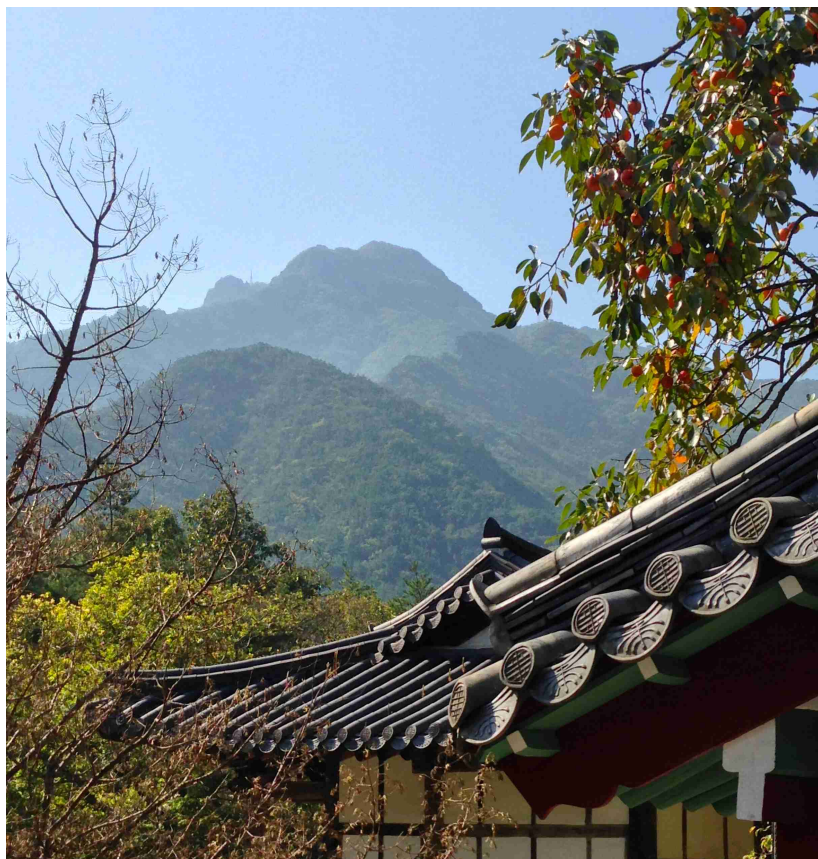


BRITISH

GO

JOURNAL



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EDITORIAL

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Welcome to the 166th British Go Journal.

T Mark Hall (1947-2013)

From Jon Diamond: It is with deep sadness that we have to announce the death of T Mark Hall on Monday after a long illness.

T Mark was a long and faithful servant of the British Go Association, of British Go in general and of World Go through his partnership with John Fairbairn in GoGoD (Games of Go on Disk). He was on our Council for some 22 years, serving for 20 of these as Treasurer, a record of service that will surely be unsurpassed.

He was a fine player, especially at Lightning Go, and won many tournaments, although never quite challenging for the final of the British Championship. His last tournament appearance was in the British Open in April this year when he came 4th. Sadly, due to his illness, he was unable to represent us at the recent Korea Prime Minister Cup.



John Fairbairn, his long-time friend and colleague, writes: “British Go has been blessed with many fine servants, but very high among them will rank T Mark Hall, who passed away on 9th December 2013, aged 66. I was with him in the last months and hours and so I can testify that he had borne his long illness with great dignity and courage – nonchalance even.

Very many knew him and admired him – he was the public face of GoGoD and attended tournaments throughout the world, representing Britain several times. And those who knew him will not be surprised to hear that he was working on both the database and proof-reading until very near the end. But earlier in his Go career of more than four decades he had also worked behind the scenes, for almost half that time, as Treasurer and Council Member of the British Go Association.

Mark wished to continue his work for the British Go Association even after he was gone, and has made substantial bequests accordingly. The British Museum has also accepted the offer of his antique board. He has asked that GoGoD should continue if possible, and although this will involve some changes (with his approval) I hope to keep his flame alive there, although frankly he will be quite irreplaceable.

Mark was not just well known, he was popular. I will be writing a personal memoir of a staunch and loyal friend in less mournful tone, and to add some details of the bequests, in a future issue of the British Go Journal. I hope others may also come forward there and join me with memories of someone who will forever remain a Vice-President of the BGA.”

He will be remembered by many for sitting at tournaments and other events with his pipe and chatting to all and sundry.

He will be sorely missed.

Philip Ward-Ackland (1961-2013)

Sadly, we must also report that Philip Ward-Ackland died in tragic circumstances in August, aged only 51. Philip lived and played at Barmouth, and, in addition to being a keen Go player, he was a keen and skilful Backgammon player. He will be missed by the many Go friends he made at tournaments around the country.

Sir David Hall

Congratulations to David Hall of the Bracknell club, now Sir David Hall. He has succeeded to the Baronetcy of Grafham¹ recently. He told the Journal 'I started off the Aberdeen University Go Club a long time ago and won a prize of a Go board and stones in a competition for starting a new Go club with the most members². As far as I remember, we started with around five to six people.' He had hoped to include Go amongst his interests listed in DebreTT's³, which would have been excellent publicity for the BGA, but unfortunately its Editor would not permit it (perhaps thinking it referred to Go-go dancing).

Policy on the use of photographs of children

Council has recently adopted a policy on the use of photographs of children, in the Journal and elsewhere. Space does not permit a full description here: please see www.britgo.org/policy/young.html (Guidelines, Section 4).

Credits

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

Contributors: Tony Atkins, Donald Campbell, Dylan Carter, Tony Collman, Jon Diamond, Roger Huyshe, Toby Manning, Chris Oliver, Francis Roads, Jil Segerman, David Ward, Li Zixiao and our anonymous cartoonist, Sideways-Looking Persons.

Photographs: were provided by the article authors, except:

Front Cover (Mount Geumo, one of the hills around Gumi in South Korea) – Jon Diamond; Sino-British Weiqi Exchange – Tony Collman (8) and Tony Atkins(1); UK News – Louise Bremner (2), Kiyohiku Tanaka (1) and Andrew Kay (1)

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

Pat Ridley

¹See en.wikipedia.org/wiki/Hall_baronets.

²See BGJ 61 (www.britgo.org/bgj/bgj061.html), page 5. The year was 1984, and the prize was actually for the largest percentage increase in membership – info. from Tony Atkins.

³ www.debreTTs.com/people/essential-guide-to-the-peerage.aspx.

BGA NEWSLETTER NO. 194

Jil Segerman

newsletter@britgo.org

The next Newsletter will be distributed by email. The deadline for contributions is 1st February 2014. Please send them to the email address above. If you would prefer us to contact you on a different email address, please advise the Membership Secretary on mem@britgo.org.

NEWS IN BRIEF

For the full set of recent news items 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.

- **New Study Group:** An 'Online Study Group' is replacing the Shodan Challenge. Instead of a whole year's commitment, the sessions run for six weeks at a time, and players of any strength who wish to improve their Go-playing abilities are very welcome! The first session is now in progress, and there will be other sessions in the future.

FUTURE EVENTS

For the next six months, the Tournament Calendar (www.britgo.org/tournaments) features:

Maidenhead-Hitachi, Saturday 18th January

Cheshire, Frodsham, Saturday 8th February

Irish Go Congress, Friday 14th – Sunday 16th February

European Youth Go Championships, Butlin's, Bognor Regis, Friday 28th February – Monday 3rd March.

British Go Congress, Butlin's, Bognor Regis, Friday 28th February – Monday 3rd March.

Trigantius, Cambridge, March (provisional)

Isle of Skye, Saturday 15th March – Sunday 16th March

Birmingham, April (provisional)

Welwyn Garden City, Saturday 26th April

Candidates' Tournament, May (provisional)

Bracknell, Sunday 11th May

Challengers' League, May (provisional)

Scottish Open, Glasgow, Saturday 24th – Sunday 25th May

British Pair Go Chamionships, June (provisional)

Durham, June (provisional)

Welsh Open, Barmouth, Saturday 21st – Sunday 22nd June

Milton Keynes, July (provisional)

UK Go Challenge Finals, July (provisional)

BRITISH GO CONGRESS AND EUROPEAN YOUTH 2014

Toby Manning

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Over the weekend of 28th February – 3rd March we are hosting the European Youth Go Championships, and we are combining this with the British Congress, which will therefore be a bit earlier than usual.

The location is at Butlin's in Bognor Regis, on England's south coast.



We selected this location as it provides very good playing facilities, has inexpensive accommodation and is convenient for Gatwick airport.

There is a range of accommodation available at Butlin's, from Premium Hotels to self-catering apartments. While it is very reasonably priced (starting at about £60 per person for the three nights, without meals), it is rather inflexible. In particular, Butlin's will only sell accommodation on a 3-day basis (Fri-Sun). **Book through our website at www.eygc2014.org to get the discounted rate.**

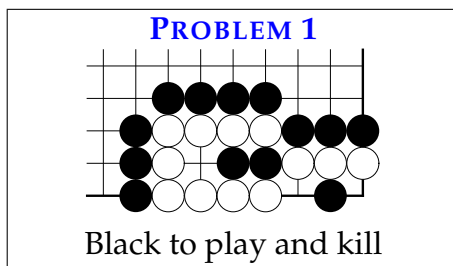
In addition to the usual British Congress events (Lightning tournament, Main Tournament and AGM), we will also be arranging

a side event for Sunday evening (Pair Go) and a teaching event, with professional tuition, on the Monday. Of course, staying at Butlin's is not compulsory, and there are local hotels available as an alternative. One advantage of staying at Butlin's is that the holiday facilities are free to guests – so check out www.butlins.com and don't forget your swimming costume!

We hope that many adults from mainland Europe accompanying youth players will play in the British Congress, making it bigger and better than usual.

European Youth

The European Youth Go Championships will be held in three sections (under 12, under 16 and under 20 as at 31st July 2014), and will be held over the three days Sat/Sun/Mon. We encourage all British youth Go players to attend. If you are unable to play on the Monday, we will nevertheless be able to accommodate you, and if the cost is putting you off, the Castledine-Barnes Trust (www.britgo.org/youth/cbtrust.html) should be able to help.



DOUBLE DIGIT KYU GAME

Francis Roads

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Recently, following some GoTalk discussion about the lack of material for Double Digit Kyu (DDK) players, I offered to review some DDK games for the Journal. As a result, Andrew Russell sent me the following game he had recorded, which was played between two members of the Birmingham club, Andy (13k, White) and Nanko (16k, Black).

I have aimed my comments at DDK players, and commented only on moves which I consider particularly good for players of these grades. Any strong player can easily see all the bad moves which I have left uncommented.

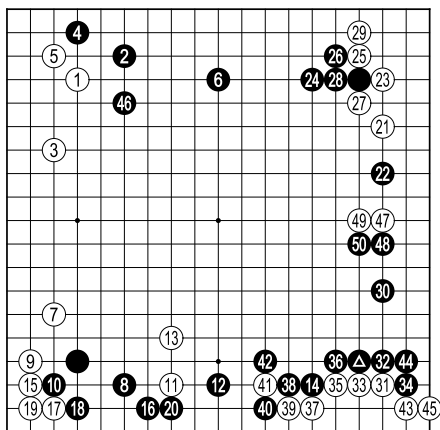


Diagram 1 (1-50)

Handicap: 3 stones.

Result: White won by resignation.

- ⑫ Good move to punish White's cheeky attack, making use of the attacking power of the marked stone in the south-east corner.
- ⑮ Now it is Black who is being punished. This is the best move to attack the corner group.
- ⑳ Good move, taking the corner territory and stabilising the white group.

- ③ Living in here will be tight, but this is a good invasion.
- ④② Good. Black is becoming very thick in the south-west corner. How is Black going to use this thickness?
- ④⑥ The white moyo on the left is a bit open, but this can be seen as the focal point of two moyos and therefore good strategically.

- ⑤9 Another good moyo move, developing the upper side and threatening to rescue the stone at A.
- ⑥2 This weakens the marked white stones (B) and develops a moyo on the lower edge.
- ⑥3 White defends his side area.
- ⑦3 A good light move to help reduce the upper black moyo; better than the knee-jerk move at ⑧3.

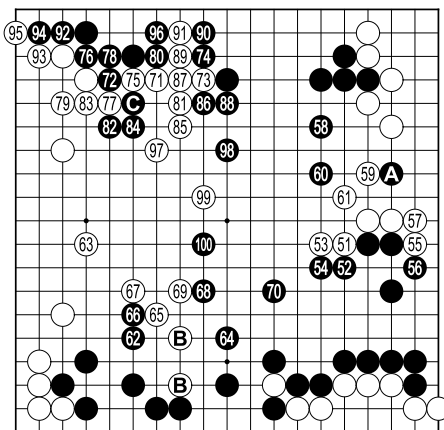


Diagram 2 (51-100)

- ⑨1 A serious threat to the black group in the north-west corner.
- ⑨7 Good. It is unlikely that the black stones C, ⑧2 and ⑧4 can escape. White has successfully reduced the upper black area and developed his own.
- ⑨9 A good dual-purpose move, widening his own area and reducing Black's.

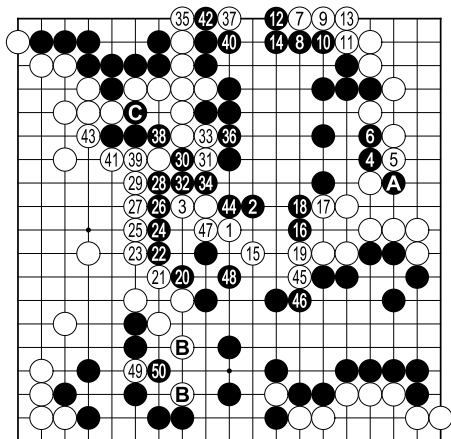


Diagram 3 (101-150)

- ⑩7 A good moment to start the endgame.
- ⑩20 Black spots a weakness in White's defences.
- ⑩34 White is ahead, but not by much.
- ⑩37 Good yose. Black cannot answer at ⑩42.
- ⑩45 Good to play a sente move before answering at ⑩47.
- ⑩50 Black reads out that he can punish White's cheeky invasion.



- ⑩60 Black notices the snap-back at ⑩60 and rightly ignores White's atari.
- ⑩67 Black successfully keeps sente throughout the preceding yose moves.
- ⑩84 Once again, Black correctly reads out that White's attempt to capture some stones doesn't work.
- ⑩89 With these moves and those following White is presumably hoping for an end-game rip-off. Black weathers the storm well.

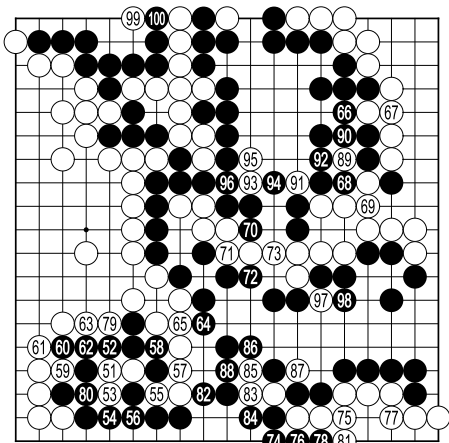


Diagram 4 (151-200)

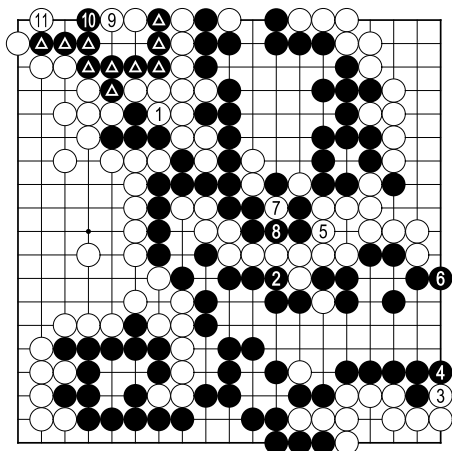


Diagram 5 (201-211)

- ⑩209 The marked Black group has been in danger for some time. Readers might like to analyse the life-and-death situation regarding this group throughout the game.
- ⑩211 Here Black resigns.

~ ~ ~

PROBLEM 2

Black to play and kill

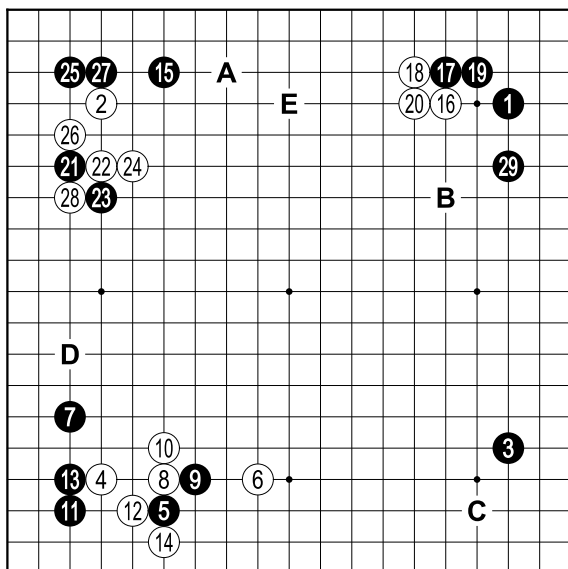
CONSIDERING THE POSITION: PART 7

David Ward

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This is the seventh 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).

The starting position



1 - 29

The game¹ is between Cho Hun Hyun (White) and Lee Chang Ho (Black). Black has quickly developed his position and is territorially ahead. White has thick positions and has to consider how best to treat the three stones at the top. There are five alternatives, A-E, to be considered.

The answers are on page 32. □

¹The SGF file is at www.britgo.org/files/bgjgames/166-considering.sgf.

BUILDING AN EXTENSION

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Recent relaxations in planning law make it much easier to build an extension on your house: up to eight metres (six metres where your house is joined to your neighbours'). Clearly an eight-metre extension won't work if you have a three-metre back garden, but likewise, a one-metre extension on a massive house doesn't really seem worth the bother. Obvious, right?

This article, aimed at Double Digit Kyu (DDK) players, looks at building the ideal extensions from walls. What is ideal varies depending on the size of your wall, the space available to you, and the proximity of your 'neighbours' – your opponent's stones.

The examples here are principally based on the proverb: 'from one, two; from two, three; from three, four' and the extensions shown are played on the third line – which is common when looking to develop territory, especially where it is likely that your opponent will attack. Extensions on the fourth line are possible, and have their uses¹ but will not feature here.

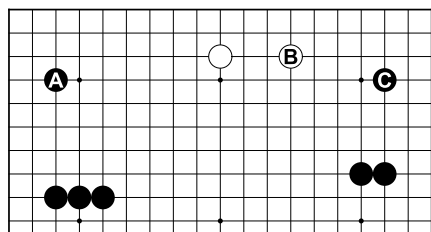


Diagram 1

This type of move would normally take place in the opening phase of the game, or fuseki, where there is empty space on the edges of the board and few stones toward the centre of the board.

Note that in Diagram 1 (left), the extensions stated as 'two; three; four' refer to the number of spaces between the two stones. When playing from a three-stone wall, count out four spaces, and play on the fifth intersection, etc.

It is possible to apply this proverb to a wall of four stones (extend five) – and in some circumstances, even to a wall of five stones – but this will depend on circumstance, and the larger the extension, the more risk that an invasion by your opponent will be successful.

The two-space extension – the extension labelled B in Diagram 1 – is a very common move, and on the third line is used to 'make a base'. This refers to creating the architecture for an edge-based group. The formation is very difficult to cut, as shown in Diagrams 2a and 2b.

¹senseis.xmp.net/?ExtendingOnThirdOrFourthLine.

When attacked, this formation tends to create good potential for eye-shape, as you may be able to appreciate from the Diagram 2a and 2b (right). However, in order to live, the group must normally extend, preferably along the side – so choosing to create this formation when under pressure from your opponent’s stones can be a mistake. Then, it can be better to jump toward the centre of the board . Usually, a one-space jump works well from the third line.

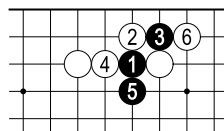


Diagram 2a

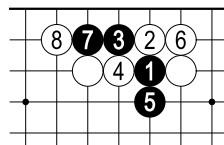


Diagram 2b

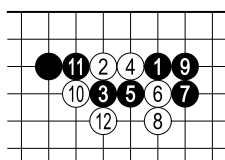


Diagram 3

Where Black over-extends, as in Diagram 3 (left), a well-placed invasion will mean that ‘all your base belongs to your opponent’. White’s play here is not conventional, or completely effective, but is fairly typical of DDK-level play. Black can connect underneath, with a bit of a fight, but the position as shown is far from secure.

Diagram 4 (right) shows one standard response to defend against an invasion in the middle of a three-point extension (extension C in Diagram 1). The obvious choice for White with no support is to invade in the central space, rather than making contact with either of the two black groups. Allowing your opponent a chance to reduce a single, unsupported stone to only two liberties is something you should only do when you are certain about the follow-up.

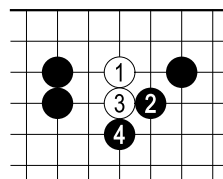


Diagram 4

Although it is very commonly observed in DDK games (especially on online servers such as KGS), playing contact should be a last resort in the fuseki. A simple (but by no means definitive) guide is as follows: take corners; occupy space on the edge; strengthen your weak groups by extending from them (or by making an enclosure in the corner); develop influence; make good shape; threaten your opponent’s weak groups (especially by capping² or pinning³).

The best moves are those which perform more than one of the functions above. Lower priority would be direct attacks launched from a position of strength, and lowest would be invasions or attacks from a position of weakness. There are circumstances where invasions are the best and most urgent move, but these will be situations where your opponent’s position is overstretched, or their play has contained errors. Remember: a failed invasion is a double gift to your opponent, as it often establishes their control of a space, while gifting

²<http://senseis.xmp.net/?Capping>.

³<http://senseis.xmp.net/?Pincer>.

them prisoners. Reductions (perhaps using a tesuji, cap or pincer), are generally less risky than invasions, and can be a more effective strategy.

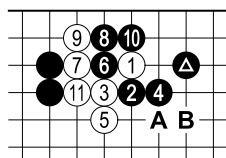


Diagram 5

The sequence in Diagram 5 (left) shows one way that an overplay by Black can be punished by White. This is an example of where an invasion could be the best move, but note that the white group shown has no potential for eyes, and must escape or connect out to another White group. Although Black's groups are not connected, Black has good shape on the right, and if there is support on the left, the two stones there should survive.

The invasion is only valuable if it allows White to take a profit, or to reduce or threaten Black's stones. A capping move at A or B would be a different approach, and a reduction on the fourth line at ② would play out quite differently – perhaps allowing White to build a horizontal wall and develop some significant influence toward the centre of the board.

There are no proverbs dealing with extensions from walls towards the centre, and furthermore, the received wisdom is that walls are better used for attacking, rather than developing territory – so an extension is not the only option that you should consider.

In all of the above sequences, it should be easy to see how neighbouring stones could complicate the situation for either player. In the example below, White's wall allows the extension to be broken.

White's hane (marked with a triangle) puts Black's two stones under a huge amount of pressure, and this group could struggle to survive. The best option may be to strengthen this weak group before trying to extend or to connect out of trouble.

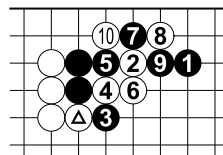


Diagram 6

After all of the sequences above, you may also be able to see that there is potential left behind for the extension to be attacked further. This potential is referred to as *aji*. If you are relying on the strength of a group with lots of aji late in the game, your opponent may devise moves which both require a response to preserve this group and which also create potential elsewhere. Exploiting aji is a highly valuable skill in the mid- to endgame.

Diagram 7 (facing page) is from a game⁴ in the 5th round of the World Mind Sports Games, Beijing 2008. It shows a situation where a fourth line 'extension' is invaded by White. Black has played in such a way that he stands or falls on whether this territory remains intact.

⁴Between Nicholas Jhirad 6d, America (White) and Krzysztof Giedrojcz 4d, Poland, (Black).

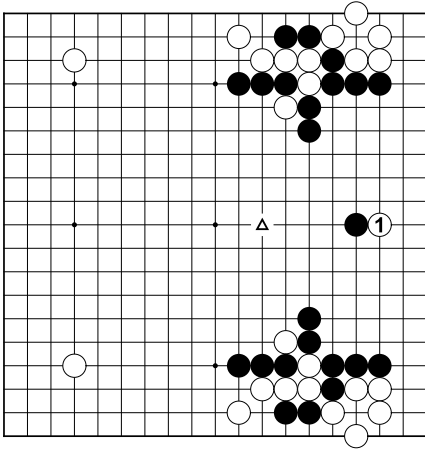


Diagram 7

In point of fact, the 'extension' in this game wasn't played as such – Black started out by taking the three star points on the right hand side of the board, and went on to build walls on either side of the central stone.

The ideal extension to play in between the two walls shown would be the central point on the third line (at ①), rather than on the fourth. If the positions of the two stones had been reversed, and White's invasion had been on the fourth line, it would have been a much more difficult proposition for him to live.

White's decision to invade, rather than to reduce with a move such as the marked triangle point was bold; White could easily have failed to live. A fight like this could have gone either way, even at such a high level of play but in this case, White went on to win the game.

My thanks to Francis Roads, Ian Davies (Javaness), Dieter Verhofstadt and Nicholas Jhirad (shapenaji) for their assistance in preparing this article and the related diagrams.

~ ~ ~



UK NEWS

Tony Atkins

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Cornwall

As usual, those keen to help support the local Cornish players travelled down to the far South-West for the weekend of Go activities at the Queen's Hotel in Penzance. Again the Saturday morning, 14th September, was a teaching session with Ian Marsh and Toby Manning taking the students through a review of ko fights. In the afternoon, the rapidplay Cornish Handicap was held and Eric Hall (5k) from Swindon was the winner for the third time. He beat local player Sam Foster (2k) in the final. Others of the 20 players who won three out of four were Tony Atkins (1d Reading), John Culmer (1k Cornwall), Ian Marsh (1k Bracknell), Sue Paterson (4k Arundel) and Elinor Brooks (8k Swindon).

After 13 years of trying, John Culmer (1k Cornwall) won the event he organises, the Cornish Open. He topped the list of 22 players by beating Ian Marsh (1k Bracknell) in the final. Also winning all three and a wooden Go stone were Cornish players Robert Churchill (11k) and Matt Dodkins (20k).

Shropshire

For the second time, the Shropshire Tournament was held in Hinstock Memorial Hall. Twenty-four players took part on the 21st September, up on last year, probably due to Catherine Huyshe's homemade lunches. As an experiment, there was a formal game review session at tiered levels held between rounds two and three, and most players chose to attend, enjoy and debate. The schedule accommodated this with the main

time preserved, but byoyomi made more aggressive.

Toby Manning (2d Leicester) was again the overall winner. Unusually, no others won three games, so Chris Kirkham (3k Manchester) gained a prize for second place [over the losing finalist, Helen Harvey (1k), on a tiebreak] and Tony Pitchford (10k Chester) won a random draw prize.

London Teams

Held at the Nippon Club on 6th October, the Autumn London International Teams was won by the Oriental team consisting of Young Kim (5d), Yangran Zhang (4d) and Kiyohiko Tanaka (3d), from Korea, China and Japan respectively.



The winning team receiving their prize from Jonathan Turner

CLGC B finished next, ahead of CLGC A, Asia, Wanstead and Twickenham. Players winning all three games were: Young Kim, Mark (Baoliang) Zhang (1d), Stephen Martingale (6k) and Colin Maclennan (9k).

East Midlands

Though the number of attendees was down, the players at the East

Midlands Tournament on 12th October liked the new venue of the Thorpe Astley Community Centre. This is a new wood-clad building in a suburb to the west of Leicester, just in the shadow of Leicester Forest East motorway services. Despite the pouring rain, you could watch the dog-walkers in the surrounding playing fields through the glass wall.

The return of the bookshop was appreciated by the players, and the organiser's thanks went to Roger Huyshe. Also, the players' thanks went to the organiser, Peter Fisher, for organising efficiently and getting the prize-giving ready 45 minutes earlier than planned.

The winner's prize went to Yuanbo Zhang (4d Nottingham), and the others on three wins were Lucas Meurin (3k Birmingham), Richard Leedham-Green (4k Lincoln) and Andrew Russell (4k Birmingham).

Belfast

Belfast, held again at the boat club, was put back from September to 26th and 27th October, as the organiser was at the World Amateur then. With only 15 players, the bar was at 8k, which meant a fairly open top group, and it was Tiberiu Gociu (5k) who won with three wins and two byes. Josefa Kubitova (8k Czech Republic) took second with three wins and third was organiser James Hutchinson (1d) with one win and four byes. Mikulas Kubita (10k Czech Republic) won four out of five.

Wessex

Clashing with the second day of Belfast, the 44th Wessex was held as normal on the day the clocks go back and at the now usual venue of

St Mark's Community Centre in Bath. As usual, there were doughnuts to welcome the players and a chance to explore the historic city at lunch time, if you did not mind a heavy shower. Alex Kent (3d Bristol) won this year, beating another Bristol player, Simon Shiu (2d) in the last round.



Alex Kent (L) receives the trophy from Paul Atwell

Also winning all three games were Chris Volk (3k Reading) and James Lepoittevin (21k Bristol). Paul Atwell has been involved in organising the event for 44 years and managed to be one of the 36 players as well this year, but was not one of the prize-winners.

Three Peaks

This year the Three Peaks Tournament stayed at the Commodore Inn in Grange-over-Sands on the edge of the picturesque Lake District, but dropped back a weekend, to the 16th and 17th November, to avoid the Japanese and anime festival being held in Manchester the previous weekend. Thirty-nine players took part and, thanks to a couple of lucky early wins, the winner was Toby Manning (2d Leicester). He won with

a perfect score of five, this being the second time he had won the event (the first was in 1994).



Baron Allday (L) v. Toby Manning

Second with four wins was Richard Hunter (3d Bristol). Also winning four games were David Cantrell (5k South London), Eggert Fruchtenicht (11k) and Emma Nicholls (14k Durham).

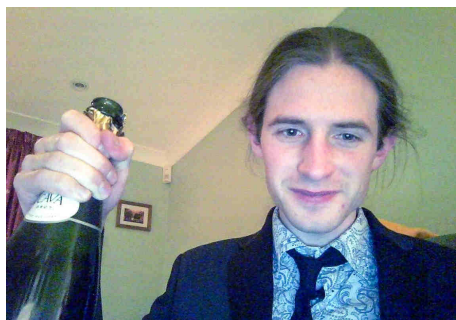
Championships

Whilst the Three Peaks was on, most other eyes were on the first game of British Championship match. This was held at Tim Hunt's flat in Milton Keynes and was broadcast live on KGS, drawing an audience of some one hundred spectators. Also proving popular was the live commentary by the Russian professional Alexandr Dinerchtein. The game was a win for defending champion Andrew Kay over Andrew Simons.

Earlier in the week, at the Wednesday night session of Dublin Go Club, Noel Mitchell won the Irish Championship title by beating 2012 champion Roman Pszonka by two games to none. After a few years break, this gave Noel his 16th title, placing him third in the European 'most titles' list, behind our own Matthew Macfadyen (25 times)

and Finland's Vesa Laatikainen (19 times)¹.

The following week, it was the Scottish championship that completed. The four qualifiers from the various events had already played the semi-finals. David Lee (Dundee) beat Piotr Wisthal (Aberdeen) in the first and Matt Crosby beat Martha McGill (both Edinburgh) in the second. In the best-of-three final, played on KGS, David beat Matt by two games to one to hold on to the title for a fourth year running.



The British Champion celebrates

The Saturday after the first British Championship game, the two Andrews met again at the same venue for the critical second game. Over 100 spectators watched on KGS and, despite rumours that she had been eaten by a bear, Guo Juan analysed the game online during the afternoon, all the way from Canada. Andrew Simons played quite slowly, giving the game due attention, but unfortunately ran out of time at the end of his fourth overtime period. This meant Andrew Kay retained the title by two games to none.

¹See kamyszyn.go.art.pl/champions for comprehensive lists of national champions in Europe. Thanks to Ian Davis and EuroGoTV for drawing attention to this compilation

VIEW FROM THE TOP

Jon Diamond

president@britgo.org



Well, my trip to the Korea Prime Minister Cup had many interesting moments, with unfortunately some close losses.

Despite our flag at the entrance flying upside down, normally the sign for distress, I didn't disgrace the UK, ending up one place higher than Toby last year¹.

We've had quite a few marketing opportunities over the last six months with exhibitions and other similar events in Birmingham, Cardiff², London and Manchester. I'd like to thank everyone who's taken part and encourage you to suggest and take part in other similar events. We need to reach out more to introduce new people to the game and also encourage them to become BGA members!

To help you, we've got demonstration sets and other promotional literature, as well as a roller banner to enhance your display. Please contact any Council member with suggestions or to request help.

We've decided that what we need organisationally is a new Marketing person, to act as the focus for such initiatives and provide help and support to the people who go to exhibitions etc. If you think you've got some of the skills to fill this position, please contact me. Our website has a

draft of what we think the role should be, but the person who takes it on will naturally shape it.

I'd like to welcome the new Sheffield University club and hope it will prosper. We've got a focus on supporting such clubs, since so many of our members initially learned through them, and are consulting on some new initiatives. One of these is *not* the Oxford vs. Cambridge Varsity match (taking place during the London Open), which was the initiative of [WBaduk](#)³, but we hope that we can build on this for more University competitions.

Finally, I'd like to remind you of the British Go Congress being held at Butlins in Bognor Regis starting on 28th February. More importantly, we're holding the European Youth Go Championship in parallel with this. This is the first time it's being held in this country, so we'd like encourage you to come along and especially bring many young players with you. One of the prizes for the Under-20 Champion is a place in the inaugural Under-20 Globis Cup World Youth Go Championship in Japan in May 2014, so even more reason to come along!

Full details are at www.eygc2014.org and I hope to see many of you there.

As this Journal goes to print, we heard the sad news of the death of T Mark Hall – see the Editorial for a brief report. There will be a fuller obituary in the next Journal.

¹See also the report in World News, page 30.

²See article on page 38.

³The Korean online Go server at <http://www.wbaduk.com/>.

IDEAS FROM THE DISTANT PAST?

David Ward

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This game¹, played recently in Round 17 of the Chinese League, pits two old adversaries who dominated the world of Go 10 years ago. Both players are famous for their powers of reading complex positions, but in this game, Lee Sedol appears to have tempered his style (maybe because of his opponent) and his play resembles simpler Go from a much earlier age.

Those who have read John Fairbairn's excellent account of Shuei², the "Meijin of Meijins" from 100 years ago, may recognise strategic similarities, which I will attempt to point out.

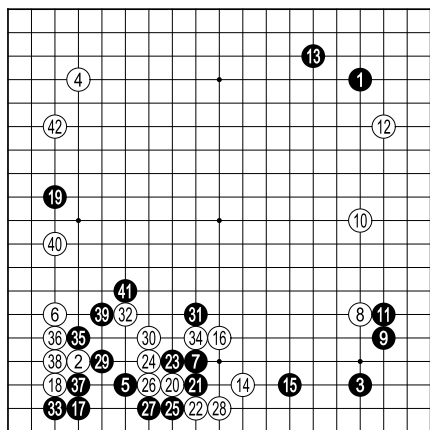


Diagram 1 (1-42)

White: Gu Li 9p.

Black: Lee Sedol 9p.

Black won by resignation.

⑱ I suggest Lee Sedol had this move prepared, knowing it will act as a red rag to a bull.

⑳ attacks the weakness in Black's shape but Black chooses a non-fighting variation and settles the group small, in exchange for sacrificing three stones.

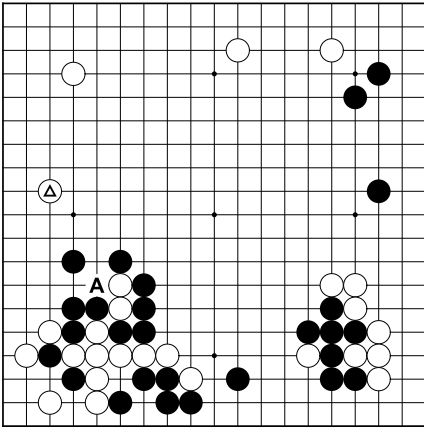
How to assess the continuation to ④?

The value of White's thickness is largely nullified both by the extension from the shimari in the lower right and the fact that Black has poked his nose out into the centre. White's compensation is to play first on the left, but the black stone is light and so not easy to attack.

¹www.britgo.org/files/bgjgames/166game2.sgf. I thank the Go4Go website, <http://www.go4go.net>, where I found it.

²*The Life of Honinbo Shuei, The Games Honinbo Shuei Vols 1-4 and The Commentaries of Honinbo Shuei*, available as Kindle ebooks at www.amazon.co.uk.

Actually, Shuei played a similar way in a famous game featured in volume 4 of John Fairbairn's collection. His opponent is Tamura Yasuhisa (Black), the later-to-be-famous Honinbo Shusai, who was his number one pupil. This game was played on 13th December 1895.



Shuei-Tamura, after move 41

Shuei, famous for his non-fighting style, makes a strategic exchange of Black's thickness for the corner and the marked stone, which partially nullifies the thickness.

Later white A is played as a famous probe which leads to a two-point white victory in a no komi game.

Are there similarities to be found between this position and in the recent game between Lee Sedol and Gu Li after move 41?

Back to the Gu Li – Lee Sedol game, and continuing from Diagram 1 on the previous page:

Before deciding what to do on the left, Black plays what is now a standard sequence to exchange territory for a thick shape – a shape loved by Shuei.

This thickness is useful as it further nullifies White's thickness on the lower side, effectively making the centre a worthless area. It also offers support, albeit distant, to the lone black stone on the left.

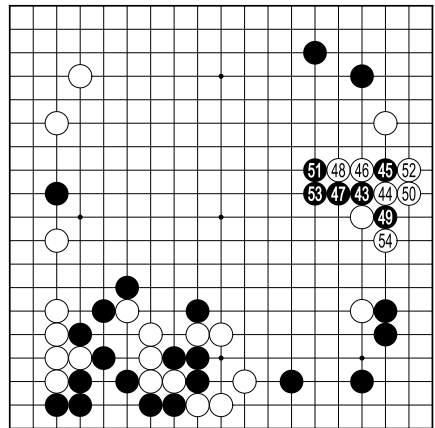


Diagram 2 (43-54)



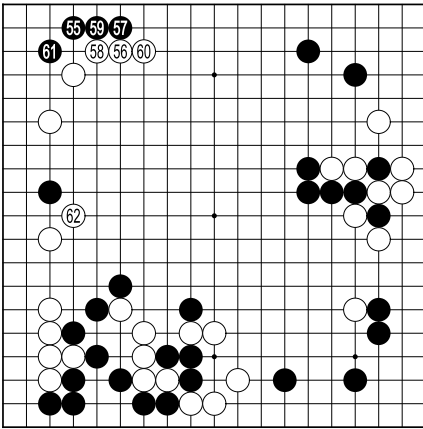


Diagram 3 (55-62)

With 55-61 Black wheedles out a small territory at the top in exchange for White attacking the lone stone severely with 62.

63 Is this a brilliancy? Had Black really already read out the continuation to sacrifice the corner in exchange for 97 and 100?

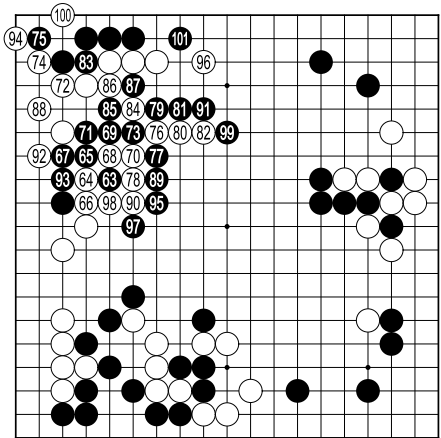


Diagram 4 (63-101)

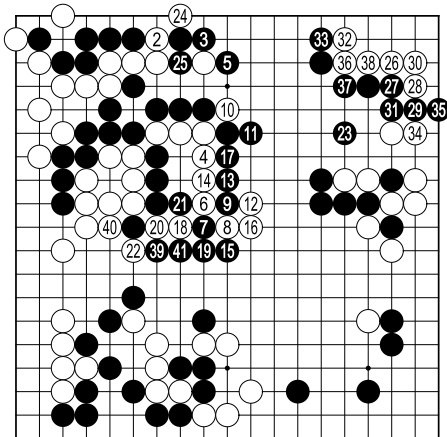


Diagram 5 (102-141)

Up to 122 White seems to get a very bad result, achieving only a gote seki, leaving three stones isolated on the right and Black with the forcing moves at 139 and 141.

After Black gets to 123 first the game appears to be over.

163 is the icing on the cake. White's erstwhile thickness can't even live.

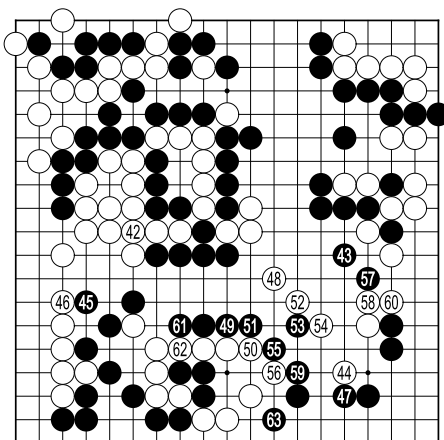
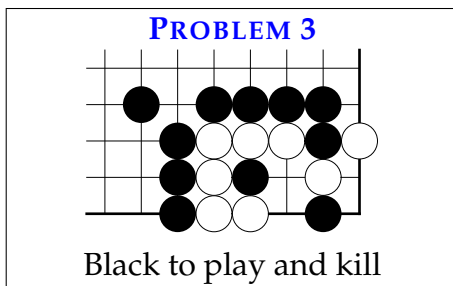


Diagram 6 (142-163)

On the subject of thickness: John Fairbairn gave a very interesting lecture 10 years ago at the Open University on Atsui, a Japanese term which values thickness through the lifecycle of the game; but to use thickness is difficult even for professional players and although there are some specialists, there are many more professionals who choose to play a territorial game.

For amateurs playing Handicap Go, thickness is easier to play for Black than White – often the perfect extension away from thickness is already occupied by a black handicap stone. In my experience, many resign handicap games which are perfectly playable, muttering 'well even if I lived your thickness would have been overwhelming'. This is often not true: the thickness is often over-concentrated shape, but remember not to put your hands too close to the fire – the first rule of thickness is to play far away from it.

~ ~ ~



SINO-BRITISH WEIQI EXCHANGE

Tony Collman

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This is adapted from an article in the American Go E-Journal (EJ), published on 15th September 2013¹. Tony Collman is the British correspondent for the EJ. Special thanks are due to Yuki Kuan of the EMYCO for extensive assistance in the compilation of the report throughout, and also to Sherry Kuei for providing an English text of Counsellor Li's speech, not translated at the time.



Wang Runan 8P, President of the Chinese Weiqi Association, was the guest of honour at the Sino-British Weiqi Exchanges, a cultural exchange event held 7th September at the British Museum in London. Organized by the UK Research and Development Centre for Chinese Traditional Culture (UKCTC) in association with the East Midland Youth Chinese Organisation (EMYCO) and in cooperation with the British Go Association (BGA), the event was sponsored by Chen Yongqing, a businessman who is a promoter and advocate of Weiqi culture in China and is President of the Xi'an Fuji Vocational Weiqi Club, and Vice Chairman of the Xi'an Weiqi Association. He also travelled from China for the event.

The event was organized to promote cultural exchanges between China and the UK through the game of Go (known as Weiqi in China), and set up a platform where Go enthusiasts can not only learn about the game's culture and enhance their skills, but also enable those in the UK to find more friends and encourage more people to take up Go, facilitating its promotion as a result.



Lisa Quastella of the British Museum's Sales and Marketing Dept presenting Wang with the gift of Lotus Flower Print by Ding Liangxian²

UKCTC President Sherry Kuei welcomed the guest speakers and the hundred or so attendees to the event, introducing Counsellor Li Hui of the Embassy of the People's Republic of China in London, who thanked the British Museum for the venue, UKCTC for their continuing contribution to the promotion of Chinese traditional culture – something now highly valued in China – and the EMYCO for inviting the guests. Admitting he himself was not a player, Li said he looked forward

¹www.usgo.org/news/2013/09/sino-british-Weiqi-exchange-held-in-london.

²For a description see www.britishmuseumshoponline.org/lotus-flower/invnt/brimus204.

to learning more about this ‘magic art’.

Chen Jiuxuan, Chairman of the EMYCO and son of Chen Yongqing, next introduced his organisation, a recreational, non-religious, non-political, not-for-profit organisation for the youth of the large Chinese community in the East Midlands. The EMYCO recruits twice-yearly from students at the University of Nottingham and at Nottingham Trent University, which have strong links with China.



Chen Juixan and Yuki Kuan

BGA Vice President Francis Roads took the stage next and gave an overview of the activities and growth of the BGA since its founding in 1952. He noted that he’s been a member for much of that time, having joined not long after learning the game 48 years ago. During his five-year tenure as President of the BGA in the early ’70s, he had written to the Chinese Embassy with an invitation for their

nation to engage with the UK’s Go community. To laughter from the audience, organizers and guests he related how the only reply he received was a little red book entitled *The Thoughts of Chairman Mao*. Roads said that it gave him great pleasure to participate in the kind of cultural exchange he had hoped for then.



Wang Runan 8p and his fan with the Ten Golden Rules

Dr Chan Cheng, Honorary President of the UKCTC, introduced Wang Runan 8P by reading the Ten Principles of Weiqi, also known as the Ten Golden Rules, from Wang’s fan; an English translation of these core strategies of the game, together with discussion, can be found at Sensei’s Library³.

Wang, a small, slight man with highly mobile features and eyes sparkling with good humour, spoke with animated enthusiasm as Wang Ren translated. He first expressed his great pleasure at finding himself speaking at the British Museum, an institution he had learnt of at school, since it holds a good number of Chinese antiquities, including the oldest known manual of his game (since transferred to the British Library – see China Calls For Return of Ancient Go Manuscript 9th September 2013 EJ⁴). ▷

³senseis.xmp.net/?TenGoldenRules.

⁴www.usgo.org/news/2013/09/china-calls-for-return-of-ancient-go-manuscript.

Wang gave a brief history of Go, beginning with its origin in China 'over 4,000 years ago' and including colourful legends of historic figures such as General Xie An, who allegedly sat calmly playing Go, leaving battle reports undispached, as his army of 80,000 faced and overcame a force of 800,000 invaders; and General Guan Yu, who, in the absence of anaesthetics, is said to have used a game of Go to distract him from the pain of having the very marrow scraped from his arm to remove poison from an arrow-wound. Wang indicated he personally would prefer to have the anaesthetics now available if he found himself in similar circumstances.



Wang told how the game spread to Korea, to Japan, and from there to Europe, North America and other parts of the world after Japan had reached a dominant position in mastery of the game over the last several hundred years. But, he pointed out, in recent years China has once again excelled in international competitions.

⁵www.usgo.org/news/2009/12/go-in-the-news-carrboro-carpenter-crafts-go-board-for-obama-gift.



Wang Runan v Matthew Cocke

He drew attention to the application of Go ideas in many fields of life and especially to strategy, claiming that the upper echelons of the US military and the CIA also now study the game as key to understanding East Asian strategic thinking. He also referred to US President Obama's gift of a goban to Chinese Premier Hu Jintao on the first presidential visit to China since Nixon's time (see 14th December 2009 EJ⁵), expressing puzzlement, however, that the President chose a Chinese cultural artefact rather than an American one, such as perhaps a basketball.

Wang provided a few tips for newcomers to the game, suggesting that they 'avoid concentrating on local play, disregarding the rest of the board', instead taking what he referred to as the 'helicopter view' of the whole board. He also said players should deploy their stones widely about the board, use strategy like probe stones which may be sacrificed, and stressed the importance of reading accurately, noting that professionals may look up to 30 moves ahead; beginners should try to read at least three moves ahead.



Francis Roads, commentating on Wang v Cocke

Simultaneous translations of the speeches were provided by Wang Ren, Go-playing friend of the UKCTC (Wang, Dr Chan) and Yuki Kuan of the EMYCO (Kuei, Chen, Roads).



After a short break, the house reassembled less formally for actual play, with Wang playing simultaneously against four volunteer players from the BGA. Out of courtesy to the British, who, like other Westerners, have the Japanese traditions deeply imbued, territory scoring was used rather than the Chinese tradition of area scoring. On board one was Matthew Cocke 5d of Epsom Go Club, one of the UK's strongest players, who was given a three-stone handicap. This

game was displayed on a large screen, with Francis Roads giving a running commentary over the PA with the help of a laser pointer.

Cocke was visibly shaken when, towards the end of the middle game, he realized he had allowed four stones to be cut off, an oversight which quite possibly cost him the game. Cocke lost by four points.



Wang Runan v Michael Webster, Mark Baoliang Zhang and Oscar Selby

At the next board was British Under-10 Champion Oscar Selby 8k (also of the Epsom Go Club), who took nine stones and lost by six points, earning praise from Wang. Next was engineer Mark Baoliang Zhang 1k of Diss (no club), who took seven stones and was behind when the game had to be halted because the museum was closing. Michael Webster 2d of the Central London Go Club, taking six stones, had perhaps the best result of the four, with Wang conceding that Webster had the lead at the point play stopped in this also unfinished game. After the play, it remained only for fond farewells and a seemingly endless round of photographs of various combinations of personages, before the last of the party reluctantly left – the doors behind them closing securely on the British Museum's priceless collection of treasures from around the world. □

GO IN SCOTLAND IN 1823

Donald Campbell

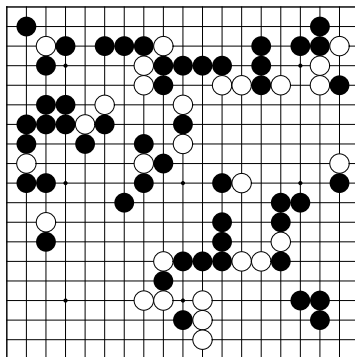
bellerophon144@me.com

In August 2013, whilst driving along the Borders Tourist route, we saw that the home of Sir Walter Scott¹, the novelist, had reopened after a significant refurbishment. Having tried unsuccessfully to gain admission for a couple of years, we went in and followed the advised route² through the house until we came to the Dining Room, decorated with hand-painted Chinese wallpaper. This was given as a present to Sir Walter Scott by his cousin Hugh Scott, who was a ship's captain with the East India Company. The archivist, with whose kind permission I have photographed the relevant paper, has only been able to identify its arrival in the year 1823.



Just to the left of the entrance door to the dining room is a painting of four figures, two of whom are drinking tea whilst two are playing Weiqi. The

diagram below sets out the board position, although the left lower side is obscured by the blue gown of the player's elbow.



The markings of the board (19 by 19) are interesting. There appears to be five star points, located at the centre and the 5-5 points, depicted by a group of four right-angles around each point. These must predate the later standardised markings (nb. the diagram above is drawn by software that assumes the standard markings).

I have contacted the Japanese, Chinese and Korean Go associations to enquire whether they either recognise the game being depicted or have any more information on this earlier five star point marking of the board³. The Victoria and Albert Museum has a curator who is researching Chinese hand-painted wallpaper and my initial contact with them resulted in the enquiry being answered by a Xiaoxin Li, a Weiqi player who played in tournaments up to the age of 16! I

¹www.scottsassbotsford.co.uk.

²*The Place I Have Created* – a short guide to Sir Walter Scott's Home at Abbotsford – published by The Abbotsford Trust, 2013

³I refer to 19 by 19 boards here – modern 13 by 13 boards have five star points.

understand that he was a member of the Durham Go Club for a short time.

The reply from Korea was that there is a ceramic tomb board of the later Han Dynasty c. 183 AD with five star points⁴, but it is a 17 x 17 board (whereas the Abbotsford one is 19 x 19); there is also a 17 star point board owned by Emperor Shomu (Emperor of Japan 724-749AD).

There is also a five star board which was regarded as highly unusual, as it used depictions of floral stamens for the five star points centre, but additional half stamens on twelve further star points, (corresponding to the Emperor Shomu board). It is thought to have been produced in the early 1900s, but this one has a 19 x 19 grid.

In earlier articles in the British Go Journal it is noted that, apart from a single description of the game in a 17th century book written in Latin, no clear description of the game in Western literature appears much before the 1880s. The game is mentioned in the biography of Sir Harry Parkes⁵.

Sir Harry Parkes was a British diplomat born in Staffordshire, who acted as plenipotentiary-extraordinary to the Meijin court in May 1865. His early career saw him living in China, where he was involved in both Opium Wars. He then was transferred to Japan by the Diplomatic Service, and is known to have learned the game in order to make social contact with Ministers of the court, who were all keen Go players. Indeed he is recognised as having competed

at a Honinbo tournament in 1886, where he was apparently given a six-stone handicap. It is unclear who taught him the game, but he must have learned it whilst in the Far East, although he does not appear to have continued to play after returning to England, where he died in 1889.

The Scott archive has not as yet been fully documented and there is no evidence that the game as such was played in the house, nor do we know whether the significance of this single panel was appreciated when the paper was applied to the wall. The National Trust for Scotland has told me that there is one other property in Scotland with hand-painted Chinese wallpaper; it was hung in the Keir bedroom at Pollok House⁶ in Glasgow, circa 1898. The 19th century paper came from rolls found at Keir House near Bridge of Allan, Stirling when the contents of that house were sold in the 1960s. Although National Trust for Scotland manages Pollok House, the building is owned by Glasgow City Council and the collections are owned mainly by Glasgow Museums Service. The National Trust for England has also recently sent me a list of five properties, which I intend to visit in due course. I would be most intrigued to know if any members of the Association have seen such wallpaper, even if it does not include pictures of the game.

I must thank Matthew Withey, the Curator of the Scott Archive and the Board of Trustees of Abbotsford for their invaluable assistance and, in particular, permission to photograph the wallpaper in the Dining Room. □

⁴See english.baduk.or.kr/sub06_02.htm?menu=f16&divL=2.

⁵en.wikipedia.org/wiki/Harry_Smith_Parkes.

See also the article about him in BGJ 152, Summer 2010, www.britgo.org/bgj/bgj152.html.

⁶www.nts.org.uk/Property/Pollok-House.

WHY NOT BLOCK?

Dylan Carter

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This position is taken from a professional game, Piao Wenyao vs. Kim Chi-seok. I had seen this game on the excellent Go Game Guru website, gogameguru.com. The commentary (by Baek Seongho 9p) did not mention why White must extend with 28 (see diagram below) instead of blocking, so I asked my teacher, Li Ang 3p¹, about it.

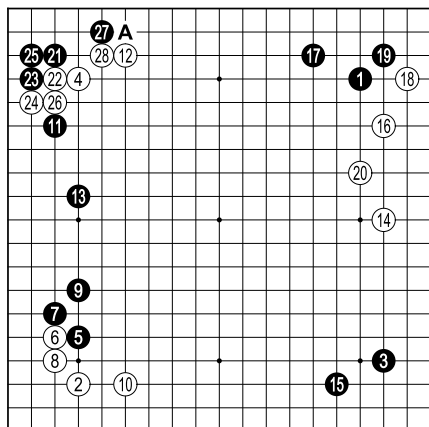


Diagram 1 (1-28)

16 Li Ang comments that this should have been at 23.

After 27 an interesting position was reached. If White blocks to the right of 27 at A with 28, and Black pushes up and cuts with 31, this normally creates a life and death problem (see Diagram 2 below), and the swordsman dies in the corner.

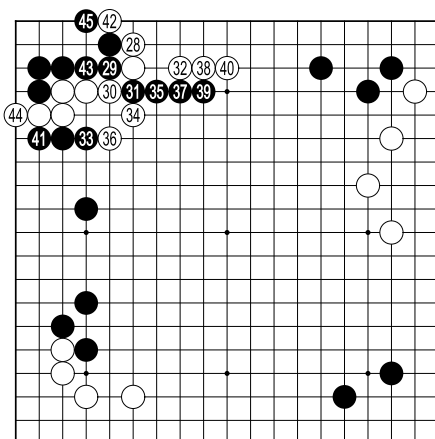
However, in this case, due to the position of the stones on the outside, it might be possible to cut and live, therefore White has to play to avoid this.

I asked 'Why can't White block?' and Li Ang answered by presenting this variation.

Some players, probably including me, would have blocked and not seen the impending doom.

After this sequence, the white group 34 etc. is particularly weak and the black cutting stones 31 etc. will escape easily.

Li Ang commented that Black must win the game from this position.



Variation at 28

¹Li Ang teaches on KGS and has a website at www.lweiqi.com.

WORLD NEWS

Tony Atkins

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KPMC

The eighth Korea Prime Minister Cup, organised by the Korean Amateur Baduk Association, was held in the middle of October at Gumi Conference Centre, in an industrial city about four hours south-east of Seoul. According to the UK's rep, Jon Diamond, the weather was lovely (about 22 degrees), but sadly the sun was shining on the UK flag flying upside down, possibly indicating distress at his likely results. The opening ceremony featured magic acts making women, flowers and birds disappear and then appear again, and also strange modern Korean dancing.

There were three games on the first day, with China, Japan, Hong Kong, USA, Finland (Juri Kuronen) and the Czech Republic (Ondrej Silt) winning all three above the bar. Ilja Shikshin of Russia was unlucky to be drawn against Hong Kong in the first round. Both Switzerland and Austria won their first two and unexpectedly made it to board one for the third round.

The last three games were played on the second day. As expected the final was China against Korea, with both players winning all five up until then. America started below the bar but won five; they had to play Hong Kong in round six. Germany were drawn against Canada, Russia were against Chinese Taipei and Japan against Thailand. These games ended much as expected so the final ordering was very similar to the previous year. The winner was Park Jae-Geun of Korea, second was Li Pu of China, third Canada's Bill Lin, fourth Chinese Hong Kong, fifth Japan and sixth Ilja Shikshin of Russia.



Jon Diamond representing the UK v Thailand

Jon Diamond was a respectable 30th with three wins for the UK. In the first round he lost against Thailand's Nuttakrit Taechaamnuayvit (5d) by losing a group. In the second he lost by half a point to Norway's Jostein Flood (4d) after conceding 13 points due to a damezumari oversight in the dame-filling. Round three was a victory over Zhe-Fan Mah (2d) of Brunei, who spent two years studying in Newcastle, a victory sealed by damezumari, this time not in the dame-filling stage.

Day two started with a game of swings against Waqiyuddin Mohammed-Zaid (5d) of Malaysia, losing in the end by two and a half points. Round four was a victory, however, against Celeste Abat (5k) of the Philippines and round six was a lucky win against Koichiro Habu (4d) of Poland, who lost some vital stones in a winning position.

Ireland's Colin MacSweeney also won three to take 46th place. He lost to America, Vietnam and Cyprus, but beat Philippines, Azerbaijan and Portugal.

Pair Go

The UK's pair of Natasha Regan and Matthew Cocke had a tough draw which caused them to struggle at the International Amateur Pair Go Championship. This was held as usual in Tokyo, on the weekend of the 2nd and 3rd November. As ever, it started with the friendship game, where you play with a random partner and the players are in national dress (such as an English mediaeval king and queen). Ian Davis was also playing in this, as his wife Irina was representing Romania.

In the first round, Natasha and Matthew lost to a strong Canadian pair, and were rewarded with a game against China. This they lost as expected, and then they played and lost to Poland. Bravely they battled on and beat France in round four and Denmark in round five, to end on two wins and 26th place. As usual nowadays, the winners were Korean, beating a Japanese pair into third place in the final, whilst Chinese Taipei took second. Especially noteworthy was the Russian pair, Natalia Kovaleva and Dmitriy Surin, getting the fourth place [equal best ever European place with Hungary (2003)].

Teams

The fourth year of the Pandanet Go European Team Championship started in September, again with three leagues. New countries Iceland and Greece, who are not European Go Federation members yet, were taking part in the C League, as was the

British team, following our relegation at the end of the previous season.

Our first match was against Greece on the 17th. Being new, their team was quite a bit weaker than ours and we got off to a great start. Sandy Taylor, Paul Taylor, Henry Manners and team captain Chris Bryant all won to take the match four games to nil.

Switzerland is one of the toughest teams in the C League, but our strongest players stepped up on 22nd October and we managed to secure a victory by three games to one. Board one had fast-paced excitement, with both Andrew Simons and John Walch getting into byoyomi in a marathon game; it finished with Andrew winning, not long before midnight. Des Cann won by half a point on board two and Alex Kent won by resignation on three. Sandy Taylor, on board four, was the player to lose.

The third match was against the other new team, Iceland, on 12th November. There were quite a few spectators on Pandanet (IGS) cheering the team to a victory by four games to nil. Andrew Simons had the closest game, winning by 7.5 points, whilst Des Cann, Paul Taylor and Henry Manners had easy wins.

All eyes were then to be focused on the crunch game against the other top team, Turkey, on 3rd December.

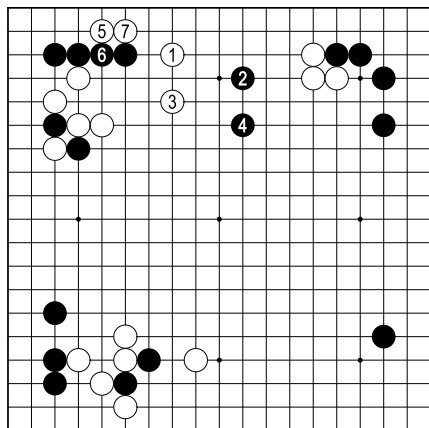
Meanwhile Ireland were having mixed results in the same league. They lost to Cyprus 3-1, but beat Kazakhstan 4-0 and then beat Greece 3-1.

CONSIDERING THE POSITION: ANSWERS

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



Variation A1

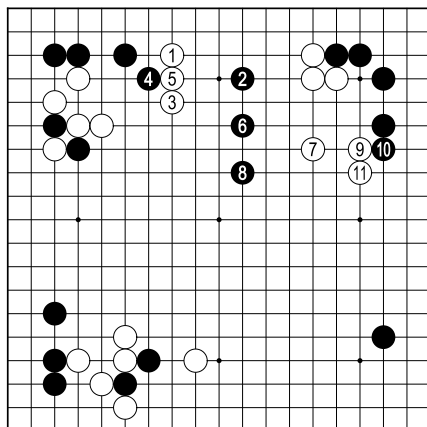
Successful block.

① aims at the weakness in the black position. Black does not have the time to counter-pincer at ② as the resulting attack on the black stones with ③-⑦ is very severe.

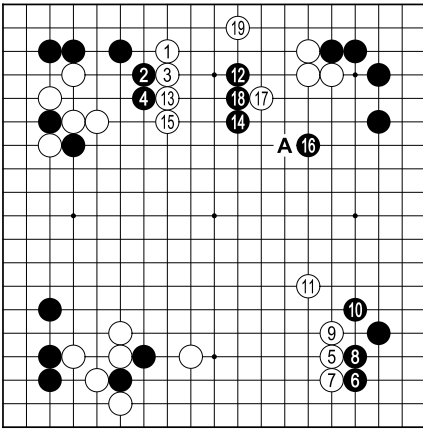
Variation A2

Black's emergency measures.

② can protect the corner with the 1-2 exchange, but this makes the white stones stronger, and the subsequent ⑤, ⑦ and ⑨ give White good shape. The three stones in the centre will be a burden for Black.



¹The SGF file is at www.britgo.org/files/bgjgames/166-considering-x.sgf.



Variation A3

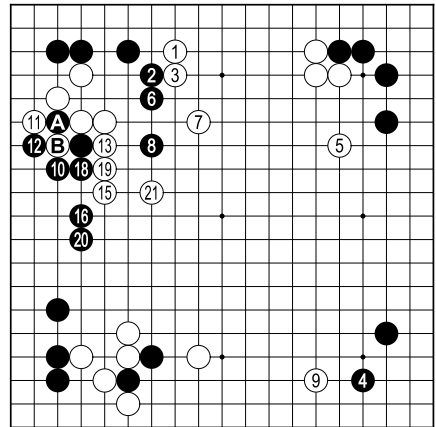
This ④ gives White the opportunity to get to the lower side first and expand the moyo up to ⑪. ⑫ can be considered, but the continuation to ⑲ settles White's position and leaves Black with a weakness at A.

Variation A4

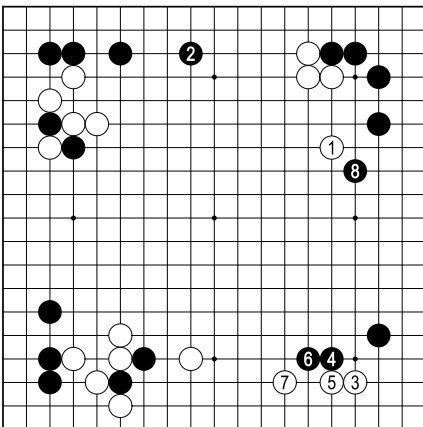
The actual game.

Up to ⑳ White expands the upper side.

The result was that Black won the game by 4.5 points after 194 moves.



⑭ ⑰ ko at A.
and B.



Variation B

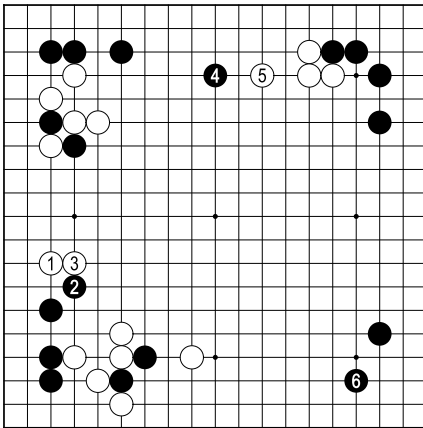
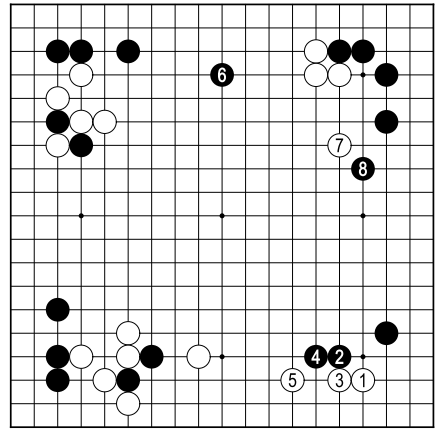
This is the wrong direction and does not account for the whole board.

② is very important and secures black territory.

The continuation to ⑧ is good for Black, who will be satisfied with the position of his stones.

Variation C

The result is similar to Variation B.



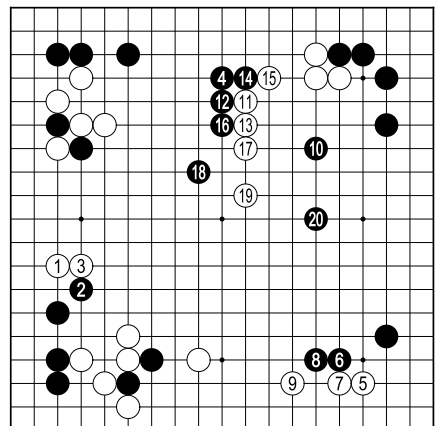
Variation D1

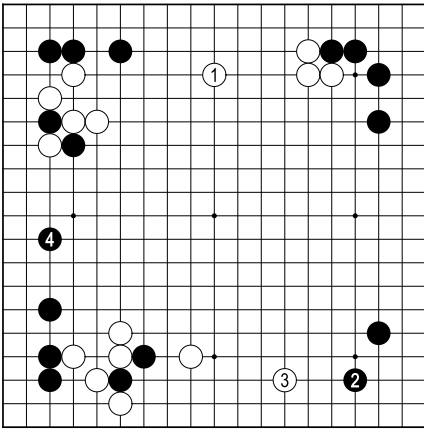
This is too slow.

① eyes Black's weak point, but Black takes sente and ④ is very severe. If White plays ⑤, the honte (honest) move, the exchange for ⑥ favours Black and Black's position is good.

Variation D2

If White rushes to take the big point first then the white stones come under severe attack after ⑩. The continuation to ⑳ is unplayable for White.





Variation E

The preceding variations show that White has to do something on the upper side.

This is a traditional move. Unfortunately it doesn't have much impact on the black positions, so Black is able to play the big point 2 and is satisfied with the exchange of 3 for 4.

~ ~ ~

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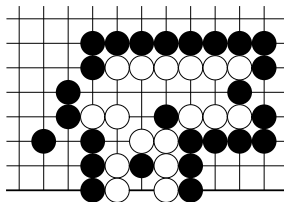
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PROBLEM 5



Black to play and kill

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/issue166.

Solution to Problem 1

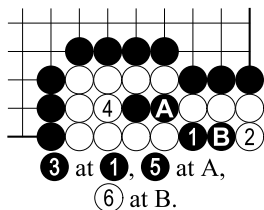


Diagram 1

- ❶ This is the key move in this shape, even though it looks like Black is just losing another stone.
- ❷ If White takes these two stones...
- ❸ ... then Black plays inside again...
- ❹ ... and inside again to create the double snap-back shape. Whichever black stone White takes, White is still in atari.

If White captures the other two stones with ❷ at ❹ instead, the same shape ensues when Black plays back inside at A.

Solution to Problem 2

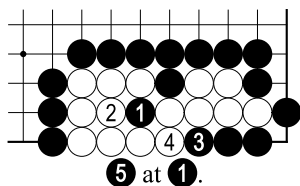


Diagram 2

- ❶ This is correct, setting White up for shortage of liberties.
- ❷ Now black can push in. Playing ❶ at ❷ is not fast enough. White can live by playing ❷ at ❸.

Solution to Problem 3

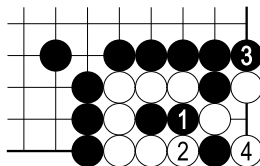


Diagram 3a (failure)

- ❶ If Black plays this move first, thinking it is a tesuji...
- ❷ ... then after this move White will not connect as expected.
- ❸ White will capture instead, setting up a ko.

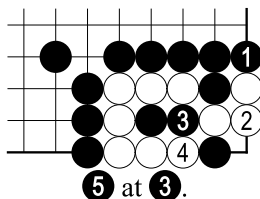


Diagram 3b (correct)

- ❶ Black should start here.
- ❷ If White connects...
- ❸ ... Black sacrifices another stone...
- ❹ ... which sets up White for the double snap-back shape.

Solution to Problem 4

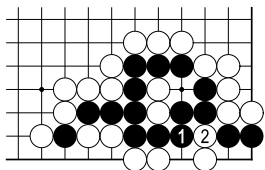


Diagram 4a (failure)

- ❶ It may look like Black should connect and peep at the gap in White's stones.
- ❷ However White has this tesuji, and it is self-atari for Black to play either side.

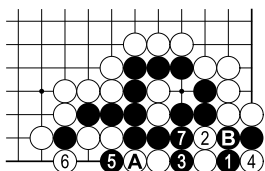


Diagram 4b (correct)

- ❶ Making the eye in the corner looks stupid, as White can immediately atari it.
- ❸ However Black now plays this wedge.
- ❷ Black has two ways to make a second eye (at A or B).

Solution to Problem 5

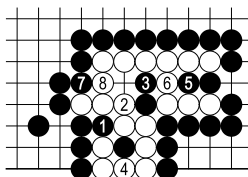


Diagram 5a (failure)

- ❶ This looks like a good first move, as it is atari.
- ❷ However White can play this atari, which means the two white stones on the edge can be given up for two eyes in the middle, or two separate eyes, as in this diagram.

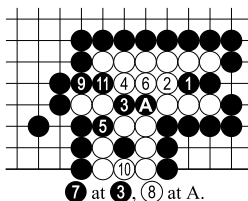


Diagram 5b (correct)

- ❶ This is the correct first move.
- ❸ Black must play here next.
- ❷ Black has to throw in to give White a liberty shortage.

~ ~ ~

MIND SPORTS INTERNATIONAL FESTIVAL AT CARDIFF

Roger Huyshe

roger.huyshe@btinternet.com



Roger Huyshe and Dylan Carter introduce newcomers to Go

On 15th and 16th September a BGA team attended the Mind Sports International Festival at Cardiff and hosted a stall, with the idea of making the game visible to like-minded people.

MSI is a new organisation that has been running such festivals around the world in the last year; venues so far have included Las Vegas, Prague and Cardiff. Its claim to bring many mind sports together is not really borne out by events so far. Cardiff had just Chess, Scrabble and 'Magic: the Gathering', although the Las Vegas event did include a Go tournament, run by the AGA, which was televised.

MSI has hired Rachel Riley, presenter of the TV programme Countdown, as its brand ambassador. She proceeded to identify our stall as Mah-Jongg, a

double mistake which I suspect Carol Vorderman would have avoided.

While the other sports ran competitions, with a total of about 400 entrants, we just held a stall at which we sold a few beginners books and sets, and tempted a few people to play on 9x9 boards.

Our best new contact was a husband and wife team who work for the Local Education Authority and are interested in setting up Chess and Go clubs. Cardiff Club will follow up. With the aid of the recently purchased roller-banner, we consider our stall looked reasonably professional.

The jury is still out on whether MSI will be useful to the Go community in future. Most people were there just to play their own sport and the event was not geared up to bring in local people who were not competing. Why hold Chess and Scrabble competitions at the same venue if there is no interaction between players of different games? If its future events hold a wider range of sports – with time to browse and taste – then that would improve its credibility and we could consider attending again.

Tony Atkins reports: The BGA also demonstrated Go at the other sort of festival we often visit: Japanese culture and anime. A team of four spent ten busy hours boosting membership of Manchester Go Club at that city's 'Doki Doki' festival on Saturday 9th November.

UK AND IRELAND CLUBS LIST

For current meeting and contact information and links to club web pages please visit britgo.org/clubs/map

The list below is of active Go clubs. Any player turning up at the venue at the advertised time can be reasonably sure of a game, but it's advisable to check first. (The list on the website also includes 'inactive' clubs, which may meet by arrangement if you make contact.)

Anyone not within easy reach of an active Go club can get contact details of any Go players in their area from our Membership Secretary.

Please send corrections and all new or amended information to the website maintainers at web-master@britgo.org

ABERGELE The Departure Lounge, 9 Market Street, Abergele, North Wales LL22 7AG; Thursday evenings;

Michael Vidler 01745-870 353 michael_vidler@hotmail.com

ARUNDEL 1 Town Quay, River Rd, Arundel, West Sussex BN18 9DF; Sunday - last in month, but please ring first to confirm;

Sue Paterson Tel: 07549 898 376 suepat812@btinternet.com

BATH Meets various places - check club web site. BA1 3EN; Tuesday 19:30;

Paul Christie Tel: 01225 428 995 paul@widcombe.me.uk

BELFAST Function Room, Belfast Boat Club, Table Top North society BT9 5FJ;

Monday 19:00; James Hutchinson james8hut@hotmail.com

BILLERICAY 42 Mons Avenue, Billericay, Essex CM11 2HQ; Monday 19:30 in term-time; Guy Footring Tel: 01277 623 305 Guy@Footring.net

BIRMINGHAM Starbucks cafe in the International Convention Centre (ICC)

B1 2EA; Sunday 14:00;

Andrew Russell www.brumgo.co.uk/ ar41284@yahoo.co.uk

BOURNEMOUTH 24 Cowper Road, Moordown BH9 2UJ; Tuesday 20:00;

Marcus Bennett Tel: 01202 512 655

BRACKNELL The Green Man, Crowthorne Road RG12 7DL; Tuesday 20:00 most

weeks; Ian Marsh Tel: 01344 422 296, Laurence Anderson Tel: 01276 686 333, bracknell@kisekigo.com

BRADFORD The Noble Comb, Quayside, Salts Mill Road, Shipley BD18 3ST;

Wednesday 19:30; Ewen Pearson Tel: 01274 598 980 ewen_pearson@hotmail.com

BRIGHTON The Southover Pub, Southover St BN2 9UF; Tuesday 20:00;

Jil Segerman Tel: 07920 865 065 or 01273 470 346

John Allen aka 'Yogi' Tel: 01273 383 254 or 07854 218 920,

<https://groups.google.com/forum/#!forum/brightongo>

BRISTOL Bristol County Sports Club, 40 Colston Street, Bristol BS1 5AE;

Wednesday 19:30; Paul Atwell Tel: 0117 986 1206, 07811 195 364

Paul5Bristolgo@aol.com

CAMBRIDGE CITY CB1, 32 Mill Road CB1 2AD; Friday 18:00-21:00 Saturday 17:00 onwards Sunday 18:00-20:00; Simon Mader mader.simon@gmail.com

CAMBRIDGE JUNIOR CHESS AND GO St Augustine's Church Hall,
Richmond Road CB4 3PS; Wednesday 18:00-19:30;
Paul Smith Tel: 01223 563 932 andreapaul@ntlworld.com

CAMBRIDGE UNIVERSITY The Buttery, Clare College
CB2 1TL; Monday from 20:00 during University terms; 3rd floor, the University
Centre, Mill Lane CB2 1RU; Thursday 19:00-21:00; Ryutaro Ikeda ri250@cam.ac.uk

CARDIFF Ocean Palace Chinese Restaurant, 48 Tudor Street, Riverside CF11
6AJ; Tuesday 19:00-23:00; Neil Moffatt Tel: 029 2041 2539 neil.moffatt@ntlworld.com

CHELTENHAM Thursday 19:30; Adam Watts Tel: 07403 475 573

CHESTER Ye Olde Custom House Inn, 65-67 Watergate Street CH1 2LB;
Wednesday 20:00; Tony Pitchford Tel: 01925 730 583 tony@towbarsdirect.co.uk

CORK (UCC WEIQI CLUB) Boole 5, Boole Basement, UCC (University College
Cork); Thursday 19:00; goclub@umail.ucc.ie

DUBLIN (COLLEGIANS CHESS AND GO CLUB) The Baggot Inn, 135 Lower
Baggot Street, Dublin; Wednesday about 20:30-21:00 until midnight Monday
about 20:30-21:00 until midnight most weeks; dublin@irish-go.org

DUNDEE Mennie's, aka the Speedwell Bar, 165-167 Perth Road DD2 1AS;
Monday from 20:00; Rich Philp Tel: 01382 666 129 richphilp@hotmail.com
Peter Clinch Tel: 01382 665 322

DURHAM The Bar, Ustinov College, Howlands Farm DH1 3TQ; Monday 20:00-
22:00; The Elm Tree pub, Crossgate DH1 4PS; Thursday 20:00-22:00;
Andrew Thurman andrew@thurman.org.uk

EDINBURGH Edinburgh Games Hub, EH3 9JB edinburghgamehub.co.uk;
Thursday 18:30; Phil Blamire Tel: 0131 663 0678 contact@edinburghgoclub.co.uk

EPSOM Paul and Yvonne's house KT17 3BN; Friday 19:30-22:30;
Paul Margetts Tel: 020 8393 2627 Paul.Margetts@cognex.com

ESSEX See Billericay

EXETER upstairs at Georges Meeting House, South Street EX1 1ED; Monday
19:00; David Storkey Tel: 01392 461 182 DaveStorkey@netscape.net

GALWAY Westwood House Hotel bar; Wednesday 20:00; Richard Brennan
richardkbrennan@eircom.net

GLASGOW UNIVERSITY Gilchrist Postgraduate Club, University Avenue,
University of Glasgow, G12 8QQ Thursday 20:00;
John O'Donnell, Computing Science Dept, Glasgow University, Glasgow, G12
8QQ Tel: 0141 339 0458 (home), 0141 330 5458 (work) jtod@dcs.gla.ac.uk

GREGSON See Lancaster

HULL 12 Fitzroy St, Beverley Rd HU5 1LL; Thursday 20:00;
Mark Collinson Tel: 01482 341 179 micollinson@micollinson.karoo.co.uk

HURSLEY See Winchester

ISLE OF MAN Sunday 20:00; Leo and David Phillips, 4 Ivydene Ave, Onchan
IM3 3HD Tel: 01624 612 294, 07624 473 688 leo@manx.net

LANCASTER Gregson Community Centre, 33 Moorgate LA1 3PY; Wednesday 20:00; Adrian Abrahams Tel: 01524 34656 adrian7k@live.co.uk

LEAMINGTON 22 Keytes Lane, Barford, Warwickshire CV35 8EP; Thursday 19:30, not Easter Thursday; Matthew Macfadyen Tel: 01926 624 445 matthew@jklmn.demon.co.uk

LEICESTER Stephen Bashforth's house, Mayfield, Station Road, Kirby Muxloe LE9 2EN; Thursday 19:45; Toby Manning Tel: 01530 245 298 go@jrt.org.uk

LETCHWORTH GO CLUB Central Methodist Church, Norton Way South SG6 3TR; Thursday 20:00-22:00 during term-time; Alison Bexfield alison@bexfield.com

LETCHWORTH JUNIOR CHESS AND GO CLUB Central Methodist Church, Norton Way South SG6 3TR; Thursday 18:30-20:00 during term-time; Alison Bexfield alison@bexfield.com

LINCOLN The Wig and Mitre, Steep Hill LN2 1LU; Monday 19:00-22:00 (1st Mon); Richard Leedham-Green richard.leedham-green@ntlworld.com

LONDON CITY The Melton Mowbray pub, 18 Holborn EC1N 2LE; Friday 18:00-23:00; Richard Mullens richard.mullens@gmail.com

LONDON, CENTRAL The Melton Mowbray pub, 18 Holborn EC1N 2LE; Saturday 12:00-20:00; Jonathan Turner Tel: 07968 538 881. je_turner@hotmail.com

LONDON, EAST Wanstead House, 21 The Green, Wanstead E11 2NT; Thursday 19:00 except August; Francis Roads Tel: 020 8505 4381 wayne@thewalters.eclipse.co.uk

LONDON, NIPPON CLUB IGO KAI Kiyohiko Tanaka Tel: 07956 594 040 KGS: matta, tanaka@gokichi.co.uk

LONDON, NORTH Allatson Room, Parish Church, Church Row, Hampstead NW3 6UU; Tuesday 19:30; Michael Webster nlgoclub@gmail.com

LONDON, SOUTH The Balham Bowls Club, 7-9 Ramsden Road, Balham SW12 8QX; Monday 19:30; David Cantrell david@cantrell.org.uk

LONDON, TWICKENHAM The Alexander Pope Hotel, Cross Deep, Twickenham, West London TW1 4RB; Wednesday 19:30; Colin Maclennan Tel: 020 8941 1607 colin.maclennan@btopenworld.com

MAIDENHEAD Friday 20:00; Iain Atwell, Norhurst, Westmorland Rd, Maidenhead, SL6 4HB Tel: 01628 676 792 wintergarden@talktalk.net

MANCHESTER The Shakespeare pub, 16 Fountain Street M2 2AA; Thursday 19:45; Chris Kirkham Tel: 0161 903 9023 chris@cs.man.ac.uk

MID-CORNWALL Glenview Farm, Wheal Buller, Redruth, Cornwall TR16 6ST; Tuesday 20:00; Paul Massey Tel: 07966 474 686

MILTON KEYNES The coffee bar in the Catering Hub, The Open University, Walton Hall MK7 6AA; Tuesday 12:15-13:15; Wetherspoons, 201 Midsummer Boulevard MK9 1EA; Tuesday 18:15; Tim Hunt Tel: 07850 119 939 T.J.Hunt@open.ac.uk

NORTHAMPTON Blackcurrent Centre, St Michaels Avenue, Abington, Northampton NN1 4JQ; Wednesday 19:00; Thomas Streamer 07926 357 826 tommyst@gmail.com

NOTTINGHAM The Last Post, Chilwell Road, Beeston NG9 1AA; Wednesday 19:30-22:00; Brent Cutts Tel: 0115 959 2404 brent.cutts@boots.co.uk

OPEN UNIVERSITY See Milton Keynes

OXFORD CITY Freud's Cafe Restaurant, 119 Walton Street OX2 6AH; Tuesday 19:00-23:00 and Thurs 19:00-23:00; Harry Fearnley, 38 Henley Street, Oxford OX4 1ES Tel: 01865 248 775 (day/eve) harryfearnley@gmail.com

OXFORD UNIVERSITY JCR (AKA the Danson Room) of St Anne's College, Woodstock Road, Oxford OX2 6HS; Wednesday 19:30-23:00 - wks 1-8 Oxford Univ term; Tom Baker Tel/Text: 07580 444 893 thomas.baker@st-annes.ox.ac.uk

PENZANCE See West Cornwall

PORTSMOUTH See Purbrook

PURBROOK Mostly at Peter Wendes's house PO7 5LU; Thursday evenings, most weeks; Peter Wendes Tel: 02392 267 648 pwendes@hotmail.co.uk

READING Eclectic Games, 36 Market Place RG1 2DE; Monday 18:30 except bank holidays; Jim Clare, 32-28 Granville Rd, Reading, RG30 3QE Tel: 0118 950 7319 jim@jaclare.demon.co.uk

SEAFORD 149 Princess Drive BN25 2QT; Thursday 19:00-21:30 (not every week); Keith Osborne tel: 01323 492 158 Kvandenzy1@aol.com

SHEFFIELD Hillsborough Hotel, 54-58 Langsett Road, Hillsborough S6 2UB; Sunday 19:45; Phil Barker Tel: 0114 255 1440 (home) pandjbarker@virginmedia.com

SHEFFIELD UNIVERSITY GO SOCIETY Student Union Gallery Eye room, Western Bank S10 2TG; Tuesday 18:00-21:00 in term-time; Malcus Poh gosociety@sheffield.ac.uk; www.facebook.com/groups/184395565051056/

SKYE Givendale Guest House, Heron Place, Portree, Isle of Skye IV51 9GU; Tuesday 19:30; Carel Goodheir Tel: 01478 612 909. Jurriaan Dijkman Tel: 01478 612 183, 07554 434 215 carelgoodheir@gmail.com

SOUTH EAST WALES See Cardiff

ST ALBANS The White Lion, 91 Sopwell Lane AL1 1RN; Wednesday 20:00 - players normally present from 19:30; Alain Williams Tel: 0787 668 0256, 01923 676 157 addw@phcomp.co.uk

ST ANDREWS Aikman's Cellar Bar, 32 Bell Street KY16 9UX; Tuesday 19:30-23:00; Edwin Brady edwin.brady@gmail.com

SUSSEX UNIVERSITY See Brighton

SWANSEA The Mill Pub, 75 Brynymor Road SA1 4JJ; Sunday 14:00; Dylan Carter SwanseaGoClub@gmail.com

SWINDON Running Horse, Wootton Bassett Road, Swindon, Wiltshire SN1 4NQ; Wednesday 19:30; The Beehive, Prospect Hill SN1 3JS; Sunday evening; David King, 21 Windsor Rd, Swindon Tel: 01793 521 625 secretary@swindongoclub.org.uk

TEESSIDE Matthew Holton M.D.Holton@tees.ac.uk

WANSTEAD See London, East

WARWICK UNIVERSITY Room B2.03 on campus (see website for directions)
CV4 7AL; Wednesday 17:00-20:00 during University term;
Bruno Poltronieri go@uwcs.co.uk

WEST CORNWALL John Culmer's house, Rose-in-Vale, Gweek, Helston TR12
7AD; Thursday 20:00; John Culmer Tel: 01326 573 167 johnculmer@btinternet.com

WINCHESTER The Black Boy Public House, 1 Wharf Hill, Bar End SO23 9NQ;
Wednesday 19:30; Alan Cameron, 7 Benedict Close, Romsey,
Hampshire SO51 8PN Tel: 01794 524 430 alan.cameron@iname.com

YEOVIL Mason's Arms, 41 Lower Odcombe, Odcombe BA22 8TX;
Thursday 19:45; Julian Davies Tel: 01935 423 046 GoStone@gmail.com

YORK El Piano, 15-17 Grape Lane, York YO1 7HU; Tuesdays 19:30;
Chris Maughan goclub.york@gmail.com

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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 ☺

Erratum in BGJ 165

In the preamble to the article *Aidan Putnam vs. Melchior Chui* in BGJ 165 it was
stated that Melchior shared the Under-16 Championship at the British Youth
Championships in March, but in fact he was the sole winner.

CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal may be found on the front page of our website, at www.britgo.org.

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.

The SGF files for problems and games printed in this journal appear on www.britgo.org/bgj/issue166

Links to electronic versions of past issues of the British Go Journal, associated files, guidelines for submitting articles and information about other BGA publications appear on the BGA website at

www.britgo.org/pubs

CONTACT INFORMATION

Journal comments and contributions: journal@britgo.org

Email for general BGA enquiries: bga@britgo.org

BGA website: www.britgo.org

Gotalk general discussion list: gotalk@britgo.org (open to all).

BGA policy discussion list: bga-policy@britgo.org (open to BGA members only).

Youth Go discussion list: youth-go@britgo.org intended for junior players and their parents, Go teachers, people who run junior Go clubs and tournaments, and youth Go organisers.

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

President: Jon Diamond 01892 663 837 president@britgo.org

Secretary: Jonathan Chin secretary@britgo.org

Membership Secretary: Paul Barnard, 16 Braemar Close, Swindon SN3 1HY; 01793 692 408 mem@britgo.org

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BGA on Facebook: www.facebook.com/BritishGoAssociation

BGA on Twitter: twitter.com/britgo

COLLECTING GO XIX: GO BOOKS

Tony Atkins

ajaxgo@yahoo.co.uk

Back in the early 1960s it was fairly possible to carry all the available Go books in English in one hand. If you were very lucky you had the book *Goh or Wei Chi* by Horace F Cheshire published in 1911, but you more likely had some of the other beginners' books, such as those by Korschelt, Lasker and Smith. As for more advanced material, you would have *The Vital Points of Go* (1958) by Takagawa and *Go Proverbs Illustrated* (1960) by Segoe, and that was about it. The only other source of technical material was *Go Review* magazine.

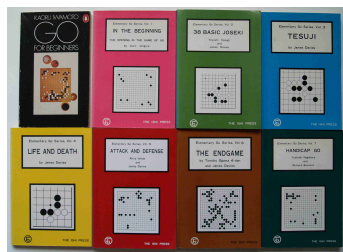


The 1968 Go book collection

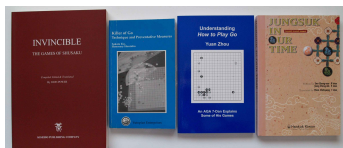
Then in 1968 Ishi Press burst on to the scene with *Modern Joseki and Fuseki Volume 1*, a translation by Richard Bozulich of a Japanese book by Sakata. This was followed a year later by *Basic Techniques of Go* by Haruyama and Nagahara, and in 1970 by volume 2 of Sakata's book. Ishi Press books were numbered, which meant it was easy to make a list and tick them off when you read them, these three becoming G1, G2 and G3. G4 was the *Go: International Handbook and Dictionary* and you had to wait until the following year for the next instructional book.

G8 was *Go for Beginners*, a book later available as a Penguin paperback, and G9 was the Spanish version (the only non-English book Ishi ever published).

1973 saw the release of the first two in the very excellent Elementary Go Series, which are still available and mandatory reading for anyone keen to get past beginner stage. Thirteen more Ishi books came out by the end of the decade, so it was still possible to collect them all. James Davies was actually writing some of these, rather than translating, so they are easier to understand with western thinking.



Penguin's Go for Beginners and Ishi's Elementary Go Series



First published books from Kiseido, Yutopian, Slate and Shell, and Korea

In 1982 John Power produced a large book, *Invincible*, containing the games of Shusaku, published under the Kiseido name. Later (in 1995) Kiseido took over the Ishi books, changing those still in print to K numbers, and continuing to publish new books. Up to today there are about 80 K and G books.

(Collecting Go XIX: Go Books ...continued from inside rear cover)

Throughout the 1980s and into the 1990s it was easy to keep up with the number of books being published, there being about two or three a year. At the end of the 1990s there were a few American-published books appearing, some privately, but it was the appearance of Yutopian in 1994 (with *Killer of Go* by Sakata) that really changed the number of books appearing. A lot of Yutopian's titles were translations from Chinese, not Japanese, so offering a new perspective on the game. They published about five or six books a year, the first 30 or so being furnished with an appropriate biblical quotation on the colophon page.

In all, 48 Y-numbered Yutopian books were published up to 2010 (though one or two have incorrect numbers on their spines to confuse those making lists).

Slate and Shell started publishing in 2000, often using articles first published in the American or British Go Journals, such as those by Richard Hunter, as their sources. This meant another six or so books a year to add to your library. They now have more than 80 titles, including a lot by John Fairbairn. Their numbering system has the author's initials in, so it is harder to keep a check list.



A Go book collection

The final big addition to the list of publishers in 2006 was Hinoki Press, with now 14 advanced books translated from Japanese, and in 2013 four lower level books translated from Russian. These carry H numbers at the suggestion of the late Gerry Mills, then the BGA book seller.

If you add in the books from Korean publishers, such as the Hankuk Kiwon and Oromedia, and various other small publishers (such as Robert Jasiek in Germany), then there are well over 300 English Go books and growing. Good luck trying to hold all those!