

BRITISH

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Michael Redmond visits the UK



Simultaneous against Cambridge Juniors



Strong Players' Training Weekend

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EXPLANATION OF JAPANESE TERMS

Where space permits, less common terms are explained in footnotes. If no explanation is provided then take a look at:

www.britgo.org/general/definitions

www.britgo.org/bgj/glossary.html

or search senseis.xmp.net/?GoTerms.

Please let the Editor know if the term is still not found. One of the experts can then write an article to explain it ☺

EDITORIAL

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Welcome to the 164th British Go Journal.

This Issue

The highlight of the last few months was the teaching visit by Michael Redmond 9p. There is an article by Toby Manning, who was responsible for the overall organisation of the tour, and one by Francis Roads on the Strong Players' Training Weekend, at which Michael was the trainer this year. Some photographs from the visit are on the front and back covers.

Old Journals

You will find some references to old Journals in this issue – there's some great material in the old Journals and I recommend browsing them. You can find all editions that are more than one year old on the website at www.britgo.org/bgj/bgj, starting with the very first, BGJ 0, in 1967. See also *View From the Top* on page 15 for plans to give members online access to the recent and current editions as well. Printed copies of many (up to BGJ 130) are brought to most tournaments by Tony Atkins or me to be given away (though we do ask in exchange for a small donation to the Castledine-Barnes Trust, which supports youth Go). Contact us if you are after a particular one. For more details on the availability of backnumbers, see www.britgo.org/bgj/backnumbers.

Request for Feedback

In this edition you will find another of our articles for Double-Digit Kyus (DDKs), this time on two useful tesuji – the 'two-stone edge squeeze' and the 'two-stone corner squeeze'. We introduced this series in response to feedback that the Journal needed to provide more material suitable for DDKs. If you are enjoying this series and would like to see more, or for that matter, if we are missing the mark, please drop me a line on the email address above. If you have any suggestions for future topics we should cover, please let me know about those too.

Credits

My grateful thanks to the many people who have helped to produce this Journal:

Articles and Letters: Tony Atkins, Alison Bexfield, Jon Diamond, Fred Holroyd, Tim Hunt, Roger Huyshe, Geoff Kaniuk, Toby Manning, Chris Oliver, Francis Roads, Jil Segerman, David Ward, Nick Wedd, Li Zixiao and our anonymous cartoonist, Sideways-Looking Persons.

Proof-reading: Tony Atkins, Barry Chandler, Martin Harvey, Richard Hunter, Neil Moffatt, Chris Oliver, Isobel Ridley, Edmund Stephen-Smith and Nick Wedd.

Pat Ridley

LETTERS TO THE EDITOR

The Snowball Effect

In a rash moment I thought it might be a good idea to organise the British Open. Before I knew it, I had found a venue, the BGA council had approved it and it had been announced at the 2012 AGM – I was committed to the venture.

In organising the British Open I made the rash comment on the website that it was supported by the Letchworth Go Club. This club had met in the dim and distant past but had been dormant for a considerable number of years. I was approached by some local players, asking where this club met. Before I knew it, I had committed to restarting the Letchworth Go Club.

While planning the re-launch of the club, I explored grants available from the local council and local heritage foundation. Finding there was only one day left to submit a grant application for the next awarding committee, I hastily filled out an application form. I reasoned a grant was more likely if we also started a Junior Chess and Go club, so this was added in to the planning. I was awarded a grant for start up equipment (chess sets and demonstration boards), which also includes some conditions around the junior club. I was committed to launching two new clubs.

At this point I had to confess to the family what I had done. Fortunately they have been very understanding and are supporting the new ventures. We will now have to see if these clubs are successful.

The moral of this story – do not hesitate, organise a major Go congress in your area and Go clubs will sprout

up like mushrooms around the country. The wiser owl (your spouse or partner) might advise – be very careful when you volunteer to run the British Open.

Alison Bexfield

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Tournament Sub-culture

What has happened to the old sub-cultures of British tournaments? Time was when you could easily get games of Pits or Liar Dice going in the pub or restaurant after a hard day's Go playing. Now there seems to be a generation of players who haven't even heard of these once popular activities, let alone know the rules.

And where are all the Go songs, British in origin, but which have now spread to other parts of the world, even Japan? Go songs are still sung regularly at the European and US Go Congresses. The Americans take them rather seriously, with an annual competition for the best new song. But in Britain the custom of singing them after tournaments is being kept alive only at the Isle of Man festival.

There is a link to the rules of Pits on the BGA website (www.britgo.org/links/classic.html) but only historical references to Liar Dice and Go songs. You can find the latter on my own site at www.rodinmusic.co.uk/frwebsite/gosongs/gosongs.htm.

What a shame it would be if these quintessentially British customs were allowed to die!

Francis Roads

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Trigantius – Origins Rediscovered

A few days after the tournament I was back at CBI¹ for one of our usual Friday evening thud and blunder sessions. The café sometimes has Friday events and so we are sent down to the basement. While I am deep in concentration, two new faces manage to find us and, in my peripheral hearing, the usual chat begins as to strength and where the new players come from. Much to my surprise, an American from Kentucky announces he has not played competitively for more than 30 years, but it was he who originated the name of the Cambridge Tournament, and sends his regards to Charles Matthews.

Intrigued, I asked a little more and later googled 'Trigantius latin' to find [BGJ 37, July 1977](#), which gives a short paragraph. Trigantius was a Jesuit priest who might have been the

first Westerner to discover Go, on his travels in Japan. To verify this you will have to refer back to the original Latin text, which apparently can be found in the rare books room in the university library. So thank you Dave Erbach, we are still going!

I share an attributed homespun truth about the game from the same BGJ 37.

Dan player to kyu player: 'Territory is like women – the harder you chase, the less successful you will be'.

And two of my own, both overheard after losses.

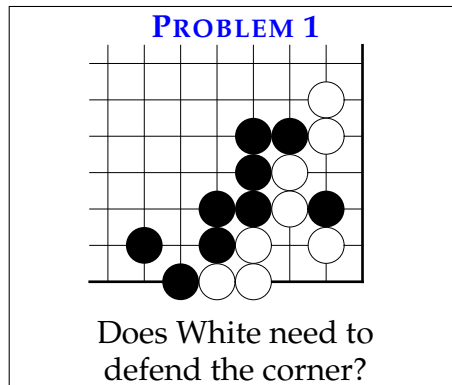
First loser: 'That was the worst game I have ever played'. Winner: 'Don't flatter yourself!'

Second Loser: 'I should have treated his move with mild derision, rather than absolute contempt'.

David Ward

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~ ~ ~



¹The CBI café, where the Cambridge City club meets.

MICHAEL REDMOND'S TEACHING WEEK

Toby Manning

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In December 2011, Tom Urasoe, Overseas Coordinator of the Nihon Ki-in (the Japanese Go association)¹, spoke to the BGA concerning a possible professional visit to the UK. We welcomed the offer and said that, to get maximum benefit, we needed plenty of notice – at least three months and preferably six – and that any professional who came to the UK had to have a reasonable grasp of English.

Further correspondence and discussion took place over the following six months, and a meeting took place at the European Go Congress in Bonn, August 2012.

At this time the BGA proposed the following timetable:

- the visit would take place over about 10 days, covering two weekends;
- during the first weekend there would be training for strong players;
- during the second weekend the professional would attend a tournament taking place in the UK;
- in the intervening week he would visit various clubs within the UK.

The Nihon Ki-in accepted this timetable, and Michael Redmond 9p came to the UK for a week in March/April 2013, with financial support from the Great Britain Sasakawa Foundation².

Michael Redmond

Born in California, his grandparents were British and lived in Birmingham, so Michael visited the UK several times in his youth. Michael learnt to play Go as a child and spent a full year in Japan at age 13, learning the language and going to a Japanese school. One of the conditions was that he returned to the USA, but when he did so it was with a return ticket (bought with money he had saved from living expenses), telling his parents afterwards!

His enthusiasm for Go was clear to everyone.

The Teaching Week Details³

The first event was a training weekend for strong players in Cambridge. Attendance was limited to 20, with playing strengths from 1k to 5d. We asked participants to bring along a game for Michael to comment on: this meant that he could discuss the sort of mistakes commonly made by British amateurs.

While this event was restricted to strong players, the other events were open to all members of the British Go Association.

While Michael was in Cambridge he visited the Cambridge Junior Chess and Go Club. In his two hours there, he spoke to an enthusiastic audience of a dozen youngsters of school age (nine boys and three girls). He gave a talk about how he came to be a professional, and then he played all the children (and one parent) using a mixture of 13x13 and 9x9 boards,

¹www.nihonkiin.or.jp/index-e.htm.

²www.gbsf.org.uk.

³See also the article by Francis Roads on page 10

with handicaps. The handicaps were reasonable and the speed of play was good. He made lots of positive comments, especially to the weaker players. Tom Urasoe gave some gifts to the children, which were very much appreciated.

The second event was at Swindon, where Michael taught 14 players from 10k to 2d. The late afternoon session of simultaneous games was followed by dinner, game analyses and various questions through the evening. The event finished with a game between Michael and a 2d, with commentary as the game progressed and afterwards. Feedback from attendees was very positive.

The third event was at Chester, where there were also 14 attendees, with strengths ranging from 3d to 25k. In the afternoon he reviewed a number of games from records brought by participants and discussed the opening moves of a recent professional game. In the evening he played all the participants, making helpful comments at the end of each game, winning 12 and losing only to Dan Gilder and Helen Harvey.

At Barford (near Leamington) there were 23 participants. Michael gave a lecture based on some of his own games. He was very open and explained his mistakes honestly, and encouraged questions. He talked about using counting in real games and during the second part of the evening he analysed games of various strengths that had been sent in previously.

Mike Lynn did an excellent job with publicity at Leamington, with a report in two local papers, while

Matthew Macfadyen gave a six-minute interview on BBC Coventry and Warwick local radio.

The British Go Congress, held in Stevenage, traditionally starts at about 19:30 on Friday with a Lightning Tournament; then the Main Tournament is on Saturday and Sunday (three games each day). This year the Congress was expanded so that it started on Friday afternoon at 14:00 with a teaching session, when Michael gave a lecture/demonstration to about 30 people.

Michael played simultaneous games against 14 players on the Friday evening, and on the Saturday and Sunday, during the Open, he was kept busy providing comments on participants' games.

For most events, participants were asked to bring along their own games for comment: it was generally thought that people would learn more from this than by playing simultaneous games against Michael.

Also for most events, a laptop plus projector was used, ensuring all participants had a good view. This also meant that records (in SGF format) of the commented games were available for everyone⁴.

Through the week there were opportunities to show Michael some of the tourist sites in the UK. We arranged visits to:

- some of the Colleges of Cambridge University;
- Stonehenge;
- the old Roman city of Chester;
- Warwick Castle.



⁴The records from the Strong Players' weekend can be downloaded from www.britgo.org/node/4231.

Michael had some spare time in London at the start and end of his trip, and he planned to visit some of the city's attractions, including the Tate Gallery.

We were aware that this was a strenuous schedule for Michael, and we hope he did not feel it was too onerous.

Audience Reaction

The feedback received was very positive. Everyone found Michael very friendly and easy to get along with, and it was notable that he was happy to be flexible in how things were arranged.

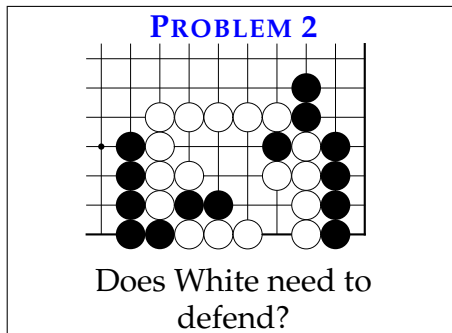
Several participants commented afterwards on the clarity of his

comments and explanations, in which he focussed on the basic principles of good play; this was ideal for the level of his audience.

I would like to thank Paul Smith, Paul Barnard, Roger Huyshe, Martin Harvey, Pat Ridley, Kirsty Healey and Alison Bexfield for assisting in the organisation of this successful visit, and especially the Nihon Ki-in and the Great Britain Sasakawa Foundation for making this visit possible.

Some photographs taken at the various events are on the front and (inside) back covers of the Journal.

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CONSIDERING THE POSITION: PART 6

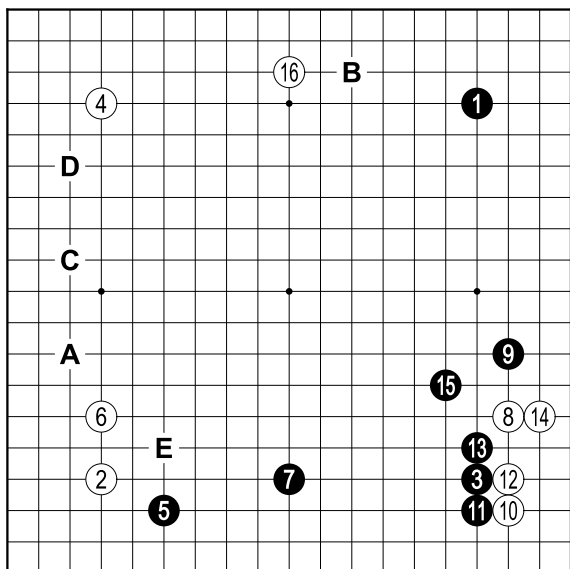
David Ward

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This is the sixth instalment of 'Considering the Position', based on a Chinese translation of a Korean text by Cho Hun Hyun, and in turn translated into English by Li Zixiao ('Purple Cloud', aka Dani Ward).

'(DW)' indicates a comment by me rather than one translated from the book.

The starting position¹



Moves 1 – 16

(DW): I have chosen this position as it involves a very simple starting position and one that many of us will have played before. The basic question Black needs to consider is whether to enlarge his position or keep an eye on the opponent's position.

Here there are five alternatives, A-E, to be considered.

The answers are on page 38.

□

¹The SGF file is at www.britgo.org/files/bjgames/164-considering.sgf.

MICHAEL REDMOND'S TEACHING SESSION

Francis Roads

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It is not often that one's plans are thwarted by a pack of wild dogs. This happened to me at about 08:45 on 31st March, when the train in which I was travelling to Cambridge for the Strong Players' Teaching Session with Michael Redmond 9p slowed to a halt. We were told that the train in front, a Stansted Airport Express, no less, had hit such a pack, and that the remains of the unfortunate dogs had rendered the train's brakes inoperable. My train reversed back to Tottenham, whence I was able to arrange alternative transport which got me to the Doubletree Hotel in Cambridge just in time. Another Go player on the same train was less fortunate.

Attendance had been limited to 20, and the strength range was about 1k to 4d. The policy was to take mainly the strongest currently rated players to apply, plus one or two wild card players at the organiser's discretion. I had been bumped off the previous Strong Players' session, presumably because I hadn't been strong enough then (though I was never told), so I was pleased to be there at all. Perhaps the £60 fee put off some people; there

were quite a few graded below me this time. Organisation, pretty slick I have to say, was by Toby Manning.

Michael Redmond is American by birth, though now resident in Japan. He is the only Western player to have reached the top professional rank. He also happens to be a very good teacher, aided by his native English and understanding of Western Go players' mindsets. Like any good teacher, he had more material available than he was actually going to need. He was able to select from a long list of amateur games emailed in beforehand by participants, a number of his own games, and some by Cho U and Iyama from a recent Kisei tournament.

Michael's teaching style is to go through a game, commenting on the moves and inviting questions and comments from us, aided by a data projector and CGoban 3 software. Thus, like all good lectures, they are interactive, rather than consisting of material which could just as easily have been written down and emailed around. About two-thirds of his time was spent on the amateur games, which I found helpful, as there is plenty of material on professional games available elsewhere. SGF files of the games he used, with comments, are available at www.britgo.org/node/4231.

In many cases, especially when discussing the opening phase, Michael goes into considerable detail about alternative lines currently favoured by professionals. Did you know, for example, that the three main lines of the onadare (big landslide) joseki

are now almost completely out of favour? I have thought for some time that the second player has a poor deal in this joseki, and I was glad to have my opinion confirmed by the professionals. That's the way I look at it, at least.

In some of the professional games Michael set questions; where was the next move? Sometimes he gave us alternatives, A, B and C etc., and sometimes we had the whole board to choose from. These generated much interest and discussion.

There was more such teaching from Michael on the Friday afternoon preceding the British Go Congress at Stevenage, a week later. Michael also gave game reviews between rounds, and here another of his strengths as a teacher became apparent. He is adept at varying the pitch of his comments according to the playing strength of his audience – something which cannot be said of all sensei that I have come across.

The teaching sessions were pretty intensive, with only short breaks for refreshments. I can understand the desire to make as much use of the sensei's time as possible, but as a teacher myself I did wonder whether the 'less is more' principle might have applied here; that if we had had a little

more time to rest our brains, reflect upon and maybe discuss what we had learnt, we might actually have retained more of it.

Another point which occurred to me afterwards was that although I came away feeling that I learnt much about the opening and middle game, and had identified some bad habits that I had fallen into, my yose knowledge had advanced barely at all. This is because many sensei, not only Michael, tend to abandon discussion of an amateur game at some point during the middle game, often when the result is clear, or some gross blunder has occurred. The consequence can be that teaching about the yose phase of amateur games is given short shrift. And which of us does not need to improve our yose?

As always, the teaching weekend was a social occasion as well as a Go-playing one. On the Saturday evening 18 of us, including Michael, sat around a table in a Thai restaurant and made merry. Something similar had happened the preceding evening. If I, like many others, had gone to Cambridge the night before, I might have avoided the wild dogs.

More information about Michael Redmond's visit can be found on page 6.

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Erratum in BGJ 163

Considering The Position: the Contents (page 1) and article (page 22): 'Part 4' should have read 'Part 5'.

SQUEEZE ME

Chris Oliver

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This article, aimed at Double Digit Kyu players (DDKs), looks at two tesuji¹ called the ‘two-stone edge squeeze’ (also known as the ‘tombstone squeeze’) and the ‘two-stone corner squeeze’. Now, having two squeezes got me in trouble once, but understanding these tesuji should stand you in good stead – even if you find it tough to spot opportunities to use them in a real game.

As usual, to follow this you will probably need to play through the sequences on a board or use an `sgf` editor. The SGF file may be found at www.britgo.org/files/bjgames/164-squeeze.sgf.

In Diagram 1 we see the first five moves in the two-stone edge squeeze, with the location of ⑥, which captures the two White stones. The ‘two stones’ referred to in the two-stone edge squeeze are the Black stones at the top, below ⑥.

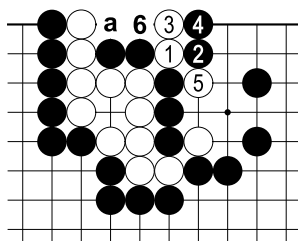


Diagram 1

① stops Black from being able to put the White group in atari by playing at ‘a’, as this would allow White to immediately capture the Black stones by playing at 6.

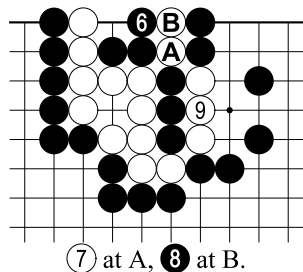


Diagram 2

This sequence includes the throw-in, ⑦ – a technique which was covered in the previous article in this series. White’s use of sacrifice and throw-in in this tesuji here is excellent – exploiting the cutting point at ① to it’s fullest and forcing Black to make a very bad shape.

In the conclusion of this sequence, White wins the capturing race by a single liberty, and after ⑬, Black should realise that there is no chance to save these stones. In fact, if he has seen this tesuji before, he should play ④ at ⑤ in Diagram 1 above, accepting that White will live and limiting his loss to two stones.

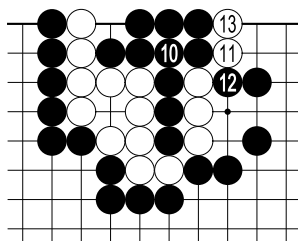


Diagram 3

The ‘two-stone corner squeeze’ is a variation on the two-stone edge squeeze. As an exercise, you may wish to try to set out the starting position of Diagram 4 and try to read how the ‘squeeze’ will be played out.

¹A ‘clever move’ or ‘skillful tactical move’.

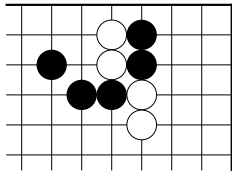


Diagram 4

The principle is the same, and the execution is very similar – but differs in that White can make use of two different edges of the board. A minor difference with the two-stone corner squeeze is that the two black stones in the very corner are immediately short of liberties – this makes life a little easier for White, especially with the relatively weak white groups shown here.

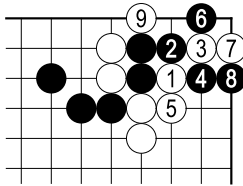


Diagram 5

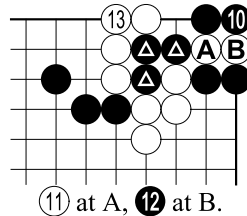


Diagram 6

After ⑬, Black should again realise that the game is up. A limited set of circumstances on the right may allow Black to connect the corner group to friendly stones, but the three stones (marked with triangles) cannot be saved, and White will be able to connect both of the white groups shown here. It is likely that White will capture all of the black stones in the corner.

In real life, opportunities to deploy these techniques are harder to spot than you might expect.

A genuine example is shown in Diagram 7 and following diagrams, and is taken from a Dutch Championship game between Herman Hiddema (4d) and Andreas Drost (4d).

Can you see which black group White can target here?

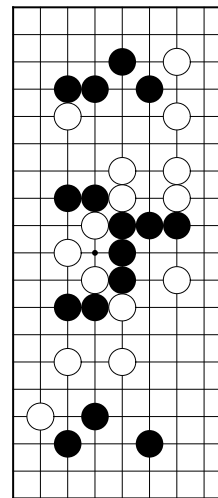


Diagram 7



White (Herman Hiddema) targets the isolated two-stone Black group on the left side, and sets up the two-stone edge tesuji.

The continuation in Diagrams 8 and 9 should now appear familiar, and all that remained for Hiddema was to close off the potential escape routes at the side, as shown in Diagram 10 below.

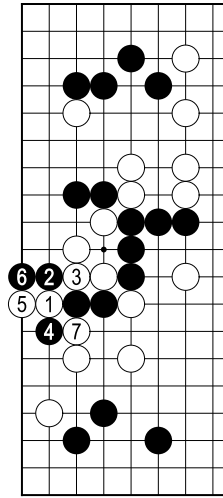
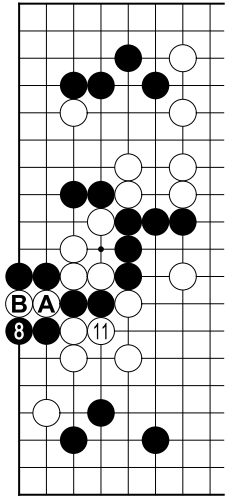


Diagram 8



⑨ at A, ⑩ at B.
Diagram 9

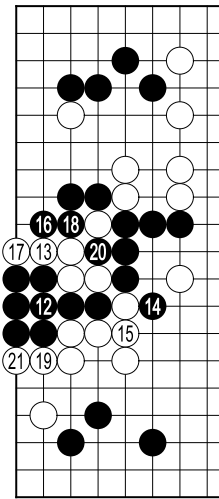


Diagram 10

The completion of the sequence.

Both ⑳ and ㉑ make captures. After ㉑, the action moves elsewhere, and Drost resigned 35 moves later.

Credits

Diagrams 1-3 are reproduced from or based on content on the Sensei's Library page 'Two-Stone Edge Squeeze' – senseis.xmp.net/?TwoStoneEdgeSqueeze.

Diagrams 4-6 are reproduced from or based on content on the Sensei's Library page 'Two-Stone Corner Squeeze' – senseis.xmp.net/?TwoStoneCornerSqueeze.

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My thanks to Sensei's Library, Yee Fan (a.k.a. Unkx80), and 'tapir' for their assistance with the licencing of the content.

VIEW FROM THE TOP

Jon Diamond

president@britgo.org



Michael Redmond's recent visit turned out to be the most successful professional visit to the UK. He visited more clubs and played and taught more players than anyone else has done before, so we hope he'll come back again soon!

Thanks should go to Toby Manning, who organised the whole trip, and all the other local organisers that ensured its success. We also thank the Nihon Ki-in for organising Michael's time and travel expenses, with the Sasekawa Foundation providing some of the funding, and of course Michael himself!

Next year's British Open is confirmed to be held at Butlins in Bognor Regis from Friday 28th to Sunday 30th March, in parallel with the European Youth Go Championship, which we will be hosting. So now we need to raise the number of our young players to provide a decent playing show, as well as good tournament organisation. Over to you ...

You may have noticed some changes to our comprehensive website recently. These were in preparation for launching a Members Only area, which debuts on 1st August.

In this area we'll be providing online access to the last year's British Go Journals, in addition to the SGFs for games and problems from recent BGJs that are already accessible. Further added-value items that we develop will typically be available here, rather than to the world.

We're also taking this opportunity to hide a number of items from non-members which we think should be part of the value of being a member. These include some organisational stuff such as Organisers' Material, our Policies, Council minutes and Accounts (for the first time).

However, more noticeable will be the fact that we're making our UK rating list members access only. Of course, we're aware that the same information, although in not such a useful format, is available from the EGF site. In future you'll have to log in to our site to view our list.

Paul Barnard will shortly be emailing out to every member their user name and password (not unique ones though). If he doesn't have your email address, or it's out of date, then this is the time for you to tell him the correct one!

Finally, congratulation to the two Andrews for coming top in the Challengers League. Andrew Kay will defend his title as British Champion against Andrew Simons this Autumn.

□

BGA NEWSLETTER NO. 190

Jil Segerman

newsletter@britgo.org

The next Newsletter will be distributed by email. The deadline for contributions is 3rd August; please send them to the email address above. If your email address has changed, please advise the Membership Secretary on mem@britgo.org.

IN BRIEF

For the full set of news items from the last three months see the BGA News Pages: www.britgo.org/views/newsletterfull. If you prefer to scan the headlines and pick-and-choose what to read, see www.britgo.org/views/news, which covers the last twelve months.

- **European Youth Go Championship:** The BGA is to run the European Youth Go Championship 2014. It is being held on the weekend of 28th to 31st March 2014 at Butlin's in Bognor Regis, West Sussex. Young players from all over Europe are expected to attend and compete in three age categories. BGA members will be able to join the weekend, as the British Go Congress is to be run alongside.
- **Twitter:** Jonathan Green has taken over responsibility for monitoring and administering our britgo Twitter account.
- **Pandanet Go European Team Captain:** Chris Bryant has become captain of our team in the Pandanet Go European Team Championship.
- **Youth Teacher:** Roger Huyshe now organises online teaching sessions for promising junior players.
- **Junior Web Site Editor:** Martin Harvey now edits the junior section of the web site.

FUTURE EVENTS

For July to December, the Tournament Calendar (www.britgo.org/tournaments) features:

Milton Keynes, Saturday 6th July

Mind Sports Olympiad, London, Saturday 17th – Friday 25th August

– **MSO Small Board**, Saturday 24th August

– **MSO Open**, Sunday 25th August

Isle of Man Go Festival, Port Erin, Sunday 18th – Friday 23rd August

Northern, Stockport, Sunday 1st September

Cornwall, Penzance, Saturday 14th – Sunday 15th September

Shropshire, Hinstock, Saturday 21st September

Swindon, Sunday 29th September

East Midlands – not yet decided

International Teams, Sunday 13th October

Belfast, Saturday 26th – Sunday 27th October

Wessex, Sunday 27th October

Three Peaks, Grange-over-Sands, Saturday 16th – Sunday 17th November
Coventry – not yet decided
Edinburgh – not yet decided
London Open, Saturday 28th – Tuesday 31st December

CLUB CHANGES

These are the latest changes to the clubs on the BGA web-pages. This updates the complete list in BGJ 162 and changes in BGJ 163.

Brighton: now meets at 20:00 on Tuesday evenings at The Southover Pub, Southover St., BN2 9UF, near Queens Park. Local parking is free after 20:00.

Nottingham: meetings are on:

- Tuesday, the day before the first Wednesday of the month;
- second Wednesday of the month;
- Thursday, the day after the third Wednesday of the month;
- the fourth Wednesday of the month.

Seaford: new club, meeting on the last Thursday in the month, 19:00-21:30, at 149 Princess Drive, BN25 2QT. Please phone Keith Osborne, 01323 492158, before coming.

Swansea: not currently meeting.

For many months there has been no active Go club in East Sussex, but now there are three places where you can get a game. The Brighton and Seaford clubs are listed above. Also there is the 'Brighton Abstract Strategy Gamers' which is not affiliated to the BGA. According to their website, www.meetup.com/Brighton-Abstract-Strategy-Gamers, they play various abstract games. Some of the members already play Go and some others would like to learn.

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MISSING A ROUND IN THE BAR

Geoff Kaniuk

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Missing your round in the bar can have dire consequences, both in your social life and in the life of tournament Go. If a strong player above the bar misses a round, the effects can vary wildly, depending on which round is missed.

Dropping the last round when you are so far ahead that you win the tournament, even if you lose your last game, is taboo. It deprives the remaining finalists of the experience of playing the leader, and perhaps even more importantly, affects the second and third positions via the tie-breaks that will probably need to be deployed. However there are always exceptions, and any organiser would consider allowing it only for the most serious of external reasons.

A possibly more common incident is a strong player, 'Amelia', 7d, missing the first round because of transport problems. For some tournaments like the European Go Congress and the London Open, EGF rules expressly state that players above the bar cannot miss a round. The British Championships rules also insist that all players commit to playing all rounds in the various qualifying events. For other tournaments this gives the organiser, 'Otto', a dilemma, as he feels nervous about asking Amelia to play at 3d when the bar is at 4d.

In a three-round event with eight players above the bar, exactly one of the eight will have won all three games: it can't be Amelia, so where's the problem? In a four-round tournament you need 16

players above the bar to guarantee a unique winner, and in five rounds you need 32.

As Ian Davis has pointed out¹, things go seriously awry when the range of players above the bar is too wide, so there is usually a much smaller bar population than the ideal – between five and ten, as recommended by the BGA for a four-round event, for example. This is not enough for a unique winner, and by the end of the tournament Otto may have several players on the same top McMahon score, all of whom have won just three of the games they played. This group could include Amelia – and that is where the problem lies.

The result has to be decided by tie-break, and the most commonly used one is SOS. But how can one get a good SOS by missing a round? The SOS for a player is the sum for each round of the opponent's McMahon score, except that where there was no opponent for a particular round, we use the players own *initial* McMahon score instead. The SOS penalty for missing a round is therefore not as bad as one might think.

Many of our events are three rounds, where there is no problem, but 42% of our tournaments in 2012 were more than three rounds, so this issue does not fade away. I was able to construct a pairing where Amelia misses the start of a four-round tournament and goes on to win the SOS tie-break because of the following circumstances. By the end of round three there is only one player, 'Dustin', on three wins; Amelia and

¹BJG 162, Winter 2012-13

five others above the bar have two wins, but she is chosen to get drawn up. All Dustin's opponents have done poorly, mostly losing every game after playing him. But Amelia's opponents do well and generally win after losing to her. She beats Dustin in the final round to level on McMahon score. She picks up Dustin's McMahon score to add to her own SOS, and squeaks through to win by just one SOS point! If you want to see the full details of my contrived tournament, please email me and I will send you the results.

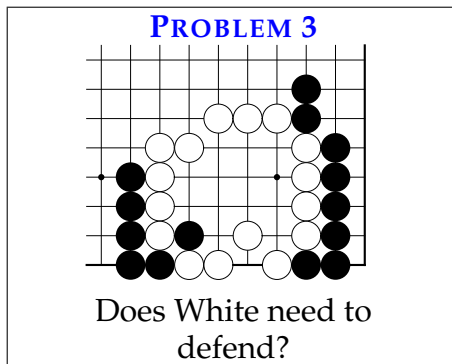
Is it fair that everyone else plays four games, but Amelia only plays three and yet wins? Furthermore, the downside for Otto is that although he now has a unique winner, he also has three runners-up on the same McMahon score and the same SOS as well. He only bought three prizes!

My personal view is that the default position should be: players above the bar are not allowed to miss rounds. In Amelia's case, if the tournament schedule allowed it, I would consider letting her game start late, with her opponent's agreement of course.

After the Oxford tournament, Nick Wedd asked a question about this and I discovered that our normal tournament rules do not mention the issue. Subsequently, the British Go Association has recognising the dilemma placed on organisers and introduced² a more relaxed form of the rule:

'A player who would qualify to win a tournament through the normal BGA rules must have played every round in the tournament. Players who miss rounds but qualify for prizes can still gain them at the discretion of the tournament organiser.'

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²Section MISSING ROUNDS in www.britgo.org/rules/approved

COLLECTING GO XVII: CLUB NEWSLETTERS

Tony Atkins

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Back in the 1970s and 1980s, before the advent of the Internet, one of the main ways Go clubs kept in contact with their members was through a newsletter. Production of these usually relied on a keen editor, and those who had one ran for many editions.

Nottingham Go News had already had two editions when I took over as editor in 1981. The first edition was hand-written by the club committee and featured the smash-glass cartoon copied from [BGJ 49](#), a drawing of The Go Club Groupies, letters, teaching material and a free game record sheet. The second edition was also A4 and was mostly a reprint of the latest edition of *Go Tutor*¹.



From edition three, I switched to A5 booklet format and introduced text printed on the latest computer technology. It also included a special supplement on Go nomenclature and had the club's shield and motto ('Cut First - Think Later') on the back.

By edition six, use of Letraset transfers improved the titles; murky photos appeared too and my last edition (number 10) contained a profile of my Go career to date.

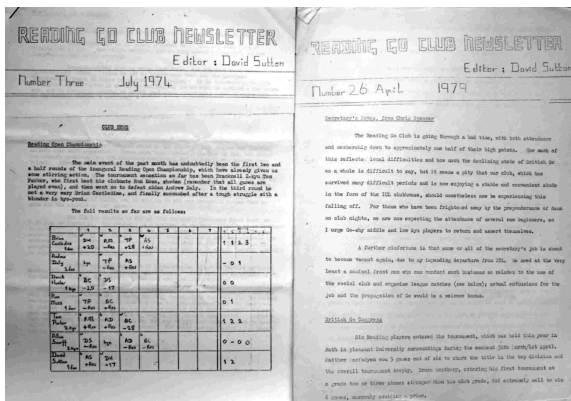
Mentioning '18 Lambolle Place' will bring back happy memories for some. This was the address in NW3 of the London Go Centre, which ran from 29th March 1975 until 31st October 1978. Issue two of its newsletter wishes the centre members 'A Me-ari Xmas and a Hamete New Year'. Later editions were A5 booklets, mostly giving details of forthcoming events and courses, but also tournament and book news. It reported on birthday parties, professional visits and the London Open, until issue 19 reported the imminent closure of the centre for financial reasons.

From January 1978 the *CLGC Newsletter* became the source of news about Go in London, with a very similar booklet giving news of the Central London Go Club meetings at the King's Head, Swinton Street (near King's Cross). By July 1980 they had settled down in Covent Garden (at the Intervarsity Club) and the newsletter continued at least until 1992.



¹ A BGA publication designed to help the novice. It was reproduced in BGJs [113](#) to [132](#).

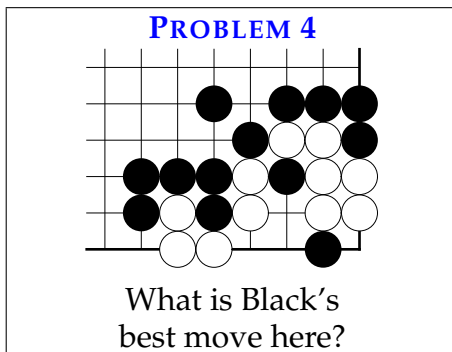
Reading Go Club Newsletter was edited for many years by David Sutton. Edition two from June 1974, within its four A4 pages, talks about the *Open Door* programme on the BBC, has news, a Go problem and one of the Reading Go Poems.



Often there was a cross-table of results from the Reading Open Championship or another event on the front page, and sometimes a game record pasted in, together with the latest news and ladder positions. The last edition I have is number 26 from April 1979 and it had stopped long before I arrived in Reading in 1984.

Other clubs have produced newsletters, such as *Tesuji* from Cambridge University and Cambridge Go Clubs, the *Chess and Go Newsletter* from the Cambridge Juniors and the intriguingly named *Swingoclep* from Swindon.

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PROFILE: ROGER HUYSHE

Roger Huyshe

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Roger was elected to Council at the British Go Congress in April.

This was, of course, after the conventional but slimly-documented BGA arm-twisting process.

I first encountered Go in my gap year at work, where I was writing bits of the operating system for the long-defunct mainframe computer company English Electric-Leo-Marconi. I was struck by the novelty of the game and immediately went to the limit of my teenage budget and constructed a board, drilled with 361 pinholes, with coloured drawing pins for stones.

With less than a dozen games of Go under my belt I took up Bridge instead at university, but returned to Go a few years later. I founded the Corby Go Club, moved to Manchester, where I became the Secretary of the Manchester Go Club, and reached a weak 1k grade. Marriage, children and other hobbies intervened, and although I occasionally looked at Go books, that was it for some 30 years.

I had always valued in Go both the friendly community and the mental challenge from the huge range of strategic concepts. So, come retirement from a varied life in I.T., I thought it would be fun to make one more push – from my supposed 1k level – and reach shodan. Big shock. Even after getting back into practice, I was just 5k. In my absence, somebody had moved the goalposts – as seems quite clear from anecdotes, player graphs and Toby Manning's earlier BGI article *Why am I getting weaker?*¹

It has also been a surprise – after my 30-year gap – to find so many of the faces unchanged and the BGA membership at its lowest level since records began. This despite the evidence from the website of a huge amount of effort and professionalism from those running the BGA. No doubt we have to blame the Internet and other competition for people's time, but I'll see what I can contribute on this front.

I have found tournaments a joy, particularly the two-day ones, which allow more time for socialising and local exploring. I recently took over the small Shropshire tournament and hope to quietly develop that as an attraction for kyu players and Stacey points².

As far as Council goes, I have now taken on the roles of online Youth Tutor and DDK support, and I chair the Player Development Committee.

¹BGI 155, page 16.

²Refers to the Stacey Grand Prix – see www.britgo.org/hof/stacey.html.

PROFILE: FRED HOLROYD

Fred Holroyd

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Fred was elected to Council (for his second spell) at the British Go Congress in April. Fred is Chairman of the Tournaments Committee.

Although I was born in Scotland, I spent most of my childhood in Africa, my parents being in the Colonial Civil Service. Though I don't really mind the cold, I still find British winters ridiculously dark. Still, the London Open always cheers things up a bit.

I think I first encountered Go in the early 1970s. Roy Nelson and I started a club at the Open University, Milton

Keynes, in about 1978 as I recall, which, as 'The OU and Milton Keynes Go Club', is still afloat.

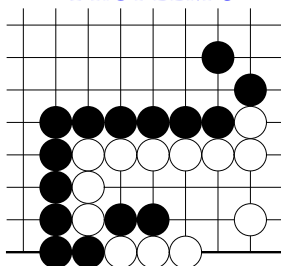
I was Minutes Secretary of the BGA for three years between the 2004 and 2007 AGMs, and edited Issue 152 of the Journal in 2010.

My first and only job, from which I recently retired, was as a mathematician at the aforesaid OU. I'm still an Honorary Visitor at this excellent institution. Currently I have the (probably) completely mad self-imposed task of proving that something that was proved in the 80s not to be provable, actually is provably provable (if you see what I mean). Maybe my re-election to the BGA Council will cure me of this!

Up until 2005, the OU had maths summer schools and I always brought along a set or two, introducing Go to several good people over the years.

A variable player, I seem to have peaked at 2k in 2001 and been wandering in the 5k-8k region in recent years. I no longer possess the hat in the photo. If anyone has picked it up at a tournament since 2009 or so, please let me know...

PROBLEM 5



Does White need to defend the corner?

UK NEWS

Tony Atkins

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Welwyn Garden City

Twenty-six players attended the third Welwyn Garden City Go Tournament, held in the Bridge room of the Gosling Stadium, on 23rd February. Prizes were again awarded by Barbara Kime from the Bridge Club, who this year protested at the lack of female players. With a surprise win over Andrew Simons (4d Cambridge) in round three, the tournament winner was Michael Webster (1d London). Also on three wins was Michael Charles (1k St Albans). Prizes were also given to those with two wins: Andrew Simons, David Ward (2d Cambridge), Francis Roads (1d Wanstead), Chris Hodge (1k St Albans), Simon Bexfield (1k Letchworth), Stephen Bailey (4k West Surrey), Geoff Kaniuk (4k Cambridge), Richard Mullens (5k London City), Patrick Batty (6k London) and David Lorking (6k Billericay). Afterwards several of the players joined Derrick and Barbara Kime, and organiser John Collins, for a meal at the Chinese Buffet in the centre of town.

players attended the Cambridge Trigantius at Parkside Community College on 9th March. Andrew Simons (3d Cambridge) was again the winner. This time he beat the new organiser, David Ward (2d Cambridge) in the last round. Equal second with David was local student Jamie Taylor (1d Cambridge University), a former under-18 champion. Tim Hunt (2d Milton Keynes) also won two to come fourth. Two local students, Tom Eccles (5k Cambridge University) and Joe He (9k Cambridge University) won all three games and they, and all those on two wins, were rewarded with prizes.



Megan Davies-Wykes vs. Geoff Kaniuk at the Trigantius

Trigantius

Despite the venue having staffing problems that caused a late change from the Sunday to the Saturday, forty

British Youth

The 2013 British Youth Go Championship on 17th March attracted 27 competitors aged from 7 to 18, with strengths from 37k to 1d.

Table 1 – Winners and Runners-up in the British Youth Go Championship

U18:	Tian-Ren Chen (Loughborough)	Matei Mandache (Loughborough)
U16:	Melchior Chui (Cambridge)	Peran Truscott (Cambridge)
U14:	Hasan Nisar (Aston)	Hugh Banes (Bloxham)
U12:	Dylan Zhu-Dong (Leamington)	Max Kirkham (Bloxham)
U10:	Oscar Selby (Epsom)	Anthony Ghica (Newmarket)
U8:	Edmund Smith (Cambridge)	Margot Selby (Epsom)

The kind hosts this year were King Edward VI School, Aston, Birmingham. The organisers would also like to express their gratitude to the Castledine-Barnes Trust for facilitating the entry of certain players.

The best player was again Tian-Ren Chen (1d) from Loughborough who retained the youth title, beating schoolmate Matei Mandache (5k) into second. Loughborough School was again the winner of the Castledine Trophy beating Aston 2-1. The Best Primary School was newcomer Sandilands from South Manchester.

Those not winning age group prizes could also win prizes for handicap games. Winning four games each were Lydia Adissu (Sandilands), Adam Zanan (Aston) and Colin Putman (Swindon); with three each: Andrew Coles (Loughborough), Robbie Jesson (Sandilands) and Ibraheem Hussain (Aston). The Fighting Spirit prize-winner was Lucas Gray (Sandilands), with a special prize being awarded to Hugh Banes. As usual there were Go puzzles, with all answers correct from Edmund Smith (Cambridge), Colin Putman and Thomas Meehan (Solihull).

British Congress

The British Go Congress was held on the weekend of 5th to 7th April. This year it was held in the Cromwell Hotel in the very pleasant old town area of Stevenage, with the first spring sunshine to warm players if they explored outside. It was organised by Alison and Simon Bexfield from the nearby Letchworth Club, who gave all players name badges with cryptic

symbols, according to a code which had to be solved. The event was sponsored by Puzzle Shed and most of the prizes were puzzle Go stones; the major ones being large Go stones consisting of geared plastic elements produced by a 3-D printer and the others being large or small flying Go stones.



**Zebin Du
Winner of the British Open**

Special guest for the weekend was Michael Redmond 9p, the American professional who was concluding his week-long training tour of England¹ (thanks to the Nihon Ki-in and the Sasakawa Foundation). He ran a training session on the Friday afternoon, played simultaneous matches and analysed games throughout the weekend. The special prize for the best move/improver was chosen by Michael to go to young Oscar Selby (12k Epsom).

Oscar also won the British Lightning on the Friday evening with a perfect five wins, including some close handicap victories over dan players. ▷

¹See articles on pages 6 and 10



Prizes from the British Go Congress

Stones made up of three pieces which turn using gears, printed using a 3-D printer

Winning four were Zebin Du, Yuanbo Zhang, Andrew Simons and Paul Barnard (1k Swindon). The weekend also featured the BGA's AGM and a Congress dinner on the Saturday evening.

The main event was the British Open, with 67 players in all taking part. Zebin Du, a Chinese 4d from Nottingham University, won the Open title by winning all six games. Second was Yuanbo Zhang, also 4d, with five wins. A group of 4d players came next with four wins: Andrew Kay (South London), T Mark Hall (Bristol), and Andrew Simons (Cambridge).

Winning five games lower down were Alan Thornton (1k St Albans), Peter Collins (3k Bristol), Peter Harold-Barry (5k St Albans), Andrew Russell (6k Birmingham), Pat Ridley (10k Chester) and Oscar Selby, but prizes were awarded to the winners and runners up of divisions.

The team prize went to Andrew Kay, Andrew Simons and Klaudia Kleczkowska (1k Olsztyn, Poland), whilst the best club team for the Nippon Club Cup was judged to be Epsom. Andrew Simons also won the Stacey Grand Prix for the year with 29 points, second was Toby Manning (2d Leicester) with 26 points and third, Richard Hunter (3d Bristol) with 17. The continuous tournament was won by Roger Daniel (5k London City) and the Congresses Quiz was won by Toby Manning.

International Teams

Cambridge ran away with the Open Division at the Spring London International Teams at the Nippon Club on 14th April. All three members of the team – Andrew Simons (3d), David Ward (2d) and Jonathan Chin (2d) – won all three games. The South London Go Club won a very closely contested Handicap Division by their match result against second placed Twickenham. Ryohei Oda (18k CLGC/Amigo) came within a point of winning all three games, leaving match organiser Jonathan Turner (1d Tfl) to overcome handicaps of six, seven and eight stones to be the only player in that division to win all his games.

Birmingham

The first Birmingham Tournament since 2002 was held on 20th April at Newman House, the University of Birmingham Catholic Chaplaincy. There were 38 entrants from many areas of the UK, including Scotland. Andrew Simons (4d) from Cambridge won the tournament, beating Andrew Kay (4d South London), Martha McGill (1d Edinburgh) and Toby Manning (2d Leicester). Other notable performances were by Patrick Batty (6k London) and Anthony Pitchford (11k Chester) who both won all three games,

Table 2 – Division Prizewinners at the British Open

Div 1 (1-3d): Christian Scarff (1d Swindon)	Harry Fearnley (2d Oxford)
Div 2 (1-4k): Alan Thornton (1k St Albans)	Peter Collins (3k Bristol)
Div 3 (5-8k): Peter Harold-Barry (5k St Albans)	Andrew Russell (6k Birmingham)
Div 4 (9-12k): Patrick Ridley (10k Chester)	Oscar Selby (12k Epsom)
Div 5 (13k+): Luis Sousa (14k London City)	Kathleen Timmins (13k Shrewsbury)

and Oscar Selby (10k Epsom) and Faisal Mahmood (5k Birmingham), who jointly won the 13x13 side event.

Bar-Low

Fourteen players attended the 2013 Cambridge Bar-Low at its usual venue of the Junior Parlour, Whewell's Court, opposite Trinity gatehouse, on 5th May. Mike Cockburn (1k St Albans) won the tournament again, 12 years after he previously won it; he scored an unbeaten five wins. Prizes were also awarded to Roger Daniel (5k London) for four wins and to Richard Mullens (5k London City), third by tie-break, with three wins.

Candidates

The Candidates' Tournament, the first stage in the British Championship, was held for the first time in Edinburgh, to allow more Scottish players to take part. Indeed there were 23 participants, including more women and more Scottish players than ever before. The venue was the Edinburgh University Students' Association buildings in the old part of the city.

The British Champion, Andrew Kay (4d Cambridge), requested to take part, despite by the rules being guaranteed a place in the Challengers' League, and convincingly won the event, for the third year running. The two players qualifying for the

Challengers' League on five wins were Des Cann (4d) and Matt Crosby (3d Edinburgh). Those on four wins qualifying were Tim Hunt (2d Milton Keynes), Andrew Simons (4d Cambridge University), Boris Mitrovic (1k Edinburgh), Alex Kent (2d Durham) and Alex Rix (2d Central London). Richard Hunter (3d Bristol) would have been first reserve, but declined his place, allowing Francis Roads (2d Wanstead) to be reserve again.

Bracknell

Jon Diamond regained the Bracknell title after a four-year gap. Jon (4d) beat Sandy Taylor (2d Bristol) in the last round on 12th May to win the 38-player event, held as usual in the Woollahill Community Centre in Wokingham. The only other player to win all three was young Oscar Selby (11k Epsom), but some others with two wins were rewarded with prizes too. Oscar also won the 13x13. Wanstead won the team prize, which included retaining the Broken Go Stone Trophy for the Thames Valley Go League. The Go problem-solving prize was won by Malcolm Walker (7k) and there was a difficult Go number quiz to keep players amused. The caption contest was won by Tony Atkins, who thought that watching a game with your right foot on a chair might give a secret message to one of the players. □

COMPUTER GO – GAMES AGAINST ISHIDA YOSHIO

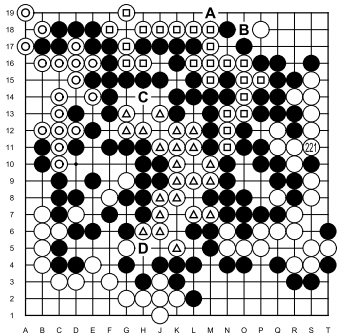
Nick Wedd

nick@maproom.co.uk

In March, the ‘UEC Cup’, a tournament for computer Go programs, was won by Crazy Stone, with Zen finishing in second place. Both these programs then played demonstration 19x19 games against Ishida Yoshio 9p, receiving four handicap stones. Readers may recall Ishida’s name: he is the author of the three-volume *Dictionary of Basic Joseki*.

Crazy Stone played normal-looking territory-based moves against him, and won its game. Zen played its usual strategy of aiming to make central territory, which Ishida foiled by living inside Zen’s central moyo, and beat it.

This article is about Zen’s game with Ishida¹. As a kyu-player, I am certainly not qualified to comment on the moves in the game. My purpose is only to write about the mis-evaluation of the position which Zen made throughout the last stages of the game. What I have written below is an expansion of an explanation given by David Fotland, programmer of Many Faces of Go.



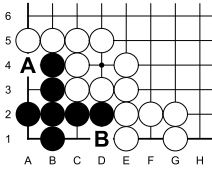
The diagram shows the final position of the game, in which Zen’s operator Kato Hideki resigned for it. The three marked white groups are alive, and White is ahead. The group marked with squares has miai for life: White can play either at A to make two eyes on the top edge, or at B to cut off the black stone at N18 and make an eye there. The group marked with triangles has miai for life: it can play either at C to make a second eye, or at D to connect to White’s lower-edge group. The group marked with circles has enough eyespace to ensure that it is alive, so long as Black does not play two consecutive moves against it. With these groups alive, White is ahead.

In this position, Zen assessed its chances of winning as 50%. Other leading programs (all leading programs are now Monte Carlo-based) also get this assessment wrong. Crazy Stone assesses it as around 70%, Pachi as 70%, and the Monte Carlo version of Many Faces of Go, 60%. My purpose in this article is to explain how this happens.

I am not saying that these programs cannot read the status of these groups correctly. Insofar as ‘Can Zen read the status of the triangled group correctly?’ is a meaningful question, the answer is ‘Yes’. If Zen is in a game whose result depends solely on its saving a group like the triangled one, it will reliably save it. The problem is not in the reading, it is in the roll-outs.

¹The SGF file is at www.britgo.org/files/bgjgames/164game1.sgf.

Monte-Carlo programs compare the moves they might make essentially by doing thousands of 'roll-outs' for each, and picking the move with the highest winning percentage. A 'roll-out' means that it plays out the rest of the game almost at random, with a few simple heuristics such as avoiding eye-filling, and sees who has won once the game is over. Of course there are many enhancements to this basic idea, which I cannot describe here, but roll-outs are still involved. Now let's look at the result of roll-outs when a group with miai for life is involved.



The position in this diagram is a very simple 'miai for life'. Black is alive. If White plays at A he will play at B, and vice versa. But here is what happens when a roll-out is done. Neither player will play at C1 or A3, the simple heuristic prevents this. Both players are playing at random, so it is a toss-up whether Black or White first plays at one of the lettered points. If it is Black, the group definitely lives. If it is White, the random play continues, and it is again a toss-up who first plays at the other lettered point. If it is Black the group lives; if it is White, again the group dies. So in the roll-outs, this group lives 75% of the time.

The same applies to the triangled and the squared groups in the diagram from the game, which likewise have miai for life. The circled group is more difficult, but the result is similar; the

group survives in about 75% of roll-outs. So the Monte-Carlo programs evaluating the position in the main diagram were finding that each of the three marked white groups had a 25% chance of dying, and therefore there was a 58%² chance that at least one of them will die. As none of the black groups is likely to die, even in a random roll-out, and the death of any one of the three white groups will put Black in the lead, they believed that Black was ahead.

So Zen was seriously overestimating its winning chances, and had been doing so ever since Ishida first established a live white group in the centre of the board. This will have induced it to play conservatively, which may have contributed to losing the game.

Zen has a 6d rating on KGS, earned by playing 19x19 games against human users. You may be tempted to ask 'How can anyone say that Zen is 6d, when it gets such a simple thing wrong?' I prefer to say 'Zen's results show that it is 6d, despite getting such a simple thing wrong. Think how strong it will be once things like this are fixed!'

Footnote: on March 29th, Shogi professional Sato Shinichi, 4p lost an even game to computer Shogi program 'Ponanza', written by Yamamoto Issei. Each player has four hours, and 60 sec byo-yomi. Ponanza runs on 10 machines, and searches 30 million positions/sec. This is the first ever win by a computer against an active human Shogi professional. (Information from Hiroshi Yamashita, who wrote 'Aya', another leading Monte-Carlo Go program.) □

²100(1 - 0.75³)

WORLD NEWS

Tony Atkins

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World Student Oza

In the autumn a tournament is held on Pandanet to select the best students to represent different parts of the world at the World Student Oza, held in Tokyo at the end of February. The players winning places in the Oza for Europe were Antti Törmänen (6d) from Finland, Dusan Mitic (6d) from Serbia and Laura Avram (2d) from Romania. As expected, Korea and China took the top two positions in the 16-player tournament, but Antti commendably took the third place with three good wins, only losing to the winner. Dusan won two games and Laura one.

Irish Go Congress

The Irish Go Congress was again an international event, part of the European Cup, and was held at the usual Teachers' Club venue in Dublin at the very start of March. The Friday evening handicap Rapid Tournament had the usual speeding-up of rounds and had 16 players. It was won by Yuanbo Zhang (4d) from China, with five straight wins, while Roman Psonka (3d) from Poland came second and Cork's Thomas Shanahan (7k) came third, both with four wins. Hungary's Csaba Mero (6d) won the main tournament, The Confucius Cup, for the second time, with a perfect score of five. In second place was Zebin Du (4d) from China, and third was Antoine Fenech (5d) from France. Roger Daniel (6k) from London and Mikulas Kubita (15k) from the Czech Republic won all five of their games, while Thomas Shanahan won four. Thirty-eight players in all took part.

European Teams

Since the leagues started in 2010, the British team had been firmly in the middle of the B League. However at the end of 2012 this started to change, and the team slipped to the bottom of the League. Sometimes there were problems with the software or the Internet, and in one case the team captain missed the date of a match and it was defaulted. However mostly the team was outplayed, despite some valiant fighting and the occasional good win.

In December the match against Norway was lost, though the games were close. Jon Diamond took the top board and, facing a tough opponent in Jie Lin Xia (5d), had a weak group that was saved, but had to resign after some stones were cut off in the yose. Andrew Simons had a comfortable lead against Øystein Vestgården, but let the game become close again. However lag caused a loss on time on what would have been a half-point loss. Des Cann provided the sole win of the evening with an 8.5 points victory over Sverre Haga, but Martha McGill lost to Tomas Hjartnes by half a point.

After the unfortunate forfeit against the Netherlands in January, Poland was the opponent in February. On the first board Andrew Simons was looking forward to getting revenge against Marek Kaminski, to whom he had narrowly lost at the Polish Go Summer Camp, but Marek forfeited. Des Cann played his game the night before, but had to resign against the young Polish champion, Stanislaw Frejlak. Martha McGill's game against

Roman Pszonka ended up with the dead groups being once again British, so she resigned. Henry Clay, on his debut for the team, scored a good win against Sebastian Pawlaczyk, enabling the match to be drawn.

The March match was against the table-topping Finns, who won all three games played. As Vanessa Wong again had problems with connecting, Jon Diamond was on top board to face Antti Törmänen, just back from the Oza. Andrew Simons faced Juri Kuronen, but ended up as the loser by 5.5 points. Des Cann tried hard against Jesse Savo but had to resign. David Ward, filling in at the last minute, also had problems with the software and ended up defaulting the fourth game.

The third draw of the season was against Belgium in April. Andrew Simons played a day early, but did not settle down and lost to Kwinten Missiaen. Bei Ge won by default, but Jon Diamond got into a poor position against Jan Ramon and eventually had to resign. Des Cann retrieved some of the team pride, capturing many stones to beat Dominique Versyck.

The final match in May was against Italy. This match was a draw, with both Bei Ge and Jon Diamond losing and Andrew Simons and David Lee winning. This left the team clear bottom, with no wins and four draws from the nine matches. Jon Diamond named himself as the main culprit, with no wins from six games.

Ireland, however, were already in the C League and managed to win the odd match. In November they lost all four boards against Slovakia, but Gavin Rooney managed to win a game against Slovenia. In January they beat Croatia, with James Hutchinson and Eoghan Barry joining Gavin on the winners list. However

they then lost four close games against Turkey, but beat Cyprus in March, with Ian Davis, James and Eoghan winning. In April, Ian and James won to force a draw with Bulgaria. In their May game they played Kazakhstan, and the team of Gavin Rooney, Ian Davis, John Gibson and Tom Shanahan won every game, which meant Ireland ended a very creditable fourth in the table.

In the A League, Russia again dominated at the top but, after some good wins by the Czech players, only ended top on second tie-break (number of first board wins). The Ukraine team was third and will be joined by Hungary in the live play-offs at the European Go Congress. Germany will be replaced by Finland in the A League and Slovakia will take the UK's place in the B League. The other promotions were decided by play-offs, in which Israel beat Austria to stay in A League and Slovenia beat Switzerland to be promoted to B League.

European Pair Go

Twenty-four pairs from ten countries took part in this event which was part of the 'Amsterdam Go Together' weekend. The other events were the Amsterdam International (won by Cho Seok-Bin) and the Amsterdam Rapid (won by Natalia Kovaleva after a decider against Ilya Shikshin). The Pair Go champions were Russian sister and brother, Svetlana Shikshina and Ilya Shikshin. Second place went to the Czech players Klara Zaloudkova and Jan Hora, and third place went to Natalia Kovaleva, playing this time with strong Russian youth player Alexander Vashurov.

The UK's Natasha Regan and Matthew Cocke were 19th, with two wins out of six against a mix of French and Dutch pairs. □

TRUSCOTT VS. COLLINS – ONLINE LEAGUE

Tim Hunt

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This game¹ was played on KGS in the BGA Online League match by Peran Truscott, representing the UK Youth team, and John Collins (BGA Online Committee Chairman, website maintainer and League organiser), representing St Albans Kyus.

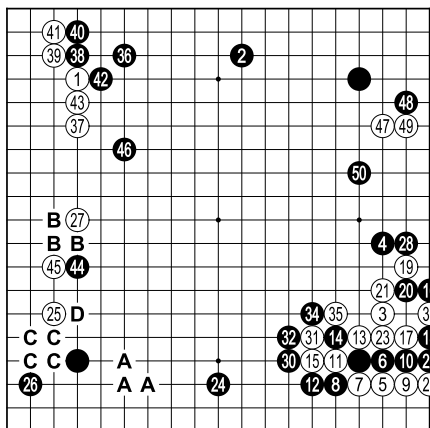


Diagram 1 (1 - 50)

Black: Peran Truscott (12k)

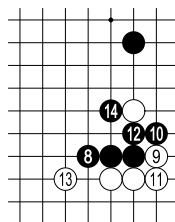
White: John Collins (9k)

Handicap: 3 stones.

- ⑧ This is a mistake and White punishes it. (This is the correct move when ③ is not on the board.) See Variation 1 for the normal move.
- ⑪ Now Black has a big problem.
- ⑫ White should think about extending at ⑩. It is very big as it threatens to capture two more stones.

Variation 1

- ⑧ With the pincer stone in place, Black must come out with a straight strong wall.
- ⑭ This is the normal joseki. Black's wall is working well to make a big moyo on the right.



- ⑫ This is a strange move. That is a polite way to say it is bad ☺. There are basically four choices to answer White's move²:

- A: make the black area stronger – this is the normal answer;
- B: (or at ⑫, ⑬ and ⑭) pincer;
- C: defend the corner territory and make it hard for the white stone to make eyes;
- D: attach on top (special purpose move).

¹The SGF file is at www.britgo.org/files/bgjgames/164game2.sgf.

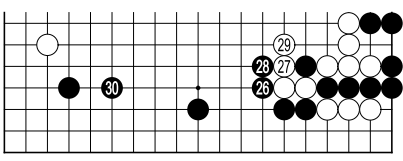
²For a more extensive explanation, see my article in BGJ 115, Summer 1999, page 26 (available at www.britgo.org/bgj/bgj115.html) and following articles in BGJs 116, 117 and 118.

26 is like C, but the corner is smaller than it needs to be. Any of the C moves would be better.

However, in this case, C is a bad plan; Black is too weak. White can invade near A and then Black has no territory. Also, White can extend up the side, so he is not weak and taking the corner territory does not attack the white stone.

In a 9-stone handicap game, when Black is very strong, then C is a good plan.

In this game, I would choose plan A or B (see Variation 2 for Plan A).



Variation 2

Plan A looks nice for Black. Playing the ataris first is probably best.

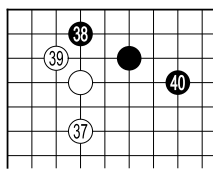
36 Good.

37 As you can see, White chooses plan A, which I said before was the normal move. This is good.

38 This is a bit unusual. See Variation 3.

It is also possible to leave the top corner, since Black already has the stone at 2. Later he can choose to play at 39 or 40.

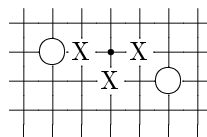
Compared to starting with the knight's move slide into the corner, White's territory is bigger. If Black wants to play somewhere else, it's better to leave the option of invading at the 3-3 point.



Variation 3

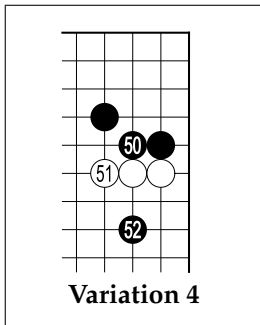
This is more normal. Black builds a nice shape.

44 This is probably the wrong invasion. With this three-space invasion, there are three good places to invade, which form a V-shape, as shown. The move on the third line is most common: it makes it difficult for White to connect.



45 Now White is connected, whatever Black does.

46 Good. This expands the huge moyo in the top right area of the board.

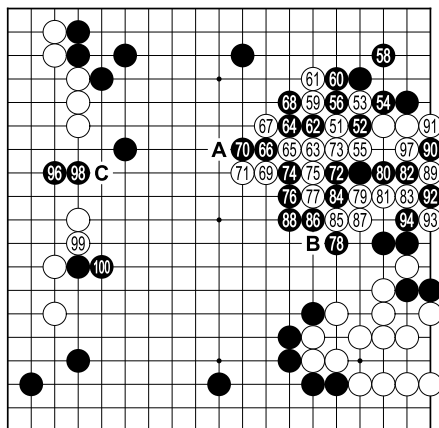


48 Good! This is a good time to choose plan C, because 2 at the top is quite close, and 4 and 28 on the right give Black a chance to attack the white stone. However, Black must be careful that 4 and 28 do not become a weak group.

50 I think I would attack as in Variation 4.

52 This is bad.

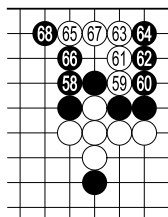
1. It does not work. By the time Black discovers that it does not work, White has become stronger.
2. When your opponent has a weak group it is normally bad to cut it in half, even if you can. When you cut the group in half, your opponent can often skillfully sacrifice one half of the group to make the other half live. Better to leave your opponent with one big, connected group with no eyes and capture the whole lot!



57 at 52, 95 at 89.

Diagram 2 (51 - 100)

58 I think Black can defend as shown in Variation 5.



Variation 5

This makes the territory at the top stronger. If White tries to cut, it does not work. White has four liberties and Black has five.

62 Good cut! White's last move was a mistake.

66 This is quite brave! Coming out straight at 67 is probably OK, but this is better (if Black doesn't make a mistake).

78 This is very dangerous. I think Black should play 88 or A. The black group on the right side is going to be captured – trying to save it will just make the sacrifice bigger.

89 Wrong move by White. The vital point is at 90 and it works here. I will let the reader analyse the variations.

96 Good ko threat.

98 C might be better shape.

104 Good.

112 Good cut. It is a bit risky, but Black ends up with the whole bottom area as territory.

118 Good decision. Black sacrifices two stones so that he can keep all the central territory and the black territory is bigger.

121 This is no good for White. He must try something more ambitious, like Variation 6.

122 There is no hope for the black stones. He should save moves like this as ko threats.

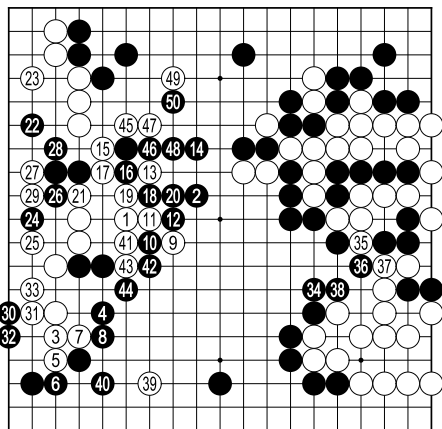
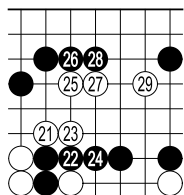


Diagram 3 (101 - 150)



Variation 6

White should use forcing moves to get into Black's territory.

130 This is quite a big move, but 145 is much bigger.

134 145 is still bigger.

138 145 is still bigger.

139 This move does not work. White can probably see that he is behind and so needs to try something to catch up.

140 Good.

145 At last!

- ⑫ Good cut! (But see Variation 7. I think Black was lucky.)
- ⑬ Not the best move for White; see Variation 8.
- ⑭ Black four liberties, White three liberties; now Black is safe.
- ⑮ White is now clearly losing and must try to trick Black to win. I am really impressed by how well Black defends here. It would be very easy to make a mistake and let White get something.

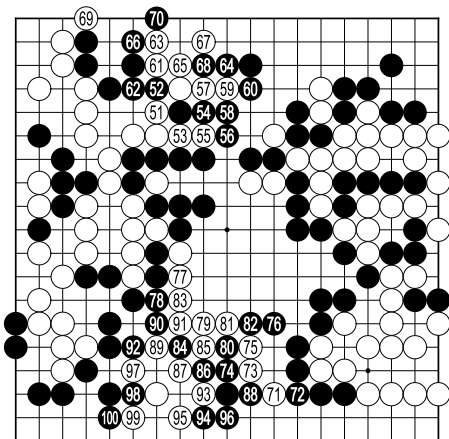


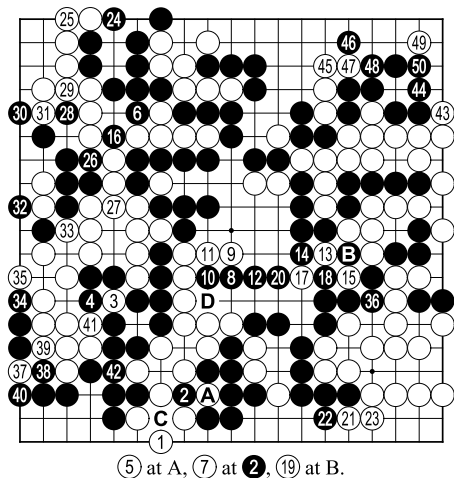
Diagram 4 (151 - 200)

Variation 7

Black needs to worry about what happens if White plays like this. It looks like White has six liberties and Black has four. Oops!

Variation 8

This looks like a complex fight. About four liberties each, with Black to play next, so he might be OK, but there are many difficult variations to read out.



⑤ at A, ⑦ at ②, ⑱ at B.
Diagram 5 (201 - 250)

- ⑳ Now White has one eye at C if he wins the ko and possibly one eye at D if he plays there first. That is not enough; White should die.
- ㉑ Still not two eyes, as Black is about to show. White should play at ㉒ to make one eye there and continue to fight the ko. Actually, even ㉒ may not make an eye in the middle.
- ㉓ Good. Now White is clearly dead.
- ㉔ A bit risky. ㉒ is probably safer.
- ㉕ Good. No need to take risks.

- 226 This does not work, but no harm in trying (other than it wastes ko threats).
- 236 Oops! Black must play 233.
- 237 Good.
- 246 White is trying more rubbish. Black still defends accurately.

Black won by 75.5.

Let me try to summarise the key points:

1. When you have a stone on the 4-4 point and your opponent approaches, you need to choose one of the four plans:
 - A. solidify yourself on the other side;
 - B. play a pincer;
 - C. defend the corner territory in order to attack the approach stone;
 - D. attach on top of the approach stone.

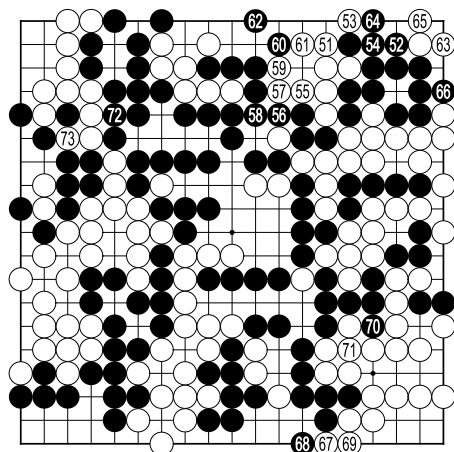


Diagram 6 (251 - 274)

2. Which choice is best depends on the surrounding position. Sometimes one choice is definitely the best. In other positions, several choices are equally good and you can play the one that matches your natural style of Go-playing. Sometimes it is really hard to choose the right move, even for dan players.

In this game, there are four different examples of an approach to a 4-4 stone, one in each corner, so this game is a good one to use to study this question.

3. Try not to make joseki mistakes like in the bottom right corner. However, this game shows that even if you make a mistake in one corner, you can still win the game if you don't panic.
4. When you are ahead, your opponent will try all sorts of crazy things to catch up, and you have to defend really carefully. I was very impressed by how Black defended against all the tricky moves that White tried.
5. I was also impressed by the two cutting sequences at 112 and 152 that Black played to stop White getting into his territories (even if the one at the top was a bit too dangerous!).

□

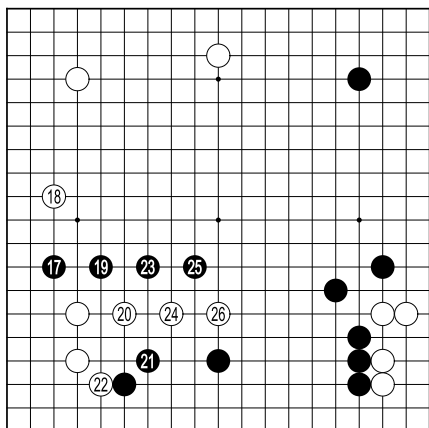
CONSIDERING THE POSITION: ANSWERS

David Ward

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Here are the answers¹ to the questions posed in Considering the Position on page 9.

'(DW)' indicates a comment by me rather than one translated from the book.



Variation A1

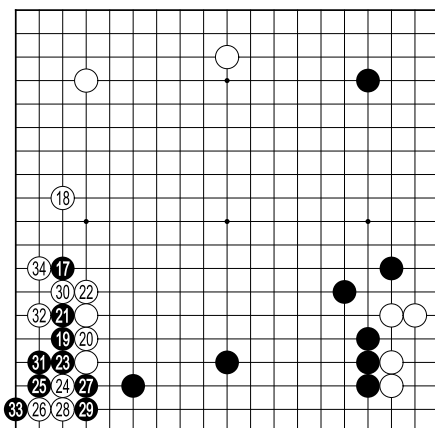
'Entering too rushed'.

Black has to escape and with the sequence 19 – 26, White erodes Black's position naturally, which is very, very good.

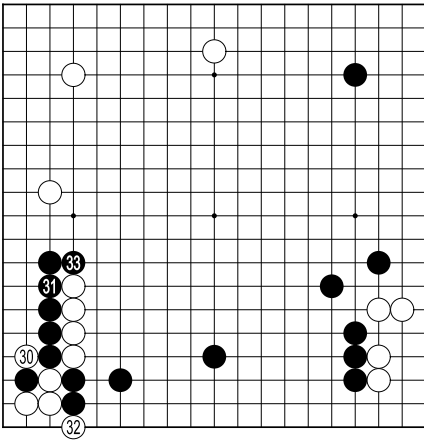
Variation A2

'Greedy for small loses the big'.

This 19 aims to settle the position, but after 20 – 34 Black has a big loss.



¹The SGF file is at www.britgo.org/files/bgjgames/164-considering-x.sgf.



Variation A3

'A turn of events'.

It is important that White does not give atari and then try to live in the corner.

③① is a vital point and White is forced to grovel for life with ③②.

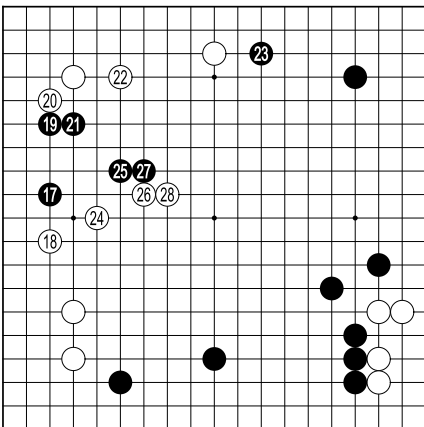
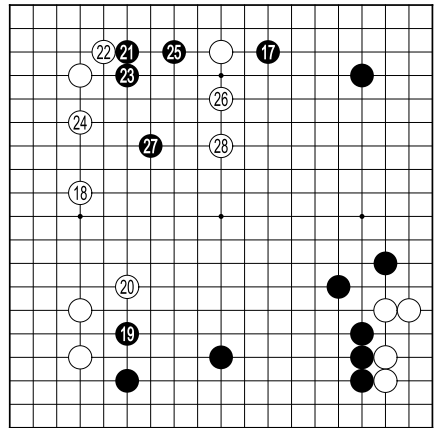
③③ is an important point and Black is well-placed.

Variation B

'An unbeneficial battle'.

Black prevents White's upper position from developing, but White will connect on the left hand side after the exchange of ①⑨ for ②⑩.

Black is then forced to invade the top side, and after the moves ②① – ②⑧ is not satisfied: this is bad for Black.



Variation C

'Black is not satisfied'.

Black breaks open the left side; ①⑧ closes in.

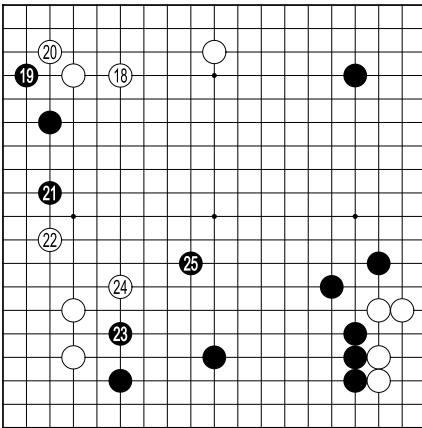
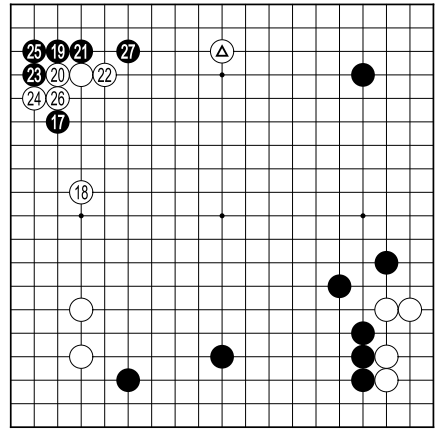
Black can easily secure life, and superficially it looks as if Black is in a good position after playing ②③. However with the moves ②④ – ②⑧, White 'shaves away' at the black position on the lower side, and this is not satisfactory for Black.

Variation D1

'Correct'.

⑰ keeps White's prospects in check. It also looks after Black's position at the bottom.

It is hard to imagine ⑱, but then ⑲ – ㉓ follow. The result is that Black gains the corner and the triangled stone is not well placed.



Variation D2

'Black plays on both sides'.

⑰ – ㉓ settles the position and White must play ㉔.

After the ㉓ – ㉔ exchange Black gets to play ㉕ to enlarge the position: this is a very good setup for Black.

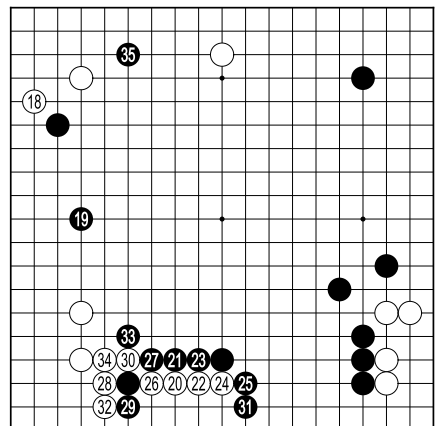
Variation D3

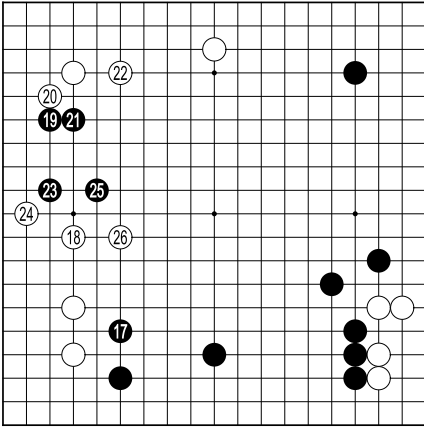
'Actual game'.

With the last two diagrams, White was not satisfied so tried ⑱.

⑲ is a very good move and after White invaded the lower side with ㉒ – ㉔, Black got sente to play ㉕ and had a successful setup.

Black won the game after 141 moves.





Variation E

'Almost the same as Variation C'.

After the 17 – 18 exchange, Black is invited to invade.

With 19 – 26, again White shaves away at the black position.

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SOLUTIONS TO THE NUMBERED PROBLEMS

The SGF files for these problems, showing a fuller set of lines and including failures, are to be found at www.britgo.org/bgj/issue164.

Solution to Problem 1

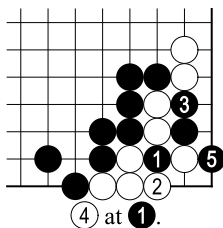


Diagram 1

Yes, White should defend the corner. When Black plays the throw-in with ①, if White captures, then the white stones quickly run short of liberties, as in the diagram.

Instead of capturing the stone, White can minimise the damage by playing ② at ③, losing just the three stones at the bottom.

Solution to Problem 2

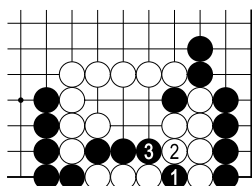


Diagram 2a

Again White needs to defend, as Black can play the throw-in. If White takes as in Diagram 2a, then Black just plays atari and White soon runs out of liberties.

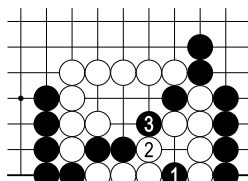


Diagram 2b

If White plays atari on the two black stones as in Diagram 2b, then Black plays the double-atari and White loses something.

After the throw-in, it is best for White to just give up the stones on the edge and defend at ③.

Solution to Problem 3

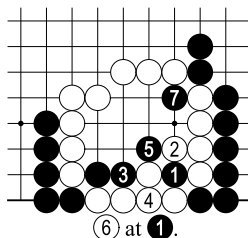


Diagram 3

If Black plays atari on the two edge stones, White can connect and whatever Black does then White has enough liberties. However because of the throw-in, White needs to defend.

If White takes the stone as in Diagram 3, the white stones now soon run out of liberties. If White connects at ④ instead of capturing, then Black plays at ⑤ and White is short of liberties: the position is similar to that in Diagram 2b.

White's best answer to the throw-in is to play at ⑤, which just leaves a ko at the bottom.

Solution to Problem 4

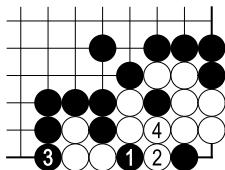


Diagram 4

The best move for Black is the throw-in. If Black plays the atari on the outside instead, White can just connect and is safe; or if Black tries to play inside the eye-space then White easily lives.

If White takes the throw-in stone, as in Diagram 4, then after the outside atari, White runs out of liberties if the connection is played. So White has to take the single black stone with ④, which allows Black to capture the three stones (though White can recapture one black stone).

If White plays ② at ④, then Black gets more points as the three edge stones are captured cleanly.

Solution to Problem 5

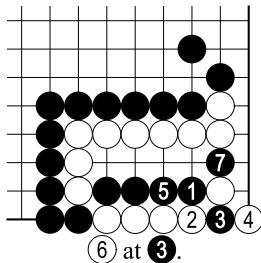


Diagram 5

If Black plays either atari on the three stones, White is quickly safe, but it is often easy to overlook the net, ① in Diagram 5.

If White plays ② on the edge then Black plays the throw-in, and because of being in the corner, White quickly runs out of liberties and all the white stones are dead.

If White plays ② at ⑤ immediately, White runs out of liberties when Black plays atari on top. So White should have defended.

After the net, White should play at ③, giving up the edge stones but living with the rest.

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CONTRIBUTIONS TO THE JOURNAL

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Contributions are welcome at any time. Please send them to journal@britgo.org.

The Editor will be glad to discuss the suitability of any material you may have in mind.

The BGA website has guidelines at www.britgo.org/bgj/guidelines for those wishing to contribute material.

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Use the links on the Help page of our website to join these lists.

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Michael Redmond visits the UK



Leamington

Swindon



Chester

Michael Redmond reviewing at the British Open



The BGA thanks the Great Britain Sasakawa Foundation and the Nihon Ki-in for their support, which made Michael Redmond's visit possible.

