

BRITISH

GO

JOURNAL





Daniel Hu and players at the Candidates



Alison Bexfield – winner of the Bar-Low Tournament

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EDITORIAL

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Welcome to the 180th British Go Journal.

In This Issue

First of all, apologies that this edition is a little later than it should have been; my excuse is that I moved house in the middle of editing it and got somewhat behind. I hope you agree that the adage 'better late than never' applies in this case!

Once again we have to thank Bill Brakes for a Go story, and also Alex Rix for travelling all the way to China for us and bringing back his report on the World Amateur Go Congress. Gerry Gavigan has reported too, this time on the International Team Tournament.

John Tilley has provided the latest in his series of musings on Go, and I have supplied the next installment of my Go course for Double Digit Kyus, after a gap in the last issue.

Thanks as always to Tony Atkins who has regaled us this time with a collector's article about Go Stones, as well as the usual UK and World news.

I hope you enjoy this issue and I hope you will be inspired to contribute something of your own for the Autumn edition.

Bob Scantlebury

Credits

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

Contributions: Tony Atkins, Bill Brakes, Ian Davis, Gerry Gavigan, Roger Huyshe, Ian Marsh, Alex Rix, Bob Scantlebury, and John Tilley

Photographs: *Front cover*, World Amateur Group photo. All other photographs in this edition were provided by the article authors or sourced from the BGA website.

Proofreading: Tony Atkins, Barry Chandler, Martin Harvey, Richard Hunter, Neil Moffatt, Chris Oliver, Pat Ridley, and Nick Wedd.

INTERNATIONAL TEAM TOURNAMENT

Gerry Gavigan – WLGC

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Cambridge

Spring 2017

Since 1992 teams of three players have competed for the Kobayashi trophy in this three round tournament, twice a year, in spring and autumn. Only kyu graded teams get a handicap and the games are 45 minutes sudden death played to BGA rules.

This spring the tournament was again held at the home of the West London Go Club, the Young Chelsea Bridge Club (who again graciously sponsored the tournament).

It's not the most serious of tournaments but no-one plays to lose and everyone enjoys it. On the two previous occasions Nippon Club have won the trophy, so one might have thought they would go for a hat-trick this time, but unfortunately for them the strength of other teams would preclude that possibility.

Not everyone who turned up was expecting to play but luckily one or two press-ganged players enabled eight teams to participate this time. (Nameless to protect the guilty, two of the "volunteers" took a bye on

the third round so they could visit the nearby rather beautiful Kyoto Gardens¹).

As well as Nippon Club, we had WLGC A, WLGC B, North London Go Club (NLGC), Wanstead, Cambridge, Young Chinese ("since there may be another Chinese team, ha ha!") and, casting aside the idea that each team should be loosely associated with a geographic region, that other Chinese team: team daydream.

We formed two divisions:

Division 1

- team daydream (average strength 5 dan)
- Young Chinese (4 dan)
- Wanstead (2 dan)
- NLGC (2 kyu)

Division 2

- WLGC A (2 kyu)
- WLGC B (5 kyu)
- Cambridge (5 kyu)
- Nippon (9 kyu)



Concentration

¹<http://www.spottedbylocals.com/london/kyoto-garden/>

Some serious fighting ensued with at least one very close one game continuing after the flags dropped because neither player wanted to finish that way.

The closeness of the competition continued with both Young Chinese and team daydream winning 6/9. Team daydream took the trophy² on the board 1 results.



Winners Division 1

WLGC B were the clear winners of the other division (7.5/9) with Cambridge (with the two youngest players by far) on 5.5.

The nature of the tournament was that everyone got a prize. On the

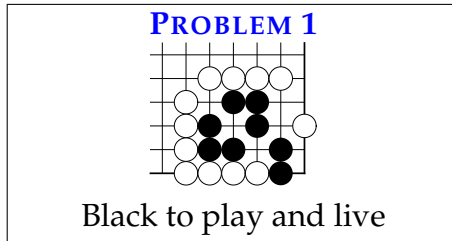
advice of previous organiser and this time prize-giver, Jonathan Turner (President, Central London Go Club), the prizes were six bottles of wine and 18 boxes of chocolate; however, it seemed that 18 bottles of wine and six boxes of chocolate might have been a better idea.



Winners Division 2

Around half of the participants disappeared into the local pub along with three Go sets and spent an enjoyable evening playing pair Go.

The next one will be in autumn and again it will be in West London Go Club. The tournament could easily be double in size so please look out for it.



²The eagle eyed among you will notice that the trophy awarded was not the Kobayashi cup, which, alas, was away being repaired

WORLD NEWS

Tony Atkins

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European Teams

The 10th round of the B-League on 25th April saw the UK playing Austria. The match was drawn after some good play on boards 1 and 2. Des Cann was especially happy as he won by half a point against Viktor Lin, ranked 24th on European rating list. Daniel Hu beat Lothar Spiegel by resignation, despite mistakes on both sides. Jon Diamond lost on time against Martin Unger, when a move lagged out in a lost position, and Jamie Taylor lost to Bojan Cvjetkovic after a ladder ended against him. This left the team third behind Poland and Italy, with a chance to get the play-off position for promotion to the A-League.

However they needed a good win against last team Italy and the match on 16th May ended as a draw. Board one was played a day early and Andrew Simons lost to Allesandro Pace after some fighting mistakes in overtime. Des Cann lost to Matias Pankoke by just 5.5 after errors in the endgame. Daniel Hu won by resignation against Carlo Metta, despite feeling pretty exhausted from exam prep. Chris Bryant played a fun 6-5 and 7-5 opening and ended with a large win over Davide Minieri.

This left the team fourth at the end of the season (15 points, 26 board wins). First was Poland (20 points, 34 wins), with Italy in the play-off place (16 points, 29 wins) and Austria third (16 points, 26 wins). Italy went on to beat Germany 4-1 in that play-off.

Finland is the other team relegated to the B-League.

The top four teams in the A-League that will play the over-the-board finals at the EGC in Oberhof are Ukraine, Hungary, Russia and Romania. Norway won the C-League, replacing Belgium, Slovakia and Croatia in a smaller B-League.

Georgia won D-League. Ireland ended third in that League. They drew with Cyprus and later with Belarus, but lost to Georgia in between. Game winners were James Hutchinson with one win, and Tiberiu Gociu and Cian Synnott with two wins each.

World Amateur

The 38th World Amateur was held in Guiyang in China between 4th and 7th June. Players from 48 countries took part. The unbeaten winner was Bai Boxiang of China. Lee Sang-Bin of Korea was second and third was Lai Yu-Cheng of Chinese Taipei. Daniel Ko of the USA took fourth, Japan took fifth and North Korea sixth. Best European was Romania's Cornel Burzo in seventh and eighth was Hong Kong.

The UK's Alex Rix won three games to take 41st place. He lost to Mijodrag Stankovic of Serbia and Fangfang Wang of Canada. He then beat Denmark, lost to Turkey and Ukraine, and beat a twelve-year-old from Italy and the player from New Zealand, before losing to Hallbjorn Gudmundsson of Iceland in the last round.

Amsterdam

Four of the 83 players at the Amsterdam Tournament this May were from the UK. The best result was from Matthew Reid (1k Cambridge) with four out of seven. France's Tanguy Le Calve was the event winner.

Hamburg

A week later many players had moved on to Hamburg for the Kido Cup, five of the 165 players being from the UK. Our top winner was Matt Marsh (4k Sheffield) with five wins out of six. Event winner was Austria's Schayan Hamrah.

Europo

The competition to select the sixth European Go professional started with a tournament for the top rated European players in Vienna in the middle of June. The top eight players returned for the final three rounds in the middle of July at Pardubice in Czechia, location of the Czech Open. In the semi-finals Viktor Lin of Austria beat Rob van Zeijst from the Netherlands and Germany's Jonas Welticke lost to Andrii Kravets of the Ukraine. The final went the way of the rating list, Andrii at 2682 proving

too strong for Viktor at 2631, allowing the Ukrainian to join the ranks of the professionals playing under the European Go Federation banner.

Galway

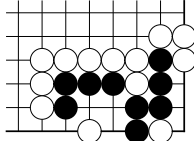
Fifteen players from several countries, including the UK, attended the Galway Tournament on the sunny weekend of 6th May. Played on handicap, the event had two divisions. The winner was Thomas Shanahan (4k Cork), winning all five games and the Celtic bog wood trophy. Winner of the second division was local player Jan Van Haaren (14k). Also winning four to be runner up in the top division was Dublin player Matei Garcia (1k).

Pair Go

The following Sunday a special Pair Go event was played, thanks to the Ambassador, in the Japanese Embassy to celebrate 60 years of diplomatic relations. Winning the first prize from Koichiro Matsuura, President of the World Pair Go Association, were Rachel Plomp and Matei Garcia, whilst Naomi O'Dhea and John Gibson were runners up. In the Rengo event alongside, winners were Chris Rafferty and John Courtney, with Geoffrey Crespino and Patrick Burke second.

~ ~ ~

PROBLEM 2



Black to play and live

PAIR GO MANNERS

Ian Davis

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It's an interesting little rule isn't it? Now maybe you've never seen it before, so let's look at it again closely. "Please refrain from trying to win on time when you have a lost game." The official rules of the Japanese Pair Go Association are kept here¹. If you know how to travel backwards in time, or if you know about the existence of something like web.archive.org, you'll see that in 2002 this rule was present. It is no longer present, and November 2012 is the last date when I can see it in the archive.

What hasn't changed, at least as far as I can see, is "There is a special etiquette of Pair Go. This involves avoiding unmannerly behaviour and attitude. The environment for the event should be pleasant and higher than the usual standard, as should the standard of dress (jacket and tie recommended for the men)".

I don't think that here, anybody really cares about ties. At the International Amateur Pair Go Championship they very much do care about ties, and you can't start the game until the male player has one tied properly around his neck. They are also terribly keen on punctuality, which of course enables a very tight schedule to be achieved. That is why they use Absolute Time² and dispense with

the overtime option on their little grey clocks.

In most Pair Go tournaments across Europe, Absolute Time is also used. Inevitably this occasionally causes problems around time scrambles, when the players are not so much enjoying the special etiquette of Pair Go, as chucking stones onto the board and bashing the poor old clock as fast and as hard as they can³.

Whether or not this is bad manners is one of those grey areas in morality, in as much as morality can be applied to Go. While you can interpret the rule about winning on time being removed as signalling that it is acceptable, you might equally suggest that it is so obviously unacceptable that it didn't need to be there anymore.

What seems rather more clear, is that some form of overtime can be introduced into most, if not all, Pair Go tournaments in the UK, without any negative connotations. It is hard to imagine that if normal (Single) Go tournaments are using overtime, sometimes by the bucket load, that Pair Go events shouldn't be doing the same as a norm. Is the desire to imitate a fabulous event in Tokyo any excuse not to do so?

□

¹<http://www.pairgo.or.jp/setumei/rule.htm>

²Absolute Time meaning that there is only maintime, no overtime, no reading seconds, just loss on time once your 30 minutes has expired

³The latest example in the EGF's championship "Ultimately, after some confusion with the move order, Svetlana Shikshina & Ilya Shikshin lost on time, but the confusion came immediately after their opponents seemed to have lost on time as well. In the end it was decided by the referee that Shikshina & Shikshin were the first ones to have run out of time (even though they had actually said pass, but the clock wasn't pressed fast enough), so Kovaleva & Surin won the game."

PRESIDENT'S PERSPECTIVE

Roger Huyshe

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In this issue I take my theme as “geography”. While the BGA is an association for the whole nation and tries hard to fulfil this, I have received a couple of comments along the lines of “what does the BGA do for our neck of the woods?”

One issue that is unfortunately affected by geography is candidates for Council. While we welcome nominations of anyone who can make a useful contribution, Council needs to meet face-to-face a few times per year and this seems to be a deterrent for those living away from the core of the country. Nevertheless, we do make a positive effort to be inclusive.

When it comes to major competitions, the BGA does have a policy of rotating round the whole country for both Candidates and the British Go Congress. Edinburgh and Cardiff have featured, as well as Ipswich, Lancaster and Durham. Distribution of events

has probably been close to that of population.

Youth events have been mainly in the South or Midlands, largely because of the expense and child protection issues of anything other than a one-day event. So events have been held at Aston, Leicester and Cambridge to be near the centre of gravity of active young players. Youngsters from further afield are welcome to apply to the Casteldine-Barnes Trust for assistance if that will help them to participate.

Online play is a compensation for players in areas with few Go players and the BGA organises two options. For players at any level, there is the Online League; most teams are from clubs, but it does not have to be that way. Why not put together a ‘No Club’ team to overcome geography? Skye (3 members) and Jersey (1 member) could join forces, to make an Islands team for example. Other combinations are up to you. Then for strong players there is the opportunity to join the online Pandanet team (by invitation) playing against other European countries.

The BGA has also been active in helping clubs in several locations obtain inexpensive equipment, from Scotland to Cornwall, as well as several schools which may be starting to teach Go this September.

Finally, do realise that our short-staffed Council is unable to take initiatives for every part of the country. But if a BGA member in an outlying area wishes to take an initiative and comes to the BGA for advice or practical support, then you are likely to find it.

GO JOTTINGS 2

John Tilley

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Improvement Guidelines

There are just a few books that offer general advice on how to become stronger; Kageyama's "Lessons in the Fundamentals of Go" is the one the springs to mind, a very good book that is available in English. Kageyama won the All-Japan Amateur Honinbo in 1948 and turned professional the following year aged 23.

Ishikura Noboru is a current 9 dan Japanese professional Go player who graduated from Tokyo University with a degree in law but only became a professional in 1980 (aged 26) after he resigned from his job at The Japan Industrial Bank. He had won the amateur Honinbo, and soon found that banking was "too tedious".

He presented the NHK television Go programs for five separate years and wrote some best-selling Go books that are refreshingly different.

He develops some "Improvement Guidelines" over two of his books; these cover just three pages. They do not address specific areas of Go that amateurs are notoriously weak at; they step back to look at a much bigger picture.

The first set of guidelines (1 page):

- Review your games
- Watch good Go
- Study easy tsume-go

There are no surprises here, but it is interesting to see what Ishikura thinks important. First: sooner or later all Go players will hit a barrier and stop improving. If you want to become stronger take lessons and get your

games reviewed. You need a teacher who can point out your mistakes and then provide more general advice – being shown long and difficult sequences won't help. It doesn't matter if you are DDK or SDK or a strong dan player, having the right teacher will help. One of our club members has regular weekly lessons from a Romanian 6 dan, thanks to the internet. So, record your games, review them at the club and then get them reviewed by a stronger player.

Second: watching good Go really helps. Ishikura mentions the NHK TV programs, many of the presenters have published original and interesting books based on their material. There are also quite a few games from the NHK Tournament on YouTube with English subtitles. I was stunned when we had a graduate student appear at the Winchester Club some eighteen months ago, who had been playing Go for just one month and was already around 6 kyu. He had spent most of that month watching videos from the Seattle Go Centre, while waiting to start his PhD. He had acquired a very good feeling for the flow of the game and key points, but was still a little weak in fights. He has a chess ELO rating of 2030.

Third: yes it's those easy tsume-go problems again. The Japanese word "tsundoku" means buying books and not reading them. Ishikura says that this is the fate of most tsume-go books! Kobayashi Chizu, 5 Dan pro, said on Sensei's Library "When you've finished a tsume-go book, you need to be able to

solve all the problems therein at first sight. Otherwise you haven't really solved the problems." She mentioned "Graded Go Problems for Beginner's – Volume 2" as "easy problems" – she added, "you need to be able to go through the whole book in five minutes, pointing at each problem's vital point. If you can't do that, you need to study it again." Tsume-go is specifically life and death problems; however, I would include both tesuji and tsume-go problems – "Graded Go Problems for Beginner's" includes both.

The Second set of guidelines (2 pages):

- "Kando" – Being deeply moved by being impressed
- "Kokishin" – Curiosity; inquisitiveness
- "Katachi" – Shape
- "Kangaekata" – Way of thinking
- "Kurikaeshi" – Repetition

This is a surprising list to me; only two of the five are specifically to do with Go. Ishikura calls this "The 5 Ks". A couple of years after Ishikura published his list, Yoda Norimoto (9 dan) had a different version with eight items, also all beginning with the letter 'K'. The first of Ishikura's topics "kando" is about generating passion and excitement. Watch those videos on YouTube, play through the famous games, watch the AlphaGo matches – you need to see moves that stop you in your tracks and make you say "I want to play moves like that," or problems that make you feel "that's amazing." Set up a study group at your club.

The second topic "kokishin" is about curiosity and inquisitiveness. If something unexpected happens in

one of your games, then make it your mission to get an answer. Learn from it. The first two topics could be summed up as "attitude".

The third topic is "katachi" or shape. There are several books on the theme of "things that amateurs don't know" and katachi appears on all these lists and could be the number one Go topic to focus on. However Kageyama in "Lessons on the Fundamentals of Go" only partly agrees with this(!); he warns against weaker players becoming too pre-occupied with shape – the amateur "shape school."

The fourth topic "kangaekata" is about "way of thinking" – how to ask yourself the right questions. This refers to Ishikura's list of "Twelve things to know," a list for helping decide where to play earlier in the game. You can find these and a very good review of his book, "Ishikura-Style Sure-Fire Victory at Go – The Twelve Things to Know" at Sensei's Library¹. This book is aimed at SDK players, but is only available in Japanese.

The fifth topic is "kurikaeshi" – repetition. You need to study those easy tesuji and tsume-go problems and when you have finished them, go back and do them again and again. You have to instantly recognise standard shapes and learn the reference life and death positions. Play through the famous games again and again, appreciate the flow of the moves. Memorise the game. Don't get sidetracked by all the variations.

Ishikura's "Improvement Guidelines" looks at the bigger picture of "How to Study," rather than "What to Study." Sakakibara Shoji was a professional 9 dan, well known for presenting

¹<http://senseis.xmp.net/?IshikuraStyleSureFireVictoryAtGoTheTwelveThingsToKnow>

the NHK Go TV program and for teaching beginners at The Japan Go Association. He wrote "How to Make the Breakthrough to Shodan" in 1974 based on his teaching experiences. On the cover it states that out of every 80 beginners who enroll in a beginner's class, only one will make shodan. He then goes on to present five areas to focus on.

Personally I would listen extra carefully to those professionals who are well known as teachers and to those who became professionals later in life – their advice should be followed. So I plan to look at Sakakibara's five areas to focus on in the next BGJ.

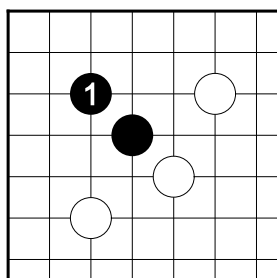


Diagram 1

Finally, something that came up at The Winchester Club earlier this year – it illustrates the second of Ishikura's 5Ks – curiosity/inquisitiveness. Black (a 9 kyu) ignored White's two approaches to his star point and when White (a 5 kyu) played at the 5-5 point – Diagram 1, Black confidently said – "Black is alive" and played on the 3-3 point. Black's group died as in Diagram 2. Black was adamant that he could live; I agreed as did everyone else.

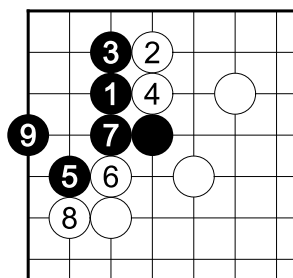


Diagram 2

We reviewed the position after the game and we couldn't make it live. When this sort of thing happens you must get to the bottom of it and emails were flying around the next day. Black's position in diagram 2 is of course the "J-Group", which is dead. However if Black can play the hane, as in diagram 3 then he is alive - see Davies "Life and Death" or Sensei's Library².

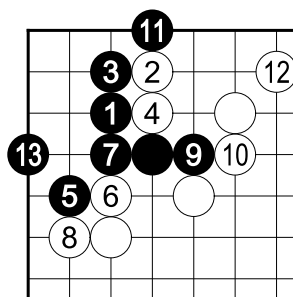


Diagram 3

Black is advised not to let White play the 5-5 point, as it gets tricky, too tricky for most SDK. So in theory we all learned the J-Group at the club, and it was refreshing to see the 9 kyu realise he had a J-Group a couple of weeks later!

²<http://senseis.xmp.net/?JosekiRelatedLifeAndDeathExample4>

WORLD AMATEUR 2017

Alex Rix

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Alex in front of Jiaxiu tower

World Amateur 2017 in Guiyang, China

I was lucky enough to be selected for the World Amateur again, having last gone in 2004. Back then life was easier as Japan Airlines used to sponsor it but now everyone has to pay for their own travel. There were 48 participants this year, with Hungary and Madagascar not turning up; back in 2004 there were 64, so this change has had some effect. It was also a bit more fraught obtaining information in time about the tournament to facilitate a visa and flights than before.

I still think it's a terrific event to bring nations together. The North Korean representative, Jin Ung Ri, came along with three minders this time, as opposed to just the one before (who was the same person I remember from 2004, probably a go coach). Ri was a dark horse of the event, professing himself to be 4 dan but losing only two games, to China by 1.5 points (the smallest win for the victorious Chinese player, Bai Baoxiang, who won all 8, becoming a 3 times winner and winning twice in a row) and to South Korea by just half a point (was

this ultimate diplomacy by the South Korean?). He did win by half a point against Lukas Podpera of the Czech Republic though.

The host city, Guiyang ("Precious Sun"), is in south west China. There were some parks and reconstructed temples plus interesting regional food but otherwise it was another large concrete Chinese city. As Precious Sun suggests though, it has many cloudy days and is also high in altitude, so the temperature was warm but not too hot. I did enjoy the fact that the locals liked to dance in the parks at night, attracting all ages. On the last day, there was a trip to a spectacular and large waterfall complex about two hours away, of which the Huangguoshu (Yellow Fruit Tree) has the largest vertical drop of 67m and the Duopotang is lower at 21m but much wider at 163m.

After an opening banquet, which was very good but not quite as sumptuous as some previous Chinese go banquets in Guilin I have been lucky to attend, the tournament got under way. It uses Japanese rules and Ing clocks, which are rather annoying in overtime as they state loudly which period of overtime you are in each time. The time limits were one hour and I seem to recall they were 90 minutes back in 2004. Unfortunately, I contrived to lose the two games where I was matched with opponents of my grade, one rather painfully when I could easily have let him win a ko and taken two big moves elsewhere to gain a winning margin. Otherwise, games went to form so

I gained three wins but five losses. This was the reverse of my position in 2004 so I have definitely become weaker. Nevertheless, my average is still reasonable! The first game was interesting in pitting me against the Serbian 5 dan, Mijodrag Stankovic, whom I had played only once before, in 1986 in Hungary when I managed to win as a 1 dan! This time it was a narrow 1.5 point loss and he got his revenge.

The strong Chinese player managed to win most of his games reasonably comfortably and very calmly, though the North Korean gave him a run for his money. Everyone else lost at least two games and the South Korean came second with Taipei third. Cornel Burzo was the top European on 6 wins, with Dmitri Surin of Russia and Lukas Podpera also appearing in the top 10 on 5 wins. This time, everyone was asked to enter their games into a computer after the game but I'm not sure where the game records ended up. There were some Chinese professionals there but there seemed to be less analysis available than in Japan where the professionals were

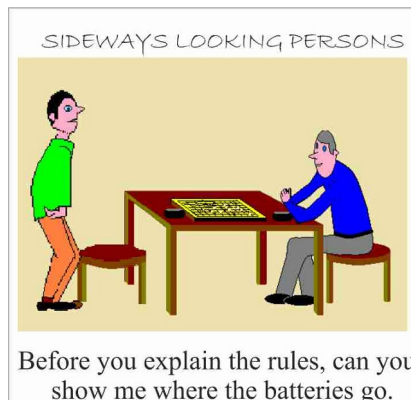
more readily approachable.

Due to the Japan Olympics in 2020, the event will be held in Tokyo for the next 2 years and then in Vladivostok in Russia.

After the event, I spent a few days in Hong Kong, which I had not visited since 1993, before the handover to the Chinese. There is still a hard border with China and, on the face of it, much is unchanged with the same ferries, trams and buses. It still feels a bit different to China but I wonder how long that may last. I visited Shenzhen briefly, just over the border with China, which also felt very vibrant.

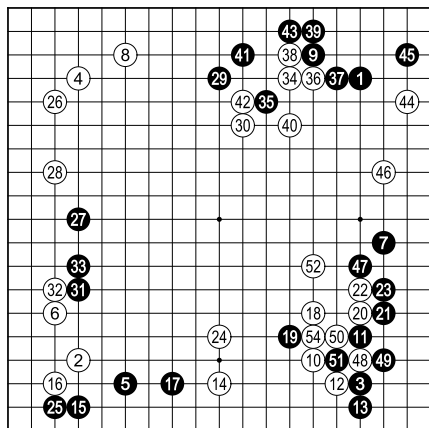


Huangguoshu waterfall panorama



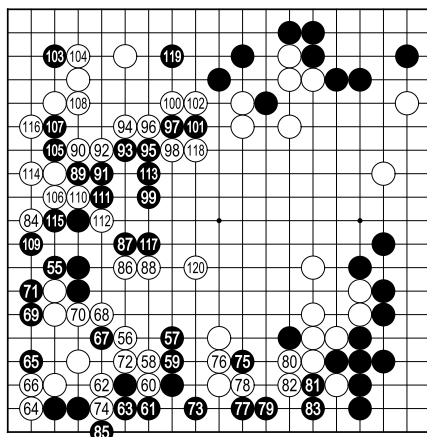
WORLD AMATEUR GAME

This is the game between the winner this year's World Amateur tournament, Bai Baoxiang (Black) of China, and Ri Jin Ung (White) of North Korea. The game is referred to in Alex Rix's article

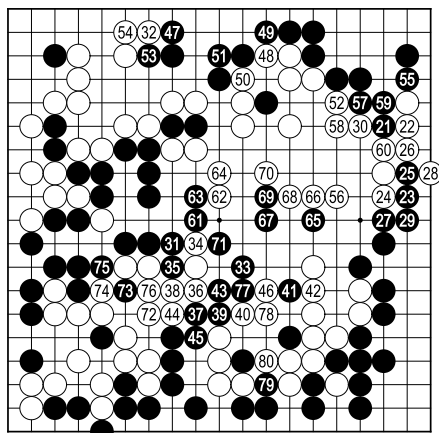


53 at 48.

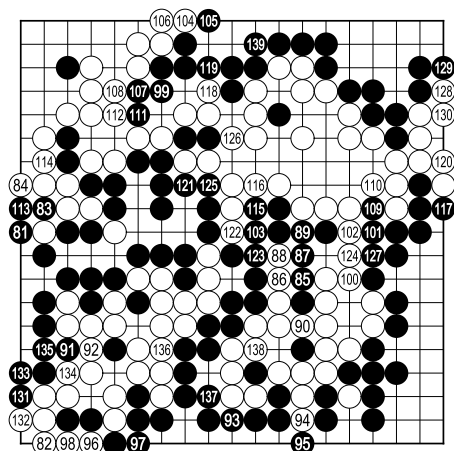
Moves 1 - 54



Moves 55 - 120



Moves 121 - 180



Moves 181 - 239

239 Black wins by 1.5 points.

□

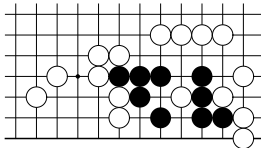
SIDEWAYS LOOKING PERSONS



Which club! Well sir, at this point I would go to the Go Club

~ ~ ~

PROBLEM 3



Black to play and live

BGA ANNOUNCEMENTS

FUTURE EVENTS

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

Isle of Man Go Festival, Port Erin, Sunday 30th July – Friday 4th August

Arundel, Sunday 13th August

Youth Training Residential, Grantham, Monday 14th – Wednesday 16th August

Mind Sports Olympiad, London, Sunday 20th – Monday 28th August

Cornwall, Penzance, Saturday 9th – Sunday 10th September

Sheffield, Sunday 24th September

Swindon, Saturday 30th September

Northern, Stockport, Saturday 14th October

Wessex, Bath, Sunday 29th October

Three Peaks, Ingleton, Saturday 4th – Sunday 5th November

British Youth, November

Coventry, November

Edinburgh Christmas, December

London Open, Thursday 28th – Sunday 31st December

Maidenhead, January 2018

~ ~ ~

OFFICIAL VACANCIES: CAN YOU HELP?

Vacant posts are listed at www.britgo.org/positions/vacancies.

We need volunteers for:

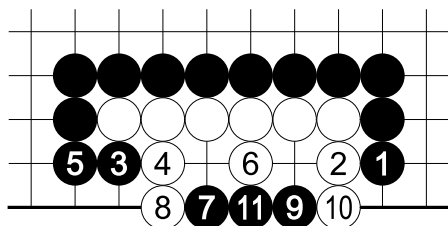
- London Open Organiser
- Regional Youth Representatives (Scotland, North East, West Midlands)
- Deputy Webmaster
- A further Council Member

If you are interested in any of these, please contact our President, Roger Huyshe (president@britgo.org), or any member of Council.

A COURSE IN GO - 05

Bob Scantlebury

robert-scantlebury@lineone.net



Six stones on the third line live in seki

Life and Death

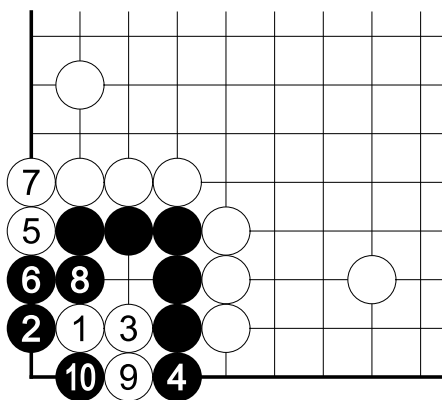
A group is alive if it has two eyes, or if it can make two eyes if it is forced to do so. So first and foremost there must be room for two eyes. And importantly those eyes must be real eyes and not false eyes. Room is one factor but it is not enough; the other factor is good shape, which I discuss elsewhere. This can mean playing lightly, not making heavy shape, and knowing which stones to sacrifice for the sake of the group as a whole.

There is no substitute for simply learning the common shapes that are alive, and conversely those that are dead. One such book is James Davies' *Life and Death*, but there are others. Many of these shapes occur at the edge or in the corner, which means a working knowledge of joseki and the principles behind joseki is important too. Often the best outcome for one side in a joseki is simply to live, possibly in a confined space like a corner.

Timing is also crucial; when can one safely tenuki, knowing that a group is alive whatever move your opponent

makes against it, and when do you simply have to make that key move to secure the group. Such a move might well be gote, but the a living group is such a strong and powerful force to have on the board, that it may be worth giving up sente to achieve it.

Nearly all Go problems are life and death problems (e.g. Black to kill) so doing problems is a good way to hone your skills in this area of the game. Choose problems aimed at your grade, and try some for slightly stronger grades to stretch yourself a bit.



The carpenter's square become ko

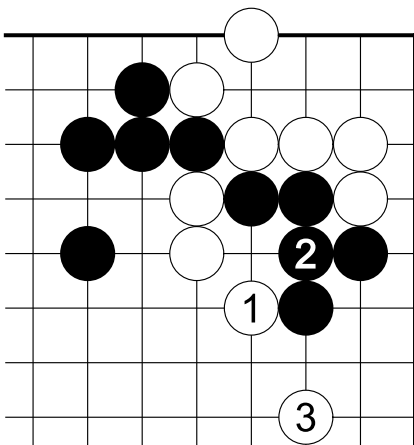
Intuition

Go is a visual game of shapes and patterns which we begin to learn and work with in our minds, not analytically but intuitively. Recognizing these patterns and the relationships between patterns can guide us to the right move.

Of course, this comes very much with experience, playing lots of games and studying or reviewing the games of others.

Intuition can come to our aid if we are in time trouble and we do not have the luxury of being able to read it all out; and it is often relied on in the middle game when the situation seems too complex to be read out in a reasonable time. However, it can lead us astray; there are plenty of instances where the obvious or intuitive move just doesn't work! Nevertheless, having a good feel for the game is essential to its enjoyment.

It is not the case that you must be born with good intuition; it is a skill that can be acquired and improved upon. And while it is very satisfying to know exactly how a situation is going to turn out having read it thoroughly, it is also part of the richness and beauty of the game that the right move is often the move we first thought of and would have played intuitively.

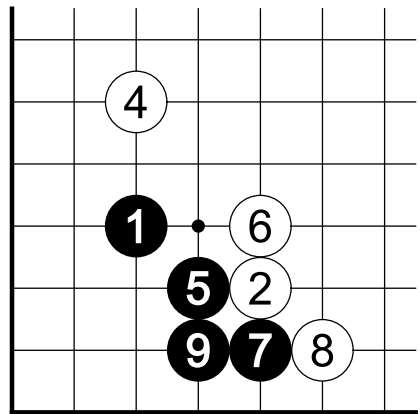


① threatens snapback and after ③ Black cannot escape

Reading

Reading involves working out the possible lines of play several moves ahead of the current position in a local area; there will be a 'tree' of sequences which should be explored as thoroughly as you are able and have time for. Double digit kyu should aim to be able to read at least five or six moves ahead. Once again, solving Go problems is a great way to sharpen your reading prowess.

Of course there are a great many potential lines that could be read out, so it is as well to have a means of honing in on the most likely ones. Knowing a few tesuji will help to signpost the key moves. But every situation is different, and your favourite tesuji might not work in this particular case, so it has to be read out; don't be tempted to play too fast and skip the reading.



Black plays ③ elsewhere because defending the corner stone is not urgent

Urgent moves

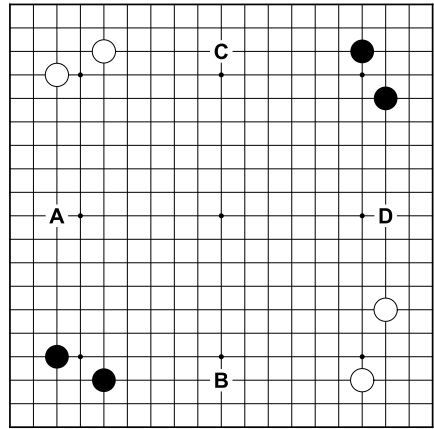
Urgent moves must be made before big moves. This is because they are too important to omit and the opportunity to make them might be gone if your opponent is allowed to make a move which pre-empts your urgent one. The main reasons a move is urgent is that it is needed to secure, settle or stabilize one of your own groups, or you wish to prevent your opponent from settling one of their groups.

Such moves are often a feature of the opening phase of a game, though they can occur at any time as the game ebbs and flows and the status of the various groups subtly alters; in other words you might have to answer a move that threatens to kill one of your groups or save one of your opponents. Urgency is another example of the concept of timing; exactly when to strengthen a group or else make a big move; ideally you don't want to make the move too early. It is also part of the whole-board thinking which is a sign of greater strength.

In general, it is wise to settle your own weak groups before attacking those of your opponent. And if there are no especially weak groups on either side, then you have the luxury of being able to make a big move, which is the next topic.

Big moves

The idea behind a big move is that it is worth a lot of points, usually because it lays claim to a potentially large territory. Obviously, as the game progresses and the board fills up with stones, there are fewer and fewer such moves. Thus once again it is a feature of the opening or early middle game.



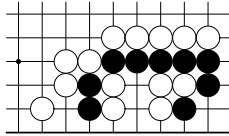
A, B, C and D are big moves for either side; point A is the biggest because the two shimari are facing each other

As mentioned in the previous section, it is a bit of a luxury to be able to make a purely territorial move – usually there are more urgent moves to be made. But the winner of a game of Go is the one with the most territory, so clearly it is important to try to claim as much as possible and certainly more than your opponent.

Of course, there might be more than one such move on the board at any one time and it is a matter of judgment which one to make; in general one should estimate the value of the move and make the biggest move first. In fact this is always a maxim to stick to, and it can mean that one ends up playing what is really an endgame move early in the game because it is not only a big move but is sente; your opponent is obliged to answer it or lose even more points.

□

PROBLEM 4



Black to play and live

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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

or search senseis.xmp.net/?JapaneseGoTerms.

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

FOR THE LOVE OF GO

Bill Brakes

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There are two collections of short stories by William Brakes available from Amazon, either as ebook or paperback: fragments: naked & bright and connections: ragged & precious. Not all of his stories concern Go.

The final round begins. The shades have been pulled across the windows to keep out the distracting sunlight. A low buzz comes from one of the neon strips. Clocks tick. Maxwell focuses on the empty board between him and his opponent. He takes a black stone from his bowl. He recalls previous games with this opponent: she plays aggressively, enjoys attacking weak groups but can leave herself vulnerable. Maxwell breathes deeply, once, twice, and clears his mind. He reaches across the board and places the stone on the far right 3-3 point.

Judith sits at the breakfast table. She carefully cuts the card with the kitchen scissors. She is determined not to cry. It's not only today, she tells herself. Anyone can forget a date. It's all the other things. For instance, the slovenliness: the ring around the bath, the books and Go stones cluttering the table, discarded clothes piled on the floor. He needs a mother, not a wife.

Maxwell plays cautiously, conservatively, securing territory, keeping his groups safe. His opponent builds thickness and a white moyo is materialising. It is not yet a cause for concern. The game is going well. So far.

And he never gets around to doing things. Anything. Those shelves are still not up. The grass at the back is knee-high and rising. The dripping

of the bathroom tap gets worse. Sometimes she could scream. He's never here, and when he's here he's on the computer. Playing Go. She'd rather it was pornography. Judith wields the scissors with venom.

Maxwell estimates the score. It's not good. He's behind, a long way behind. But that's assuming all the centre becomes white territory. He imagines some reducing moves. That probe would be sente, and then he could play there and he'd have some good follow up moves. He counts again. He'd still be losing. Reduction isn't going to be enough. He needs to invade. Now, before it's too late.

Snip, snip. Last Friday really took the biscuit. He knew Mum and Dad were coming. Nine o'clock before he showed up. Some excuse about a game going on longer than it should have, his opponent wouldn't resign. She's heard it all before. They had to start. His was in the oven, dried out. Served him right. Not that he noticed. World of his own. And how long is it since they made love? Properly, that is.

Maxwell invades too deeply. His opponent licks her lips and raps her next stone onto the board, occupying a key point. He can't live in there, he needs to escape. Play lightly, don't try to save everything. There's a route out, but she would attack from that direction and then she'd have a springboard into the side territory. He'd be torn to shreds. Maxwell over-stretches with his escape move. His opponent cuts. He knew she would.

Judith carefully cuts the card into smaller and smaller pieces. 'Happy'

and 'Anniversary' are separated. So are: 'To Max', 'love' and 'Jude'. She places the pieces in a neat pile on the mantelpiece next to the clock. Instead of a note. She looks around the room, feels a shiver slide down her back and a pricking in her eyes. This is not the time for tears. Nor second thoughts. Hold it together.

The group cannot be saved; it must be sacrificed. Maxwell plays forcing moves on the outside. His territory becomes more secure as his opponent's territory shrinks. She'll have to play extra moves there and there: the capture is not worth so much. Now take some large end-game moves.

Judith picks up her small suitcase

and leaves the house. She posts the keys through the letterbox. The taxi is waiting.

The game of Go is over. They count. Maxwell has won by three points. The players shake hands and re-play the crucial moments of the game, revisit their decisions. Maxwell waits for the prize-giving. There's no rush.

Maxwell arrives home. The house is cold. He picks up the scraps of paper from the mantelpiece and drops them into the waste bin. He goes into the kitchen and opens the bottle of wine he's won. He sends a text on his phone: 'All clear. She's gone. Come over. Mx.'

□

THE BGA ANALYST

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I would like to remind BGA members about the Analysis Service.

Would it be helpful to have your games analysed?

If you think it might, just send me an .sgf file of a representative game by email; I usually return the annotated game within a week.

Many Go players become stuck at one particular level and end up playing essentially the same type of game over and over again. That is fine if you are happy to just enjoy playing, but if you have the desire to improve, then you will probably need to learn to "see" the game in a different way.

I try to pitch my comments to the level of the player; never too technical, because there are many reference guides available for joseki and life and death. I pick out two or three positions where I feel the individual player would benefit from looking at the game slightly differently.

Hopefully, one day this leads to a eureka moment, "Ah, I get it".

Paul Barnard

UK NEWS

Tony Atkins

ajaxgo@yahoo.co.uk

Bar-Low

After a year's break, the Bar-Low tournament returned. It was held on Sunday 30th April, alongside the Candidates' Tournament as usual, but at a new venue in London. Thanks to an anonymous donor, the entry fees were cheap and the prizes generous, with more than half of the 17 competitors winning at least their entry fee back, as well as everyone taking home sweet treats.

Alison Bexfield (1k Letchworth) was the winner having secured victory before the last round started. Roger Huyshe (5k Manchester), Roger Daniel (7k London) and Lueming Yang (23k Oxford) also all did well, winning four games out of five.

Candidates'

The Candidates' Tournament was held over the April-May Bank Holiday weekend at the Young Chelsea Bridge Club in West London. Eighteen of the possible players took part to determine who would progress to the next stage of the British Championship, the Challengers' League. Thanks to the organiser, Matt Marsh, setting up a webcam, Chris Bryant was able to rebroadcast the top board game online and it gave a chance to see some of the games on YouTube.

After the six rounds, the following players made the progression: Daniel Hu (6 wins), Andrew Kay and Andrew Simons (5 wins), Charles Hibbert (4 wins) and Des Cann (4

wins), Tim Hunt and Alex Rix (3 wins). Alistair Wall became first reserve, after losing a tie-break with Alex on last year's league position, and Joanne Leung became second reserve.

Bracknell

The top player at the 39th Bracknell Go Tournament, held as usual at the Woosehill Community Centre in Wokingham on 14th May, was Lucretiu Calota (4d St Albans); he beat Alistair Wall (1d Wanstead) in the final. Chao Zhang (5d London) and Jim Clare (1d Reading) took third and fourth places, and Paul Barnard (2k Swindon) took fifth with three wins. Others of the 36 players winning three were Casey Alexander (10k Arundel), Alexander Hsieh (10k Cambridge Juniors) and Lueming Yang (20k Oxford).



Lucretiu Calota and Alistair Wall

As usual there were several fun side events. Arundel won the team prize, by one win, over the junior team of "A Football Stuck in a Bush Squad".

Nobody competed in the 13x13, but winning the puzzle-solving were Jonny Evans (10k London City) and Cate Howe (28k Cheadle Hulme School). The best haiku-writer was Richard Wheeldon.

Scottish

The Scottish Open took place at the offices of Skyscanner in the modern Quatermile One building in Edinburgh's Lauriston Place on 27th and 28th May. Twenty players made it along, some having met the night before for some lightning Go and socialising at the "Noughts and Coffees" Games Cafe on Morrison Street.

Prizes were awarded to the top three ranked players: Boris Mitrovic (2d Edinburgh) with six wins, Paul Smith (1k Cambridge) with five wins and Neil McLean (1k Aberdeen) with three wins. Prizes also went to the three 5k players who each won four of their six games: Edmund Smith (Cambridge Juniors), Stephen Chester (Edinburgh) and Niall Paterson (Glasgow).

Challengers' League

The challengers returned to the West London Go Club venue for the League, on the four days of the end of May bank holiday weekend. Champion Junnan Jiang did not join them as he is not defending the title, so when both Daniel Hu and Andrew Simons won six games out of seven, they earned the right to play in the title match. Andrew had won their mutual game, but had lost to Charles Hibbert on time, when his flag fell earlier than expected. Charles was third with five wins, Tim Hunt won four, Andrew Kay and Alex Rix three, Joanne Leung won one and Des Cann took eighth place.

Pair Go

The British Pair Go Championship was again held at the Red Lion in Hatfield and the organisers, Francis Roads and Jenny Rofe-Radcliffe, were pleased as there was an increase to 17 pairs, despite several of the stronger pairs not taking part this year. Most of this number was a large group from Cheadle Hulme School (CHS) and Manchester, which was recognised by the organisers presenting Martin and Helen Harvey with a special prize for arranging this.

In the top group the 2016 champions, Joanne Leung and Bruno Poltronieri, did not do so well and it came down to a final between Alison and Simon Bexfield and Natasha Regan and Matthew Cocke. In an exciting game, the last to finish, a win on time (and on the board) made Natasha and Matthew the champions for the seventh time.



Pair Go players

In the handicap section it was Sue Paterson (Arundel) and Jack Nolan (CHS) who won all their games. They beat Megan Upton (CHS) and Martin Harvey (Manchester) in the final. Also winning all three games was the ghost, John Collins, who had to play by himself after his partner withdrew a few days beforehand.

The two fighting spirit prizes went to Jackie Chai and John Johnstone

(Bournemouth), and Kathryn Ball (Manchester) and Reece Moore (CHS). Yansai Noeysoongnoen and Andrew Simons won the best dressed pair prize, on footwear tie-break from the organisers. The botany quiz was solved perfectly by both Alison Bexfield and Sue Paterson.

Thanks to the Japan Pair Go Association, all players were left clutching prizes and all DDK players went away with a certificate recording their achievement as well, which they proudly held in the traditional group picture.

Durham

The rain was falling heavily on 10th June as people made their way to the first morning of the tournament. Despite the downpour there was a reasonable turnout of 29, with this being several people's first tournament. A first this time was projecting the top board games in the side room and streaming on YouTube. Also a first was the use of the Oriental Museum as a venue, which kindly gave free entry to competitors.

On the Saturday evening the organisers put on an All-You-Can-Eat Go barbecue with copious amounts of sloe gin and this was enjoyed by about half the players who also spent the evening playing Go sitting in the garden. Sunday went smoothly, despite a rooming clash with a Chinese school session, and after the sixth round, before retiring to a pub near the station, the prize giving saw both Durham alcohol and items from the museum shop awarded as prizes.

The winner again was Alex Kent (3d), whose collection of Goat Ornaments was increased and is now a herd of five. Players on four wins and above were Yanan Cui (1d), Edward Blockley

(5k), Jonathan Grant (9k) and Pat Ridley (11k), and Durham's Hailing Du (3k), William Hong (7K), Mengchu Li (10k) and Scott Hicklin (20k). The side events were won by Paul Smith (Lightning) and Neil Sandford (Small Board).

Welsh

The 25th Welsh Open was, as normal, held in the coastal town of Barmouth, on the weekend of 24th June. The large Min-y-Mor hotel on the promenade once more provided draught Abbot Ale, two quiet playing rooms, an analysis lounge for game reviews and a meal on the Saturday evening, where non-players joined most of the 31 entrants. It was a good weekend to stay inside, as organiser Martin Harvey's sun dance did not take effect until the Monday, which was a fine day for walking across Barmouth Bridge to explore the Mawddach estuary and Fairbourne.

After Matthew Macfadyen won the event constantly for 16 years, there have been nine winners in the last nine years. This time Yangran Zhang (Eric) from Manchester (3d) was the winner of the Brian Timmins Plaque, presented by Kathleen. On five wins in second was Gong Cheng (2d) from London City. All those who won four out of six got prizes: Xinyi Liu (3d Manchester), Ian Marsh (3k Bracknell), Rich Bentley (3k Durham), Geoff Kaniuk (6k Cambridge), Wayne Walters (6k Wanstead) and Roger Daniel (7k Central London). A prize was also won by Peter Collins (5k Bristol) for winning all his three games and the Fighting Spirit award went to Kathleen Timmins (13k Shrewsbury).

UK Go Challenge Finals

After a gap in 2016, the UK Go Challenge Finals were back, on 8th July. This time the event was sponsored by Mindsports Academy (MSA) as part of their youth championship event, which meant free entry. As well as the usual certificates, all players received a MSA voucher, participant's medal and sports bag; the winner and second also received a trophy from MSA and all age group winners received a plaque from MSA too. The venue was the very pleasant function rooms of Stoke City's stadium, now called the bet365 Stadium, but still the Britannia Stadium on road signs.

Fourteen young players took part in the Go. This turned out to be more than the Chess and Scrabble, and Bridge had no entries at all. However there was a chance for the few participants, and adults too, to try out the games, with Roger Huyshe running the Go-teaching table in the Stanley Matthews Bar, helped by Martin Harvey and Paul Smith. After six rounds, ably organised by Tony Atkins, and a mix of even and handicap 13x13 games, and a few 19x19 games for the top players too, the winners in the age groups were known.

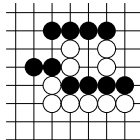
Overall winner was George Han (3k) from Northwood (London). Jason Brown (11k Cheadle Hulme School (CHS)) was second and Alexander Hsieh (9k Cambridge) was third. They respectively won the boys U8, U16 and U12 titles, whilst Anthony Ghica (17k Comberton, Cambridge) took the U14. Best Girl was Lizzy Pollitt (winner U14) and Megan Upton won U12 and the problem-solving, whilst Cate Howe won U16 Girls (all CHS). The John Rickard team trophy was won uncontested by CHS, but there was no primary school team.



George Han

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PROBLEM 5



Black to play and rescue
four stones

SOLUTIONS TO THE NUMBERED PROBLEMS

The SGF files for these problems, showing a fuller set of lines, are to be found at www.britgo.org/bgj/issue180.

Solution to Problem 1

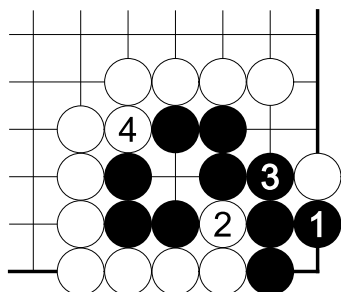


Diagram 1a (failure)

- ① This makes one eye.
- ② But this stops Black making a second.
- ③ and ④ are miai.

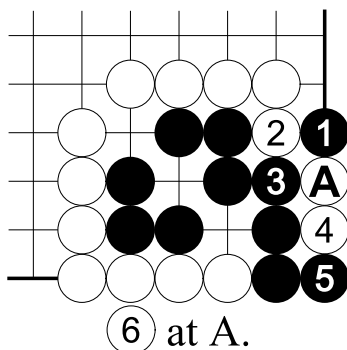


Diagram 1b (failure)

- ① This play does not make two eyes either.
- ⑥ This falsifies the edge eye so Black just has one.

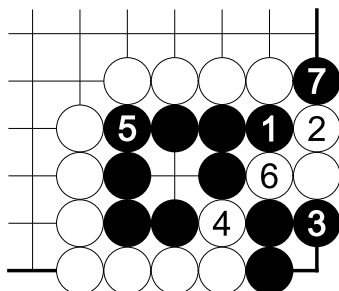


Diagram 1c (correct)

- ① This is the correct move.
- ③ Now Black makes the corner eye and White can take neither eye away.
- ⑥ and ⑦ are miai.

Solution to Problem 2

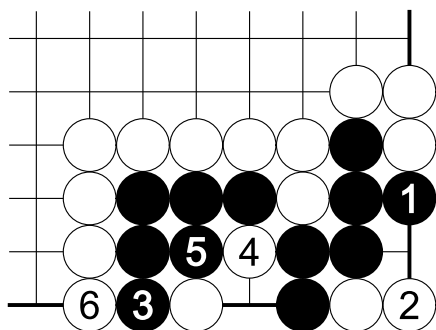


Diagram 2a (failure)

- ❶ This looks like it makes eyes.
- ❷ This leaves the corner as just one eye.
- ❸ However, after White here it is self-atari for Black on both sides.

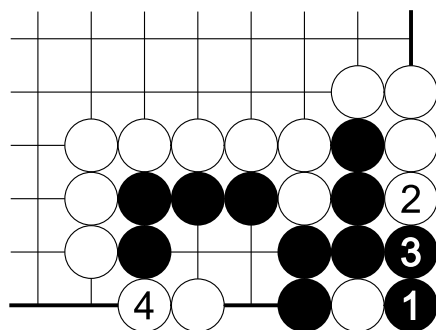


Diagram 2b (failure)

- ❶ This makes a corner eye.
- ❷ So White crawls in threatening to take it away.
- ❸ Black does not have time to make the corner eye.

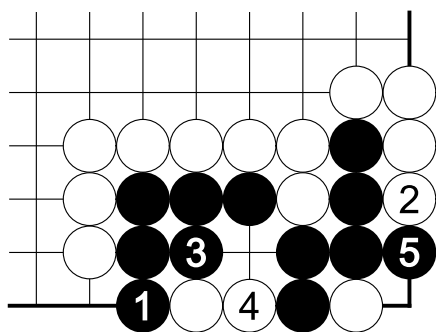


Diagram 2c (correct)

- ❶ The correct first play is here.
- ❷ If White crawls...
- ❸ ... then Black has two ways to live after this.
- ❹ and ❺ are miai.

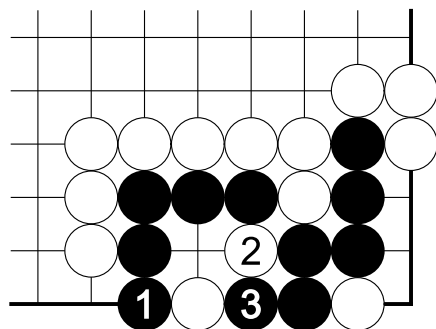


Diagram 2d (correct)

- ❸ Black does have time to play here this time.

Solution to Problem 3

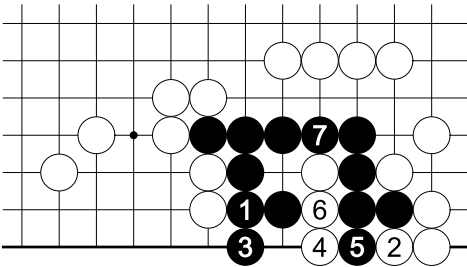


Diagram 3a (failure)

- ❶ This looks like a way to remove a weak point.
- ❷ However, White can push here.
- ❸ This threatens to link out or kill.
- ❹ This is a mistake leading to seki.

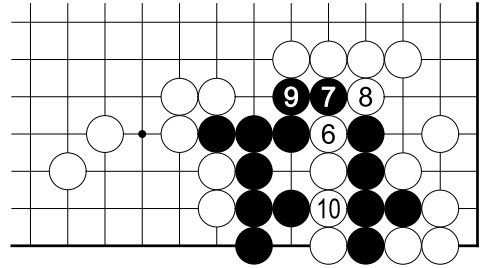


Diagram 3b (failure continued)

- ❺ White must play here.

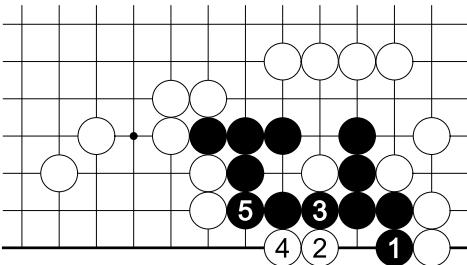


Diagram 3c (correct)

- ❶ This is the correct move to enlarge Black's eye space.
- ❷ White must play here to try to kill.
- ❸ This is the normal way White makes the edge eye false.
- ❹ However, Black can play here rather than one line lower.

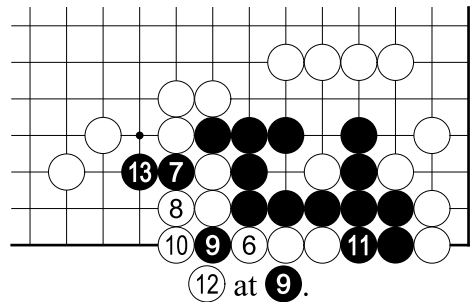


Diagram 3d (correct continued)

- ❺ Then Black makes use of this cut.
- ❻ White's edge stones cannot escape.

Solution to Problem 4

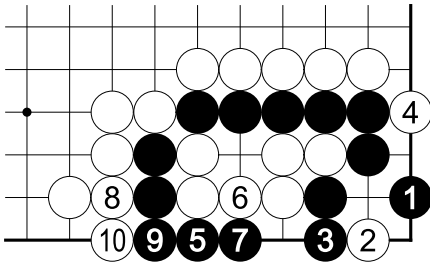


Diagram 4a (failure)

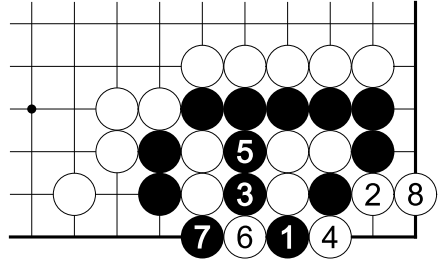


Diagram 4b (failure)

- ❶ This threatens to make two eyes.
- ❸ Black has only one eye so needs to capture something
- ❿ Black runs out of liberties.

- ❶ So can Black capture first to make the eyes?
- ❸ White is almost alive and Black has to fight a ko.

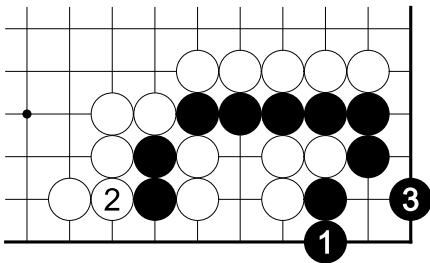


Diagram 4c (correct)

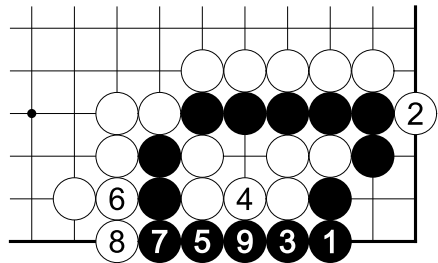


Diagram 4d (correct)

- ❶ This is the correct first play.
- ❸ If White removes the aji of the two stones then Black lives.

- ❶ This stops two eyes in the corner.
- ❸ White is short of liberties.
- ❹ The white stones run out of liberties.

Solution to Problem 5

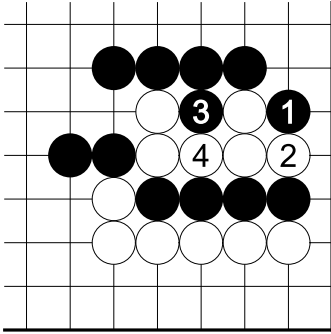


Diagram 5a (failure)

- ❶ Filling a white liberty is not fast enough.

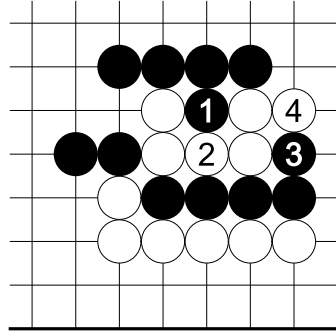


Diagram 5b (failure)

- ❶ Nor is pushing in here.

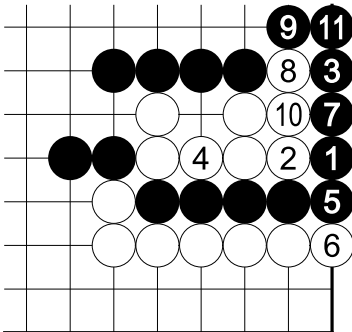


Diagram 5c (correct)

- ❶ This is the move that connects or captures.
- ❸ This completes the connection.

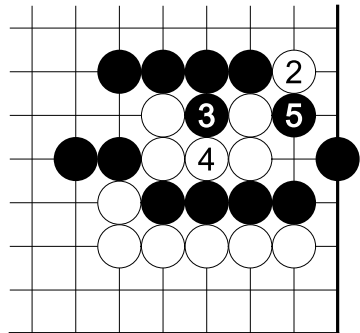


Diagram 5d (correct)

- ❷ This does not work for White either.

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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.

CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal is **11th September**.

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.

COLLECTING GO XXXIII: GO STONES

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Most players will have a collection of stones, though largely these will be in sets of about 180 all the same. However if the set is used in public then slowly other alien stones will arrive therein and these will have to be removed to retain the purity of the set. Thus a collection of stones will start. Sometimes stones are collected in other ways, such as prizes in competitions or as part of Go bric-a-brac such as jewellery.

The first picture shows some common types of stone found in UK sets. They are (from left to right): plastic (including one where two halves have been stuck together), Chinese (those where one face is flat and one curved), glass (including a helpful half-point komi stone), thick plastic (of a waxy feel) and the ultimate, a slate stone and a shell stone.



Stones can be smaller than the regular size too. Various stones are shown from magnetic and “ponnuki” sets, the Ariel plastic stones of the 1970s and small Chinese stones.

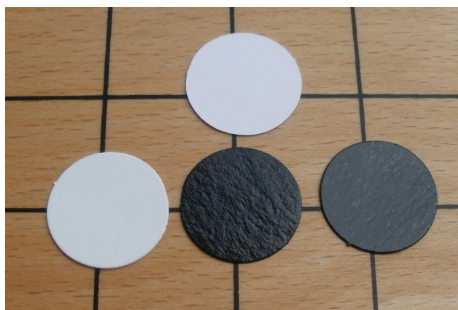
Ing stones are fat and hard plastic with a flattened top and bottom and inside a lead weight to help them fall down correctly within Ing’s measuring bowls. One has been opened to show the non-environmentally friendly weight.





Stones can sometimes be made of more exotic materials such as marble or clear glass. Here are some Chinese clear glass stones that are actually sold as plant pot decorations, though admittedly their shape is not very regular.

If you want a 9x9 set for £2.40 then a set of five pence pieces and pennies is a cheap method!



These paper stones are from a beginners' set produced at the European Go Cultural Centre; they push out of a punched card and come with a card 9x9 board at a cost of about 50 pence. The problem is they are hard to pick up and would blow away easily.

Wood can be used for stones too. Smith's used to sell a set made of sliced up dowel, small cylinders that were easily jogged. The big stones shown (9cm to 10cm diameter) are those awarded as prizes at events such as Devon, Cornwall and sometimes London Tournaments, plus the Dominic Taylor Trophy stone designed to match (awarded for the Cornwall Handicap). It takes a while to win a whole set though...

