

BRITISH

GO

JOURNAL

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Number 188

Summer 2019

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## British Pair Go Championship 2019



**Winners**



**Players from Portugal**

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# EDITORIAL

[journal@britgo.org](mailto:journal@britgo.org)

Welcome to the 188<sup>th</sup> British Go Journal.

## In This Issue

We occasionally publish letters about the articles that have appeared in the journal, and this edition is no exception as the Wessex tournament celebrates its 50<sup>th</sup> anniversary. Of course letters on any subject related to Go are very welcome.

Richard Hunter has written about the pros and cons of e-books over traditional paper books, particularly when the book is about Go. It is another aspect of the effect of technology on an ancient game as we move into the digital age.

There is the latest of the Go Jottings from John Tilley, this time looking at how to cut the small knight's move. And I have included the final instalment of my Course in Go, but I won't remain in the background for long; a new project will begin in these pages shortly.

Finally, Tony Atkins has created a new series for the back cover on Tournament Histories, which promises to be fascinating and might encourage more Go players to participate in face-to-face tournaments. These are, after all, how we find out how strong we really are and whether we are getting better.

*Bob Scantlebury*

## Credits

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

**Contributions:** Tony Atkins, Richard Hunter, Liu Yajie, Toby Manning, Ian Marsh, Bob Scantlebury, and John Tilley.

**Photographs:** *Front cover*, Group photo of the British Pair Go Championship (courtesy of John Collins). 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.



# LETTERS TO THE EDITOR

Dear Editor,

I enjoyed the article by Francis Roads in BGJ185. However, I would like to correct one factual error.

There have never been any Marlborough tournaments, so they are not defunct. They were Wessex tournaments. The first Wessex was held in 1970 in Marlborough. It was run by the Bristol Go Club. The venue was suggested by a club member, who was the mayor of Marlborough. After thirty-six years there, the tournament moved to Keynsham, and then to Bath. The Wessex is not the only tournament that has changed location or organizers while retaining the same name.

The Wessex is the longest running tournament except for the British. This year is the 50<sup>th</sup> Wessex. With Bath Go Club having retired from running the tournament, Bristol is doing so once again. We intend to make the 50<sup>th</sup> a special event in honour of T Mark Hall, a former club member and four-time Wessex winner. We would like to encourage previous participants to come and reminisce. I hope Francis will save the day in his busy schedule.

**Paul Atwell**



# PAPER AND ELECTRONIC GO BOOKS

Richard Hunter

I have hundreds of paper go books and I enjoy reading books printed on paper. I also have many electronic go books. Amazon Kindle books are static copies, like pdfs. So are the ebooks in the Nihon Kiin's Android/iOS apps. On the other hand, the ebooks that I have in the Go Books format<sup>1</sup> created by SmartGo<sup>2</sup> offer many useful features, such as letting you play through moves in diagrams. In a huge step forward this year, Go Books expanded beyond Apple devices. They are now available in ePub format for eReaders on Android, Windows, etc<sup>3</sup>. The supported features depend on the eReader app that you use, so download some free samples and check.

## Main Advantages of ebooks

**Price, Availability, and Space:** Go Books are sold at a lower price than their printed counterparts. Ebooks are available via a few clicks, whereas paper books take time and effort to obtain, especially since the demise of the travelling BGA bookshop and Pentangle. Ebooks take up no physical space. By contrast, my collection of paper go books fills an entire wall of bookshelves. SmartGo currently offers 137 electronic Go Books, covering the full range of major publishers and player strengths. There are many reprints of popular classics, including out-of-print books. There are also exclusive books not available in print editions. Go Books are not constrained

by space limitations, so they can have a more generous layout with extra diagrams, fewer moves per diagram, and additional content. The Go Books versions of printed books are not identical copies, but conversions that make best use of the features of the Go Books format.

**Interactive Diagrams and Problems:** You can play through the moves in diagrams and try out moves in problem diagrams. Interactive diagrams are particularly useful for long sequences involving captures, ko, or moves played back under the stones. You can also try your own moves in diagrams. Inline diagrams pop up to illustrate move sequences that are described in the text to save space in paper books, such as: 'If Black plays 2 at 3, then White will block at A.'

**Format Control:** You can change the layout and appearance such as the number of columns, font and font size, page colour, board coordinates, and sound effects.

**Error Correction:** Go Books are constantly being updated to correct typos and mistakes that have been noticed or reported. The app downloads the latest version from the server. On the other hand, typos and errors in printed books are frozen forever. While errata might be reported on Sensei's Library, few people will see them. Reprints might take years, and you are unlikely to

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<sup>1</sup><https://gobooks.com>

<sup>2</sup><https://smartgo.com>

<sup>3</sup><https://gobooks.com/epub.html>

repurchase a new edition of a book that you already have.

### Disadvantages

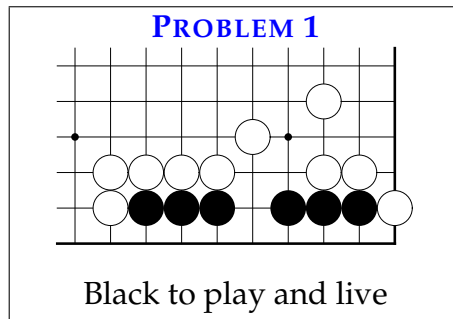
I bought a lot of paper books second-hand in Japan. I enjoyed browsing through the bookstores and buying cheap old books that just happened to be there rather than specific new ones. You cannot lend ebooks to other people or sell them to recover some of the money you spent. And you have to pay full price for new ebooks. If you spend a lot of time looking at a screen, you might prefer reading on paper.

### Future Outlook

There is a trend for publishers to stop printing and stocking paper books. Slate and Shell ceased stocking and distributing paper books in 2017<sup>4</sup>, though some of their titles

are available via Amazon Print-on-Demand. My four printed books are all out of print. However, they live on as ebooks in the Go Books format. As a publisher and author, I use the Go Books format for creative writing. I can see what the final product will look like as I write. Editing, proofreading, and correcting mistakes are much easier than in the old days when the publisher did the page layout and mailed me paper galley proofs. I currently have no plans to offer printed books. On the other hand, the German publisher Brett und Stein does believe in the value of paper books, as well as ebooks. In 2017, they printed a translation of my book on Counting Liberties<sup>5</sup>. It differs from the English paper version in that it was based on the most recent ebook text and diagrams.

□



<sup>4</sup><http://www.usgo.org/news/2017/07/slate-shell-to-cess-distribution-of-print-books>

<sup>5</sup>[https://www.brett-und-stein.de/09-Alle\\_Titel-43-BSV43.php](https://www.brett-und-stein.de/09-Alle_Titel-43-BSV43.php)

# WORLD NEWS

Tony Atkins

[ajaxgo@yahoo.co.uk](mailto:ajaxgo@yahoo.co.uk)

## Euro Teams

On 16<sup>th</sup> April, our team was outplayed by a strong team from Sweden, losing all four games. Alex Kent lost by resignation against Fredrik Blomback, Jon Diamond misread a fight against Charlie Akerblom, Des Cann lost to Martin Li and Toby Manning played a ko threat that was not against Kim Johansson.

The final match on 7<sup>th</sup> May was against Turkey. Our top two boards lost: Andrew Simons to Hakki Burak Güner and Alex Kent to Ugur Arikan. However Sandy Taylor won by resignation against Köse Ege and Jamie Taylor held on to win against Balci Alper, to draw the match. The match point scored kept the team above the relegation zone and their final position in the Pandanet B-League was 7<sup>th</sup>.

Serbia and Austria topped the B-League, equal on match points. Each would then have to play a special qualifying tournament against half the A-League countries to decide next season's A-League. Denmark was demoted and Norway was to play the B-C-League play-off on 18<sup>th</sup> June against Finland. Lithuania is the promoted team from C-League.

In the D-League, Ireland continued in fine form to win their last two matches and come first as expected. Against Kazakhstan on 16<sup>th</sup> April, there were wins for Karl Irwin, James Hutchinson and Kevin Farrell; Cian Synnott lost on board three. In the Portugal match on 7<sup>th</sup> May there were wins for James, Kevin and Matei Garcia, but Karl

lost his game. This meant they had a magnificent seven wins and just one draw. Iceland was second.

## Irish Open

After the problems caused by the snow at last year's Irish Go Congress, this year it was played under clear skies and ran extremely well from 22<sup>nd</sup> to 24<sup>th</sup> March. The Confucius Institute was not supporting the event and so the venue reverted to the traditional one, the Teachers' Club on Parnell Square. Over the weekend 42 players took part, including visitors from seven countries. The weekend started with the 18-player Irish Rapid on the Friday evening. As usual the rounds speeded up from twenty to twelve minutes, and the number and size of handicap gaps reduced, as the strong players started to dominate. Tunyang Xie (4d) from Cambridge won all five games to take the title. London's Xunrui Zhao (3d) and Trondheim's Juan-Manuel Losada (1d) took the next two places.

The Irish Open remarkably got underway two minutes early on the Saturday morning and ran extremely well for the next two days, if you did not mind the noise of a church service coming from next door on the Sunday. There was always the club's bar to help wash away any sorrows, and a Chinese restaurant meal and trip to Mulligan's to look forward to on the Saturday evening.

Tunyang Xie again proved his strength with his fourth unbeaten tournament since coming to England. Locally-based Yisheng Wang (5d) was second with four wins and Mathis

Isaksen (3d) from Denmark was third. Two others of the 38 players won four: Marc Stoehr (2k Stockholm) and Alex Delogu (4k Dublin).

After the prizes, the Irish Go Association AGM was held (where they rewarded the tournament director, Eoghan Barry, with the presidency) and then they shared a group meal for fourteen, at the Kimchi Hophouse, to wrap up a very satisfactory weekend.

**WAGC**

The 40<sup>th</sup> World Amateur was held in Matsue City in Japan's Shimane Prefecture. The opening ceremony on 1<sup>st</sup> June featured a drama of the slaying of the local eight-headed dragon, and the city officials encouraged visiting the castle and the local large lake. The play got underway the next day with 59 countries represented, and the usual two games a day for four days.

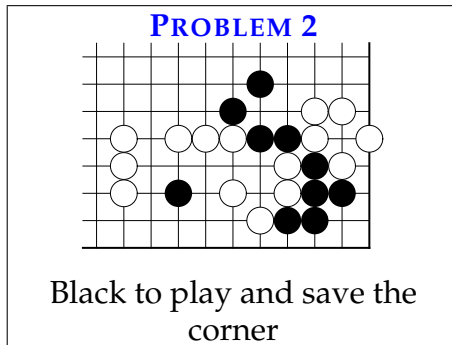
Wang Chen of China was the unbeaten winner. Second, with just a loss to the winner, was Lee Jaesung of Korea. The group on six wins was Hong Kong, USA, Pal Balogh

of Hungary, Canada, and Dmytro Bogatsky of Ukraine. The other prize went to the best of those on five, which was Japan.

The UK representative, Andrew Kay, lost his first game to the Korean player, as expected, but then won his next three against Lloyd Rubidge of South Africa, Martin Li of Sweden and Stjepan Mestrovic of Croatia. Day three did not go so well with losses to Pal Balogh of Hungary and Timotej Suc of Slovenia. On the final day he lost to Jan Simara of Czechia, but beat Ioan Grigoriu of Romania. This made him 27<sup>th</sup> winning four out of eight.

Noel Mitchell for Ireland lost to Pal Balogh of Hungary, Carl Mendez of Chile, and Bahadur Tahirbayov of Azerbaijan. He then beat Cristobal Marvan of Mexico and Teodor Nedev of Bulgaria, but lost to Michal Kralik of Slovakia. On the last day he beat Austria and Guatemala to end in 36<sup>th</sup> place, with four wins. London player Jesse Savo, representing Finland, was also there. Jesse won four as well and was 28<sup>th</sup>.

□



# GO JOTTINGS 9

John Tilley

[john@jtilley.co.uk](mailto:john@jtilley.co.uk)

## One of the basic tesuji from Segoe's Go Proverbs Illustrated

I bought my first 'real' Go book early in 1967 – 'Go Proverbs Illustrated' by Segoe Kensaku. It was first published in English in 1960 and it was recommended to me by Francis Roads at the London Go Club, some three months after I had started playing.

This classic work introduced some of the basic tesuji, such as 'Play cross-cut against the small-knight.' Segoe wrote 'This manoeuvre of striking at the waist is one which beginners very rarely use. Nevertheless it is one of the easier tesuji and since it is one of the most important it is certainly necessary to master it.'

Several examples of this basic tesuji have found their way into my pile of Go cuttings over the years, some of them have a certain beauty and as 'beginners very rarely use [it],' this looked like a good topic for a column in the BGJ.

Let's start with three problems.

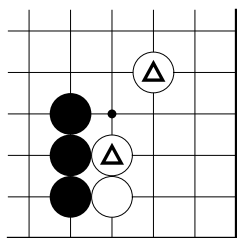


Diagram 1

A classic position. White's knight move here has a weakness. White could play elsewhere or protect as in Diagram 2.

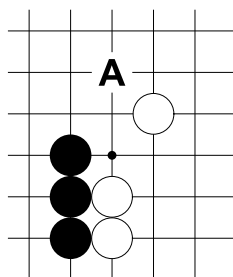


Diagram 2

The diagonal move of White 'A' protects White's position.

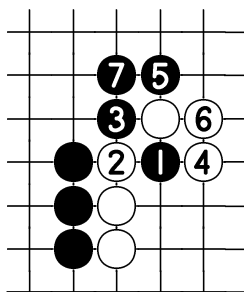


Diagram 3

If it is Black's turn to play then he can play at ① here, which cuts at the waist of the knight's move. Black sacrifices this stone and forces White to capture with ④ and ⑥. When Black plays ⑦ he can be very pleased with his outer influence; White is confined to a small corner.



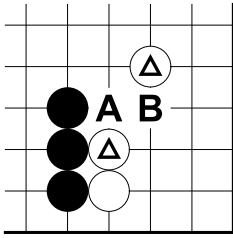


Diagram 4

Should Black 'prod' at 'A' then White will be happy to connect at 'B' and Black loses the opportunity in the previous diagram. Please note that the 'prod' has made White stronger; his single stone has gained a liberty; his two marked stones now have but three liberties, but this is offset by White's two strings becoming diagonally adjacent and thus White is stronger.

I have used the word 'prod' to indicate a move that is unnecessary, as actually it just makes the opponent stronger.

The key lesson for the kyu player is 'Don't make your opponent's position stronger without good reason.'

Another use for the tesuji of cutting at the waist of the knight's move is shown in Diagram 5.

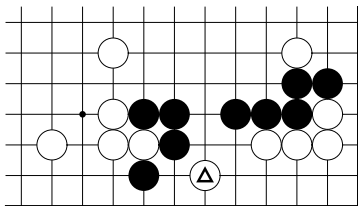


Diagram 5

White's marked stone is threatening the cut to its left. White is locally strong, so Black needs to be careful.

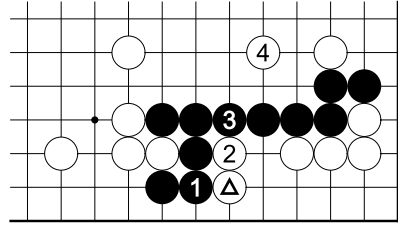


Diagram 6

The connection at ❶ here won't do at all. White can force with ❷ and then play ❸ and Black will have his hands full. At first glance it looked as if Black had a nice solid wall. It was I believe Derek Hunter (BGA Secretary in the 1960s and 1970s) who came up with 'Walls have ears but no eyes.'

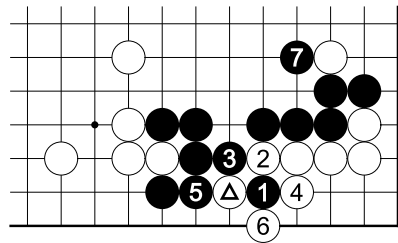


Diagram 7

Black ❶ here cuts through the waist of White's knight's move and by sacrificing this stone Black can play ❷ and ❸ in sente, thus playing at ❹ and getting out to the centre.

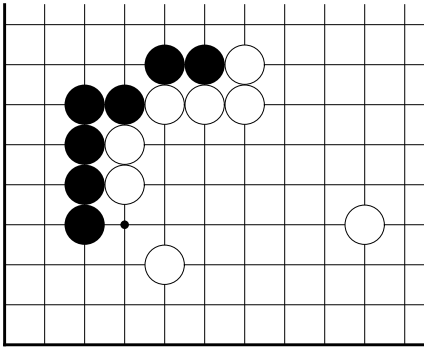


Diagram 8

This is the third example – a large endgame problem. Black to play and seal off the corner. It was, I believe, Francis Roads who gave us: ‘corner yose is big enough for me.’

I suspect that many kyu players (both SDK and DDK) would play either as in Diagram 9 or Diagram 10.

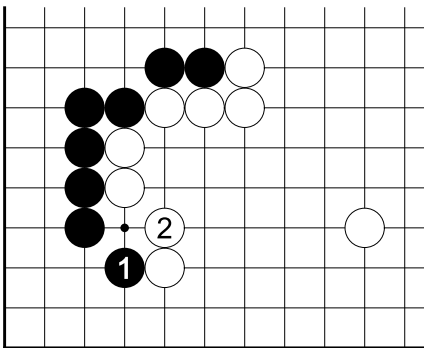


Diagram 9

Black 1 here looks big, but note that White’s position is now much stronger. White’s single stone has actually gained a liberty; White’s two stones still have three liberties, but White’s two strings are now diagonally adjacent. Yes, Black has played a move on the third line in

an attempt to seal off some territory, but there is still a large endgame move available. Not so good for Black. Another example of making the opponent’s position stronger unnecessarily.

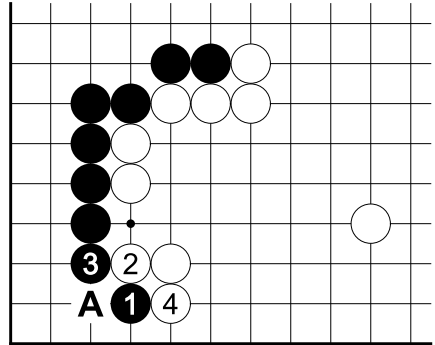


Diagram 10

Black’s jump down to the second line might look good, but it allows White to play 2, which not only gains White one extra liberty, but it forces Black to play 3 and 4 threatens ‘A’ – a large move.

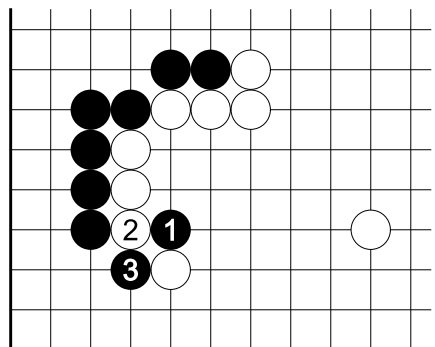


Diagram 11

Look at the problem again. Black can cut at the waist of the knight’s move with 1 and after Black plays

③ White's three stones have just two liberties, as does his single stone. White is now much weaker and Black can press home his advantage.

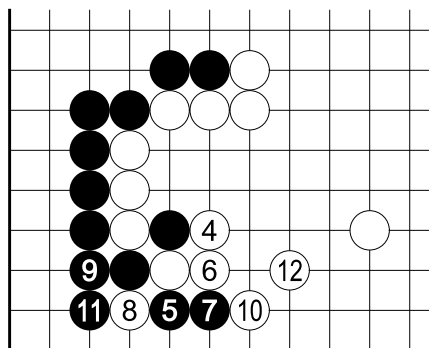


Diagram 12

White has to fall back and play at ④, Black can play the sequence to ⑪ and keeps sente when White has to defend with ⑫.

The contact move ① in Diagram 9 is a typical DDK (or even SDK) move. When White replies with ② his single stone gains an extra liberty; these extra liberties make White stronger and Black's chance of a tesuji has vanished.

The following three problems have been in my 'Go Jottings' folder for some years now. I find each one tricky to visualise and each has a certain beauty to it.

First is a problem from the Go Super Book 'Tesuji to make you stronger' by Fujisawa Hosai 9 dan, published in the 1970s. Black to play.

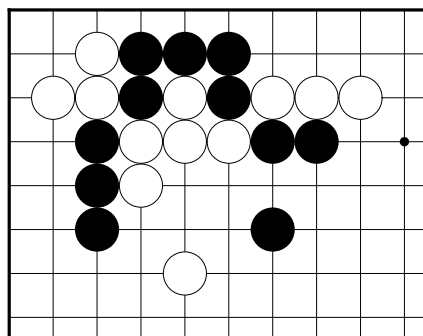


Diagram 13

There are five moves to read, but it's not that easy to visualise. Black needs to play two tesuji, so perhaps that makes it harder than expected. I like this problem. I showed this at the Winchester Go Club and the SDKs present all solved it – but it's one thing to solve as a problem, quite another to spot it and solve it during actual play.

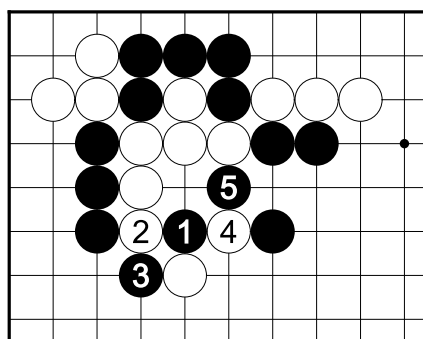


Diagram 14

① cuts at the waist of the knight's move. When Black plays ③ White's six stones have but two liberties and the snap-back of ⑤ follows.

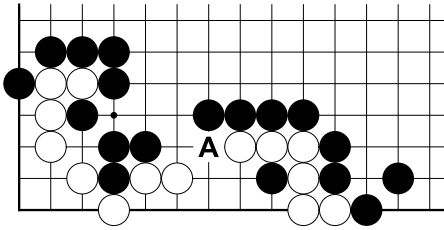


Diagram 15

This is the sort of position at a Go club where I suspect most kyu and maybe some dan players would just play the obvious Black move at 'A' – after all its a three point yose reduction and Black keeps sente. However note that White's six stones to the right of 'A' have but three liberties – three should signal danger.

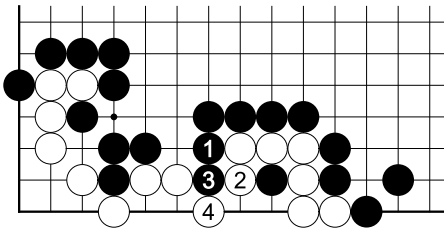


Diagram 16

After ①, White must play ② to live! If White plays at ③ then Black cuts at ② and its all over.

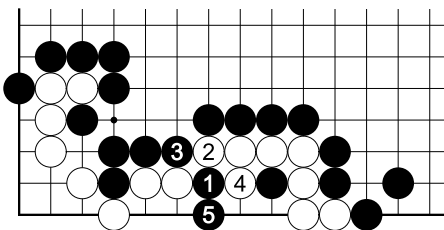


Diagram 17

① here cuts through the waist of the knight's move. White must cut Black

off with ②, but after ③ White has to play ④. When Black descends with ⑤, White is dead as White can't play atari on either side of Black's two stones ① and ⑤.

Visualising ⑤ is difficult. Stick with it as this type of position occurs more often than you might think.

Please note that yet again 'the good point and the bad point are next to each other.' So the 'bad point' (Diagram 15) results in reducing White's territory by three points, but the 'good point' (Diagram 17) results in killing the White group. Food for thought!

If you find this problem too difficult, please set it up on a board and play through it. It would make a good teaching session at a club; play each move and count White's liberties.

This beautiful problem comes from Segoe and Go SeiGen's Tesuji Dictionary (in Japanese, published in 1971) where it is classified as an 'easy' problem. Hum.

I can't resist including a favourite problem – Diagram 18.

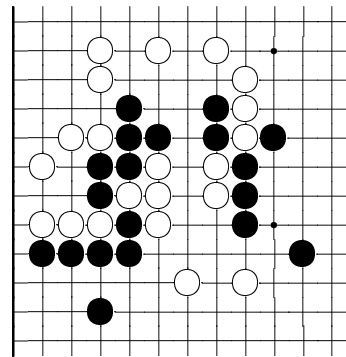


Diagram 18

Black to play and rescue the eight stones that have been cut off. This satisfying problem comes

from Go Super Book: 'Beginner's Hallucinations' by Magari Reiki (then 8 dan) published in 1969. (What a title! – it can also be translated as 'Beginner's Blind spots'). I am not providing the answer. If you have read this article so far hopefully you can solve it. Again, if you are struggling, set the position up on a board, count the liberties for each string and try the possibilities. If you are really stuck then drop the editor an email and we'll put something up on the BGA website.

Finally I think it is worth while going back to Segoe's comments at the beginning of this article, as I feel that there are two loose ends.

First Segoe wrote: '(this tesuji) is one which beginners very rarely use.' I think the reason why cutting at the waist is difficult for beginners is that the cut is not played from an adjacent friendly stone.

An easy to spot tesuji is the hane at the head of two stones, as it is played

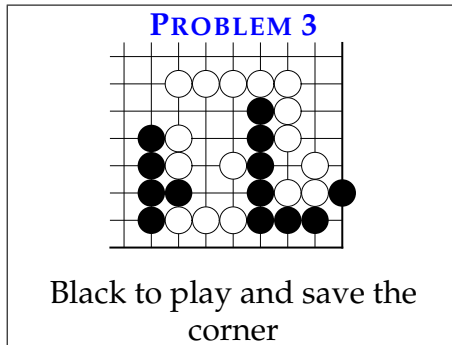
from a friendly adjacent stone – it's diagonally adjacent. I feel this is an easy tesuji to spot, as is hane at the head of three stones or the two-step hane tesuji.

Second: it is interesting to note that Segoe doesn't offer any real explanation of why pushing though the knight's move is bad – all he says is 'another method of cutting the connection. . . is known as "stick out and cut," which may be compared to the preceding diagram.'

There is an excellent explanation in Charles Matthews book 'Shape Up' pages 110 and 111. This book has Seong-June Kim (a strong Korean amateur) as co-author. This 219-page book is freely downloadable from here<sup>1</sup>.

Highly recommended. It is also available as print on demand from Amazon, although the diagram quality is apparently variable.

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<sup>1</sup>[https://cdn.online-go.com/shape\\_up.pdf](https://cdn.online-go.com/shape_up.pdf)

# PRESIDENT'S MESSAGE

Toby Manning

[president@britgo.org](mailto:president@britgo.org)

The BGA Council has recently been wrestling with governance issues.

Currently we are an 'unincorporated association.' This has many benefits – in particular bureaucracy is low, and we are very democratic – but has disadvantages as well. In particular we are not a 'legal person,' so we cannot own property or shares, and it has no legal liability; in practice, this sits with Council and more particularly its Officers.

Our research, including study of other sports associations, indicates that we should bite the bullet and become a legal entity. It has revealed two major options: to become a 'Charitable Incorporated Organisation,' or a limited company without shareholders (a 'Company Limited by Guarantee'). The main step is to establish how to transfer the essence of our existing constitution into a new governing document, either a revised Constitution or Articles of Association, and we will be initiating a debate over which of these is preferable; both have pros and cons.

Much of the existing Constitution can be readily transferred over, but we have identified a number of areas where we believe debate will be necessary. We expect this process will last several months. These include the following areas:

- Should we have the right to discipline members (in the extreme case, refuse them membership?)  
At the moment the Constitution

only gives us this power for people who actively breach the Constitution, but not for other types of misbehaviour. Of course, if such a power were to be granted it would need to be used very sparingly, and with rights of appeal etc.

- Should we introduce proxy voting? At the moment to vote one needs to turn up to the AGM (or an Extraordinary General Meeting), and many people may feel disenfranchised. Council is minded to introduce proxy voting, but it will have implications and we need to consider the details carefully.
- How should the BGA be governed? A charity has many equal trustees; a company has a hierarchy of Chief Executive, other Executive Directors and Non-executive Directors. Does a Company give the Chief Executive too much power? In a charity, where does the buck stop?

Neil Sandford is chairing our 'Governance Committee' which is charged with identifying the best way forward and making recommendations; these will ultimately go to you, the members, for ratification (or not), at a BGA General Meeting.

Meanwhile Neil will be happy to receive any comments and other contributions you may have here<sup>1</sup>.

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<sup>1</sup>[council-governance@britgo.org](mailto:council-governance@britgo.org)



## THE BGA ANALYST

[paul@psaa.me.uk](mailto:paul@psaa.me.uk)

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**

# A COURSE IN GO 08

Bob Scantlebury

[robertscantlebury@btinternet.com](mailto:robertscantlebury@btinternet.com)

*This is the final instalment of my Course in Go for Double Digit Kyus in which I look at a miscellany of ideas which loosely centre around running out of liberties and life-and-death. I hope to be producing a new series of articles, also for DDKs, which will appear in future issues*

## Aggression

Go is a game of balance; it doesn't pay to be too extreme in any one of a number of dimensions, including aggression. A certain amount of aggression is needed but not too much. So while it is true you should not be merely passive, you should not over-play either. You should attack your opponent's groups, invade their territory, fight to gain the advantage. But you can't only do that; you must defend weak groups, stake out your own territory and play the urgent, vital points before your opponent does.

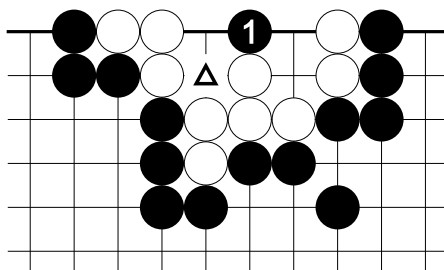
It is not necessary to win the game by a landslide; a win by just one point is still a win! It is merely necessary to just slightly tip the balance in your favour. Don't try to overwhelm the other side, just quietly gain a few points here, a few points there. Allow your opponent to make living groups and have some territory; as long as you have slightly more!

And when you do attack a weak group, don't try to kill it outright, but to use the attack to gain some advantage for yourself; a stronger group or some territory that you didn't have before. It is surprisingly

difficult to kill a group and much more satisfying to let it live but tilt the run of the game in your favour.

## Snap-back

A legitimate way to capture stones that is sometimes difficult to spot is snap-back. And if your opponent spots it too, they can of course play to avoid it, but it can still be used as a threat or forcing move. Sometimes a snap-back can be created by a particular sequence of moves, so you need to have good reading skills to spot them coming.



① sets up a snap-back; Black can trap three stones by playing at the marked point

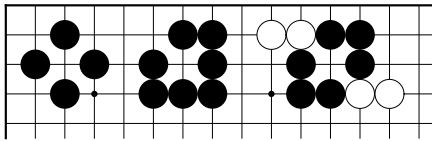
As you may have noticed, if you like to tackle the problems in the journal, snap-back can often be the key to life and death, in that a snap-back can either kill a group or save it.

Being able to spot a snap-back is the key to avoiding falling victim to them. They happen quite often in the endgame and can swing the score by quite a few points and thus possibly the result of the game!



## Eyes

Making eyes and stopping your opponent from doing so (stealing eyes) is the key to life-and-death. The basic eye shape is the ponnuki, which can occur when a single stone is captured. For the eye to be a true eye (and not a false eye) the owner of the eye must control at least three of the four diagonal points adjacent to the point of the eye.

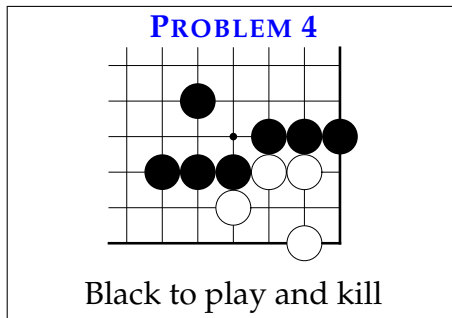


Ponnuki; True eye; False eye

The sequence to construct an eye is single-stone, diagonal move, tiger's mouth and ponnuki. It is all about shape and knowing in advance where your eyes will be. Of course, if the space inside a group is large enough (and the right shape) that it can form two eyes whatever happens, then the group is alive.

So to kill a group, first limit the eye space it has. Conversely, in order to live yourself, make sure you have enough eye space. These principles lie behind the moves used to attack and defend weak groups.

□



# UK NEWS

Tony Atkins

[ajaxgo@yahoo.co.uk](mailto:ajaxgo@yahoo.co.uk)



**Chao Zhang receives prize from Pierre Oliviere**

## Harpenden

When John Collins, the organiser of Welwyn Garden City Tournament, found that the sports centre housing their Bridge Club venue was closing, he had to move the event to the new venue of the Harpenden Arms, in the High Street of the nearby town. This is also the venue of the new Harpenden Go Club, so it was in fact a good way to promote that.

Sunday 24<sup>th</sup> March was a bright sunny morning, good for travelling by road, but unfortunately a power failure on the railway meant no trains from London that morning. Thus there were several withdrawals, but the local juniors helped make an entry of 28.

No one won all three games, but the overall winner was Chao Zhang (6d London) who collected the main prize from co-organiser Pierre Oliviere. There were 14 other winners of two games, prizes being given to those who had not gone home early. A consolation prize was also given to Ines Teles de Menezes (12k St Albans)

who lost all her games, including one where she had unfortunately not set the warning bleep on the digital clock.

## British Go Congress

It was Manchester's turn to host the British Go Congress, which includes the AGM. They held it at MacDonal Hotel on London Road, not far from Piccadilly Station, from 5<sup>th</sup> to 7<sup>th</sup> April. On the Friday afternoon a teaching session was led by Toby Manning and in the evening the British Open Lightning was won by Peikai Xue (2d London).



**British Open 2019**

On the Saturday and Sunday 80 players, including many double-digit kyu players, enjoyed the usual six round British Open. It was won for the first time by Chao Zhang (6d London); he received the Minds in Conflict Trophy for six wins. Zherui Xu (4d Cambridge) was placed second with five wins, ahead of Zihé Zhao (4d Oxford) and Nagisa Matsuura (1d Leeds). The fast improving Adam Sharland (14k Nottingham) won all six and winning five were Jetric Griffiths (18k Cheshire) and Charlotte Bexfield (7k Letchworth).

## Candidates'

On the first May Bank Holiday weekend (4<sup>th</sup> to 6<sup>th</sup> May) fifteen players gathered at the community hall called 'The Settlement' in Letchworth Garden City, to play the Candidates' Tournament, the first stage of the British Championship. Thanks go to Matt Marsh who ran it and to Simon and Alison Bexfield who arranged the venue and acted as ghosts. The attractive venue enabled the players to have space to undertake comprehensive game reviews, assisted by Andrew Simons, last year's championship runner-up, who came down on the Sunday. In the evenings those players staying locally socialised over meals and drinks.

With seven players to go forward to the Challengers' League, Andrew Kay (3d Birmingham) was not worried by tie-breaks by winning all six. Sam Bithell (1d Cambridge) did very well, only losing to Andrew. On four wins were Boris Mitrovic (2d Edinburgh), Tim Hunt (2d Milton Keynes) and Jamie Taylor (2d Cambridge). Several of those on three wins would also qualify.

## LGC Kyu Players Weekend

Also held over the first May Bank Holiday, the London Go Centre's Kyu Players Weekend started with a teaching day on the Saturday. Teachers were former professional Chao Zhang (6d), Daniel Hu (4d), Charles Hibbert (3d), Joanne Leung (2d) and Jonathan Turner (2k), who variously led small groups in analysis, discussion and simultaneous playing sessions. Lectures were videoed and may be found on the LGC YouTube channel. It was good to see some very young players taking part in the lessons.



## Bar-low winner Rawle Michelson

The Bar-Low Tournament on the Sunday had 25 players from 2k to 35k. The winner with four wins out of five was Rawle Michelson (5k West London). Runners up on tie-break were Tim James (4k Brighton) and Scott Cobbold (6k). Ryan Carson (13k) won all five games and winning four were Oliver Bustos-Langton (7k Keele), Ryan Zhang (18k London) and Francesco Salerno (18k); they all won a certificate and a Go book.

The Self-Paired event on the Monday had seven players, 2k to 18k. After the first round, players played whoever else was free in subsequent games. The winner was event-organiser Richard Wheeldon, who donated his prize back to the London Go Centre. Michael Kyle (2k Manchester) was runner-up and Ryan Zhang had an amazing four wins out of four.



## **Nottingham**

About 30 players enjoyed the second Nottingham kyu training day and rapid tournament on 11<sup>th</sup> May. It was held again in The Dice Cup board game cafe, near the city's Victoria Centre. The number of players was boosted by a minibus of youngsters from Cheadle Hulme School (CHS). In the morning the teaching was given by Andrew Kay, Sandy Taylor, Martin Harvey, Robin Dews, Carl Roll and Tetsuro Yoshitake, a student from Japan at the University of Nottingham.

In the afternoon there was a three-round rapid-play tournament. The winner was Tetsuro Yoshitake (3d Nottingham), who was presented with the Nottingham Tournament Trophy, winning all three games including that against Andrew Kay (4d Birmingham). Others on three wins were Daffyd Robinson (13k Lincoln) and three students from CHS: Daniel Gascoyne (14k), Lizzy Pollitt (18k) and Morgan Pittaway (25k).

After the event ended about a dozen adults went for a burger meal and welcome liquid refreshment at a local hostelry.

## **Oxford**

After a six year gap the Oxford Tournament was relaunched on 18<sup>th</sup> May and successfully attracted 57 players. The previous Oxford had 92 players, but that included a varsity match team and attendances were generally higher in 2013. The new venue was the Oxford Deaf and Hard of Hearing Centre. This former meeting hall, now a community centre with a chapel and various side rooms, is conveniently near the centre of the city, tucked behind Pembroke College and the new shopping centre.

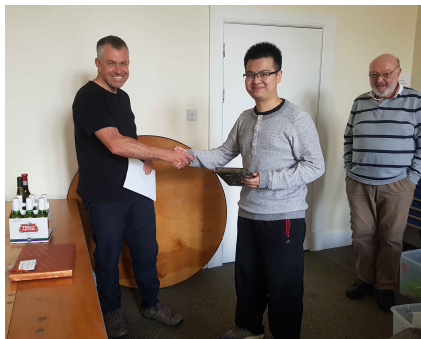
Winning three games and the title was Chao Zhang (6d London). He beat Romania's Alexandru-Petre Pitrop (4d), America's Hugh Zhang (6d) and Cheng Gong (3d London City). Hugh was rewarded with the runner-up prize. Those winning all three games lower down were Malcom Walker (5k), John Bamford (7k Oxford University) and Paul Heeney (18k). The organisers acknowledged the large number of juniors present by awarding certificates and prizes in various age groups.

The best team was the Brummies, but they generously gave their prize to the junior team with a very long name that was second and wrongly announced as first. The free entry draw was won by Lawrence Baker (20k Oxford). The winner of the 9x9 side event was Auden Oliviere; second was John Pusey and third was Alex Eve.

After thanking the various sponsors, including Hoyles who provided the bookshop, Smart Go Inc, and individuals such as Nick Wedd and professional Kobayashi Chizu, the event ended with the organisers and some players heading to a Thai restaurant for the Simon Eve Memorial Supper.

## **Scottish Open**

This time the Scottish Open moved back to the weekend at the end of May (25<sup>th</sup> and 26<sup>th</sup>) and to the new venue of Columbkille's Church Hall in Rutherglen, just east of Glasgow. Unfortunately there was a drop in numbers, with just 15 players, so the decision was made to run the event on the Swiss System, with handicaps less one; everyone playing all rounds had a chance of winning.



**Peikai Xue receives his prize**

In the end it was the two dan players and a 7k who ended on five wins. Peikai Xue (2d London) was the winner of the title on SOS tie-break. His only loss was against Jakub Ziomko (1d Aberdeen) who finished second. Coming third was Quinlan Morake (7k Glasgow) who beat Jakub but lost to Peikai. Taking prizes for four wins were Edinburgh's Grzegorz Kudla (2k) and Neil Sandford (16k).

### **Not The London Open**

The Second Not The London Open took place over the second May Bank Holiday weekend at the London Go Centre. With 21, they had a slightly bigger entry than last year, incomparable with the size of its progenitor the London Open, but five or six people also just dropped in to watch and enjoy the event. Thanks to the Nihon Ki-in, Antti Tormanen (1p) was the visiting professional; he gave four lectures across the weekend (available on YouTube) and spent time reviewing and discussing games both with the tournament participants and also those in the Challengers' League that was running alongside in another room at the Centre. Antti's former teacher Jeff Su Yang (6d) also dropped in and he was persuaded to do a guest lecture.

The overall winner was Paul Smith (3k Cambridge) on five out of six, receiving a certificate and the top cash prize. Kiyohiko Tanaka (1d Nippon Club) and Michael Kyle (2k Manchester) were equal second. Having missed round one, first below the bar was Joanne Leung (2d); Edmund Smith (3k Cambridge) took the prize for the second. Dave Wheeler (10k Monmouth) was the highest-placed double-digit kyu and Ryan Zhang (17k London) got five wins out of six. On the Sunday evening there was a four-round lightning tournament, won by Joanne Leung; she beat second-placed Andrew Kay (4d) in the first round. Oliver Bustos-Langton (7k Keele) and Francesco Chiarini (8k West London) both won three out of four.

### **Challengers'**

The Challengers' League, the second stage of the British Championship, took place from 25<sup>th</sup> to 28<sup>th</sup> May at the LGC. Last year's champion, Sam Aitken, decided not to defend his title, which meant that there were places for seven qualifiers from the Candidates' plus the runner-up from last year, Andrew Simons. Some of the top qualifiers could not take part, so several reserves got to play. The format was the usual all-play-all seven-round tournament, with long time limits.

Andrew Kay topped the standings by winning all of his games and Andrew Simons won all his games except his one with Andrew Kay to finish second. The two Andrews next play the title match games to decide the British Champion. Other players were Boris Mitrovic and Alex Rix (4 wins), Alistair Wall (3 wins), Tim Hunt and Christian Scarff (2 wins) and Harry Fearnley (0 wins).



**Pair Go: the Final**

**Pair Go**

On 8<sup>th</sup> June, the 38<sup>th</sup> British Pair Go Championship was held at its now regular venue, the Red Lion in Hatfield. Some of the stronger pairs could not play this time; for instance Natasha Regan was lecturing on Go at the Cheltenham Science Festival. However, thanks to the minibus from Cheadle Hulme School (CHS) there were still 15 pairs, many including youngsters. Also included was Jose Teles de Menezes from Portugal who played with his daughter Ines.

In the top group the champions of 2016 and 2018, Joanne Leung and

Bruno Poltronieri, managed to win the title again, winning the final against Ingrid Jendrzejewski and Alex Selby. In the handicap section it was a pair from CHS, Lizzie Pollitt and Sam Barnett, who were the winners; they beat another young pair, Amy Upton and Rohan Neelala, in the final.

Thanks to the Japan Pair Go Association, organiser Francis Roads awarded all players with prizes, either from the varied collection on the prize table or a Pair Go tee-shirt. The two fighting spirit prizes went to Jackie Chai and John Johnstone (Bournemouth), and Ellia Blundell and Morgan Pittaway (CHS). The ghost player, Tony Atkins, was invited to judge the Best Dressed competition. He judged that Lizzie Pollitt and Sam Barnett in their black and white outfits were also the winners of this. Jenny Rofe-Radcliffe set the Pair Quiz (this time pairing up school playtime games with their definitions). This proved too easy, the several maximum scores having to be split by grade; the winner was Zoe Walters.

**PROBLEM 5**

Black to play and kill

# BGA ANNOUNCEMENTS

## FUTURE EVENTS

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

**Leo Phillips IOM Go Festival**, Port Erin, Sunday 11<sup>th</sup> – Friday 16<sup>th</sup> August

**Mind Sports Olympiad**, London, Sunday 18<sup>th</sup> – Monday 26<sup>th</sup> August

**Youth Training Residential**, Grantham, Tuesday 27<sup>th</sup> – Friday 30<sup>th</sup> August

**T Mark Hall Rapid Play**, LGC, Saturday 7<sup>th</sup> September

**International Teams Autumn Match**, LGC, Sunday 8<sup>th</sup> September

**Cornwall**, Falmouth, Saturday 7<sup>th</sup> – Sunday 8<sup>th</sup> September

**Belfast**, Saturday 14<sup>th</sup> September

**Arundel**, Saturday 21<sup>st</sup> September

**Swindon**, Saturday 28<sup>th</sup> September

**Sheffield**, Sunday 29<sup>th</sup> September

**Northern**, South Manchester, Saturday 12<sup>th</sup> October

**Cambridge Juniors' 25<sup>th</sup> Anniversary**, Sunday 13<sup>th</sup> October

National Small Board /UK Go Challenge Finals

**Wessex**, Bristol, Saturday 26<sup>th</sup> – Sunday 27<sup>th</sup> October

**Three Peaks**, Ingleton, Saturday 2<sup>nd</sup> – Sunday 3<sup>rd</sup> November

**Guy Fawkes Weekend**, LGC, Saturday 2<sup>nd</sup> – Sunday 3<sup>rd</sup> November

**Doki Doki Festival**, Manchester, Saturday 9<sup>th</sup> – Sunday 10<sup>th</sup> November

**Coventry** November

**British Youth Go Championship** December

**Edinburgh Christmas** December

**London Open**, LGC, Saturday 28<sup>th</sup> – Tuesday 31<sup>st</sup> December

**Harpenden**, Sunday 12<sup>th</sup> January 2020 (provisional)

LGC = London Go Centre

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## OFFICIAL VACANCIES: CAN YOU HELP?

Vacant posts are listed at [www.britgo.org/vacancies](http://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](mailto: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/issue188](http://www.britgo.org/bgj/issue188).

## Solution to Problem 1

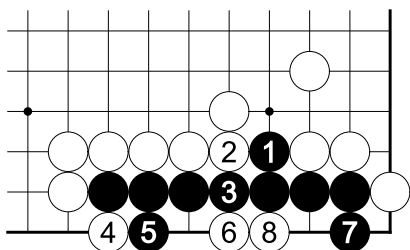


Diagram 1a (failure)

- ❶ If Black tries to push up, then White can reduce the group to one eye.

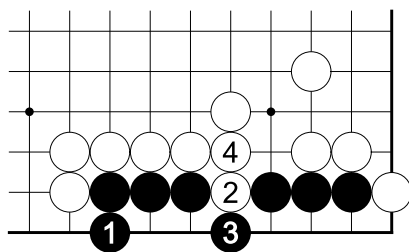


Diagram 1b (failure)

- ❶ This looks like an eye-making move, but White uses the gap in the wall to kill. The same play at the other end also fails.

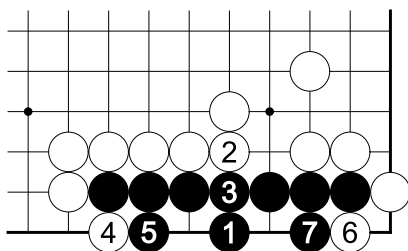
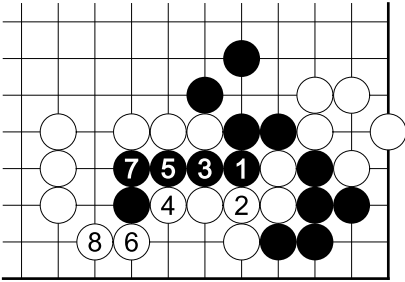


Diagram 1c (correct)

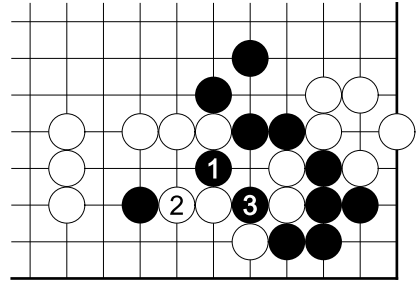
- ❶ This is the vital point in the shape to make two eyes.
- ❷ This has no effect.
- ❷ Black is alive.

## Solution to Problem 2



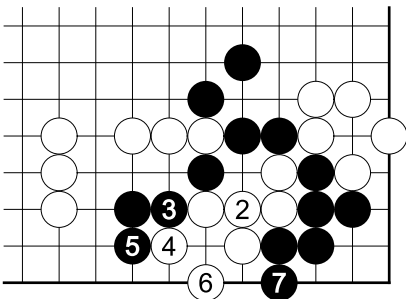
**Diagram 2a (failure)**

- ❶ This is atari, but the attack soon runs out of steam.
- ❷ Black just takes away some territory.



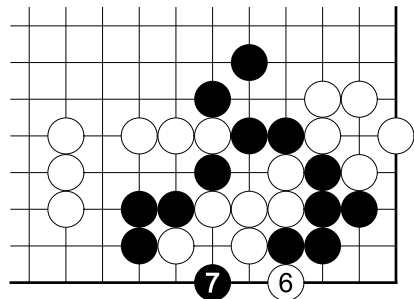
**Diagram 2b (correct)**

- ❶ This wedge is the correct play.
- ❷ It is best for White to allow the snap-back as White does get some edge points.



**Diagram 2c (correct)**

- ❷ This prevents the snap-back.
- ❸ Making this eye is no good...
- ❹ ... Black captures White first.

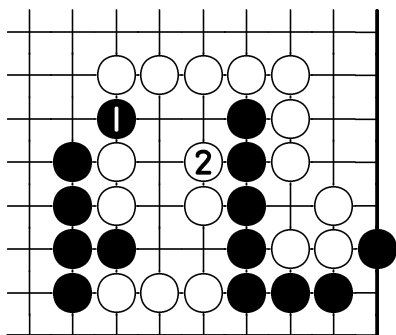


**Diagram 2d (correct – variation)**

- ❸ If White tries for the corner, Black easily gets the white stones.

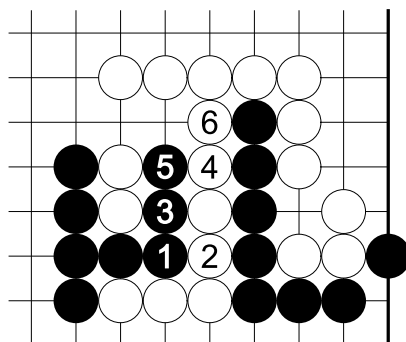


## Solution to Problem 3



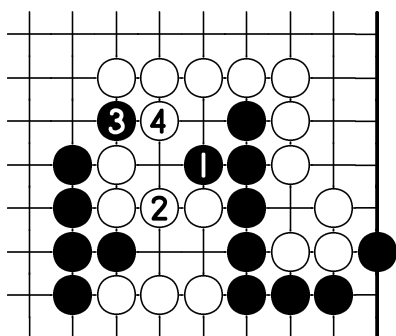
**Diagram 3a (failure)**

- ❶ This fails for Black.
- ❷ White keeps all the stones linked with this play.



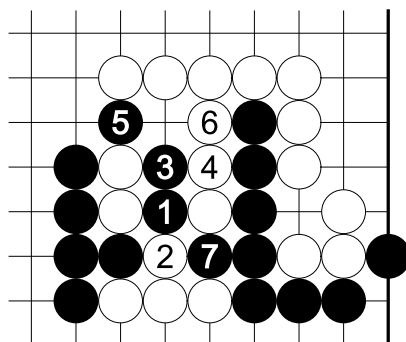
**Diagram 3b (failure)**

- ❶ This is wrong too.



**Diagram 3c (failure)**

- ❶ Though this is the shape point, White can still link up all the stones.



**Diagram 3d (correct)**

- ❶ This wedge is the tesuji to stop connection.
- ❷ This does not help White.

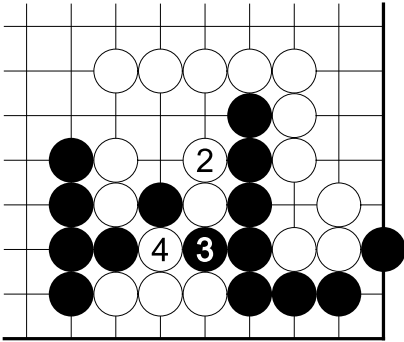


Diagram 3e (mistake by Black)

- ② If this from White...
- ③ This is wrong.

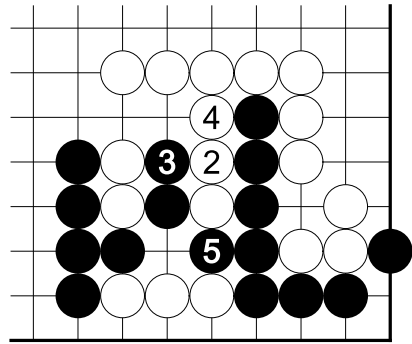


Diagram 3f (correct)

- ⑤ Black traps three white stones and saves the corner.

### Solution to Problem 4

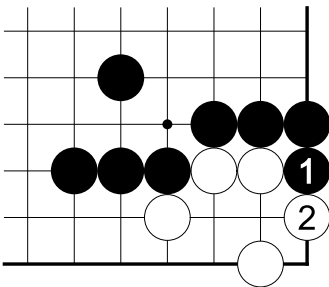


Diagram 4a (failure)

- ① If Black starts here White gets the vital point for two eyes.

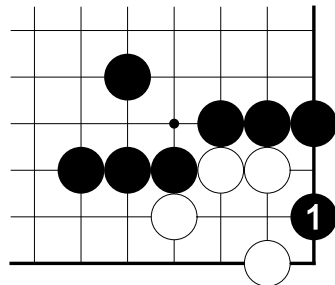
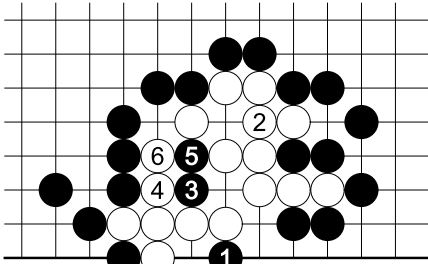


Diagram 4b (correct)

- ① So Black had better start here.

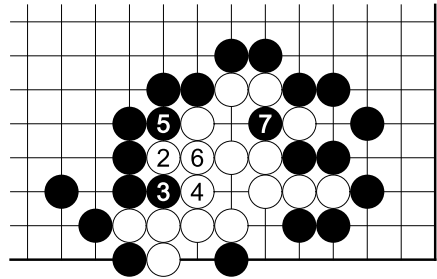


## Solution to Problem 5



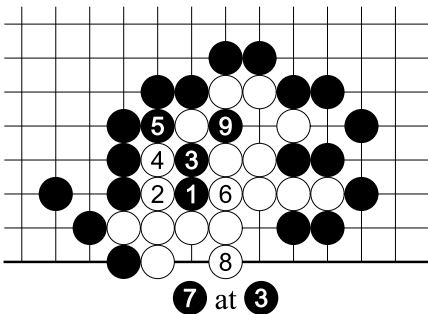
**Diagram 5a (failure)**

- ❶ If Black takes away the edge eye, then there are still two eyes in the middle.
- ❷ White can defend here.
- ❸ Alive.



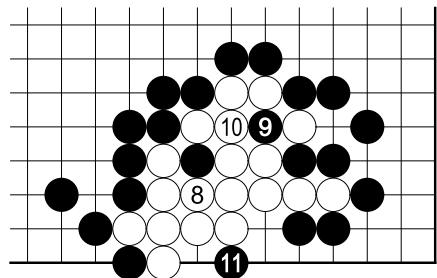
**Diagram 5b (mistake by White)**

- ❷ White cannot defend this way though.
- ❸ Dead.



**Diagram 5c (correct)**

- ❶ This is the correct place to start.
- ❷ Dead.



**Diagram 5d (correct - variation)**

- ❸ If White takes the stone...
- ❹ ... Black kills this way.

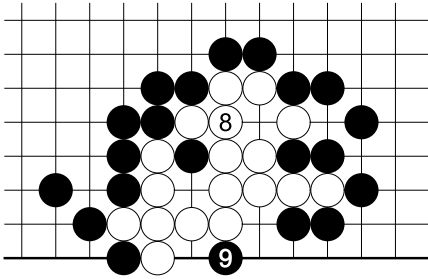


Diagram 5e (correct – variation)

- ⑧ If White connects...
- ⑨ ... again Black can kill.

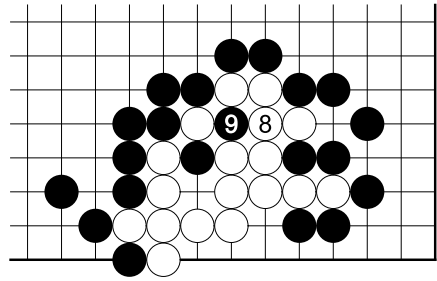


Diagram 5f (correct – variation)

- ⑧ This is White's best response to get a ko for life.

## CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal is **19<sup>th</sup> August**.

Contributions are welcome at any time. Please send them to [journal@britgo.org](mailto: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](http://www.britgo.org/bgj/guidelines) for those wishing to contribute material.

## ASSOCIATION CONTACT INFORMATION

*Association contact page:* [britgo.org/contact](http://britgo.org/contact)

*Email for general BGA enquiries:* [bga@britgo.org](mailto:bga@britgo.org)

*President:* Toby Manning [president@britgo.org](mailto:president@britgo.org)

*Secretary:* Jonathan Chin [secretary@britgo.org](mailto:secretary@britgo.org)

*Membership Secretary:* Chris Kirkham [mem@britgo.org](mailto:mem@britgo.org)

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

*Newsletter Editor:* [newsletter@britgo.org](mailto:newsletter@britgo.org)

*Journal comments and contributions:* [journal@britgo.org](mailto:journal@britgo.org)

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*Youth Go discussion list:* [youth-go@britgo.org](mailto: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.

# TOURNAMENT HISTORIES I: ISLE OF MAN

Tony Atkins

[ajaxgo@yahoo.co.uk](mailto:ajaxgo@yahoo.co.uk)

As the Go players on the Isle of Man did not get enough contact with the mainland, in August 1991 David Philips and his team ran the first Isle of Man Go Congress. The venue was the Sefton Hotel on the front in Douglas, very handy for the horse trams and other attractions. Sixty people attended, including 11 locals, 12 continentals, a number of families and a group from Brakenhale School. One of them, Dominic Hills, appeared on Border Television news. There was much to keep players busy including Main, Afternoon, Handicap, Rengo, Small Board and Lightning Tournaments, teaching and bird watching with Matthew Macfadyen, music and singing, a quiz, a barbecue and dinner, and a day off steam train ride. The event was repeated there in 1993 with 38 Main players and 1995 with 48 Main players but also the professional Saijo Masataka.



In 1997 the event moved south to the Cherry Orchard Aparthotel in Port Erin, where it stayed, apart from once. There were 47 players in the Main and again there were a good number of junior players (including locals) and players from abroad. The change of resort allowed cliff walks and different activities, including a sandcastle tournament (weather permitting). Out of the 55 players in the 1999 Main eight players, plus the main organisers, David and Leo Philips, had been to all five editions.

2001 was skipped for the Dublin European Go Congress, the event moving to even years. In 2002 the venue switched to the disused nightclub of the Falcon's Nest Hotel. There were 36 players in the Main. The Cherry Orchard became available again in 2004, with 43 players in the Main and a new event: a Referee's Workshop. The 2006 edition had 47 players in the Main, but it also hosted the European Women's Championship over the first three days with eight players and a closing reception with a Manx politician guest. 2008 had 45 players in the Main and 2010 had 39. That year it started and ended with a dinner, and Francis Roads gave tuition at Go and the crumhorn.



After a London Olympics gap, 2013 was re-badged as a festival, but with the usual format, and 42 players in the Main. 2015 was thought to be the last as founder Leo Philips had sadly died a few weeks before. 37 players took part in the Main. The event was in fact run again in 2017, in memory of Leo, with 31 players in the Main. On a sunny day-off there was the chance to ride to the top of Snaefell or to see the dragon sculpture memorial to Leo in Douglas. The event in 2019 is at a new venue in Port Erin, St Catherine's Church Hall, but no doubt will be as much fun as the previous 13 editions.

