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Pair Go



Tom Bradbury in a warm-up match

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EDITORIAL

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Welcome to the 187th British Go Journal.

In This Issue

In an informative article, Gerry Gavigan responds at length to Martin Harvey's letter in the last issue praising the London Open of 2018, held for the first time at the London Go Centre. Martin also has a short piece in this issue about the school in Cheadle Hulme where he nurtures budding Go talent.

It is some time since I wrote for the journal myself, but I felt obliged to pen another instalment in my occasional series on Go for DDKs (Double Digit Kyus). One or two players have been kind enough to mention that they appreciate this series, though you can judge for yourself if they are right to do so.

John Tilley has recently been very busy moving house, though he still found time to author another of his excellent Go Jottings; this time on the theme of positional judgment as taught by a Japanese professional. I will be adding his advice to my armory of Go stratagems.

As always, Tony Atkins has worked tirelessly to provide the News from far and wide. And in what is unfortunately the last of its kind, he concludes his series on collecting Go memorabilia with a review and a call to arms; the end of an era.

I know many of you like solving the problems that appear within. We have a whole board problem (Problem 3) from a game played by Tim Hunt in the London Open, game record here¹. The two hard problems (4 and 5) are provided by Liu Yajie.

Bob Scantlebury

Credits

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

Contributions: Tony Atkins, Gerry Gavigan, Martin Harvey, Liu Yajie, Toby Manning, Ian Marsh, Bob Scantlebury, and John Tilley.

Photographs: *Front cover*, Chi Min Oh, winner of the London Open. All other photographs in this edition were provided by the article authors or sourced from the BGA website.

Proofreading: Tony Atkins, Rich Bentley, Barry Chandler, Mike Cockburn, Brent Cutts, Martin Harvey, Richard Hunter, Pat Ridley, and Nick Wedd.

¹<http://www.britgo.org/files/bgjgames/187c-game.sgf>

THE FUTURE OF THE LONDON OPEN

Gerry Gavigan

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Introduction

In BGJ 186 Martin Harvey wrote at some length about the 45th London Open Go Congress (LO) and it was a delight to read his generally positive reaction to its first time hosting at the London Go Centre (LGC). His suggestions for changes were well made. Expect some or all of them to appear 'real soon now'. However, he and others expressed something looking like regret about the need to limit numbers.

This is one among several issues I want to address both in how we got here today and how we plan to make the tournament even better in future (aka 'back to 100').

Decline in face-to-face play is a long term trend and not limited to London. But for one recent blip the days of a 100+ LO are behind us, however it would be a lovely problem to have to deal with.

I don't know if it is possible to do anything about that but I am going to try. I remain open to suggestions and indeed took soundings from any LO attendee too slow to escape when they saw me approach. More of that later.

The Economics Fuseki

A few years ago, when I was first involved with the LO, the first thing that struck me was the amount of money International Student House (ISH) was charging. In the following year they wanted to up it to £5,000. I managed to persuade them to hold it down on a two year deal to £2,850

but the trend was upward. In recent years the DeepMind sponsorship kept it solvent but didn't solve the underlying problem.

The cost of the venue alone was either in danger of exceeding registration fees or already had.

I raised the matter of the LO losses at an AGM (2015?). Did we know why we were losing the money? Was it meeting some strategic objective? There was no satisfactory conclusion.

The Counterfactual Tesuji

Young Chelsea Bridge Club (YCBC) were willing for us to hold the LO there the year I started the West London Go Club (co-incidentally the first year of DeepMind sponsorship). Originally the rent would have been nominal but is now part of the LGC arrangements.

As part of my argument for change I asked what would happen to the LO if it stayed at ISH. Replies were solely cost cutting measures: losing the Professional, cutting the prize money and so on. The attractiveness of the LO would surely have declined and would have led to a slow (at best) death spiral.

So, while ISH might have been able to host a 150 registration tournament, the bigger problem would have been the tournament ceasing to exist. (A more fundamental capacity problem).

The New Venue Sabaki

It's all very well to for me to claim that ISH was a bad choice but the decision

to take on the LO was fairly fraught to say the least. The key issue in this repositioning was to make a success of it and not over promise but then under deliver.

I declared at the outset that I would take a conservative estimate of the capacity of the venue and work on making sure those that did attend had a good time. I proposed 80.

To attack on the left, first feint an attack on the right

It was clear from discussions with various people that concern about capacity (tertiary, I felt, to the existential problem) was never going to disappear so I decided to deal with it in the short term by feinting the possibility of an overspill venue.

An Economics Tewari¹

Would provision of an overspill room make any sense? Would it be efficient? It would have cost several hundred pounds a day, it could easily amount to £1000 for the period. For how many extra registrations? 5, 10, 20? The marginal cost of each extra attendee could vary from an optimistic £50 to a more likely £150+.

And for what reason or benefit?

So I had no intentions to create an overspill room.

I would rather have two major London tournaments of 85 than one of 130. As Toby tacitly acknowledged in his comments on the capacity issue: this is the reason for the creation of 'Not The London Open.'

Chuban²

As we got closer to the realities, purchased some necessary equipment

and undertook physical planning, it was clear that we could accommodate more than 80 but I was still nervous about going over 90 (in 2017 92 people attended).

In November, with numbers in the eighties, I closed pre-registration and I created a waiting list.

I knew from organising previous years that not everyone that pre-registered would attend and this year proved no exception. Those on the waiting list (seven) were without exception understanding. All of them were invited to register in the end through a combination of drop outs and increasing confidence that numbers would not jeopardise the objective of a successful tournament.

I declined to put one person on the waiting list as he would have been travelling from Italy and I didn't want to have him risk nugatory expenditure. One potential attendee from Oxford declined to go on the waiting list.

By my count we turned away two entries. Of course there are those that saw pre-registrations were closed and did not contact me. If that unknown number were as high as six I would be surprised.

Yose

The 28th arrived. The temporary sign was positioned making the LGC easier to see from the street. A goodly crop of volunteers helped convert the venue from a Bridge club with some Go players on the side to a Go venue with some Bridge equipment stuffed in the corner. Some people not mentioned by Martin include: Guy Butler (West London), Lena from Jena and her boyfriend Elias.

¹<https://senseis.xmp.net/?Tewari>

²<https://senseis.xmp.net/?Chuban>

Registration and tournament entry was a little fraught but it was all looking good with just a few bumpy bits. However, my nervous tension was still quite high and from then until 31st I was leaping around trying to deal with issues and demands (mostly the 'facilities' which were always a point of concern).

People hung around between rounds chatting and playing. No-one took boards across to the coffee shop preferring, it seemed, to stay in the venue.

Martin talked about the ambiance – it felt special. Whatever ISH did offer I am happy to claim 'ambiance' didn't feature. There was almost universal agreement that the move was successful with a couple of my bellwether people (friends who had expressed private concerns) particularly fulsome. Anyone who had something to say about the locale said something positive.

My fears were eventually assuaged.

Review and Analysis

The tournament made money. That makes things possible, including more prizes as suggested by Martin, and investing in making other tournaments more attractive, hopefully creating a virtuous circle.

Issues regarding the layout of the tournament and venue were identified by us and others and solutions were found.

It was difficult to pick a favourite suggestion but Ed Blockley's deserves a special mention. He wondered, without much expectation, if there could be some internal remodelling of the venue structure ('get rid of that door'). Another brilliant idea.

So I asked the chairman of YCBC. Yes it is. So yes we will. The Bridge club manager had an amazing lateral suggestion regarding the facilities (so amazing that it was blindingly obvious once suggested).

These suggestions together with the experience gleaned this time enables us to instantly increase the venue capacity to 100.

We are considering a post main-tournament event (9x9?) providing something extra for those who can stay rather than reintroducing an 8th round (not much use for those that need to get away).

It should be possible to bring the NYE celebrations in house rather than break things up by going to a local restaurant and then coming back to, er, play some Go. (I will take soundings before deciding).

We're working on upgrading the venue internet (less easy than it might seem) to enable live streaming of the tournament. And the EGF wants us in the Grand Prix circuit.

I received several emails congratulating us on the success of the tournament and I understand that a complimentary article will be appearing in the DGoB journal.

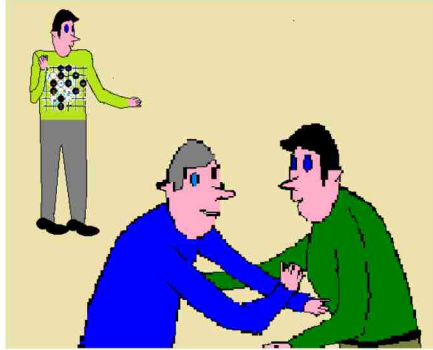
It all feels very exciting.

Endnote

It can never go without saying that all this is enabled because LGC is supported by the T Mark Hall Foundation but I want to add that none of the running costs of LGC's tournaments or events are subsidised by the Foundation.

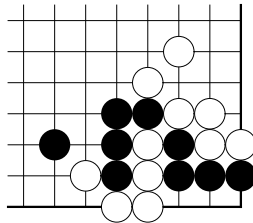
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SIDEWAYS LOOKING PERSONS



Collecting GO badges is one thing,
but isn't it a bit over the top wearing
them in an avalanche variation

PROBLEM 1



Black to play and save
four stones

WORLD NEWS

Tony Atkins

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European Youth Teams

This season's third match for the UK Youth Team was against Hungary on KGS on the afternoon of Saturday 12th January. Yanyi Xiong was our first winner on board four and Josh Gorman followed with another comfortable win on board three. Yueran Wang, playing as our under-20 player on board one, lost a close game against Robert Csizmadia (3d). Emily Oliviere made her team debut on board five and pleasingly won. Our fourth winner was Edmund Smith, who won by resignation, to take the match four games to one.

The final match was against Czechia on 16th February and was very evenly paired by grades. Oddly white won all five games, but unfortunately we were only white in two of them. On board one Daniel Yang lost by a small margin to a 2k, but Edmund Smith beat his 3k opponent by a small margin. Alexander Hsieh lost by resignation to another 9k, but Yanyi Xiong won on board four. Jianzhou Mei played his game on the Sunday at the request of his opponent, but failed to clinch the match win.

Team Captain Alison Bexfield was pleased with the squad's results, ending mid-table in seventh place out of twelve, and we congratulate them on their efforts. The championship winner was Russia, with France second and Romania third.



Joanne Leung

Pandanet Teams

Our team lost again by three games to one, this time against Austria on 22nd January. The only win was by Joanne Leung, making her debut in the League on board four. Joanne won by resignation against Lisa Mayer. On board one Andrew Simons lost on time to the very strong Victor Lin when fighting in overtime. Alex Kent lost by the komi to Schayan Hamrah, when a splitting attack failed and left him with a weak group, and Des Cann lost a fight and resigned to Bojan Cvjetkovic.

Our team fought hard and managed a draw against Switzerland on 19th February. Andrew Simons played his game against John Walch on the evening of Saturday 16th and won on time whilst in a winning position. Alex Kent squeezed out a 3.5 point win against Armel-David Wolff in what felt like a very back and forth game. Jon Diamond got off to not too bad a start against Fabien Lips, but the game developed into a complicated fight and eventually Jon's position fell apart. Des Cann failed to kill a group and lost by a fair margin in the end against Flavien Aubelle. This draw moved the team up from bottom to ninth, above Denmark.

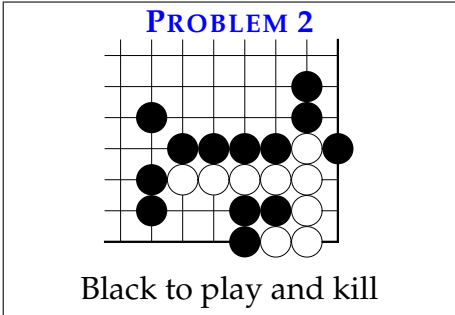
The best result of the season so far was the match against Norway. Whilst watching one game online without commentary can be a little boring, watching four games at once can be quite fun and it was a shame there were not more people on Pandanet observing this match. Des Cann was the first to finish, playing against the lower graded Kjetil Hjartnes. The game was quite an easy win for Des with a dead group or two leading to a resignation. The next two games to finish were decided on time as the Norwegian players struggled against

complicated or lost positions whilst in overtime. Alex Kent beat Heming Hanevik and Sandy Taylor beat Tomas Hjartnes.

The last game to finish was Andrew Simons against Severin Hanevik. This lasted more than three hours and 331 moves (including passes), thanks to several ko fights, and Andrew was ahead at the end by 9.5. This four-nil win moved the team up to seventh, and out of the B League relegation zone, with matches against Sweden and Turkey left to play.

Ireland have been flying high at the top of the D League, with a 4-0 win against new team Morocco and with 3-1 wins against both Belarus and Iceland. On 18th December the winners were Karl Irwin, James Hutchinson, Ian Davis and Cian Synnott. On 29th January the winners were Karl, James (by forfeit) and Cian, but Ian lost. On 26th February the winners were Karl, Matei Garcia and Kevin Farrell, but James lost. Their 26th March game was also a 4-0 win, against Cyprus, with wins for Karl, James, Matei and Kevin. This left the team equal top with Iceland (second after third tie-break), but with a game in hand.

□



CHEADLE HULME SCHOOL

Martin Harvey



CHS Go Club¹

Good news if a tad late...

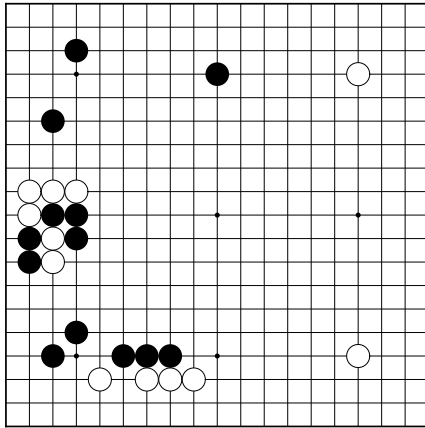
Well, *mea culpa* entirely for this late snippet, but no doubt Santa was still delighted with the photo. Taken in December, it shows his helpers enjoying their lunch break at Cheadle Hulme School (CHS) in South Manchester. It seems that not even snow can stop the fun, for those with suitable head-wear. The school Go Club has been running for over five years now, with great support from CHS, their teachers past and present, minibuses, drivers, the BGA and DeepMind.

Forty-seven CHS students (and counting!) have experienced at least one national Go tournament. One current student Tom Bradbury – who'd not played Go before joining CHS – has now amassed no fewer than 33 events, over six countries! And to show that 'practice pays', his grade has risen to 2-kyu already, and he's the reigning BGA Youth Champion. [It gives all newcomers hope, knowing that he lost all three games in his first tournament!]

Well, looking ahead to this fresh year, the BGA hopes all its members – young and less so – have enjoyed the festive period as much as those shown, and are all relishing another year's improvement.

¹<https://www.cheadlehulmeschool.co.uk/>

PROBLEM 3



White to play and link the stones on the left together

~ ~ ~

PRESIDENT'S MESSAGE

Toby Manning

president@britgo.org



Communications

We keep the way we communicate with members continuously under review. Apart from the British Go Journal and our comprehensive website, we also produce a monthly Newsletter which is emailed to all members; however, we cannot tell if everyone gets it. Do we have the correct email address for you? If you are not getting the Newsletter, please email our Membership Secretary (mem@britgo.org) with your current email address.

We also run a Facebook Group, a Twitter feed and we encourage members to sign up to our email group GoTalk (see www.britgo.org/talk).

Council Membership

By the time you read this our AGM will be over (it is being written before it) and we will have a new Council. Andrew Russell, who was Chairman of our Youth Committee, has stepped down after serving for 3 years, and we thank him for his sterling work.

Digital Clocks

In last issue's column I discussed the use of 'Fischer Time'. We have now used it with our new digital clocks at the tournaments at Cheshire and Cambridge; and also at Harpenden. However, we have not yet identified the best balance between the 'basic time' and 'additional time' and experimentation will continue.

DeepMind

I am pleased to inform you that DeepMind has again agreed to provide financial support to our youth programme. This enables us to run another 'Youth Camp' at Caythorpe in the summer, and we will be providing support to players to attend the European Youth Go Congress in Croatia in 2020 (the 2019 European Youth event is to be in Moscow and there was little enthusiasm from our youth members to attend).

Affiliation and Insurance

The BGA has a public liability insurance policy that covers the BGA 'and affiliated clubs'. This insurance provides cover against acts related to Go itself; for example it provides cover against dropping a box of Go stones on somebody's foot, but not if the ceiling of the building in which you are playing falls in (where the responsibility will lie with the building's owners).

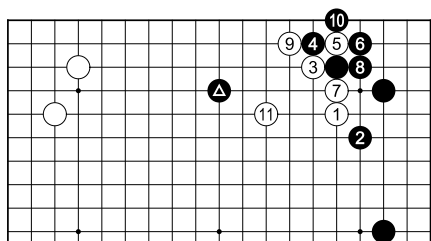
However, in the past we have never adequately defined 'affiliated', and club representatives have been invited to formally 'affiliate' (there is no charge) to ensure that they are covered by our umbrella insurance policy.

□

A COURSE IN GO 7

Bob Scantlebury

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Sabaki: after ⑪ White is established and the triangled stone is cut off

Sabaki

Sometimes you need to develop quickly. Perhaps you have invaded or a group has come under attack. The way to do this is using sabaki, a type of light play which uses good shape and a scattering of stones to establish a firm foothold, if not a settled (100% alive) group.

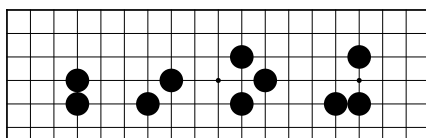
Sabaki plays can appear counter-intuitive because not all the stones have to live; one or two could be sacrificed for the greater good. The point is to create as many options as possible, to be flexible and able to respond positively whatever your opponent does. You should also exploit the aji (potential) that is present in a position; weaknesses like cutting points or tenuous connections that your opponent has left.

Sabaki uses the hane, the jump (one or two points) and the diagonal move rather than the nobi which is too heavy a move at this stage. And of course the stones can simply run away toward friendly stones or the open centre in order to live. The order of moves in sabaki is very important and so one should play the key points first

such as placements and peeps and shoulder hits.

Stay Connected

Keeping your stones connected is a powerful way to keep them strong. Connections can be direct or hanging connections. Cuts can be protected by nearby ladder breakers or potential nets. Stones often 'go on the run' in order to connect to other stones providing safety and potential or actual life.



Four examples of connections

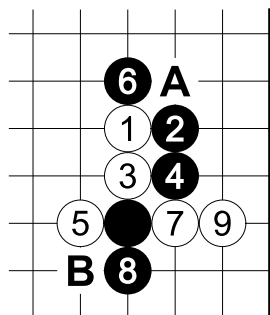
The converse is that disconnecting your opponent is a severe attack; the splitting attack. The smaller and more cramped a group is, the weaker it is and so is vulnerable to attack for profit or might even die.

It is as well to have an armoury or stock of good moves that will result in keeping your stones connected. Learn some connecting sequences and tesuji which lead to it being impossible for your opponent to separate your stones.

Cuts

The most direct splitting attack is the cut. This is an aggressive play strongly attacking the two groups it separates. Playing too aggressively can sometimes land you in trouble, but the cut can be a correct play. Sometimes the idea is to sacrifice

the cutting stones for some other advantage. But most often you will try to save the cutting stones to maintain the attack; on the other hand, your opponent will want to capture the cutting stones and keep his stones connected.

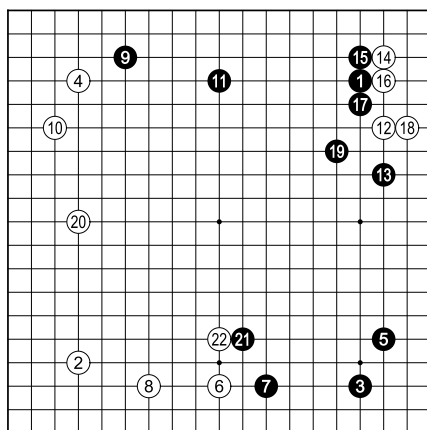


⑦ is a cut in a well-known joseki. ⑨ threatens both A and B

Often the result of a cut is that you have a weak group which has to live to have any purpose; a so-called 'dragon'. Whole games can hinge upon whether the dragon lives or dies, so in many ways it is putting all your eggs in one basket; a risky strategy but one which can work.

If the cutting stones can be captured in a net or a ladder, the game is up. It is as well to read out the ladders carefully; if they work for you then the cutting stones are safe. If not can placing a ladder breaker gain an advantage in another part of the board?

Cuts are common features of joseki and you should study the joseki to see if the cutting stones live or die. If they die what is achieved by making the cut? Is it an appropriate move? This is another example of how studying joseki can help you improve other aspects of your game.



Illustrative opening: corners, sides, middle

Corners, Sides, Middle

The orthodox way to approach the opening of a game of Go is for the first moves to be near the corners of the board. Having established a base in the corner, one should then extend along the side. And only when the sides are settled should one build up into the centre of the board. This is the standard way but it is not set in stone; some first moves have been on the tengen, the very centre point of the board. And this is why Go is so fascinating.

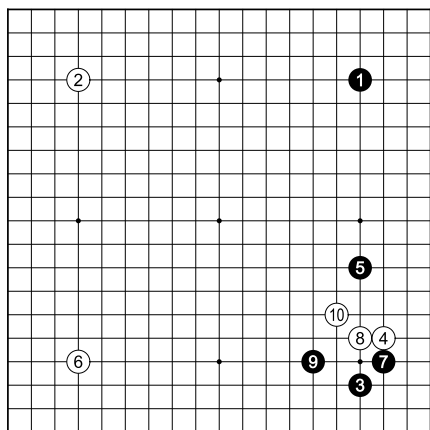
It is not played as often as other corner moves, but the 3-3 point establishes a living group with just one move. But it is very small and does not exert much influence on the rest of the board; for influence one should play on the fourth line.

The first moves along the side tend to be extensions from an established corner position. The question is, how far should one extend?

There is no golden rule but if the extension is longer than a two point jump, as it usually is, one should not expect all the space to become one's territory – it can be invaded.

For the first few moves of the game, the big moves tend to be a choice between four types of move. Making a shimari or corner enclosure; making an extension down the side from a corner stone or group; making a kakari or approaching the opponents corner; or invading, possibly making a pincer as you do.

It is as well to be aware that it is easiest to make territory in the corners. The next easiest territory is to be made along the sides. And it is hard to make territory in the middle of the board. In fact there is surprisingly little territory to be had there.



⑥ is an example of active play. ④ is perfectly safe; this is one possibility

Active Play

The opposite of passive play, which is not recommended, is not aggressive play but active play. You should try whenever possible to keep sente or to gain sente. To do the latter you may have to play tenuki; playing somewhere else on the board rather than responding to the local move.

It is important not to play 'puppy Go' where you just follow your opponent around the board, answering their every move and being forever in gote. Don't simply answer every move and don't simply defend your position. If possible make your move serve a double purpose; one that strengthens your position whilst at the same time requiring your opponent to answer.

It might not come naturally to you, but in Go you must learn to fight. Meekly submitting to your opponent at every turn is a sure way to lose the game. Respect the other player, yes, but do not show fear; in particular do not be afraid to experiment and try new moves. If it works, great; you've learned something. If it doesn't work, too bad but at least you tried; and you will also have learned something!

I am not advocating rash moves; you should at least have read out that it has a chance of working. But if you don't try something new, your game will not improve and your grade will stay the same.

□

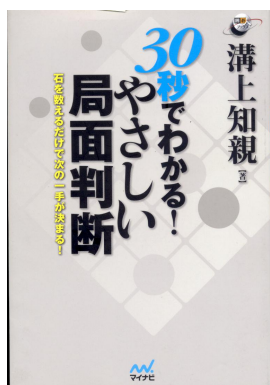
GO JOTTINGS 8

John Tilley

john@jtilley.co.uk

Easy Positional Judgement – Understand in 30 Seconds

This book crossed my radar when it was mentioned on the Life in 19x19 forum in October 2016. It had such a glowing review I just had to buy it from Amazon Japan. The book is in Japanese but don't let that stop you; hopefully this review will whet your appetite.



It is written by Mizokami Tomochika, now a 9 dan Japanese professional go player. It was published in May 2013. The book introduces his technique for 'Easy Positional Judgement' and then follows with 31 problems, divided into three sections.

His technique is used in the fuseki; he divides the board into two, you count the relative number of stones in the half where you are thinking of playing. He has a simple table that converts the difference in the number of stones into strategic advice.

An example is worth a thousand words. So Diagram 1 is the first problem in his book. White has just played ①. What should Black do: A or B?

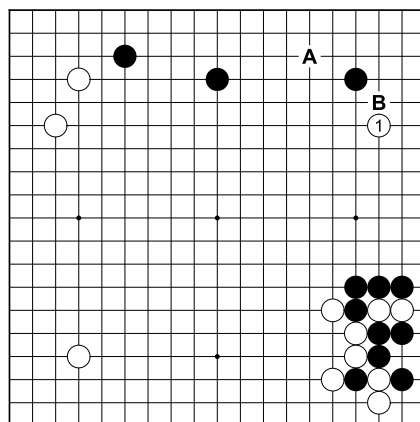


Diagram 1

The focus is the right hand side, so you divide the board vertically into two parts – see Diagram 2. As you can't divide 19 lines into two equal parts, you keep the central line with the ten-ten point.

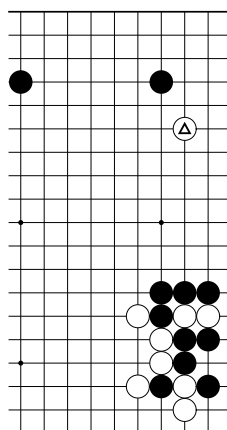


Diagram 2

The next step is to count the number of stones in this right hand focal part. Black has 11 stones and White has 9 stones, a difference of two stones.

This relative numerical count is used to dictate your strategy. You look up the relative count in the table below.

- If you have two or more stones difference: attack strongly
- If you have one more stone: attack
- If the number of stones is the same: play the ordinary move
- If you have one fewer stones: play carefully – you may need to play lightly
- If you have two or fewer stones: defend, play lightly. Do not attack!

The given area to consider is always half the board. There are of course four halves to consider. The problems will help you decide which half to use.

Let's go back to the problem in Diagram 1. After Black's small knight's move ① in Diagram 3, White can slide into ②. ③ at the 3-3 point seems natural and White can settle his group with ④.

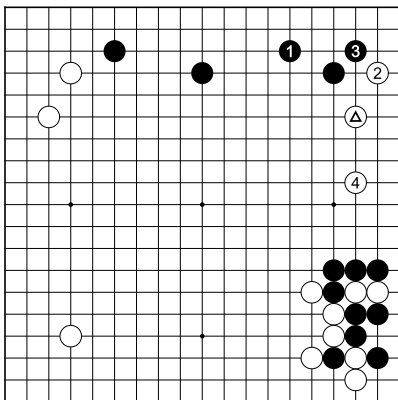


Diagram 3

Black is very solid in the lower right corner and he hasn't much to show for it. This Black move failed 'to attack strongly.' Black 1 is a weak and spineless move.

Diagram 4 shows the alternative. Black plays ① here making White heavy and after the sequence to ⑤, Black is threatening to play at A, spelling serious trouble for White.

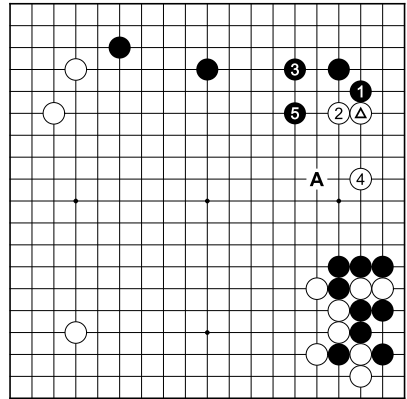


Diagram 4

White therefore plays ⑥ in Diagram 5. Black can be very pleased with the result up to ⑩. And Black now has sente. ① was a standard strong attack.

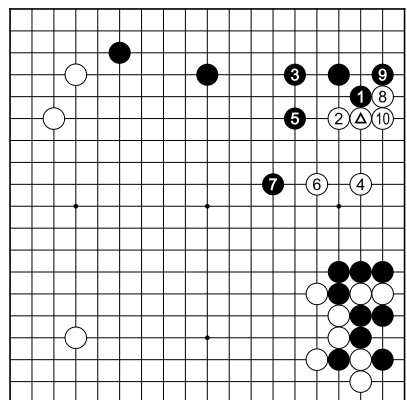


Diagram 5

Mizokami next considers the longer White extension as in Diagram 6. But White is asking for trouble with such an extension towards Black's solid corner. The relative stone count in the right hand half said 'If you have two or less stones: defend, play lightly. Do not attack!' and after ⑤ White is in trouble. There are six diagrams in the book showing how to make White struggle.

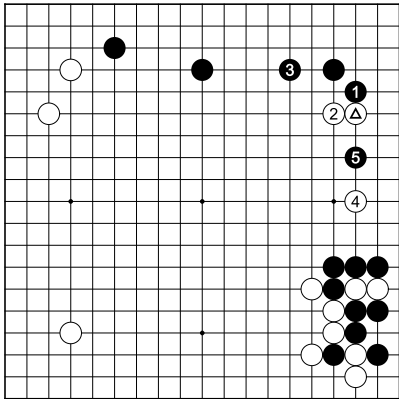


Diagram 6

I'll give one more problem from the book. A rather 'nice' problem. Diagram 7; Black to play; A or B?

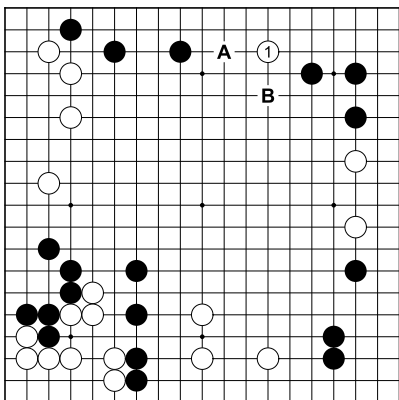


Diagram 7

The focal area is the top part of the board so divide the board as in Diagram 8.

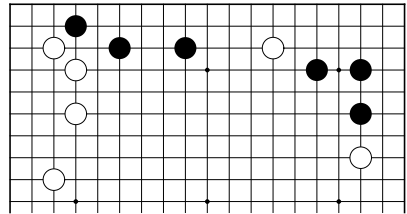


Diagram 8

Black has six stones and White has six stones – so both players have the same number of stones. The table says 'If the number of stones is the same play the ordinary move.' 'Ordinary' here means don't be too aggressive, don't be too defensive.

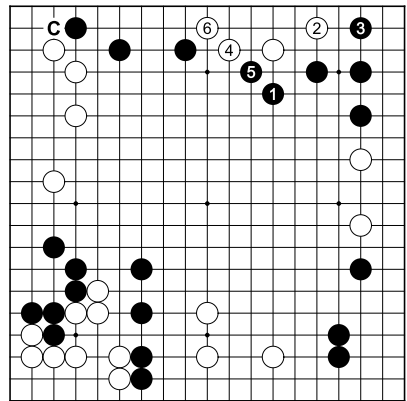


Diagram 9

Diagram 9 – ① here is wrong – it is too aggressive. Black does not have local numerical superiority to back this up. White can settle his position by sliding into the top corner with ② and be happy with the sequence to ⑥.

I have to say that when I first saw this problem I immediately thought of ❶ here. It ‘just looks right.’ I assumed that Black could attack White on the top and then threaten White’s two stones on the right side. However Black is getting weak in the top left corner; White C is ideal for White.

Black should follow Diagram 10 with the somewhat surprising move (to me at least) of ❶. It just seems to be a very narrow extension.

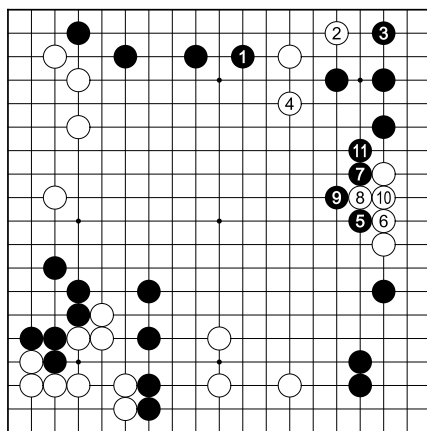


Diagram 11

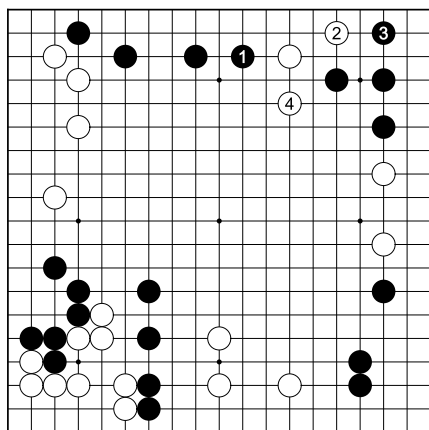


Diagram 10

White can slide with ❷ and then jump out with ❸. The next part is rather pleasing – see Diagram 11.

Black can play the sequence of ❹ to ❺. This sequence is a text-book leaning attack (‘motare’ in Japanese). White’s upper group of three stones is now looking weak. All this was possible because Black started off with the slow looking move of ❶ in Diagram 10, which results in this very satisfying attack.

I hope that these two examples have given you a taste for this highly recommended book. The layout of each problem follows the same sequence: how to divide the board, the relative stone count, a problem with two possible moves, then the wrong move and its follow on sequences followed by the right move and its follow on sequences.

The diagrams are clearly marked ‘failure’ and ‘correct’ in Japanese. If you don’t know these characters then you can find them here¹.

¹<https://senseis.xmp.net/?BasicJapaneseForReadingGoBooks>

There is one other point to be aware of: when you perform the stone count you include captured stones.

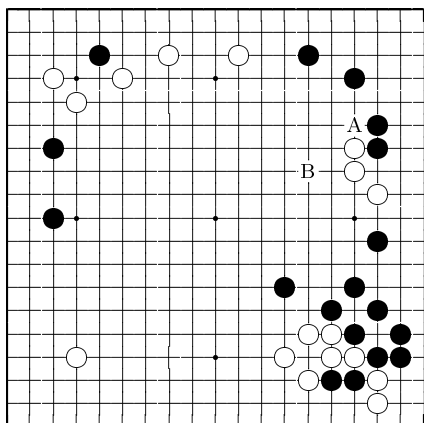


Diagram 12

Diagram 12 shows a problem to illustrate this. Should Black play at A or B? The focal area is the right hand side; see Diagram 13.

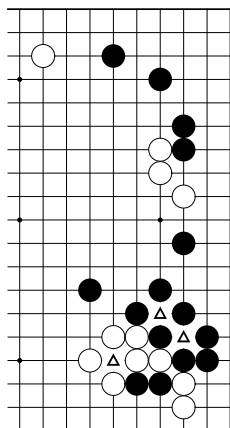


Diagram 13

The stone count is as follows: Black has 15 stones on the board in this half, plus the one White captured for a total of 16 stones. White has 12 stones on the board, plus the two captured by Black for a total of 14 stones. So the difference is two stones. Black should therefore attack strongly and B is the correct answer.

I find this technique of determining your strategy by examining the relative strengths of White and Black to be rather gratifying, and on reflection it makes good sense. I first came across it in a book by Sonoda Yuichi published in 2004: 'Good Points and Bad Points to Play.'

Sonoda presents just three themes for good and bad points – the first being 'local numerical superiority' – which tells you where to play. You can spot the weak stones, defend them if they are yours or attack them. In this book it is interesting that Sonoda divides the board diagonally(!). The review on Sensei's Library is worth reading².

I should mention the book in English: 'Positional Judgment High-Speed Game Analysis' by Cho Chikun, published by the Ishi Press, which is worth reading. Cho says 'take a good look at the whole board,' something that professionals tell amateurs to do time and time again.

I'll finish by saying that I was initially sceptical of any book that uses phrases such as 'easy' or '30 seconds.' Terms like 'easy' can cover a multitude of sins, but please push any such thoughts to one side; Mizokami has written a classic.

ISBN 9784839947200 from Amazon.JP – it costs some 1512 yen (inc tax) or about £10 plus postage.

²<https://senseis.xmp.net/?GoodPointsAndBadPointsToPlay>

UK NEWS

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Ali Jabarin

London Open

The 45th edition of Britain's flagship tournament was held at a new venue, the London Go Centre. However there was the usual serious play, teaching and range of side events over the four days leading up to the New Year, concluding with an evening meal at one of the many nearby restaurants on the 31st December.

The event was limited in numbers as the organisers wanted to make sure things worked with a smaller venue, but still 89 players (including ghosts) took part. Afterwards organiser Gerry Gavigan said that next year they will be able to accept more registrations.

Representing 14 countries, the players ranged from 30k to 7d, including some strong children and a large number from Germany. The teaching this year was provided by European professional Ali Jabarin, from Israel, and also Fan Hui from France popped in for a visit. In addition, artist Zoe

Constans from France was there, sketching and selling portraits of the various players.

The first side event was the London Pair Go on the evening of the 29th. The best of the 14 pairs who enjoyed a fun but competitive event were Nagisa Mutsuura and Takeshi Mutsuura from Japan. Second were Zoe Constans and Chi-Min Oh.

The evening of the 30th was the Lightning. Zoe Constans proved that a low-graded player could win one of the qualifying groups, but she lost in the semi-finals. Lucas Neiryneck fought hard against Chi-Min Oh in the final, but it was the 7d that triumphed in a game that ended with seconds left to go on the clocks.



Chi-Min Oh

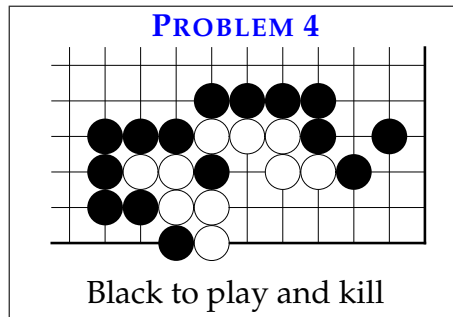
Unfortunately a computer crash meant the final results table was not available for draw-master Jenny Rofe-Radcliffe to easily decide the prize-winners, but it was clear that the winner was Chi-Min Oh (7d) from

France, winning all his seven games to take the trophy and the cash prize for the third time. Two UK-based players were second and third: Zhiqing Zhang and Guodong Cao. The top British player, winning the David Ward Trophy, was Andrew Kay (4d).

Top player below the bar was Tim Hunt, with Alex Rix in second and Zhanqi Kang in third (all 2d UK). Top kyu players were Jannik Gram (1k Denmark), Joerg Sonnenberger (1k Germany) and Francis Roads (1k UK). Top Double Digit Kyu was Dora Kollner (10k Hungary), followed by Gudrun Breitenbauch (10k Germany)

and Dave Wheeler (12k UK). Winning six games were Natacha Mabilie (16k Belgium) and Jan Willemsen (5k Estonia), and those with five wins were rewarded too. Players doing well all received a certificate and either cash or vouchers to Guo Juan's Internet Go School, thanks to that teacher.

The final side event was that after the prize giving ceremony, namely the Rengo which was won by Danes: Jannik Gram and David Sprehn were the Danes who came first; Uffe Jensen, Mikkel Mathiesen and Mathis Isaksen were the ones who came second.



Maidenhead

There was much fun and games at the Maidenhead-Hitachi Tournament on 19th January. As usual it was held at the Whitebrook Park headquarters of Hitachi Europe, though organiser Iain Attwell shared the news that due to potential company relocation it might be the last. In between rounds, as well as playing 13x13 games, most of the ten youngsters present played different games with non-playing organiser Alison. In addition, as well as wine and mystery envelope prizes, the prize table contained a large selection of board games too.



Chao Zhang

The winner of the tournament was the former Chinese professional, Chao Zhang (6d London). He beat Jon Diamond, Alex Kent and Andrew Simons to take the title. Several of the 52 players won two prizes for three wins: Peikai Xue (1d London), Michael Kyle (3k Manchester), Geoff Kaniuk (6k Cambridge), Edwina Lee (8k Milton Keynes), Pierre Oliviere (13k St Albans) and Caleb Monk (14k Epsom). In addition, all those who won two who stayed for the prize giving went away with a prize. Side event winners were Velko Trifanov (20k Harpenden) who won 8/9 and Hilary Bexfield (17k Letchworth) with 9/12, in the 13x13. The best team was the Monk-Hsiehs with 8/12.

Cheshire

The 21st Cheshire Tournament on 2nd February was the first event in the UK to use Fischer Time on new BGA electronic clocks. The 42 players successfully used the new system that gives extra time for each move played. The basic time was set at 40 minutes and ten seconds were added each move, remaining a B class tournament; only one game was lost on time (selecting the optional warning beep helped most avoid this) and fast players often had more time left at the end than they started with.

Most of the prize winners were from those in two minibuses from Cheadle Hulme School. Ali Moin won a prize for the most 13x13 games played (3/9) and Sam Barnett won for the best percentage/most wins (6/6). These two were also among the eight youngsters who won two games in the main tournament to win some sweets. Five of the youngsters won all three main games, namely Hugo Ryan (35k), Ben Geertman (25k), Rahul Surapaneni (19k), Joseph Curtis (17k) and Daniel Gascoyne (15k). Sheffield's Matt Marsh (3k) won a prize for three wins and Peikai Xue (2d) was awarded second place. He lost in the last round to Cambridge's Andrew Simons (4d), who was a worthy winner of the event.

As usual the event was held at the Community Centre in Frodsham alongside the Chess Congress run by Pat Ridley. A date error meant a clash with the Cheshire Junior Chess Training which caused a squeeze on rooms, but Tony Atkins coped with this, and being without co-organiser Tony Pitchford (in Madeira), thanks to Martin and Helen Harvey taking control of the second room and the 13x13.



Trigtantius: Boards 1 and 2

Trigtantius

This year's Trigtantius on 9th March saw a much improved entry of 69. The venue was again the Cambridge University Social Club in Mill Lane and the bright spring weather helped attract the large attendance. Play took place in the main bar area and overflowed into a back room for the bottom six boards. Unfortunately this large number made it take longer for Geoff Kaniuk and his team to set up the rooms and to register the players, meaning the event was half an hour late starting.

Games were played using Fischer time of 45 minutes, plus 15 seconds per move, which meant the event was still an A-Class for ratings, however this allowed play to continue a bit longer than anticipated. This meant a very short lunch break (with higher

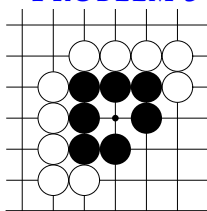
than expected demand on the kitchen) and a thirty minute late finish. After the prize giving and packing up, a group of ten completed the event with a meal at the Riverside Restaurant in the nearby University.

This year the winner was Tunyang Xie (4d) from Cambridge. He beat Andrew Simons in the final. All players on three wins received an egg prize, made from a semi-precious stone such as agate. The others were Bob Baldwin (20k Letchworth), Adam Sharland (16k Nottingham), Alex Terry (8k Cambridge), Alistair Turnbull (7k Cambridge) and Jonathan Grant (3k Cambridge).

In the afternoon the Trigtantius Novices was run upstairs by Paul Smith for 26 young players, including two students, some of whom were also playing the main event. In addition various Go teachers were on hand to give advice and help to the novices as appropriate.

Winning all his five games to win the Novices was Ryan Zhang (20k London). Second on four wins was Julia Volovich (Cambridge). All players received a Go or chocolate prize, with those who didn't win so many because of tough opponents getting the choice next, before the ten players who won three games.

PROBLEM 5



Black to play and live

BGA ANNOUNCEMENTS

FUTURE EVENTS

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

Candidates' Tournament, Letchworth, Saturday 4th – Monday 6th May

Bar-Low Tournament, LGC, Sunday 5th May

LGC Self-paired Tournament, LGC, Monday 6th May

Nottingham Kyu Training Day, Saturday 11th May

Oxford, Saturday 18th May

Challengers' League, LGC, Saturday 25th – Tuesday 28th May

Not the London Open, LGC, Saturday 25th – Monday 27th May

Scottish Open Glasgow, Saturday 25th – Sunday 26th May

British Pair Go Championships, Hatfield, Saturday 8th June

Durham, Saturday 15th – Sunday 16th June

27th Welsh Open, Barmouth, Saturday 22nd – Sunday 23rd June

UK Go Challenge Finals July

Leo Phillips IOM Go Festival, Port Erin, Sunday 11th – Friday 16th August

Mind Sports Olympiad, London, Sunday 18th – Monday 26th August

Youth Training Residential, Grantham, Tuesday 27th – Friday 30th August

T Mark Hall Rapid Play, LGC, Saturday 7th September

International Teams Autumn Match, LGC, Sunday 8th September

Cornwall September

Swindon September

Arundel, Saturday 21st September

Sheffield, Sunday 29th September

Northern, South Manchester, Saturday 12th October

Wessex, Bristol, Saturday 26th – Sunday 27th October

LGC = London Go Centre

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OFFICIAL VACANCIES: CAN YOU HELP?

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

We need volunteers for:

- Regional Youth Representatives (Scotland, North East)
- Deputy Webmaster

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

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/issue187.

Solution to Problem 1

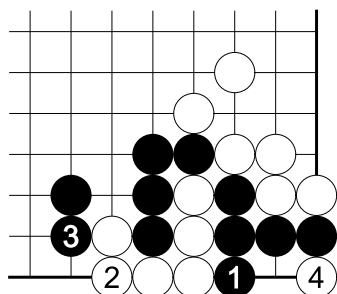


Diagram 1a (failure)

- ❶ If Black plays this side then White has more liberties.

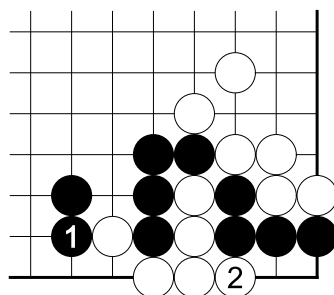


Diagram 1b (failure)

- ❶ This is not fast enough.

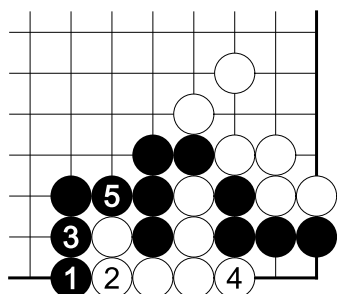


Diagram 1c (correct)

- ❶ This peep is the correct play.
- ❸ If White connects, Black wins the race.

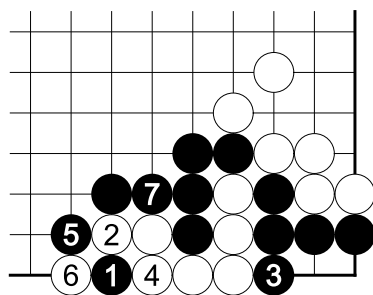


Diagram 1d (correct – variation)

- ❷ This is White's trickiest response.
- ❸ Black must play here now.
- ❷ White is out of liberties.

Solution to Problem 2

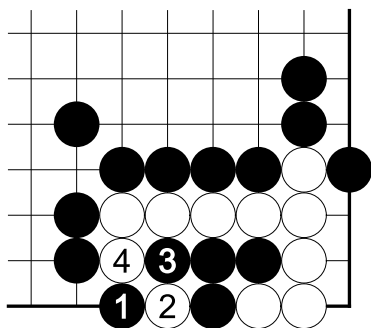


Diagram 2a (failure)

- ❶ Black cannot connect the three stones out by playing any of the points on the side.

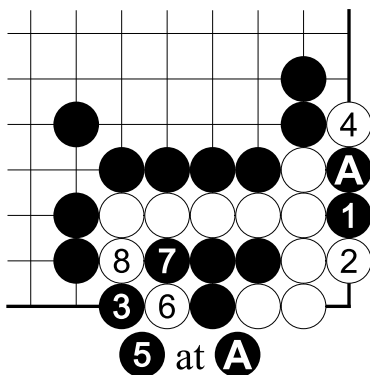


Diagram 2b (failure)

- ❸ Reducing the corner liberties allows this play to connect the three stones out because of White's shortage of liberties.
- ❹ However taking the two edge stones threatens a second eye or to trap the three stones again.

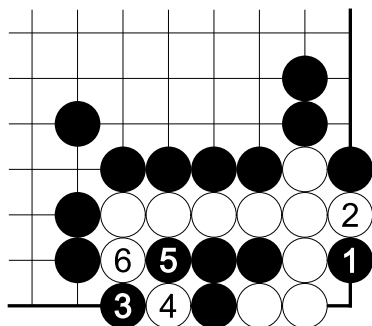


Diagram 2c (correct)

- ❶ This is correct play to reduce liberties and not leave the eye-threat.
- ❷ Now White is in self-atari...

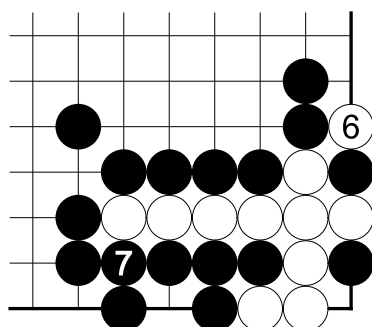


Diagram 2d (correct - variation)

- ❸ ... and taking the edge stone instead does not threaten an eye.

Solution to Problem 3

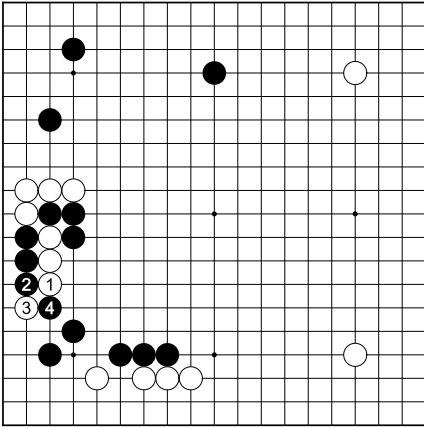


Diagram 3a (failure)

① This does not trap the black edge stones and there is no attack above.

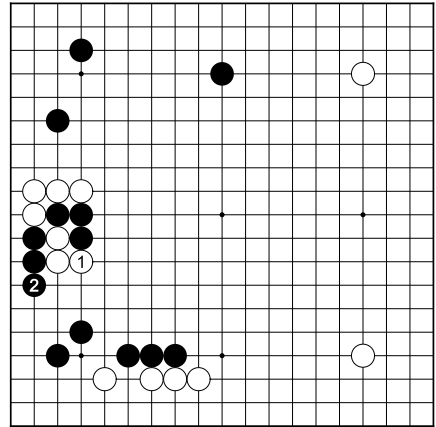


Diagram 3b (failure)

① This fails too.

② Black can play here and the ladders on the other stones are in Black's favour.

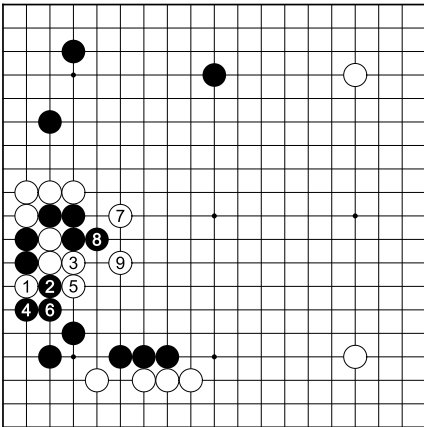


Diagram 3c (correct)

① This is the correct first move.

⑦ This is correct attacking shape.

⑨ This net traps the four black stones.

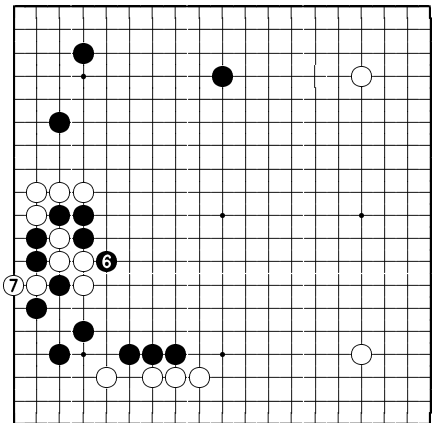


Diagram 2d (correct - variation)

⑥ If this instead of connecting, Black collapses.

Solution to Problem 4

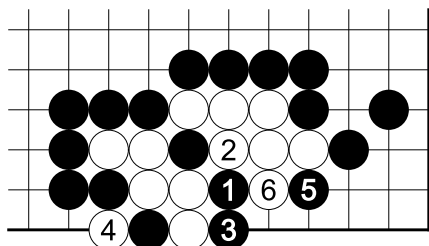


Diagram 4a (failure)

- ❶ This looks like it might work.
- ❸ Taking this stone gives more liberties and the two black stones cannot be saved.

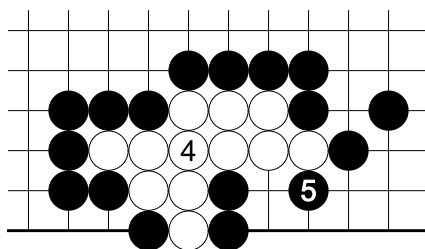


Diagram 4b (failure - variation)

- ❸ White should not play here however.

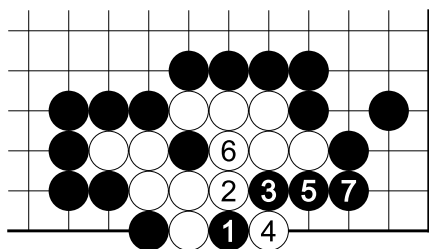


Diagram 4c (correct)

- ❶ This is the correct first move.
- ❸ This is atari.
- ❺ And so is this.
- ❻ White has only one eye.

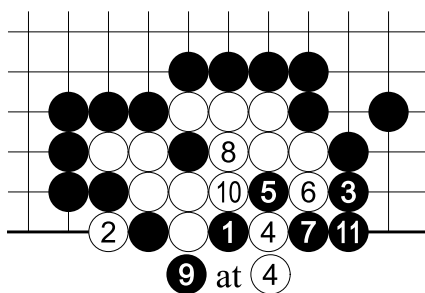


Diagram 4d (correct - variation)

- ❸ If White takes the stone, this is the correct response.
- ❹ White can try here.
- ❻ This is atari.
- ❽ White has only one eye.

Solution to Problem 5

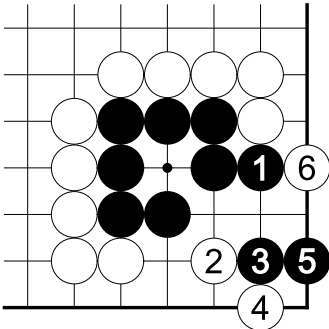


Diagram 5a (failure)

- ❶ Any blocking move allows White to jump in the other side and stop the second eye.
- ❷ No corner eye.

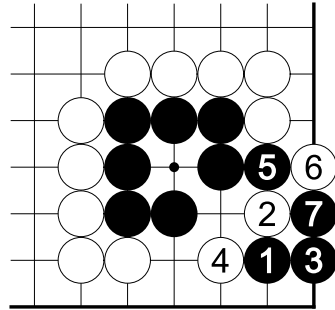


Diagram 5b (correct)

- ❶ This is the correct first move.
- ❷ Black must play here.

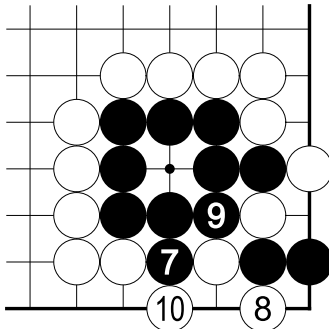


Diagram 5c (variation – mistake by Black)

- ❷ This is a mistake by Black.
- ❸ This is a ko.

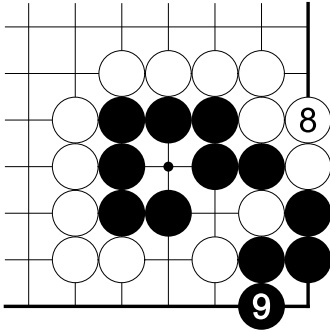


Diagram 5d (correct – continuation)

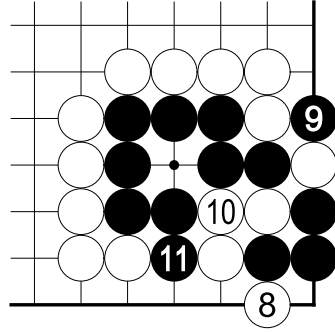


Diagram 5e (correct – variation)

- ⑧ If White connects, Black must make the eye in the corner.
- ⑨ White cannot save the cutting stone.
- ⑧ If White plays here Black must take on the edge.
- ⑩ White cannot save the cutting stone.

CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal is 20th May.

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.

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 be put in touch with any Go players in their area by our Membership Secretary.

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

The following clubs meet by arrangement:

ABERDEEN

BARMOUTH

BELFAST

BEVERLEY

BORDERS

BRACKNELL

PURBROOK

SKYE

ST ANDREWS

TEESSIDE

Clubs which meet regularly:

ARUNDEL 1 Town Quay, River Rd, Arundel, West Sussex BN18 9DF; Last Sunday in month, but please ring first to confirm; Sue Paterson Tel: 07549 898376 suepat812@btinternet.com

BATH Widcombe Social Club, Widcombe Hill, Bath BA2 6AA; Tuesday 19:30; Paul Christie Tel: 01225 428995 paul@widcombe.me.uk <http://www.bathgo.org/>

BILLERICAY 42 Mons Avenue, Billericay, Essex CM11 2HQ; Monday 19:30 in term-time ; Guy Footring Tel: 01277 623305 Guy@Footring.net <http://www.goclub.footring.net/>

BIRMINGHAM Starbucks café or MADE seating area in the International Convention Centre (ICC) B1 2EA; Sunday 14:00; Andrew Russell ar41284@yahoo.co.uk <http://www.brumgo.co.uk/>

BOURNEMOUTH 24 Cowper Road, Moordown BH9 2UJ; Tuesday 20:00 ; Kevin Drake 07804 985429 kevindrake204@gmail.com

BRADFORD The Noble Comb, Quayside, Salts Mill Road, Shipley BD18 3ST; Wednesday 19:30; Ewen Pearson Tel: 01274 598980 ewen.pearson@hotmail.com <http://www.britgo.org/clubs/bradford>

BRIGHTON Druid Arms, 79-81 Ditchling Rd BN1 4SD; Wednesday 20:00; Felix Shardlow tel: 07940 973406; John Allen aka "Yogi" Tel: 01273 383254 or 07854 218920; Jil Segerman Tel: 07920 865065 or 01273 470346 felix37@gmail.com <https://sites.google.com/site/brightongo/>

BRISTOL Bristol County Sports Club, 40 Colston Street, Bristol BS1 5AE; Wednesday 19:00; Luke Oram bristolgoclub@gmail.com <http://bristolgo.co.uk/>

CAMBRIDGE CITY Devonshire Arms, 1 Devonshire Road, Cambridge CB1 2BH; Sunday 18:00-22:00 Thursday 19:00 - 21:30; Simon Mader mader.simon@gmail.com

CAMBRIDGE JUNIOR CHESS AND GO St Augustine's Church Hall, Richmond Road CB4 3PS; Wednesday 18:00-19:15 during term time only; Paul Smith Tel: 01223 563932 junclub@chessgo.org.uk <http://www.chessgo.org.uk/>

CAMBRIDGE UNIVERSITY New Common Room, Foundress Court, Pembroke College, Pembroke Street CB2 1RF term time Monday and Thursday 19:00-22:00; holidays at the University Centre, Granta Place, CB2 1RU Thursday 19:00-22:00; Nathan Corbyn nc513@cam.ac.uk; Peter Rootham-Smith peter.rootham@alofmethbin.com <http://cugosoc.soc.srcf.net/>

CANTERBURY Chocolate Cafe in Canterbury, 1 Guildhall Street, Canterbury CT2 2JQ; Wednesday 19:30; 26 Martyrs Field Road, Canterbury CT1 3PT; Sunday 19:30; Andy Renshaw (0793 1624178) andy@religoran.co.uk

CARDIFF Cafe area of Chapter Arts Centre, Market Road, Cardiff CF5 1QE; Tuesday 19:00-23:30; Dylan Carter welshgoplayer@gmail.com <http://www.cardiffgo.com>

CHELTENHAM Thursday 19:30; David Killen CheltenhamGoClub@killen.fastmail.fm

CHESTER Ye Olde Custom House Inn, 65-67 Watergate Street CH1 2LB; Wednesday 20:00 - players are normally present from 19:30; Tony Pitchford Tel: 07870 893153 pitchtony@gmail.com <http://www.britgo.org/clubs/chester>

COLWYN BAY Parkway Community Centre, Park Way, Rhos-on-Sea, North Wales LL28 4SF; Tuesday 19:00; Mike Vidler michael.vidler@hotmail.com

DUNDEE Mennie's, aka the Speedwell Bar, 165-167 Perth Road DD2 1AS; Monday from 20:00 during University terms; Rich Philp Tel: 01382-666129; Peter Clinch Tel: 01382 665322 richphilp@hotmail.com

DURHAM The Elm Tree pub, Crossgate DH1 4PS; Monday 20:00-22:00 Wednesday 19:00-21:00; Andrew Ambrose-Thurman play@durhamgo.club

EDINBURGH Google Group Edinburgh Games Hub, 101 Lauriston Place, Edinburgh EH3 9JB; Thursday 18:30 - 22:00; Rob Payne edinburghgoclub@gmail.com <https://edinburghgoclub.wordpress.com/edinburgh-go-club/>

EPSOM Epsom KT19; Occasionally; Matthew via mobile: 07752 - 301 096 MatthewJSelby@aol.com

EXETER White Hart Inn, South Street EX1 1ED; Tuesday 19:00 ; David Storkey Tel: 01392 461182 dave_storkey@fastmail.uk

EXETER UNIVERSITY The Forum, Devonshire House, Exeter University, Devon EX4 4PZ; Wednesday 18:00; Rasul Verdi 07452 842631
<https://www.facebook.com/groups/700111093699732/>

GLASGOW Curler's Rest (upstairs), 256 Byres Road, Glasgow, G12 8SH; Thursday 19:00; Quinlan Morake quinlan@morake-development.com

HARPENDEN Harpenden Arms 88 High St, Harpenden AL5 2TR; the first Thursday evening of each month; Pierre Oliviere 07766 704149
<http://www.harpenden-go.uk/>

HULL The BoardRoom (games cafe and shop), 135 Newland Road, Hull HU5 2ES; Thursday 19:00; Mark Collinson Tel: 01482 341179
micollinson@micollinson.karoo.co.uk

ISLE OF MAN 4 Ivydene Ave, Onchan IM3 3HD - Phone/email to check if meeting; Sunday 20:00; David Phillips, 4 Ivydene Ave, Onchan IM3 3HD Tel: 01624 621192 davidp@manx.net

KEELE UNIVERSITY KPA Clubhouse, Keele University ST5 5DY; Monday 16:00-1900 in term-time; Oli Bustos Langton w8v44@students.keele.ac.uk

LANCASTER Gregson Community Centre, 33 Moorgate LA1 3PY; Wednesday 20:00 - players normally present from 19:30; 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 624445
mrmacfadyen@gmail.com

LEEDS The Griffin, 31 Boar Ln, Leeds LS1 5DF; Tuesday 19:00-21:30 once a month; Alice Bradley icyballadeer@gmail.com

LEICESTER Stephen Bashforth's house, Mayfield, Station Road, Kirby Muxloe LE9 2EN; Thursday 19:45; Toby Manning Tel: 01530 245298; 07798 825299
ptm@tobymanning.co.uk

LETCHWORTH JUNIOR CHESS AND GO CLUB Central Methodist Church, Norton Way South SG6 3TR; Thursday 18:30-19:30 during term-time; Alison Bexfield alison@bexfield.com <http://www.lethworth-go.org.uk>

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

LIVERPOOL 'Sugar & Dice' Board Game Cafe - <http://sugaranddice.co.uk>
It's at 33a Cornhill. L1 8DP ; Tuesday 19:00-22:00; Peter Allen peter.allen@gmail.com

LONDON CITY The Inn of Court pub, 18 Holborn EC1N 2LE; Monday 18:00-23:00; Richard Mullens richard.mullens@gmail.com <http://www.citygoplayers.org.uk/>

LONDON, CENTRAL The Inn of Court pub, 18 Holborn EC1N 2LE; Saturday 14:00-18:00 often later; Jonathan Turner Tel: 07968 538881 (mobile).
je.turner@hotmail.com

LONDON, IMPERIAL COLLEGE Facebook group Huxley Building SW7 2AZ; Monday 17:00-20:00; Kalle Timperi kalle.timperi@gmail.com

LONDON, KINGS COLLEGE Facebook group Philosophy Bar (aka Sports and Social Bar), Surrey Street WC2R 2ND; Wednesday 16:00-18:00 in term-time; Joanne Leung joanne.leung@kcl.ac.uk

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

LONDON, WEST London Go Centre, c/o Young Chelsea Bridge Club (behind Sainsbury's), 54 Goldhawk Road, W12 8HA; Wednesday 19:00; Gerry Gavigan wlgc@londongo.club

MAIDENHEAD Friday 20:00; Iain Attwell, Norhurst, Westmorland Rd, Maidenhead, SL6 4HB Tel: 01628 676792 wintergarden@talktalk.net

MANCHESTER Nexus Art Cafe, 2 Dale Street, Manchester, M1 1JW - opposite the "Vinyl Exchange". Tel. 0161 - 236 0100. Please see

<http://www.nexusartcafe.com/visit.html> M1 1JW; Sunday 14:00-18:00; Various other days, by arrangement; Gary Ashworth 07864 186256. Leave a Go message & Gary will ring you back. harveymartin939@gmail.com <http://www.britgo.org/clubs/manchester>

MANCHESTER The Shakespeare pub, 16 Fountain Street M2 2AA; Thursday 17:30-23:00; Various other days, by arrangement; Chris Kirkham Tel: 0161 903 9023 cckirkham@btinternet.com <http://www.britgo.org/clubs/manchester>

MANCHESTER UNIVERSITY The Cube near The SU bar, Portland Street M1 6DW, but check the Facebook page; Wednesday 18:30 - late in term time;

MID-CORNWALL Penhalurick Barton, Penhalvean, Redruth, Cornwall TR16 6TG; Tuesday 20:00; Paul Massey Tel: 07966 474686

MID-CORNWALL Bluefruit Software, Gateway Business Centre, Barncoose, Redruth, Cornwall TR15 3RQ; Friday 13:00 - 14:00; Paul Massey Tel: 07966 474686 paul@bluefruit.co.uk

MILTON KEYNES Open University MK7 6AA; Tuesday 12:15-13:15; Wetherspoons, 201 Midsummer Boulevard MK9 1EA; Tuesday 18:15; Tim Hunt Tel: 07850 119939 T.J.Hunt@open.ac.uk <http://www.britgo.org/clubs/mk/>

MONMOUTH Estero Lounge Coffee Bar, Commerce House, 95-97 Monnow Street, Monmouth NP25 3PS; Sunday 10:00 most weeks; Dave Wheeler 07387 849 775 daj.wheeler@btinternet.com

NEWCASTLE The Carriage pub NE2 1DB; Thursday 19:00; Tom Coulthard tomcoulthard@nhs.net

NOTTINGHAM The Dice Cup, 68-70 Mansfield Road NG1 3GY; Tuesday 19:00 - 23:00; Brent Cutts brent.cutts63@gmail.com <https://nottinghamgoclub.com>

OXFORD CITY 38 Henley Street, Oxford OX4 1ES; Tuesday 18:30-23:00; Harry Fearnley, 38 Henley Street, Oxford OX4 1ES Tel: 01865 248775 (day/eve) harryfearnley@gmail.com

OXFORD UNIVERSITY Regent's Park College OX1 2LB; Wednesday 19:30-22:00 - wks 1-8 Oxford Univ term ; Temitope Ajileye Tel/Text: 0759 8178129 temitope.ajileye@wolfson.ox.ac.uk

PORT TALBOT Beefeater Bagle Brook, Pentyla-Baglan Rd, Port Talbot SA12 8ES; Sunday 14:00 (third or fourth sunday in month); Daniel Jones spoon_man666@hotmail.com

PRESTON Preston's Mystery Tea House, 23 Cannon Street, Preston PR1 3NR; Sunday 13:00-17:00 and other days by arrangement (e.g.); Martin Harvey harveymartin939@gmail.com

READING Eclectic Games, 5 Union Street, Reading RG1 1EU; Monday 18:30 except bank holidays; Jim Clare Tel: 0118 950 7319 jimclarego@gmail.com <http://www.britgo.org/clubs/reading>

REIGATE AND REDHILL The Gamers Guild, 12 Linkfield Corner, Redhill, Surrey RH1 1BB ; Friday 19:00-21:00 or later; Matt Sprange redhillgoclub@gmail.com

SEAFORD 149 Princess Drive, Seaford BN25 2QT; Tuesday - fifth in the month 19:00-21:30 (not every month); Keith Osborne (01323 492158) keithcosborne@aol.com

SHEFFIELD Old Queens Head, 40 Pond Hill, Sheffield, South Yorkshire S1 2BG; Sunday 19:30 Wednesday 19:30 ; Matt Marsh: 07795 297779 info@sheffieldgoclub.org.uk <http://sheffieldgoclub.org.uk>

SHEFFIELD UNIVERSITY Usually Students Union, The Zone (level 3), S10 2TG; Friday 18:00-21:00 in term-time - check Facebook; Nicolas Goldstein

ST ALBANS The Garibaldi, 61 Albert Street AL1 1RT; Wednesday 20:00 until pub closing; Secretary: Brian Ellis 01727 872575, Mike Cockburn 01727 834035 brianparkstreet@aol.com <http://stalbans-go.org.uk/>

STEVENAGE (NORTH HERTS) Cafe Green, IBIS Hotel, Danestrete, Stevenage SG1 1EJ; Tuesday 19:30; Aorja Harris 715stones@gmail.com

SWANSEA The Mill Pub, 75 Brynymor Road SA1 4JJ; By arrangement; Dylan Carter welshgoplayer@gmail.com <http://www.swanseago.com>

SWINDON Windmill Pub, Freshbrook Village Centre, Worsley Road SN5 8LY; Wednesday 19:30; The Beehive, Prospect Hill SN1 3JS; Sunday evening; David King, 21 Windsor Rd, Swindon Tel: 01793 521625 secretary@swindongoclub.org.uk <http://www.swindongoclub.org.uk/>

TWICKENHAM The Railway Bell, Station Road, Hampton TW12 2AP; See website for details; Colin Maclennan Tel: 020 8941 1607 colin.maclennan@btopenworld.com <http://twickenham.londongo.club/>

WANSTEAD Wanstead House, 21 The Green, Wanstead E11 2NT; Thursday 19:00 except August; Francis Roads Tel: 020 8505 4381 francis.roads@gmail.com

WARWICK UNIVERSITY Room R3.25 on campus (see website for details) CV4 7AL; Wednesday 17:00 during University term; Jonas Egeberg; Alternative email: su363@warwicksu.com J.Egeberg@warwick.ac.uk <https://www.warwicksu.com>

WEST CORNWALL John Culmer's house, Rose-in-Vale, Gweek, Helston TR12 7AD; Thursday 20:00; John Culmer Tel: 01326 573167 johnculmer@btinternet.com <http://www.jj-uk.com/go/wcgc.html>

WINCHESTER The Black Boy Public House, 1 Wharf Hill, Bar End SO23 9NQ; Wednesday 19:30; Phil Smith (07890 637 540); David Siegwart winchestergo-club@gmail.com <http://www.britgo.org/clubs/winch>

YEOVIL Mason's Arms, 41 Lower Odcombe, Odcombe BA22 8TX; Thursday 19:30; Steve Ashton Tel: 07850960605 sashton@gmail.com

YORK UNIVERSITY University Library foyer YO10 5DD; Tuesday 18.00 - 21.30; Leonardo Sandoval gociety@yusu.org <https://yorkgosociety.wordpress.com/>

ASSOCIATION CONTACT INFORMATION

Association contact page: britgo.org/contact

Email for general BGA enquiries: bga@britgo.org

President: Toby Manning president@britgo.org

Secretary: Jonathan Chin secretary@britgo.org

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If by post: 201 Kentmere Road, Timperley, Altrincham, WA15 7NT

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Journal comments and contributions: journal@britgo.org

Our Facebook page: facebook.com/BritishGoAssociation

Follow us on Twitter: twitter.com/britgo

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

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.

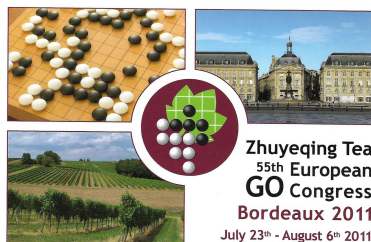
COLLECTING GO XL: CONCLUSION

Tony Atkins

ajaxgo@yahoo.co.uk

It was ten years ago that Michael Schlesinger sent the editor pictures of some Japanese stamps that feature Go. This provided the impetus for the Collecting Go series and stamps featured in the first five parts (BGJ 148-152). A stamp that has not been illustrated before is this East German stamp showing Chess champion, and sometime Go player, Emanuel Lasker. Go stamps can be seen on the BGA website at

www.britgo.org/general/stamps



Postcards featured in parts six to eight (BGJ 153-155). New ones continue to be issued and the one shown here was available for those who attended the European Go Congress in Bordeaux, 2011. Similar artistic items that have not been covered in detail are bookmarks and car stickers. Some of the best Go art is found in museums as listed at www.britgo.org/artifacts

Go in novels featured first in BGJ 143 and then in part 22 (BGJ 169). Go continues to appear in books, such as 'NYPD Red 2' by James Patterson and Marshall Karp where the detective challenges a Chinese man to a game in a park. The short story 'The Competitors' (in 'Trouble in Mind' by Jeffery Deaver) is set at the Beijing Olympics with a protagonist who plays. Lian Hearn's series 'The Tale of Shikanoko' is set in a mythical Japanese past and often features Go – especially 'The Tengu's Game of Go' which features Go on the cover design, as shown here. The full list is at

www.britgo.org/general/novels





Films and TV programmes still often feature Go. Recent additions have included 'Humans', 'Billions' and various AI-related programmes. See www.britgo.org/filmography for the complete list started by Gionata Soletti and formerly on the EGF site.

Sets were featured in part 13 (BGJ 160). Seen here are a mini 5x5 set (5cm board) produced by Peter Wendes to promote Zen Machine and the roll-up magnetic set given to contestants of the World Collegiate Tournament in Cambridge 2018.



Companies still use the word 'Go' to promote their products and services, as shown in part 18 (BGJ 165). Some extra instances are Stagecoach bus 'Tickets to Go' and the Irish 'Go Card' illustrated (a bi-currency version from 2000).

There is always something new to collect – keep a look out. Happy Go collecting!