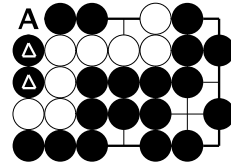


Diagram 1.2

Diagram 1.2 shows the resulting position. It is natural for White to capture the triangled stones by playing at A, but if he does so ...

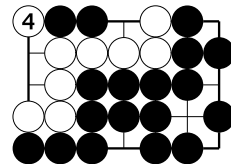


Diagram 1.3

... we get the board position in Diagram 1.3 created by White. This

¹<http://www.goban.demon.co.uk/go/bestiary/molasses.ko.html>

is the same as the position created when White played the triangled stone in Diagram 1! White cannot answer Black's atari at ③ and so must accept that the group can be captured.

Scene 1 Conclusion

We have shown a superko situation which is not the usual ko position. One may ask how Diagram 1 came about — why and when did White first play the triangled stone? There are many possible answers of course, which I leave as an exercise for the reader. One answer is that White intended to play the 1-2 point but blundered and played 1-1 instead. Why should White be able to argue for a jigo in the face of such a blunder?

Scene 2

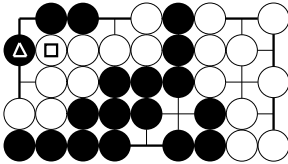


Diagram 2

In this example, the game in Diagram 2 has just had the exchange ▲ for ◻. With 4 points of territory, White was expecting Black to pass. However, Black is one point behind, so plays atari with ①.

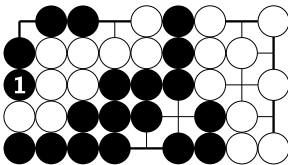


Diagram 2.1

White of course captures at ②.

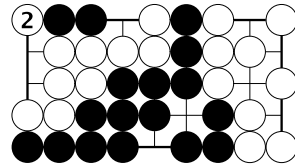


Diagram 2.2

Black now captures at ③.

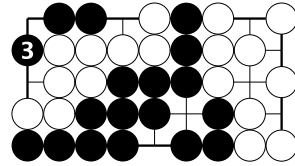


Diagram 2.3

The sharp reader will notice that this position is exactly the same as in the starting diagram, Diagram 2, so may wonder if this is a superko violation. However the starting diagram was created by White, but this diagram is created by Black, so this is a legal play! White has no useful move, so passes handing Black a pass stone — remember that a pass is always legal. Black however cannot play at A because that *would* repeat Diagram 2.1 which was created by Black.

So Black passes, handing over a pass stone. The players agree that the top left is seki with an eye point so Black has three points of territory and White four. However White must pass last handing Black a further pass stone and consequently the game ends with an equal score.

Scene 2 Conclusion

There was no need to call Reff in this game, but it is possible that Diagram 2.3 may have triggered a question. If Reff was consulted, then an explanation of the superko rule requiring the *same* player to re-create the position with a *play* should suffice.

AU STATUS SOLUTION

Tim Hunt

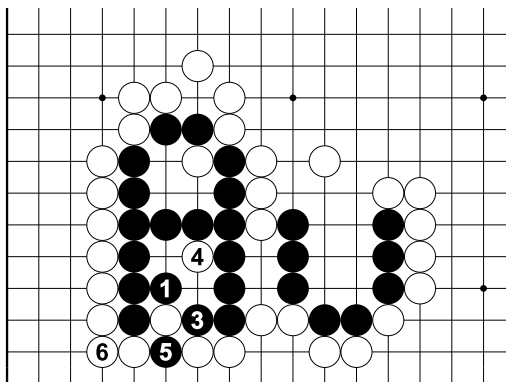
T.J.Hunt@open.ac.uk

This analysis uses ideas from 'Eyespace Values in Go' by Howard A. Landman¹, a paper that will probably appeal to Go players of a more mathematical bent.

However, the explanation below should make sense to non-mathematical Go players.

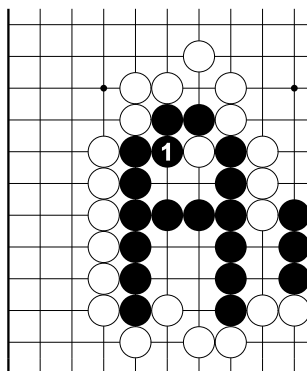
The position has three areas of eye-space that can be considered independently:

The bottom of the 'A' is half an eye. That is, if White plays first, there is no eye here, while if Black plays first, then there is one eye. Is there really no chance for Black to get more than one eye here? No, as diagram 1 shows.



② pass.

Diagram 2 shows that the top of the 'A' turns out to be three-quarters of an eye. That is, if White plays first, at ①, there is no eye here; but if Black plays first, he can get one and a half eyes.

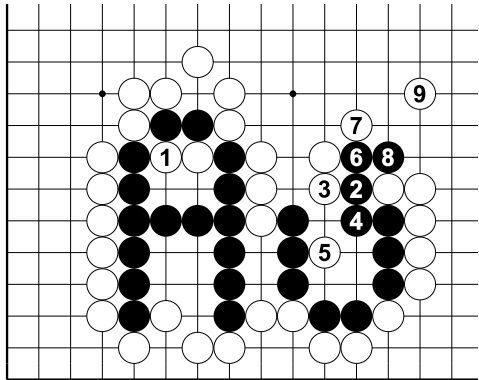


¹<http://tinyurl.com/3qw39x>

Already, this is enough to solve the position if Black plays first: If Black turns the three-quarters of an eye into one and a half eyes then, with the addition of the half eye below, this is two eyes, and so alive.

The situation is more complicated if White plays first. White had better do something in the 'A' to stop black living. It is always better to play in three-quarters of an eye than in half an eye, so White should play at ①. Then the question is, can Black do enough with the 'u' to live. Black needs to make an eye in sente here, then go back and convert the half eye to a full eye. I believe that there is no way for Black to do this, but there are a number of interesting lines to consider and I am not able to present a complete analysis.

Diagram 3 shows just one representative line. Go problem aficionados may like to determine whether a black stone at ⑨ in this diagram, or on another nearby point, would affect the status of the original position.



THE BGA ANALYST

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David Ward would like to remind the membership of the analysis service available to members.

ANSWER TO PHOTO QUIZ 145

John Barrs was the founding father of British Go. He was the first British dan player and received a shodan certificate from the Nihon Ki-in. The certificate has taken pride of place in the BGA archive since his death in 1971.

SIDEWAYS LOOKING PERSONS



Benjamin Franklin experiments
with Lightning Go

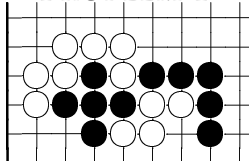
HISTORY QUESTION

The last time a British team visited China was in 1979 when they were pictured on the cover of the BGJ #46, a whole 100 editions ago, playing Go on the Great Wall. It is good to see a repeat.

What card game, much loved by BGA members, did they discover and bring back to Britain?

Again, apparently a new card game has returned with this year's squad.

PROBLEM 4



Black to play

10 YEARS AGO

Tony Atkins

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September started as normal with the Northern at Allen Hall in Manchester. However it was a week later than usual and unusually included a Special General Meeting to change the BGA constitution. The tournament was won by Michael Zhang from London. The tenth Milton Keynes was won by Des Cann; in a side room Matthew Macfadyen won the third and deciding game of the British Championship against Edmund Shaw. Matthew however lost at Shrewsbury to Simon Shiu, but won the Wessex at Marlborough and tournament at Swindon. Francis Roads won the Three Peaks and Tony Atkins won the West Surrey Handicap.

The London Open at Highbury featured three strong women: Guo Juan, Liu Yajie and Nam Chihyoung. Guo won the tournament by winning the final against Lee Hyuk. Liu Yajie was in the middle of a three month teaching visit to the UK. Nam Chihyoung was visiting the event from Korea, researching for a magazine article. A strong Victor Chow from South Africa won the Lightning Tournament.

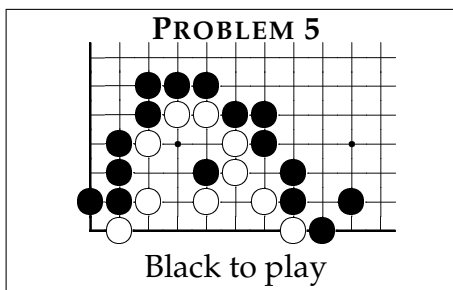
The European Fujitsu Cup was in Amsterdam and was won by ex-

Chinese pro Guo Juan. She beat Catalin Taranu, 3p, in the final. The losing semi-finalists were Hans Pietsch and Christoph Gerlach.

Helen Harvey was our representative at the Women's World Amateur in Yokohama in November. She won three games to place 12th. The following week at the Pair Go in Tokyo we were represented by Sue Paterson and Des Cann. It was the last year before Swiss system came in and they lost to a strong Japanese pair in round one. They then entered the special handicap group which also featured Tony Atkins playing as a special guest.

The Ing Computer Goe Championships were held in Hendon in North London and 17 programs took part. David Fotland's *Many Faces of Go* won on tie-break from the Chinese program *Wulu*.

In Japan, Cho Chikun beat O Rissei to win the Meijin; O beat Yamada in the Oza. Kobayashi Koichi was also doing well winning the Tengen against Kudo and becoming the Kisei Challenger. Korean titles were still dominated by Cho Hoon-hyun and Yi Chang-Ho. Ma won the Chinese Mingren and Zhang Wendong won the first Chinese Kisei.



BGA OFFICIALS

The administrative body of the British Go Association is the BGA Council. The Honorary President, Honorary Secretary and Honorary Treasurer, are elected by AGM and become ex-officio Council members. Five other Council members are also elected and further members may be co-opted by Council. In addition the AGM appoints an Auditor. The Council also creates a number of committees and appoints a chairman and members to each.

At the AGM in 2008, Edwin Brady succeeded Stephen Bashforth as secretary. Joss Wright was elected to Council, while Fred Holroyd and Tim Hunt stood down after several years service. Toby Manning was co-opted in April 2008. Council would like to thank Stephen, Fred and Tim for their work for the BGA.

The current list of Council members, Committees and Officials is given below. Full and up to date details, including full contact information and job descriptions of all committee members, can be found on the BGA web site, at <http://www.britgo.org/officers/>.

Council

President	Ron Bell	president@britgo.org
Treasurer	Steve Bailey	treasurer@britgo.org
Secretary	Edwin Brady	secretary@britgo.org
Council Members	Brian Brunswick	council-brunswick@britgo.org
	Anna Griffiths	council-griffiths@britgo.org
	Geoff Kaniuk	council-kaniuk@britgo.org
	Xinyi Lu	council-lu@britgo.org
	Toby Manning	council-manning@britgo.org
	Joss Wright	council-wright@britgo.org

Other officials

Membership Secretary	Phil Beck	mem@britgo.org
Book Seller	Gerry Mills	bga-books@britgo.org
Journal Editor	Barry Chandler	journal@britgo.org
Auditor	Alison Bexfield	auditor@britgo.org

Committees

Book Seller's Steve Bailey (booksellers-chair@britgo.org),
Gerry Mills, Bob Bagot, David Hall.

Clubs and Membership Anna Griffiths (clubs-mem-chair@britgo.org),
Xinyi Lu (*assistant chair*), Phil Beck, Edwin Brady, John O'Donnell, Gerry Mills, Robin Hobbes, Jenny Radcliffe, Toby Manning, Geoff Kaniuk, Tony Atkins, Paul Margetts, John Gibson.

External Relations Toby Manning (external-chair@britgo.org),
Peter Wendes, Sheila Wendes, Les Bock, Adam Atkinson, Paul Smith.

Journal and Newsletter Edwin Brady (journal-chair@britgo.org),
Barry Chandler, Jil Segerman, Ron Bell, Jon Diamond, Tony Atkins, Steve Bailey, Stephen Bashforth.

Player Development Brian Brunswick (player-devel-chair@britgo.org),
Tony Atkins, David Ward, Matthew Macfadyen, Tim Hunt, Peter Wendes, Geoff Kaniuk.

Tournaments Geoff Kaniuk (tournaments-chair@britgo.org),
Tony Atkins, Steve Bailey, Stuart Barthrtopp, Jim Clare.

Website Joss Wright (web-site-chair@britgo.org),
Anna Griffiths, Brian Brunswick, Tony Atkins, Jon Diamond, Ian Davis, Jochen Fassbender, Dave Denholm.

World Mind Sports Games Toby Manning (wmsg-chair@britgo.org),
Jon Diamond, Ron Bell.

Youth Toby Manning (youth-chair@britgo.org),
Peter Wendes, Ron Bell, Tony Atkins, Sue Paterson, Ian Davis, Alex Selby, Neil Moffatt, Bob Bagot, Jenny Radcliffe, Mike Lynn, Tony Atkins, Peter Wendes, Francis Roads.

USEFUL WEB AND EMAIL ADDRESSES

Journal comments and contributions: journal@britgo.org

Email for advertising related matters: advertising@britgo.org

Email for general BGA enquiries: bga@britgo.org

BGA website: <http://www.britgo.org/>
specifically <http://www.britgo.org/bgj/recent.html>
for links to current issue .sgf files.

BGA email list: gotalk@britgo.org
used for general discussion and announcements - control from:
<http://three.pairlist.net/mailman/listinfo/gotalk>

For discussion of how the BGA operates: bga-policy@britgo.org
<http://two.pairlist.net/mailman/listinfo/bga-policy>

Newsletter Distribution contact: SGBailey@iee.org

BGA Tournament Day mobile: 07506 555 366.

UK CLUBS LIST

The up-to-date clubs list, with a map of the UK, many 'phone and email contacts, and links to club webpages, is available at:

<http://www.britgo.org/clublist/clubsmap.html>

Please send corrections and all new or amended information to the Journal and Newsletter editors and Website maintainer via club-list@britgo.org

Recent changes are at: <http://www.britgo.org/clublist/update.txt> All significant changes between full lists will be published here.

The previous full list appeared in BGJ 142.

Please subscribe to the email Newsletter for more frequent updates.

ARUNDEL Sue Paterson's new email address is suepat812@btinternet.com.

BRISTOL now meets at King George VI, Filton Avenue.

CANTERBURY now confirmed as deceased.

EDINBURGH Mondays from 19:00, the Meadows Bar on Buccleuch Street.
Wednesdays from 19:30 in Alan Crowe's flat (1F1) at 34 Haymarket Terrace.

No longer meeting on Thursdays. Web page: www.edinburghgoclub.co.uk.

EPSOM now meeting on Monday or Wednesday, by arrangement.

New web page: <http://www.yuhong.demon.co.uk/egc.html>.

GLENROTHES New go club!

Contact Alan Stewart Tel: 01592 772247. Wednesdays from around 19:00
at 63 Braemar Gardens, Glenrothes, Fife KY6 2RF

Web page: www.glenrothesgoclub.co.uk.

LONDON NW (GREENFORD) sadly ceases to exist.

LONDON (TWICKENHAM) Web page: www.britgo.org/clubs/twick.

NOTTINGHAM UNIVERSITY now meets Tuesday term time at 19:30 in the Trent Building.

OXFORD UNIVERSITY club is no longer meeting regularly.

READING has moved to Eclectic Games, at the base of Thames Tower, 37-45 Station Road, Reading, RG1 1LX (opposite Reading station) where it meets on Mondays (except bank holidays) from 18:30.

SWINDON also meets on Sunday nights in the Beehive on Prospect Hill.