



2020 港英圍棋擂台賽
Hong Kong - British
Go Tournament 2020



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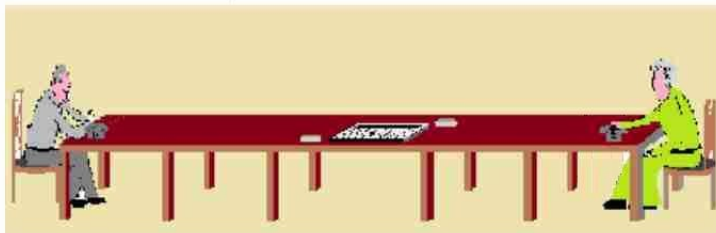


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SIDEWAYS LOOKING PERSONS



Go players struggle with the latest social distancing rules

Credits

Thanks to the many people who have helped to produce this Journal.

Contributions: Tony Atkins, Theo van Ees, Richard Hunter, Toby Manning Sideways-Looking Persons and John Tilley.

Photographs: *Front cover;* The poster for the Hong Kong/BGA Youth Team match (see *Youth News*) was provided by Tony Atkins and the photo of Ryan Zhang (prizewinner at a tournament in Beijing) by Chao Zhang. All other photographs were from the article authors.

Proofreading: Tony Atkins, Barry Chandler, Mike Cockburn, Brent Cutts, Martin Harvey, Richard Hunter, Bob Scantlebury, and Nick Wedd.

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EDITORIAL

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In This Issue

John Tilley provides us with two articles this time; in addition to *Go Jottings 15*, he celebrates the 60th birthday of the magazine *Go Review*, on which he worked during his time in Tokyo. As you will see in his article, *Go Review* actually ceased production in 1977, but even the retired have birthdays.

Tony Atkins continues his series of tournament histories with the Maidenhead tournament. This time, with the Coronavirus-driven absence of adult events, Tony contributes *Youth News* in place of *UK News*. He also reviews the Robert Goddard novel *One False Move* for us.

We continue the article from Theo van Ees on *The Slow Way West* with Chapter 2. Theo also kindly forwarded a copy of a chapter he had co-authored from the recent second edition of a biography of world chess champion and avid Go player, Emanuel Lasker. There being pages to fill, I have taken the liberty of contributing a review of that chapter.

Finally, Richard Hunter begins a new series with advice for doing Go problems.

ex-British Go Champion wins Nobel Prize!

We are again indebted to John Tilley for bringing this to our attention and yes, its true ... well, sort of. We refer to the distinguished mathematician and physicist Sir Roger Penrose¹, who recently won a share of the Nobel Prize for Physics for his work on the formation of black holes. John writes:

Go Review May 1965 has a three page letter from Dr I.J. Good, a chess player and Oxford Don. He learnt to play Go from Turing in 1940 (Bletchley) and he taught C H O'D Alexander to play Go. After the war Good met Roger Penrose through his brother Jonathan Penrose, a strong chess player. Roger Penrose and Good played each other some twenty games of Go – they were about the same strength. Whoever won was designated "British Go Champion". John Barrs² somehow discovered the existence of their Go Club in 1953 and Good and Barrs played each other some fifteen times – Good winning ten times.

While on the subject of Nobel Prize-winning Go players, we note that Philip Anderson (1923-2020) died last March at the age of 96. He won the prize for Physics in 1977, and was a strong player it seems, at least by his own account.³

In addition to his work in physics, Anderson also played Go, which he had picked up while living in Japan. He could be mischievous about it, as [W. Brian] Arthur remembers.

¹en.wikipedia.org/wiki/Roger_Penrose .

²John Barrs, of course, was the founder and first President of the BGA from (approx.) 1953. See www.britgo.org/history/bgahist.html .

³santafe.edu/news-center/news/memoriam-philip-anderson .

"I said, 'Oh, are you any good at Go?' Phil shrugs his shoulders. 'Yes. I suppose.' I said 'How good?' Typical Phil, you have to pump all this out of him. And Phil says 'Well, there are four people in Japan who can beat me.' And there's dead silence. Half a minute later, we're all just sitting open-mouthed, staring at Phil. And then Phil says, 'But they meditate.' As if that was cheating," Arthur said.

Anderson was, in fact, a master. In 2007, he was conferred a lifetime achievement award from the Nihon Ki-in, the Japanese professional Go association.

AlphaFold

There is more to playing games than mere entertainment for the developing mind, as any child development expert will tell you. Most of our readers will remember very clearly the excitement of the matches that DeepMind's AlphaGo computer program won against Fan Hui in October 2015 and Lee Sedol in March 2016. Since then it has applied the technology with equal success to chess, shogi and other games.

DeepMind made the news headline again in December. It had declared at the outset that one of its real world 'grand challenges' was to use the techniques developed by way of game-playing to solve the problem of successfully predicting from their sequences how proteins fold. Now it has come of age and achieved that aim. Predictions by AlphaFold are far better than those by previous computational methods and already equalling what can be done experimentally in many cases.⁴ This is hugely significant for progress in biochemistry and medicine.

The BGA helped in that first match, with our President, Toby Manning, refereeing⁵ (and DeepMind thanked us with sponsorship funding for several years). Let us bask in the reflected glory for a while!

Contributions

In the hope that it will give more time and encourage more contributions, I am trialling much later copy dates (viz. the deadline for contributions). However, if you have a contribution in mind but will miss the copy date, please let me know as we may need it anyway – and of course it can always be a welcome early contribution for the following Journal. I ask, though, that you do not leave it until the copy date before sending in your contribution if you could send it earlier!

*Pat Ridley
January 2021*

⁴See for instance deepmind.com/blog/article/alphafold-a-solution-to-a-50-year-old-grand-challenge-in-biology.

⁵www.britgo.org/bgj/bgj174.

HAPPY 60th BIRTHDAY GO REVIEW

John Tilley

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The monthly English magazine *Go Review* was first published in January 1961, sixty years ago. We will always owe The Japan Go Association (Nihon Ki-in) a huge debt of gratitude for making the magazine possible; for the next ten years *Go Review* was the only real source of material for English-speaking Go players – commented games, basic fuseki, fundamental principles, tesuji, Go history, problems and news. It was key to spreading the game and raising playing strength in the West. The advertising and support in the early copies was a roll-call of Japanese banking, industry and travel.

Sadly, there is no index to *Go Review* for the years 1961 to 1973, so to most Go players their content and even existence is a mystery. (The magazine became quarterly in 1973 but there is an index.) There is a wealth of instructional material and a number of articles and books that are serialised in *Go Review* and available nowhere else. It is possible to buy all the back copies on three CDs for some \$90 – not bad for some seven thousand pages.

The Nihon Ki-in stopped publishing *Go Review* in 1977, luckily The Ishi Press stepped in with *Go World*.

The Chief Editor was Masaki Kurumi, a real gentlemen, who wrote under the pen-name of 'Shimpei Aoki'. Horst Mueller, an Austrian Go fan, moved to Japan in the early 1960s and helped in the Overseas Department, working on *Go Review*, handling correspondence and translating some of the material into German. Joe Deisher, from

Alaska, arrived in December 1964. He wrote letters under the pen-name of 'Noru Oguruma' and he received much praise on how good his English was. If you have some knowledge of Japanese you might be able to work out Joe Deisher's pen-name, Mr Kurumi's is a little harder.¹



The first issue was just 54 pages. The main article was 15 pages on a pro game of just 99 moves. Mr Kurumi wrote 'Bluntly speaking, something went wrong with White at this point, for the very irregularity of his harsh play 44, is leading to the engagement

¹In Japanese Joe Deisher would be pronounced 'Jo Dai-sha', which can then be written in Kanji, and alternative readings give 'Noru O-guruma'.

which merely helped to hasten his fate! Apparently, he has lost his presence of mind.' Nevertheless it was a very instructive game.

The remaining articles were a 9 stone handicap game occupying five pages, played by Chizuo Kobayashi (then 6 years old), 'a cute girl', against Takagawa and some 14 pages of instructional material, such as *Vital points of life and death* and *Play hane at head of two stones*.

The magazine content was steered by Masaki Kurumi and other senior figures. They actively sought letters and Go news from Europe and USA, and responded to requests for comments on games. Material was translated from Nihon Ki-in books, *Igo Club* and *Kido* magazines, with some original material. Masaki Kurumi turned game commentaries, both handicap and even games, into intense studies on all aspects of Go – often some 25 pages on one game. The magazine got off to a good start, although sometimes the explanations were just too lengthy.

Masaki Kurumi wrote beautiful English and his words of criticism were an art form:

'A thousand pities that Black has bungled it.'

'Unnecessary and useless.'

'Too constrained and faint-hearted.'

'Nothing can be more absurd. Oh dear no!'

'Unreasonable may not be the word for Black's 3, the exchange for White's 4 is simply absurd and outrageous.'

'You will be surprised at the scheme far-seeing and large-scale, though it ended in smoke.'

'Besmirch the vacant triangle.'

Although in October 1965 the handicap game was titled

'Boy Player unaware of know-how of game ruins himself in latter half'.

The instructional material became deeper and wider during the 1960s – examples:

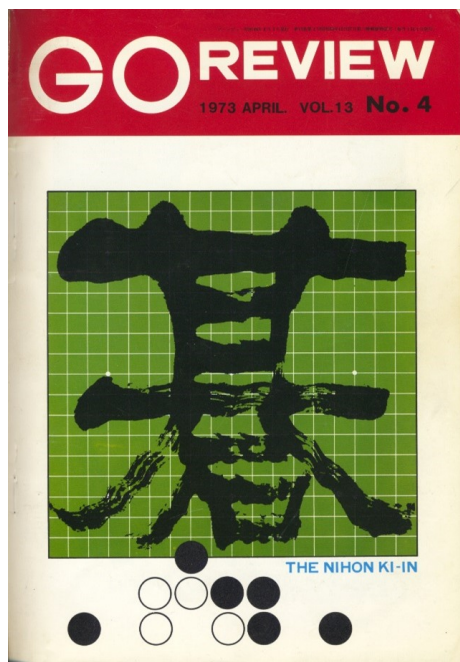
- 1961 – The basic corner positions, starting with the *The L shaped group*.
- *The Psychology of Go* started in the February 1961 issue.
- *Famous Games Ancient and Modern* – a series of 32 articles started in November 1967.
- *Perception in the middle-game* – Fujisawa Shuko 9p.
- *How to fight the middle game* and *Correction of vulgar plays* – both by Magari Reiki 9p.

Haruyama (now 9p) wrote a lot of material specifically for the magazine from about 1968.

When the magazine became quarterly, James Kerwin contributed many original articles, which coincided with his time as an insei. These are well worth hunting down.

▷

The Ishi Press had started in 1968. James Davies arrived in Japan in September 1970, they were soon producing original material and Go began to take off.



The Nihon Ki-in realised their dream of hosting the first World Amateur International Go Championship in 1963 and the second a year later. The coverage of these first two Championships, photographs, background letters and general coverage, written by Horst Mueller, added a lot of colour.

‘Mr. W. v. Alvensleben, the European Champion and a very handsome looking fellow, has trouble keeping all the girls away. But I think he does not try hard enough...’

‘The British team, including Mr. J. Barrs, president of the European Go Federation showed more interest in the different types of Japanese beer and they told me, that it is one of the world’s best.’

- May 1964 issue – 1st International Go Tournament – John Barrs (UK 1 dan) managed to beat the Yugoslavian player Milanj Vuksanovic in a rip-off to end rip-offs. It was rumoured that Vuksanovic never really recovered from this defeat.
- February 1965 issue – Horst Mueller wrote about his car trip to Northern Japan – his tales of ‘sake studies’ and ‘the terrors of the Japanese breakfast’ stuck with me for a long time.

The memorable article on Kitani 9p and his Go school in Tokyo, which was run on traditional lines with live-in pupils, made a big impact on European players. Kitani would play just one handicap game with an aspiring young player and that would decide if he or she would be accepted into the school. A six-year old Otake lost his game and burst into tears; next morning Kitani told his father he would accept him. It was all about attitude.

The school was open to amateur visitors on Saturday afternoons. Eduard Ekart from Yugoslavia lost heavily to a 6-year old Cho Chikun in 1963; on his second visit he kindly volunteered one of his friends to play Cho instead.

My first copy of *Go Review* was November 1964, which was sent to me by John Barrs, BGA President, when as a beginner I contacted him about Go in the summer of 1965.

That single copy was magical and, combined with the famous Shusai-Karigane game in Lasker's *Go and Go Moku*, I was hooked. After graduating in June 1969 I went to Japan for some 14 months, teaching English part-time and working as editorial assistant on *Go Review*.

In 1962 Paul Anderson, an American Go student in Tokyo (who later became AGA President), had written in *Go Review* that it was possible to live in Tokyo for around \$4 a day – that's four US dollars. I bought *Japan on \$5 a day* in 1969, but that was the 1964 edition – however prices had only increased slightly.

I worked primarily with Mr Yoshida who in 1969 was Editor with Kobayashi Tadashi as his assistant. Stuart Horowitz took over from me in September 1970 and Stuart Dowsey became a key contributor, translating much good material.

The Nihon Ki-in head office was then in Takanawa, near Shinjuku in Tokyo; it was an exciting place to work. The Nihon Ki-in provided everyone with a pair of indoor blue slippers by the entrance, with their name in Kanji, or in my case katakana. The slippers for the toilet had 'toilet' written on them, also in katakana, which was an incentive to learn some written Japanese. Our office had five desks, which included Mr Akiyama and Mr Kawamura who worked for the publishing department. There was no canteen, but a local restaurant could deliver hot bowls of noodle soup and other basic offerings.

In the summer of 1970 Kawamura-san was nonplussed by a letter from his parents who were trying to arrange a marriage for him. There were photographs of several possible ladies,

but he did not wish to discuss them with me. We all went on the staff trip to Expo 70 and there was quite a banquet. Mr Akiyama sampled the beverages, as only he could, and we managed to sing 'The Eton Boating Song' for Maeda 9p – who was very convivial. I have no idea why I chose this, but in my defence I can only say it seemed a good idea at the time.

I sat next to Murakami Bunsho (Amateur Honinbo) on the coach trip and I had a fascinating insight into just strong he was and how big the gap to the top professionals was. He felt he could beat Sakata 9p on two stones but had no chance in an even game. Yasunaga Hajime occupied the Kido office, just along the corridor, together with the other seriously strong Nihon Ki-in staff, one of who could give Kawamura-san (3 dan) a very hard time at four stones and also a two stone handicap at ni-nuki.² Yasunaga had co-authored the book on Shin-Fuseki with Go Seigen and Kitani; apparently he could give a professional shodan a two or three stone handicap.

Articles were type-written and printed proofs were checked and corrected – the monthly publishing schedule was tight and inevitably some errors crept through, as the technology and staffing didn't allow for another proof-read. I was not allowed to talk to the gentleman who wrote the series *Famous Games Ancient and Modern* as any comment on his English could have been seen as a criticism, although I could make small corrections, which entailed some diplomatic creativity.

The ultimate test was the mechanical Japanese type-writer, which had a grid of characters, katakana, hiragana, numerals and roman letters. You

²Ninuki renju is similar to renju without swaps ...' – see senseis.xmp.net/?NinukiRenju

could select one of some 2500 pieces of type and it would be lifted up, inked and printed onto the paper.

I only ever fought with this once, normally a highly skilled office lady did the Japanese typing. The type was loose but packed into a tray, dropping it would have been 'interesting', as all the characters were of course mirror image.

I remember meeting Segoe 9p on the stairs. He asked me to send his

regards to John Barrs, as he had met him in London (probably 1961). Segoe had given John a gold cylindrical tin of seaweed as a gift; John's wife had assumed it was Japanese tea and produced a pot. Segoe seemed to see that as the highlight of his trip.

I worked Christmas Day 1969, just an ordinary day at the office, but New Year was special. (see photo)

Thank You *Go Review* for a job well done. Happy Birthday – Kampai!



THE JOURNAL ONLINE

To access the full range of features, read the Journal online.

SGF Files

The SGF files for problems and games printed in this journal appear at www.britgo.org/bgj/issue194.

Online Journals

Online copies of this and the preceding three journals are available in the BGA Members Area at www.britgo.org/membersarea. Log in to see these recent editions.

Links to electronic copies of earlier issues, associated files, guidelines for submitting articles and information about other BGA publications appear on the BGA website at www.britgo.org/pubs (no login required).

Active Links and Colour

Online copies from [BGJ 158](#) onwards contain active links to related information, including SGF files for the games and problems. The links are identified by blue text (according to your browser's set-up) – clicking on these will open the selected links on your computer (this feature may not be supported by some older PDF file browsers). Original photographs in colour are reproduced in colour in these issues.

PRESIDENT'S MESSAGE

Toby Manning

president@britgo.org



I am pleased to announce the creation of the London MindSports Centre, formerly a Salvation Army building and now the new permanent home of the London Go Centre.

It was a £2m project led by members of the Young Chelsea Bridge Club. £300,000 came from the T Mark Hall Foundation and £100,000 came from the London Go Centre after having received a donation of £100,000 from the TMHF.

Considerable work is needed to make the building usable, but the London Go Centre plans to run the 3rd Not The London Open over the second bank holiday week in May.

At the AGM of the T Mark Hall Foundation in November there was a proposal to wind up the Foundation, splitting the remaining funds 50:50 between the London Go Centre and the BGA. This particular proposal was defeated, but it was agreed that there would be a process of consultation over the future of the Foundation, as

the LGC has now been established and the remaining liquid funds of the TMHF will be much reduced. This consultation will take place during the first part of 2021 before the Members of the Foundation make a decision. More information at www.tmhallfoundation.org.uk.

On-Line Tournaments

We regret that it has not proved possible to hold further on-line Tournaments in the Autumn. However a number of our Members have been playing in on-line overseas tournaments, with a chance to (virtually) meet different opponents.

Colin Williams is planning a virtual Congress, to be held from 20th February to 7th March.

Revised Rating System

Fairly soon you will see a sudden change in your rating; in most cases it will be upwards. The existing European rating system is mildly deflationary, resulting in players' ratings slowly falling even if they have not been getting weaker. Following work by an EGF Commission (which I convened), the European Go Federation is introducing a new algorithm which results in a revision of everyone's rating. This new algorithm has been backdated, so your rating history will change. As an example my rating changes from 2064 (weak 1 dan) to 2130 (strong 1 dan).

I am not sure exactly when the new system will be introduced – it just needs some final checking and, perhaps, minor adjustments – but I

will be pressing to get it implemented as soon as possible, and certainly before we resume face-to-face play.

British Congress

Coronavirus meant that we had to cancel the 2020 British Congress (the AGM was held on-line) and we believe it is too dangerous to try to plan the 2021 Congress for its usual time over the Easter break. We are therefore planning to hold the 2021 Congress in the Autumn, when it is less likely that Coronavirus will prevent this happening. We hope to make an announcement about this in the next few weeks; please watch the web-site for details.

Volunteers

The Association is always looking for volunteers to help in its work; one

of our current needs is for a game analyst. This task was ably managed by Paul Barnard until his failing health meant he had to give it up in the summer. We are still looking for a replacement.

Newsletter Editor

I cannot end this message without paying tribute to Jil Segerman, who continues to edit our monthly Newsletter. She took over the editing task in July 2000 over 20 years ago, when it was a single sheet of A4 posted to all our members, at the end of 2014 successfully managing its transition to the online document you see today.

□

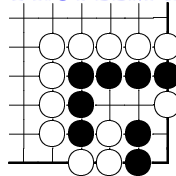
CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal is **31st March**.

Contributions are welcome at any time and the earlier the better. Those received after the copy date are likely to be too late for inclusion in the next issue. 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.

PROBLEM 1



Black to play and live

YOUTH NEWS

Tony Atkins

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Youth News

There were no normal UK events during the autumn of 2020, only online events for our youth players, both home and away, hence this special youth news report. (*Youth Games* at page [22](#) has games by four of the players in events mentioned here.)

UK Go Challenge

The online youth event for October, held on the afternoon of Sunday 4th, was the delayed finals of the 2019-2020 UK Go Challenge. Thirty-three young players battled over six rounds on 13x13 boards. This time the winner was Ryan Zhang from London.



Ryan Zhang

Second was Cyrus Hi Him Shek from Ayrshire and third was Gene Wong from Fern Hill Primary School, on tie-break from Scott Cobbold and Lea Wong (Top Girl). David Baldwin and Caleb Monk, both 11k, notably won five games.

Age group winners:

Boys U08 Ryan Zhang

Boys U10 Gene Wong

Boys U12 Cyrus Shek

Boys U14 Scott Cobbold

Boys U16 Robbie James

Boys U18 David Baldwin

Girls U08 Liann Wong

Girls U10 Annie Walters

Girls U12 Lea Wong

Girls U14 Julia Volovich

Girls U16 Hilary Bexfield

School matches were not played and the teams could not be split by percentage wins, so titles were shared: James Gillespie's High School Edinburgh and Cheadle Hulme School for senior schools; James Gillespie's Primary School Edinburgh and Fern Hill Primary School for primary schools.

Adults-Youth Match

On 1st November we played a match where some of our top juniors took on a team of adults over six boards, with the seventh planned board not being played. The youth team acquitted themselves well, winning two matches against four. AI analysis indicates that in three of those four matches the youth player was ahead for much of the game but failed to convert this into a win.

The matches were (adult names first):
Tim Hunt beat Gene Wong, Tony

Atkins beat Scott Cobbold, Richard Wheeldon beat Daniel Yang, Gokul Subramanian lost to George Han, John Bamford beat Lea Wong and Atta Chui lost to Isabella Qiu. Daniel Hu is making video reviews of all these games, which are appearing on the [London Go Centre YouTube channel](#).

Meanwhile, Julia Volovich won the twenty-player youth DDK tournament, played at the same time, by grade tie-break. Lytton Yao and Theo Chui both won three games; they seem to have improved a lot recently.

European Teams

The first match of the seventh European Youth Go Team Championship was on 14th November against France, the same day as the world match against France. The two sides seemed to be quite evenly matched and the result, a three-two win, proved that to be true.

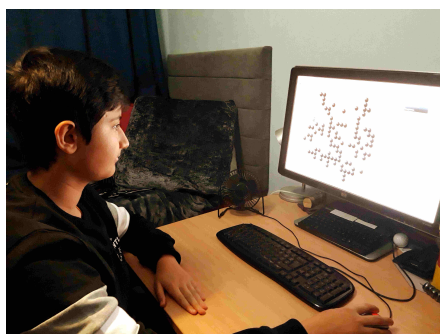
Lea Wong played first on board five and did well to secure a win by 2.5 points. Jacob Zhang stepped up next on the top board against a 3d and it was a master class in how to convert a big central area into territory to take a comfortable win. George Han and Daniel Yang finished their games next, each losing (saving big groups was not enough). Sam Barnett's game against a 1k lasted two and a half hours with the opponent eventually resigning to give us the match.

The match on 12th December was against Romania. Top board Jacob Zhang lost a close game against Denis Dobranis, but there were wins

for Sam Barnett and George Han. Unfortunately Scott Cobbold and Daniel Yang both lost by resignation to make Romania the winners. This moved the team down to equal fourth behind Russia, Romania and Ukraine. Also in Europe, 14 of our youth played in the second Corona Cup (see [World News](#)) and others in the SEYGO Tour tournaments. Scott Cobbold and Gene Wong are in league 3 and Lea Wong is in league 4 of the EGF Academy.

British Youth

The 2020 British Youth Go Championship (BYGC) on 7th December featured 36 competitors, aged from 7 to 17. It was held over six rounds in the BGA Youth Group on OGS. The youth champion's title stayed at Cheadle Hulme School, as did the Castledine Trophy for the best team, when Sam Barnett won all six games to take the title. Edinburgh's James Gillespie's Primary School was the top junior school.



Sam Barnett
British Youth Champion¹

¹Sam has had a remarkable run of wins. Between his 7/7 at the 2019 London Open (when he was 10k) and 6/6 in the recent Corona Cup (entered at 3k), he has apparently won 32 of his last 34 games, losing only to Scott Cobbold (3k) in the BGA Youth Squad match in July and Davide Bernadis (2d) at the Mind Sports Olympiad in August. He is now 2k. Thanks to Tony Atkins for the information. *Ed.*

Section winners (runners-up) and other notable results are shown below.

U18: Jayden Ng (Yuji Chen)

U16: Scott Cobbold (Edmund Smith)

U14: Sam Barnett (Oliver Bardsley)

U12: Daniel Yang (Isabella Qiu)

U10: Alexander Timperi
(Andrew Volovich)

U8: Ryan Zhang (Lukasz Kudla)

Youth Champion: Sam Barnett
(Ryan Zhang, Jayden Ng/
Scott Cobbold)

Top Open Section Player:
Yuji Chen (Isabella Qiu)

Winners of five games:
Rohan Neelala, Julia Volovich,
Odysseas Jones-Roumeliotis,
Caleb Monk

CCTV² World Youth Amateur

This was in two sections, the first being for youth teams. Jayden Ng, Scott Cobbold and Caleb Monk played the seven qualifying rounds over each weekend from late October to mid-December on the Chinese server Yike. They beat Colombia, lost to China, France and had close matches against Croatia and Hungary. They then beat Argentina and Slovakia to end 13th out of 22.

The teams making the knockout stage were: both China teams, Singapore, Russia, France, Ukraine, Malaysia and Canada. Germany, Thailand, USA and Hungary finished just above the UK. The semis saw the two China teams face off and Singapore take on Russia, with China 2 and Singapore surviving to the finals at the end of January.

In the 26-player junior individual section, our player Ryan Zhang did very well. He won his first three, beating Yuki Kouchi of Japan, Liu Zijia

of China and Julie Blondeau of France. He then lost to Vsevolod Ovsienko of Ukraine and Takuya Kawabata of Japan. He picked up the last two against Askar Khusainov of Russia and Woo Dalyoung of Korea, to end fifth.

He proceeded to the knock-out stage with both Chinese players, both of the Japanese, the American, Ukrainian and German. He next played USA's Alexander Qi who played very strongly to win easily. Reaching the last eight is a brilliant result for Ryan, who is not yet eight. The semis saw a China-China matching and Kawabata of Japan taking on Ryan's vanquisher, Alexander Qi, who won and will play Huang Haicheng in the final.

Grand Prix

The Youth Grand Prix ended after the British Youth with Oliver Bardsley getting a clear first with 1102 points. Second was Caleb Monk on 790 and third was Gene Wong with 775. Oliver also won the DDK Grand Prix on 570, ahead of Alexander Timperi and adult Abizer Nasir (who was top player starting below 20k), both on 400.

Hong Kong Super Go Match

On the morning of 11th October we had a five-player match against students of Shanghai professional Du Yufeng. Because of a mismatch of grades we won rather easily. This warmed the team up for their second Super Go match of the year. This one started on 7th November and was against Hong Kong Children's Go College.

As against China³, the games usually take place at 09:00 on Saturday and Sunday mornings in the British Room

²China Central Television.

³See BGJ 193

on KGS. In addition, this time the Hong Kong team is live streaming all the games on their YouTube channel.



Kin Ming Lee (HK)
Age 11, 18k

Kin Ming Lee (HK) started off by winning twice, beating Liann Wong and Ben Levy, but he then lost to Andrew Volovich. Andrew then proved he is a rising star by beating the next four Hong Kong players before finally losing to Yat Shu Li.

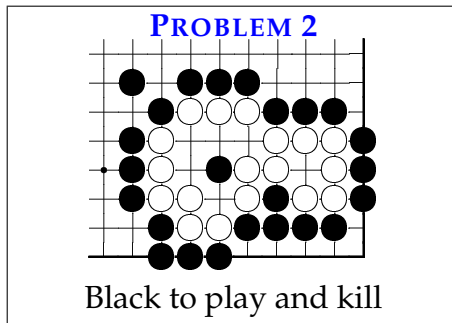


Yat Shu Li (HK)
Age 8, 11k

Matthew Jackson lost the next game but Julia Volovich got revenge for her brother's loss and then beat the next Hong Kong player, taking the match up to the Christmas and New Year break.

Full details of the match are at www.britgo.org/junior/hkmatch2020

□



WORLD NEWS

Tony Atkins

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European Teams

In the first match of the new season of the Pandanet Go European Team Championship B-League, the UK beat Belgium three games to one on 20th October. There were wins for Daniel Hu, Alex Kent and Jamie Taylor, but a loss for Des Cann. This placed the UK second behind Germany, who beat Croatia four-nil, and just ahead of Finland who beat the Netherlands.

On 17th November, in the second match, the UK played Sweden. It was a long evening for the spectators as the top board was scheduled one hour after the others and lasted three hours. However, Daniel Hu won it. Alex Kent and Jon Diamond also won but Jamie Taylor lost, so the match was won by three games to one again. As Germany lost four-nil to Italy (including two no-shows), the UK moved up to first place, the only team to win both matches that far.

On the 8th December, the UK played and beat Switzerland. There was a big gap in time between Jon Diamond's win and that of Daniel Hu, with that last game having lasted not much short of three hours when the opponent's cuckoo clock reminded him it was bed time and he resigned. Des Cann had a narrow win, but Alex Kent resigned. This win kept the UK team in top position, with Italy beating Finland to move up to second place, a point behind the UK.

Ireland

Despite their loss by five games to six in a friendly match against Grenoble, Ireland won their first C-League games. On 27th October they

beat Greece, with wins for Philippe Renault, James Hutchinson and Matei Garcia, but a loss for Karl Irwin who was playing from Beijing. Their second match, on 1st December, was a four-board win over Lithuania for the same players. This made them second behind South Africa.

Women

The European Women Online Championship started in November with 16 of the strongest women, from 5d to 1d, invited to play in four qualifying groups to determine the best eight for knockout. As usual the Russians did well with four through to the knockout stage. Isabel Donle survived to the semis but lost to another German, Manja Marz. In the Russian semi, Dina Burdakova lost to Natalia Kovaleva, but Dina then beat Isabel to take third. The final saw Natalia prove her dominance of women's Go in Europe, beating Manja two games straight, taking the €500 first prize.

The Kowa Cup World Women preliminaries were played in geographic groups on WBaduk at the end of November and beginning of December. Our player, Alison Bexfield, beat Viktoriia Symonenko of the Ukraine, but then lost to Mirta Medak of Croatia, thus failing to qualify for the second stage.

European Championships

The fifth European Pro Championship was played online over a weekend at the end of September. The last round game that decided the title was between Ilya Shikshin and Andrii Kravets, with Ilya winning by 1.5 to

lead the eight-player table with six wins to one loss.

Between the end of September and the start of November, 32 of Europe's best players competed for the European Championship on OGS. Top players, by highest rating over the previous year, were seeded into rounds two and three. Played as a knockout, the pros dominated, as expected. Ilya Shikshin beat Mateusz Surma in the final to take the title. Ali Jabarin was third, beating Artem Kachanovskiy in the play-off.

The European Pro Online Go League completed its first two seasons in 2020. The first was held in the spring and was won by Artem Kachanovskiy (beating Pavol Lisy). For the second, Ryan Li from USA was invited as a guest; he showed his strength by winning every best-of-three match and then beating Ilya Shikshin two games to one in the final. The third season kicked off on Saturdays and Sundays in December on OGS, Twitch and YouTube.

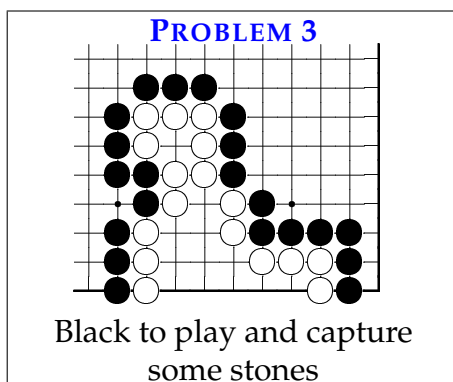
Congresses

The second Corona Cup had 400 players (32 from the UK) playing six rounds on KGS, each over a five day period up to mid-December. The winner was Germany's Young-Sam Kim; Artem Kachanovskiy was second with one loss and Ilya Shikshin topped the group on four wins. Ho Yeung Woo of Nottingham was ninth. Top scoring UK players were Marco Praderio (18k) and Sam Barnett (3k), who both won all six. Losing just one were Oliver Bardsley (13k) and Julia Volovich (15k).

The first Corona Cup had previously been held in March and April with 361 players. It was also won by Young-Sam Kim, with Pavol Lisy second. Yanyi Xiong (15k) was best scoring of the 17 UK players in that, with five wins.

In October Canada's online Congress had over 140 players, including one or two from the UK, and the Ibero-American Congress attracted over 130 players; it was won by Argentina's Fernando Aguilar.

□



ADVICE FOR DOING TSUMEGO – PART ONE

Richard Hunter

詰碁の解き方

I don't have many English books of tsumego problems, but I have lots of Japanese ones. The preface in *Graded Go Problems for Beginners*, volumes 2, 3, and 4 advises the reader to 'attempt to refute the correct answer until he (sic) knows beyond doubt that the correct answer works'. That is reasonable advice. You should try to find the strongest reply for your opponent and avoid indulging in wishful thinking (勝手読み *katteyomi*).^{1,2}

However, I have also come across advice that I disagree with. The 'bust a gut' approach advises you to keep trying until you can solve a problem and not to look at the answer until you are sure you have correctly read out every variation. That advice conflicts with everything I have read in Japanese books, heard in person from Japanese professionals, and seen on the YouTube video channel of a Japanese professional Go player.

In a nutshell, their advice is that when reading a book of tsumego problems, it is okay to look at the answers.

What is important is repetition and learning basic patterns. It is important to choose a book that is about the right level, so you get most of the problems right. If you get stuck on a problem and cannot solve it after a few minutes, then either skip on to the next problem and come back to this hard one another time, or go ahead and look at the answer. Professionals are very clear and explicit about that.

The idea is to become familiar with basic patterns, and this is achieved through repetition. When you finish a book of tsumego problems, that is not the end. You should reread it either soon afterwards or some time later. Don't worry about spoiling a problem by looking at the answer. There is no shortage of other instructive and interesting problems. You will never exhaust the supply. Try to remember the technique needed to solve the problem and get the problem right the next time you see it, and the next time.

Many basic shapes appear in multiple different books, perhaps with different arrangements of the stones. I found one basic shape in well over a dozen of the Japanese books on my bookshelf, but the text differed, which caught my interest. When you encounter a familiar shape in a real game and you can read it out correctly, you will get a really good feeling. That is the way to make progress.

It is really hard and time consuming to read out unfamiliar life and death positions in an actual game, especially in a tournament with tight time limits. Why is it that strong players can quickly solve a problem that weaker players struggle with? It is usually because they have seen it before, not because they just read out every possible variation in an instant. Often when I turn the page of a book and see a problem, I think 'Ah, I know that one'. That is one major difference

¹Some Japanese Concepts www.britgo.org/files/bgj/bgj119.pdf page 13.

²Just Enough Japanese Vol 2, chapter 4-1

gobooks.com/books-by-series.html#just-enough-japanese.

between strong players and weak players. Strong players have done lots of book problems.

Where does the 'bust a gut' approach come from? I think it might be a legacy that modern professionals want to replace in Japanese amateurs. It might also be advice given by a professional acting as a teacher to a western *insei* (apprentice professional Go player). That advice might indeed be suitable for *insei* or professionals, but very few BGJ readers have that goal, so it is inappropriate to pass on such advice to most of us. Some people like persevering with and solving difficult problems. That is fine as a mental exercise (like sudoku or crossword puzzles), but it is not an efficient method of getting stronger.

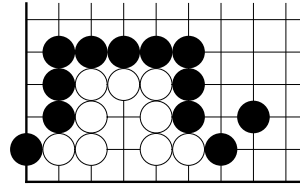
Advice

One of the best ways to get stronger at Go is to study *tsumego* (or life and death).

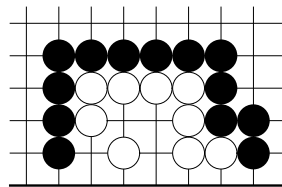
- It is ok to look at the answers.
- It is more effective to do many easy problems than a few hard ones.
- Reread books and progress via shape recognition.
- If a book is too difficult, put it aside until you are stronger.
- Studying should be fun, not a gruelling workout.

I have several Go books on my bookshelf that are too difficult for me at present. Some of them I bought in the old London Go Centre decades ago and have barely looked at. Maybe I will read them one day when I am stronger. For now, I am reading and re-reading the numerous more approachable books. I am also reading and studying the Japanese text along with doing the problems.

Here are two problems that I will discuss in the next part after an introduction to the theme.



Problem 1 - Black to play



Problem 2 - Black to play

Japanese

詰碁の解き方 *tsumego no tokikata* 'the manner of solving *tsumego*'.

詰碁 is a key word that appears on book covers, so it is useful if you are searching for a book to buy or read.

解 appears in the important word 正解 *seikai* 'correct answer', so you might recognize it, but it has a different pronunciation. 解き is derived from the verb 解く *toku* 'to solve, work out, answer'.

方 *kata* 'method of, manner of, way of' is a noun that can attach as a suffix to verb stems, such as 解き, to give various expressions.

Other common ones are: 読み方 *yomikata* 'way of reading' and 考え方 *kangaekata* 'way of thinking'.

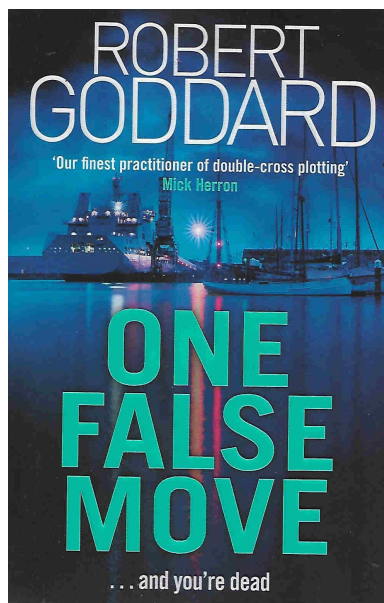
I may go into this sort of Japanese in more detail in a future ebook.

□

ONE FALSE MOVE

Tony Atkins

ajaxgo@yahoo.co.uk



Author: Robert Goddard

Publisher: (Paperback version)
Penguin

ISBN: 9780552172615

Robert Goddard is an English crime thriller writer, our equivalent of Jeffery Deaver, called on the cover “Our finest practitioner of double-cross plotting”. His 28th novel, published in 2019, is *One False Move*. Often in novels, especially fantasy or sci-fi, Go gets an oblique mention, but in this book it is quite central to the plot. You can tell this instantly when you look at the title page for the first of three sections; it is called “Opening Game” and has a diagram of an empty Go board. The cover of the Penguin edition, shown here, has a night scene

of ships in harbour, presumably in Falmouth where the opening is set.

The story starts across the water at St Mawes, as illustrated in the previous journal³, when Nicole starts to look for someone who has beaten her company’s AI Go program, ‘gridforest’. She follows the young Joe onto the ferry and sees him playing a game on his mobile Go set.

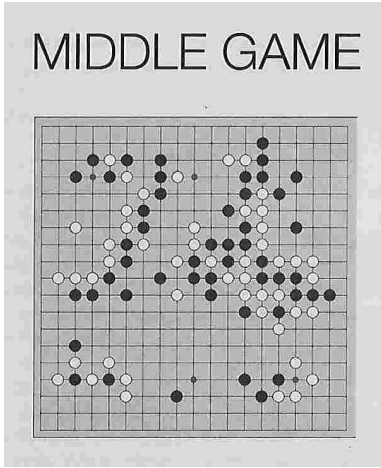
When in Falmouth she googles Falmouth Go Club and finds they meet on a Monday evening in the snug of the Seven Stars. Just to check this is not a Go group the BGA is unaware of, I did the same; the top hit is for the 2019 Cornish Open which took place in the town. However there is a pub called the Seven Stars, but it is described differently from the actual one. Goddard lives in Truro, so he knows the area well and the descriptions of that part of Cornwall are realistic in the book. So too is the atmosphere within the Go club when Nicole visits it.

Goddard studied in Cambridge, so maybe he visited the club there, or maybe visited another club for research? You can recognise the characters in the club: the player from Hong Kong, the bald man with spectacles and other “middle-aged men with slightly quirky looks”.

Nicole is taught the rules and then given a game against Joe. They discuss AlphaGo playing Lee Sedol, ‘gridforest’, and what Joe likes about Go (there are no grey stones). On another day, Joe explains ko to Nicole, with a diagram, explaining that Go

³BGJ 193, p39, in *What You Missed After Lockdown*.

mirrors life, things move on and you can never go back to how it was before.



The second section is the “Middle Game” with an appropriate game diagram, though captured stones have not been removed. This section is back-story about one of the characters at the end of the Cold War and doesn’t feature Go.

The third section is the “End Game”, the diagram showing the same game nearer the end (the earlier captured stones are now removed but more so

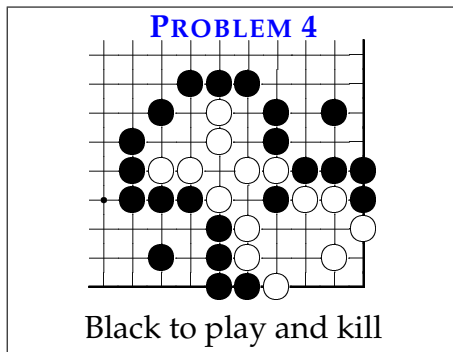
have arrived). In this part Nicole is on the run and tracks down Joe at GCHQ in Cheltenham. The book explains that Joe had lost at a regional tournament held in Bath to Lewis Martinek from Gloucester, described as an eccentric’s eccentric. The tournament described is not called the Wessex, had been moved to May and was held in a sports hall.

Nicole and Joe arrange for a rematch (with Martinek getting a fee) in a coffee shop in the middle of Cheltenham; not online, as Martinek needs to look into his opponent’s eye and see his hand trembling. The rematch takes place, Martinek doing his usual mumbling under his breath, but Nicole drags Joe away before the game is over and the book rushes on towards its exciting climax.

So a well-written and well-researched novel with Go very much at its centre and worth a read. The next book I need to track down is “Rain Dogs” by Adrian McKinty, in which the detective goes to Finland to find a suspect who is playing Go.

The list of known Go novels is at britgo.org/general/novels.

□



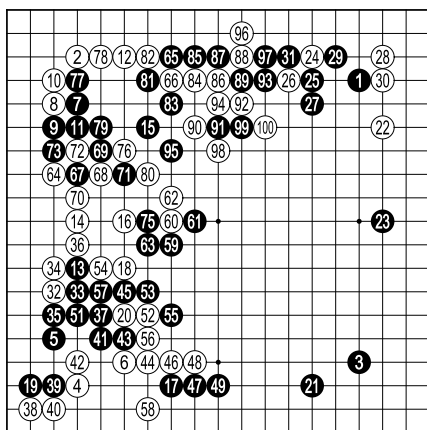
YOUTH GAMES

Here are some recent interesting games involving members of the BGA Youth group. See also *Youth News* on page 12.

Sam Barnett v. Ryan Zhang

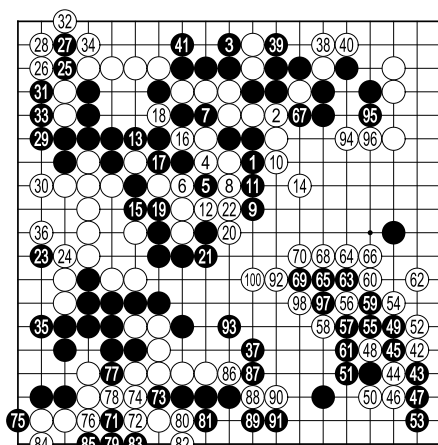
This was played in the British Youth Championships in December. Sam (Black) won on time, following a catastrophic overtime mistake by Ryan, who had been well ahead. The sgf is on the BGA website at

www.britgo.org/files/bgjgames/194-Ryan-Sam.sgf.



(50) missing (74) at (67)

Diagram 1 (1-100)



(99) at (56)

Diagram 2 (101-200)

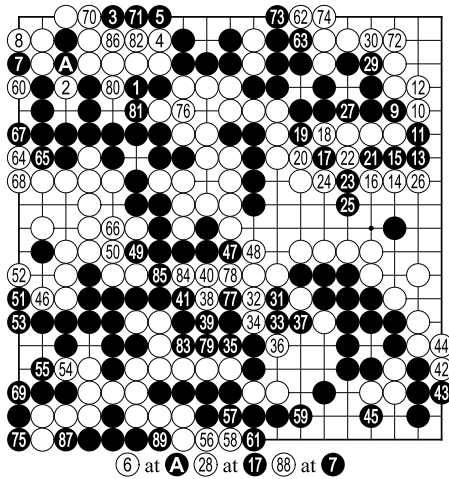


Diagram 3 (201-289)

Andrew Volovich vs Hin Hang Lee

Played in the BGA Juniors vs Hong Kong match on 21st November. Andrew was White and won by 66.5. The sgf may be found at www.britgo.org/files/junior/games/AgoV1-hkteam.sgf.

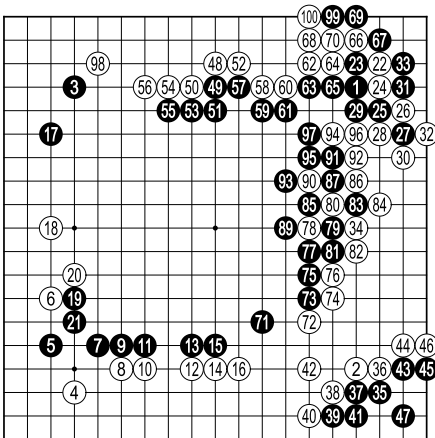


Diagram 1 (1-100)

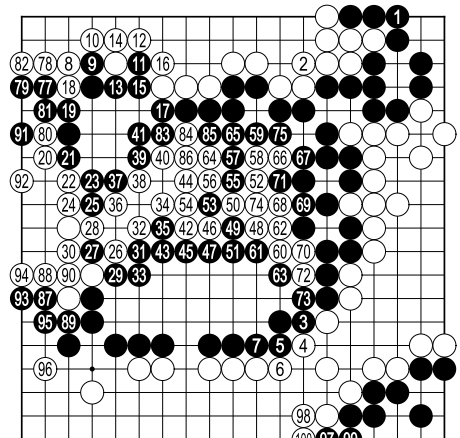


Diagram 2 (101-200)



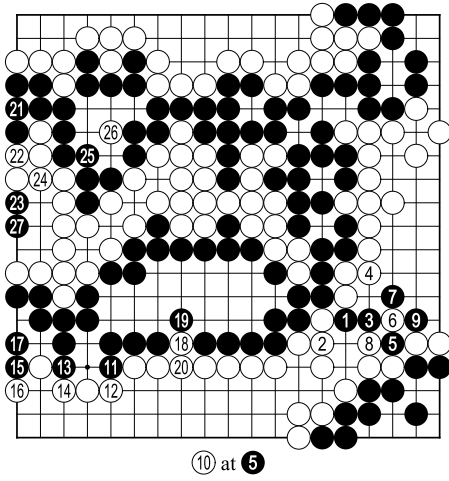


Diagram 3 (201-227)

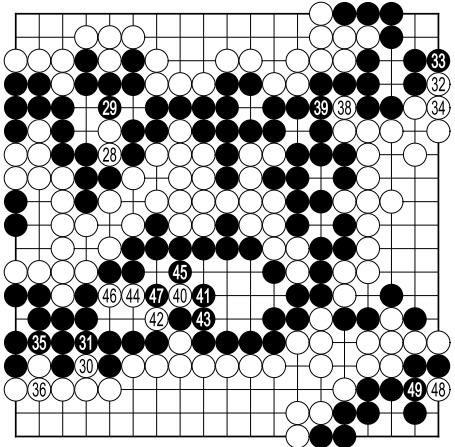


Diagram 4 (228-251)

If you have looked at Problem 2 in this edition (on page 15), you may notice something!

Julia Volovich vs Chit Su

Played in the BGA Juniors vs Hong Kong match on 13th December. Julia was White and won by 4.5. The sgf is at www.britgo.org/files/junior/games/JuliaTatad-hkteam2.sgf.

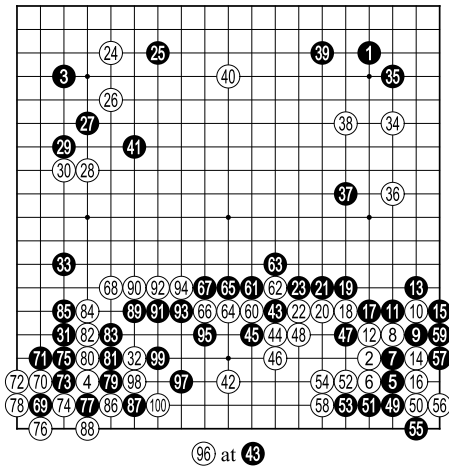


Diagram 1 (1-100)

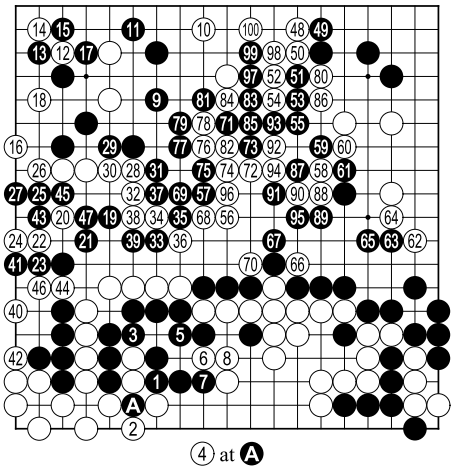


Diagram 2 (101-200)

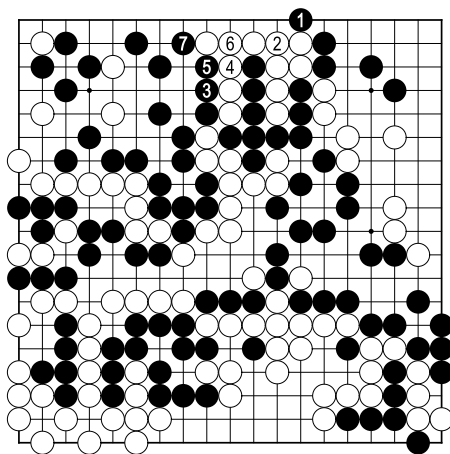


Diagram 3 (201-207)

White to play – what has Black missed?

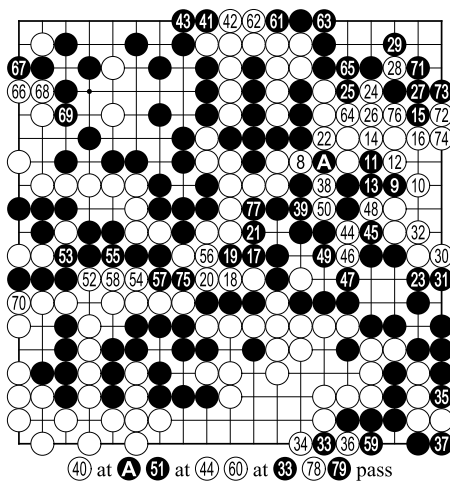


Diagram 4 (228-279)

GO JOTTINGS 15

PERCEPTION IN THE MIDDLE GAME

John Tilley

john@jtilley.co.uk

This column comes from a series in *Go Review* called *Perception in the Middle Game* written by Fujisawa Hideyuki (later known as Shuko) 9 dan.¹

The series ran in *Go Review* from mid 1970 to March 1972; I believe it was translated by Mr Yoshida, the Editor of *Go Review*, from a Nihon Ki-in book by Fujisawa.



Fujisawa Shuko²

I chose it as a good example of some of the material that was being published in 1970, when *Go Review* was ten years old. This article gives a text book example on how to attack, but I have to confess that it didn't register with me at the time(!) and it was only when I read *Attack and Defense* some ten years later that some of the points in this series started to make sense.

¹en.wikipedia.org/wiki/Hideyuki_Fujisawa.

²The end of the 4th game of the 1970 Meijin. Rin Kaiho has his back to the camera, Go Sei-Gen is on the right, talking to Fujisawa (in formal Japanese dress) and Sachiko Kodama is score-keeper. Credit: *Go Review*, Dec 1970.

Attack and Defense is a very well written book; James Davies makes his key points quite forcefully. Japanese material from the 1960s and earlier was more gentle, it made suggestions rather than leading or dragging you by the hand, although that all started to change with Kageyama's *Lessons in the Fundamentals of Go*, published in Japanese in 1970.

Figure 1 shows a game played in March 1960 in the Honinbo League. Kitani 9 dan was White and Fujisawa Black. It is Black to play.

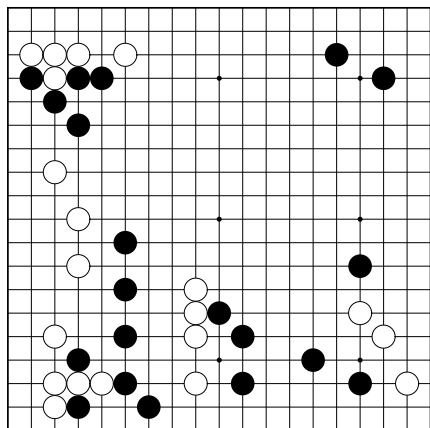


Figure 1

Please look at the whole board. There are some large points left – on the upper side and on the right side. However, the Go proverb advises ‘Play urgent points before big points’ – so is there an urgent point?

Look carefully over the whole board and you will notice a baseless group of four white stones. It would be nice to kill these stones, but most of the time killing such groups is not possible.

There is no point in starting an attack which just drives White into your potential territory – you need a plan.

First, note that you must take care before launching any attack, as Black's stones to the left of White's are not that strong, so it is necessary for Black to first strengthen these stones and then attack White.

Look at White's left side moyo (Fujisawa used the term ‘moyo’) and you will see that it is too solid for Black to invade. Your strategy should be to play in contact with these stones, which will strengthen both Black's group and White's territory, then launch an attack.

The object of this attack is to harass these four white stones and in so doing to surround territory in the upper right part of the board at the same time – ‘kill two birds with one stone’; which actually is an expression used in Japanese Go books. ▷

Black starts with ① in Figure 2 and the sequence to ⑩ follows.

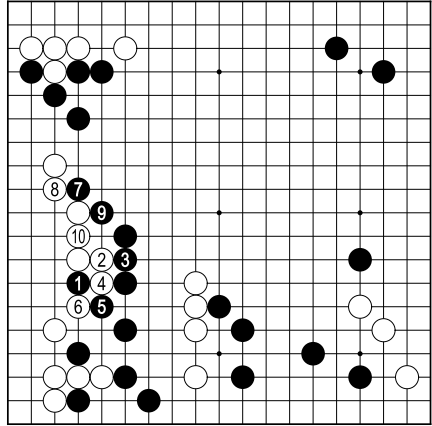


Figure 2

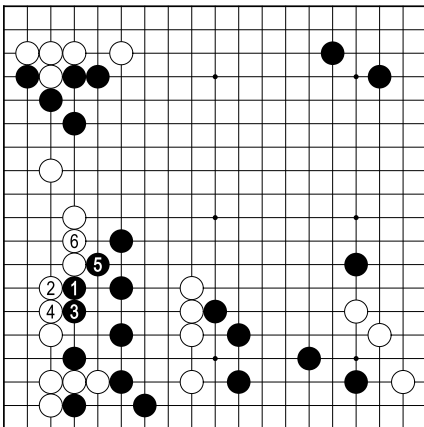


Diagram 1

Note how White doesn't play underneath with ② to ⑥ as in Diagram 1; it is too submissive and results in less territory.

Black 'falls on his prey' with ⑪ in Figure 3. There are two really important things to note here.

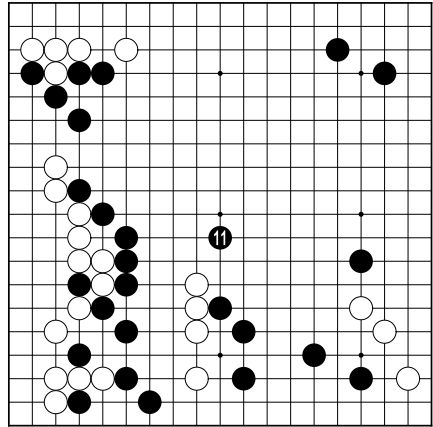


Figure 3

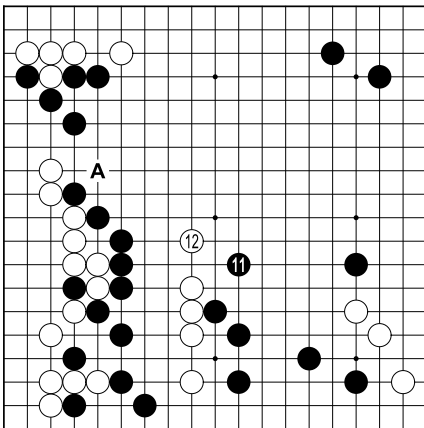


Diagram 2

First – the actual point of attack is really important. Should Black start his attack with ⑪ as in Diagram 2 then his attack is moving in the wrong direction, as he just helps White move towards safety, and later White A would make things difficult for Black. Remember 'the good point and the bad point lie next to each other'.



Second – White must be very careful how he responds to Black’s attack. If he just plays ⑭ as in Diagram 3 he will be in trouble.

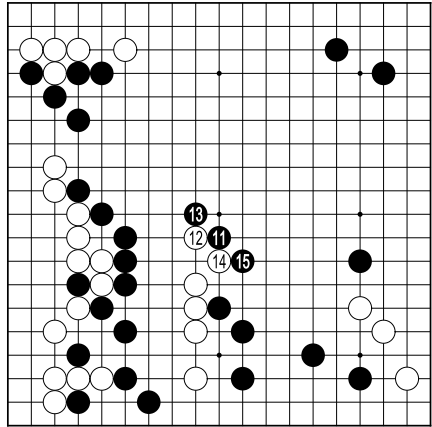


Diagram 3

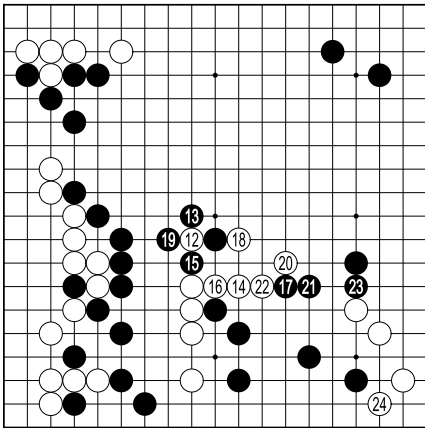


Figure 4

Going back to the game in Figure 4, ⑫ and ⑭ are inevitable and the sequence to ⑳ follows. I was a little surprised by Black’s ponnuki. Fujisawa says ‘very influential over the whole board’, but I think here it is close to his thickness and perhaps not one of those ponnuki ‘worth 30 points’.

Black continues with 25 and 27 in Figure 5 to make shape and he can then play the forcing moves of 29 and 31. When Black plays 35 it is clear that he is building a very large territory on the right.

45 is the sort of move that is a real pleasure to play. In fact, in the days of face-to-face Go in the pub, if I had managed to play such moves I would have bought drinks at this point!

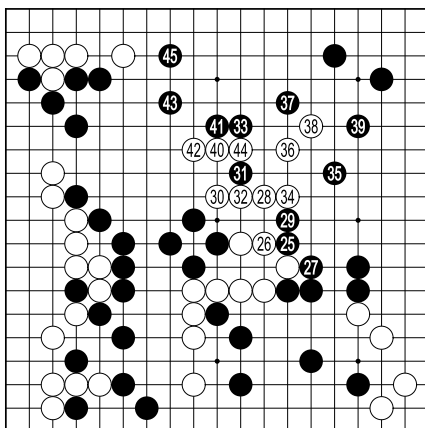


Figure 5

Please go back to Figure 1 and look at the initial position again, review Black's strategy and play through the moves, ideally on a board. Then dig out your copy of *Attack and Defense* and re-read pages 34 to 40. James Davies describes this as 'an indirect or leaning attack'; such attacks are a key part of Go. I suggest that you re-read the whole of Chapters 1 and 2, and then later Chapters 3 and 4.

The .sgf is on the BGA website at www.britgo.org/files/bgjgames/194-jottings-fujisawa-kitani.sgf so that you can play through the whole game. The fuseki is very much 1960s but I trust that doesn't detract from the text-book attack that Fujisawa describes here.

You might have wondered how it was that Fujisawa could conjure up such a successful attack on Kitani, who was one of the great Go players. This wasn't mentioned in the original article; you could look at the game using AI of course.

As a kyu level player I am not that interested in looking for mistakes in professional play, as I have always aspired to make mistakes at their level(!) and would be delighted to play such a text-book attack.

□

THE SLOW WAY WEST: OR HOW BADUK TRAVELLED FROM CHINA TO EUROPE – CHAPTER 2

Theo van Ees

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Continued from Chapter 1 in BGJ 193, this is based on an article written for Myong-Ji University, Korean baduk university, in 2005, adapted for the British Go Journal.

Introduction

In the previous instalment I said that baduk didn't travel over land and probably stopped on the borders of China. But maybe this not totally true.

First steps?

The first traces of baduk in Europe are hazy and so vague indeed that they are maybe not traces at all. In Denmark's National Museum in Copenhagen some playing pieces were exhibited around 1980. The stones were made of black and white glass, around 50 of each, varying in size, but looking like baduk stones. They were found in a Danish grave on Zealand dated 200-400 AD.¹

A find of similar baduk stones in a grave was recently published in South Korea. About 200 pieces of small black, white and grey stones, presumed to be used for playing baduk were found at the feet of a 5th century Silla princess in Gyeongju.³

In a bog at Wimose on the island of Funen, Denmark, a grave from the same period was unearthed, containing parts of a wooden playing board with 18 squares in a row.⁴ If we assume this board was square, it could have been a baduk board.



Wimose board

Nothing is known of the games that were played with these Danish finds (if they are for playing at all). Is it possible that baduk was known in this period? The finds of Chinese objects from the same period prove that some contact, however indirect, existed.

Some experts think that these game materials were used to play the game of hnefatafl. Tafl games are a family of ancient Germanic board games



Early South Korean baduk stones.²

¹Blom, Jaap K. *What to see*, In: *The congress book: European go congress 1982, Copenhagen*, Berlin: Dietmar Hartung, 1983, p. 66-67.

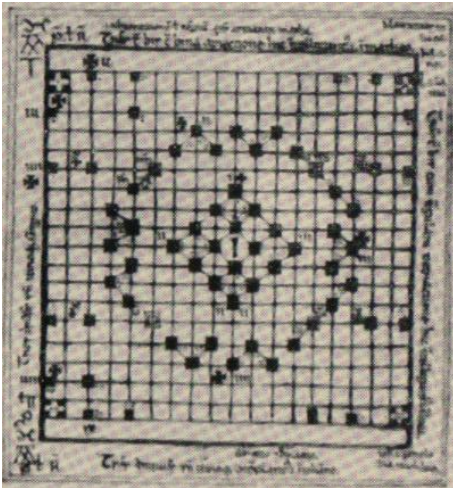
²Credit: Gyeongju National Research Institute of Cultural Heritage

³archaeologynewsnetwork.blogspot.com/2020/12/unearthed-ornaments-link-tomb-to-5th.html.

⁴Murray, H.J.R. *A history of board-games other than chess*, Oxford University Press, 1952, p. 58.

played on a chequered board with two teams of uneven strength. Versions were played across much of Northern Europe from at least 400 AD until it was supplanted by chess during the Renaissance.

Hnefatafl is the name of a game frequently referred to in the Norse sagas. The rules of this game were never recorded, and only playing pieces and fragmentary boards are extant, so it is not known how the game was really played.⁵ However an English manuscript from between 925-940 AD contains a diagram of the Saxon form of hnefatafl, which corresponds with the Wimose fragment. It shows, curiously enough, an unchequered 19 x 19 game board with pieces on the intersections.⁶



Hnefatafl

Unchequered boards of this kind with play on the intersections are, as far as I know, not found elsewhere in Europe. Is it possible that the game equipment

came from China, but that the way to play the game got lost somewhere on the journey and that only the way the pieces were placed was remembered?

In that case the game travelled, but not the people who knew how to use it, so the Vikings used it to play hnefatafl. This of course is a highly speculative theory, that hopefully in the near future can be proved or falsified.

Faint footsteps; from 1500-1875

If we ignore the vague traces from above, we can say that baduk didn't travel by land from China to Europe. When the Europeans started to discover the shores of Asia in the 16th century, they did so by sea. First the Portuguese and Spanish and later the Dutch and English roamed the oceans and reached East Asia. Did those new contacts with China and Japan bring us new significant information on baduk? In short: was the sea a better vehicle to transport baduk?

China was an isolated country in this period. After the famous journeys of admiral Zheng He to Southeast Asia, the Indian subcontinent, Western Asia, and East Africa in the 15th century, China opted for isolation. Only inland and coastal seafaring were allowed; relations with foreigners from outside their sphere of influence were restricted.

The first Europeans to reach the Far East countries of Asia by sea were the Portuguese in the 16th century. The circumnavigation of Africa offered the Portuguese an open way into the Indian and Pacific Oceans. They rapidly established many bases on the coasts of both Oceans. ▷

⁵From Wikipedia en.wikipedia.org/wiki/Hnefatafl.

⁶Bell, R.C. *Board and table games from many civilizations*, London etc.: Oxford University Press, 1960, p. 80 and verso plate.

The Portuguese reached the Chinese coast in 1517, but were met by hostility from the local rulers. In 1577 the Portuguese finally got permission to found a settlement in Macao. Trade activity was restricted to the harbour of Macao. Periodically, they were allowed to visit Canton for trading purposes. Until the Opium Wars (1839-1842), trade with foreign countries and entrance for missionaries was severely limited.

In China only the Jesuit mission had some success. Matteo Ricci from Italy was the first to introduce Christianity to China. He tried to work with the ruling elite of scholars, the literati, in order to gain access to Chinese society. The Jesuits had to become familiar with local language, history, culture, and habits and they had to establish their value as scholars. To succeed, they had to become Chinese.

Chinese culture was well developed; in many aspects it could be considered the most advanced in the world. Ricci's greatest merit was that of establishing enduring contact with the Chinese ruling classes.

In Japan the Portuguese trade also depended on acceptance by local rulers. This was easier to obtain than in China, because the Portuguese guns were warmly welcomed by local rulers. The missionaries were very successful; in a short time a remarkable number of Japanese became Catholics.

The central authorities of the country, however, became very worried about the potential influence this could have on their power and in the next century they closed the country. Guns and foreign religions were forbidden. The

Portuguese had to leave the country. The only contact with the outside world for two centuries was through the small concession granted to the Dutch in Dejima, a small artificial island in the bay of Nagasaki.

On the basis of the limited cultural relations between Europe and the Far East of Asia, our expectations of finding new information about baduk are not very high. We can only hope for small contributions from merchants, missionaries, travellers and scientists.

First traces of baduk

I present the most significant findings here in a more or less chronological order.⁷

Merchants needed information about the newly discovered countries; information about harbours, people and commodities that may be found for trading. The missionaries also needed this kind of knowledge. They needed knowledge of the local languages and habits in order to be better able to transfer the concepts of the "new" religion to natives.

The new middle classes in Europe developed a craving for illustrated stories about faraway countries, so it isn't surprising to find many books about 'strange' countries in the 17th century and these are a valuable source for our search.

The first reason for the Portuguese to explore these distant places was trade. The Portuguese not only exchanged merchandise. They of course learnt some of the local habits, and vice versa; local populations had the opportunity to learn something from

⁷Condensed from Pratesi, Franco *Eurogo* : vol. 1, Roma: Aracne, 2004, and Blom's articles in *The Go Player's Almanac*, 2001.

⁸Pratesi, op. cit., p. 13.

the Portuguese. For instance, several Japanese words concerning card games derive from Portuguese.⁸

What about baduk? We can find no explicit confirmation in the literature that the Portuguese played the game in Asia, or in Portugal. However, if any European people played the game very early on, it must be the Portuguese. In an early Japanese dictionary by Diego Collado⁹, a Spanish Dominican, probably one of the first Western references to baduk in Japan can be found. It is not a real description of the game, but just a mention of the concept of ladders, a reference to its metaphorical usage rather than Go, where the dictionary has the phrase *xichoni cacuru* (*shichou ni kakeru*).¹⁰



Barbarians playing baduk

There are traces in Japanese paintings of Westerners playing baduk. One such document is reproduced on the cover page of an issue of *Go World*.¹¹

Matteo Ricci

We have already mentioned the importance of Matteo Ricci (1552-1610). Ricci had access to the elite of China. He was a man well versed in science, which stood him in good stead as he could in that way help the Chinese with astronomy, physics and mechanics. He learned Chinese and could read the Classics. This meant that he was seen as one of the literati himself. He also was the first European to give a short, but incomplete, description of baduk. Most of the old game descriptions derive from a note on Chinese games in his Italian manuscript written in about 1609 in Peking.¹²

'The Chinese have several games of this kind, but the one they take most seriously is played on a hollowed gaming board of more than three hundred spaces and played with two hundred black and white pieces. The purpose in this game is to dominate a greater number of spaces. The magistrates are very keen about this game and frequently use up the greater part of a day playing it. Sometimes it takes players an hour to play a single game. An expert at this particular play will always have a great following, and he is sure to be well known even though this may be his only accomplishment. In fact, some people select these experts as instructors and show them special favour in order

⁹D. Collado, *Dictionarium siue thesauri linguae iaponicae*. Romae: Sacr. Congr. de Prop. Fide, 1632.

¹⁰See Fairbairn, J. and Hall, T.M. *The GoGD Encyclopaedia*, gogodonline.co.uk.

¹¹*Go world*, 1987-1988. - No. 50, Winter. On the cover a section of a six-panel painted folding screen is shown. The screen is a *nanban-byobu*, literally 'southern barbarians screen'. These screens give satirical portrayals of the Westerners who came to Japan to engage in trade in the 16th and 17th centuries. *From the collection of the Tenri Library*.

¹²Ricci, Matteo, *Della entrata della compagnia di Giesu e christianita nella Cina*, 1610. The manuscript can be found in the '*Archivum Romanum Societatis Iesu*', p. 17v., in Rome (discovered by Jaap Blom).

to acquire an accurate knowledge of this intricate game.¹³

Ricci died in 1610 in Beijing, just after having finished his manuscript. This manuscript was taken to Europe by his companion, Trigault, who translated the text from Italian into Latin on his way back. It was first published in 1615 in Augsburg. Translations and reprints followed in quick succession. Versions of the Ricci-Trigault description of baduk can be found in many books of historians, travellers, and so on.¹⁴

To indicate how swiftly the information about the Far East was used by others, I give two examples.

In Selenus' book *Das Schach- oder König-Spiel*, published in 1616, he

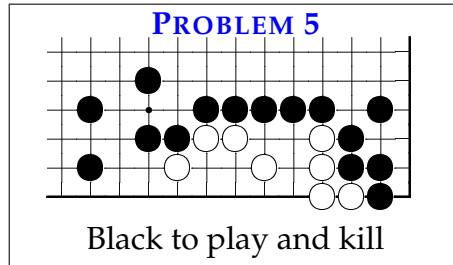
describes chess in various countries. In the parts dedicated to chess in China and Japan he mentions baduk, for which he used Trigault's text.¹⁵

Purchas inserted the text on Chinese games, which Trigault had first published in 1615, in the 1617 reprint of *Purchas His Pilgrimage*. This tells us that he was very careful to keep his works up-to-date in every sector and this is the first reference to baduk in English. His version is:

*"They have another play which makes the skilfull therein well esteemed, though he can doe nothing else, with two hundred men, some white, some black, on a table of three hundred diuisions. This is used by the Magistrates."*¹⁶

To be continued ...

□



¹³Ricci, Matteo *China in the sixteenth century: the journals of Matthew Ricci: 1583-1610*; translated by Louis J. Gallagher; New York: Random House, p. 81, based on Trigault, *De Christiana expeditione apud Sinas suscepta ab Societate Iesu*, ex P. Matthæi Riccii : libri v, Nicolao Trigautio. Augustae (Augsburg), 1615.

¹⁴Blom, Jaap K. *Go in Europe in the 17th century*, *Go World*, 1982, No. 27, Spring, p. 50-56. Reprinted in: *The Go Player's Almanac 2001*, p. 31-37.

¹⁵Selenus, Gustavus *Das Schach- oder König-Spiel*: Lipsiae: s.n., 1616, p 36-39.

¹⁶Purchas, Samuel *Purchas his pilgrimage*. Third enlarged edition, London: Henry Fetherstone, 1617. – p. 502.

EMANUEL LASKER AND GO

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This is a review of the chapter, *Lasker and Go*, from the book *Emanuel Lasker: Volume II; Choices and Chances, Chess and other Games of the Mind*¹.

EMANUEL LASKER

VOLUME II CHOICES AND CHANCES
CHESS AND OTHER GAMES OF THE MIND

EDITED BY
RICHARD FORSTER MICHAEL NEGELE RAJ TISCHBIEREK
FOREWORD BY VLADIMIR KRAMNIK



Excelsior Verlag
Berlin 2020

The book is part of a trilogy about Lasker, described as a major rework and translation of the edition published in 2009. It is priced at €59 and therefore far from inexpensive, but if you want to know everything there is to know about Lasker I'm sure you will find it in these three volumes.

¹Edited by Richard Forster, Michael Negele, Raj Tischbierek – Berlin: Excelsior Verlag, 2020, ISBN 978-3-935800-10-5.

See www.zeitschriftschach.de/schach-laden/buecher/234-emanuel-lasker-ii for more information and free extract.

²See www.britgo.org/history/earlyhist.

³Though it appears that he had already resigned the title to Capablanca in 1920. Complicated! See en.wikipedia.org/wiki/Emanuel_Lasker.

⁴*Go and Go-Moku: Oriental Board Games, 1934*; 2nd Revised Edition, Dover Publications Inc., 1960, ISBN-10: 0-48620613-0.

⁵en.wikipedia.org/wiki/Lasca.

The chapter on Go is written by Theo van Ees and Hans-Christian Wohlfarth. Readers of the BGJ may remember a number of articles contributed by Theo (together with his co-authors Franco Pratesi and Guoro Ding) on the history of Go in Britain². Hans-Christian Wohlfarth is a 4-dan who was the number one player in the DDR (East Germany) in 1989.

Keen chess players will know that Emanuel Lasker was the second person to be recognised as world chess champion, beating the first, Wilhelm Steinitz, in 1894. Indeed, he held the championship for the longest period to date, not losing it until his match with José Raúl Capablanca in 1921.³

Readers may not be aware that he was also a very keen Go player. Please note that he is **not** to be confused with his namesake, Edward Lasker (of whom more later), who is well known to Go players as the author of *Go and Go-Moku*⁴.

Bridge players will probably be interested to know that Lasker was an expert and keen player, and Volume II also contains a chapter on this. Other chapters are on his thoughts on Game Theory and on his own invention *Lasca*⁵. Clearly, Lasker

was the archetypical mind sports enthusiast!

The chapter about Lasker and Go is nearly 50 pages long (the book has 464 pages), so explores the subject in some depth. Some of this is necessarily taken up with describing the game and its rules, to set Lasker's involvement in context for those unfamiliar with Go.

What follows is a brief synopsis, following (roughly) the structure of the chapter.

After a couple of paragraphs describing Go in cultural terms ("... Go is an ancient Chinese board game ...") the authors describe how Lasker first encountered Go and became interested in it. This was probably in 1908: he was preparing for a match for the World Chess Championship with [Siegbert Tarrasch](#). He was helped by Edward Lasker, who was already a Go enthusiast. Edward showed him how to play and they played several games together.

The article moves on to give an account of the history of Go, from its putative origins in ancient Chinese astronomy, its blossoming in Japan from the 8th century to the 19th, and how it found its way to Europe in the 17th century. I was surprised to learn that the famous philosopher and mathematician, [Gottfried Leibnitz](#), wrote about Go; it turns out that he was also a historian, political advisor and librarian employed by the dukes of Brunswick.

Go really became established in Europe first in Germany, through the writings of [Oskar Korschelt](#), who worked in Japan between 1877 and

1884. He had been taught the game by no less a player than [Honinbo Shuho](#) and wrote articles for a German journal that were later collated into his influential book *The Theory and Practice of Go*.

We learn about the development of Go in Germany and its pioneers, especially Max Lange, [Felix Dueball](#)⁶ and Edward Lasker ("All three were also avid chess players"). The story runs that Lange and Edward Lasker were intrigued by the game, but had not appreciated its depth until they accidentally saw a game diagram in a Japanese newspaper which was being read by a visitor. The visitor explained to them that Black had resigned as a result of a combination of more than 20 moves that would cost him 30 stones or so.

With this background in place, the discussion moves on to Emanuel Lasker and the Go scene in Berlin, where Emanuel and Edward met in 1908, as described above, and where Emanuel became hooked while watching a game between Edward and Lange. As reported by Edward, his approach to learning the game was to discover its strategy and tactics for himself, through playing and making mistakes rather than from books or instruction. He made rapid progress.

So enamoured did he become that he held weekly Go meetings at his home, and he considered the possibility of a visit to Japan with Edward to play and learn intensively there.

There is much interesting information here about the burgeoning of Go in Germany, including Europe's first Go journal, *Deutsche Go-Zeitung*, and the introduction of Europe's first ranking

⁶Felix's son Fritz was European Champion for three years, 1957-59, and his grandson, Jürgen, was also a strong player.

⁷See the article by Franco Pratesi in [BGJ 120, Autumn 2000](#).

system. This was developed by Bruno R ger⁷ in 1922 and continued in use in both West and East Germany well beyond World War II.



East German stamp⁸

Lasker did not play much competitive Go – after all he had a living to make as a professional chess player and author on chess and other games – but nevertheless he became one of the strongest players in Germany (and thus in Europe) and made occasional contributions to *Deutsche Go-Zeitung*. He did play in the “second mid-European Go Tournament” in Ilmenau, Germany, in 1927, finishing behind Dueball and R ger; following which he was assessed at about 3 kyu.

In 1931 Lasker published his book *Brettspieler der V lker: R tsel- und mathematische Spiele* (board games of the nations – puzzles and mathematical games), which received an enthusiastic review by R ger. The section on Go occupied 30 pages, the longest in the book. Van Ees

and Wohlfarth analyse this in some detail. To summarise, I think it is fair to say their views were mixed, but they conclude with “Lasker’s real achievement, the present authors think, was his ambition to place the strategic aspects of Go above technical developments, tactical maneuvers, combinations and endgame calculations”. In summing up Lasker’s impact, they conclude that the importance of Lasker’s book for the growth of Go in Europe cannot be overestimated.

Finally, they present a game played between Lasker and Dueball which Lasker (Black) won by one point (there was no komi in those days). The commentary is by R ger, but Wohlfarth adds additional remarks from a modern perspective.

Allegedly, Lasker once said “Had I discovered Go sooner, I would probably have never become world chess champion”.

To sum up, I thoroughly enjoyed the chapter, which gives us a clear picture of Lasker and his passion for Go, and so will be of interest to anyone interested in the history of Go in Europe. It sets this in the wider context of how the game became established in Germany, and thus Europe, in the first half of the 20th century. The reputation of Lasker as the world chess champion cannot have failed to be a major endorsement and advertisement for Go.

I thank Theo for a copy of the chapter reviewed here.

□

⁸See *Collecting Go XL: Conclusion* in BGJ 187 at www.britgo.org/bgj/bgj187 and www.britgo.org/general/stamps.

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/issue194.

Solution to Problem 1

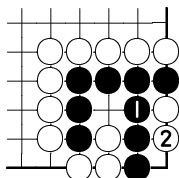


Diagram 1a (failure)

② This kills Black.

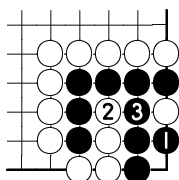


Diagram 1c (correct)

① Making this eye is correct.

③ Black is alive.

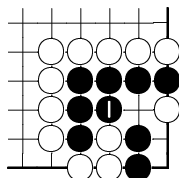


Diagram 1b (failure)

① This is self-atari.

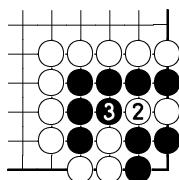


Diagram 1d (correct, variation)

③ Black is alive.

Solution to Problem 2

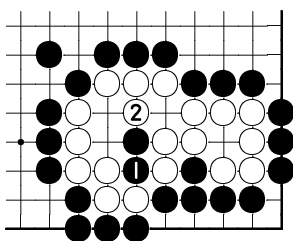


Diagram 2a (failure)

① This fails.

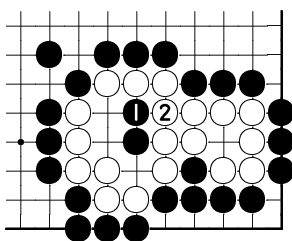
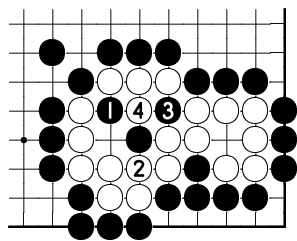


Diagram 2b (failure)

① This also fails.



⑤ at ③

Diagram 2c (correct)

① This is the correct play.

③ This sets up a snap-back.

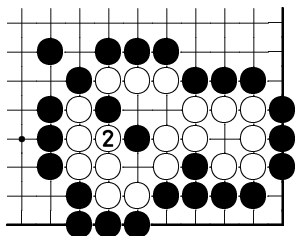


Diagram 2d (correct, variation)

② This is self-atari.

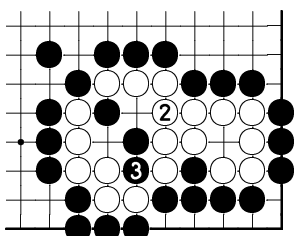


Diagram 2e (correct, variation)

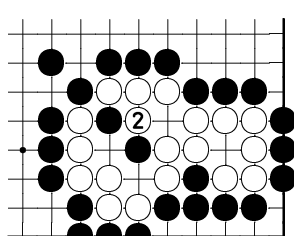


Diagram 2f (correct, variation)

② This is also self-atari.

Solution to Problem 3

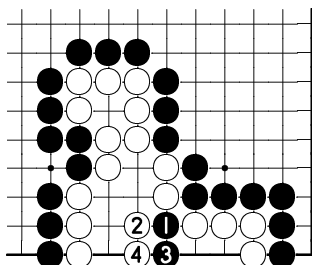


Diagram 3a (failure)

① This cut doesn't work.

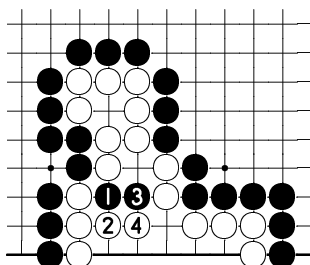


Diagram 3b (failure)

① This cut doesn't work either.

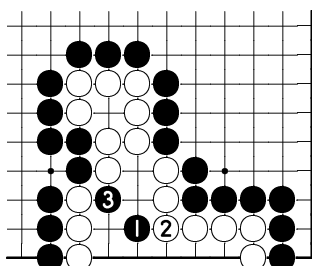


Diagram 3c (correct)

① This is the play that causes problems.
 ③ If White connects then this cut traps three stones.

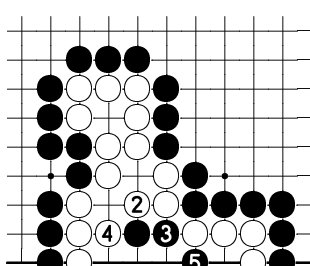


Diagram 3d (correct, variation)

③ This cut traps four stones.



Solution to Problem 4

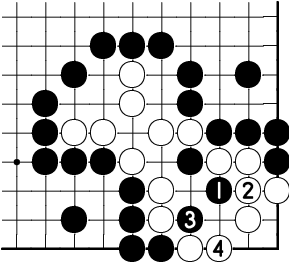


Diagram 4a (failure)

- ① This looks promising but does not work.
- ④ Black is caught in a shortage of liberties.

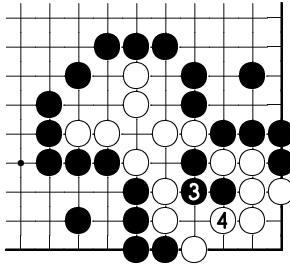


Diagram 4b (failure)

- ③ This also fails.

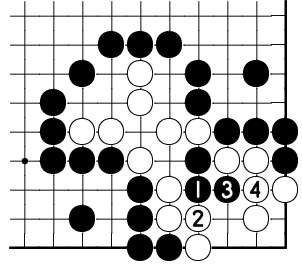


Diagram 4c (failure)

- ① This does not work either.

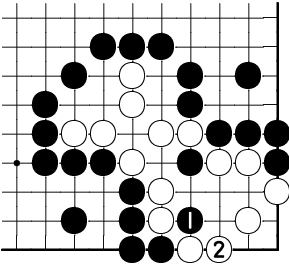


Diagram 4d (correct)

- ① This is the correct first play, but the second is not so obvious.

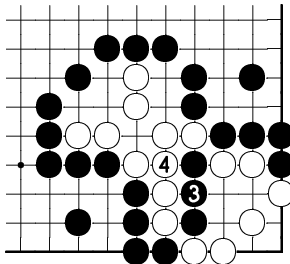


Diagram 4e (wrong continuation)

- ③ This fails.

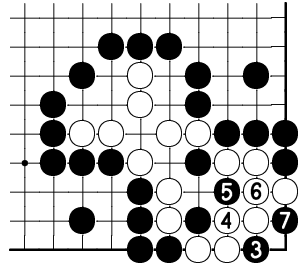


Diagram 4f (correct continuation)

- ③ This is the key play.
- ⑦ White is captured.

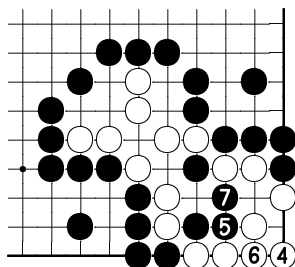


Diagram 4g (correct, variation)

- ④ This is White's strongest reply.
- ⑦ After this, if White connects it is self-atari.

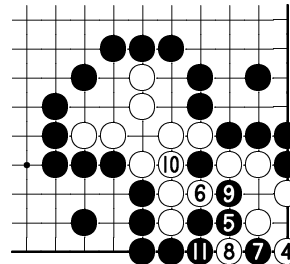


Diagram 4h (correct, variation)

- ⑥ This is White's best continuation.
- ⑧ If White takes, the group can only make one eye.

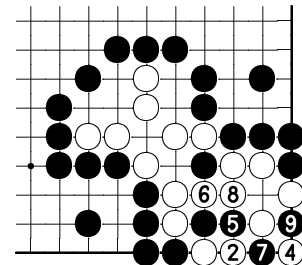


Diagram 4i (correct, variation)

- ⑧ This is White's best chance, leading to an unfavourable ko for the group.

Solution to Problem 5

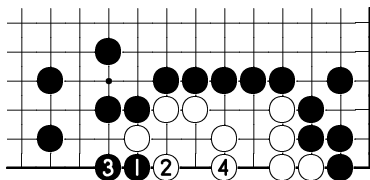


Diagram 5a (failure)

- ① In this shape this is often a good play.
- ④ However, White can live.

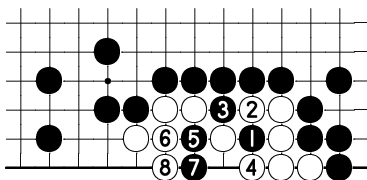


Diagram 5b (failure)

- ① This wedge sometimes works too.
- ⑧ However, White is alive.

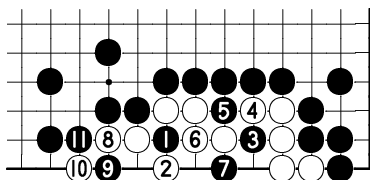


Diagram 5c (correct)

- ① This is the correct first play.
- ② If White plays this way ...
- ③ ... then the wedge works.
- ⑤ This is a double atari.
- ⑦ It's a snap-back if White captures ③.
- ⑪ This makes the eye at ⑨ false.

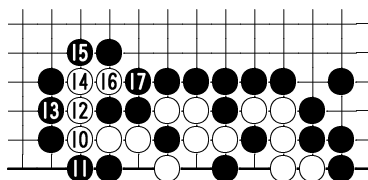


Diagram 5d (correct, variation)

- ⑱ White cannot escape.

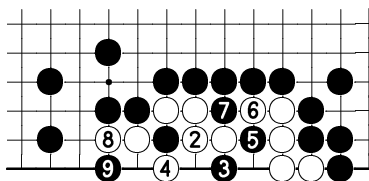


Diagram 5e (correct, variation)

- ② This is White's strongest reply.
- ③ This is the correct play – the point between two potential eyes.
- ⑨ As we have seen, White cannot escape here.

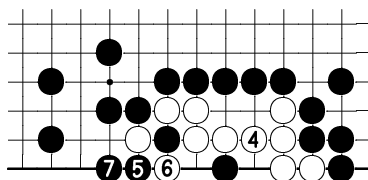


Diagram 5f (correct, variation)

- ⑦ White is dead.



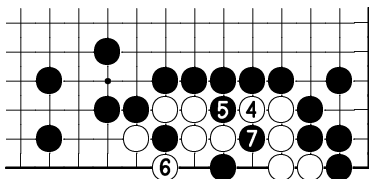


Diagram 5g (correct, variation)

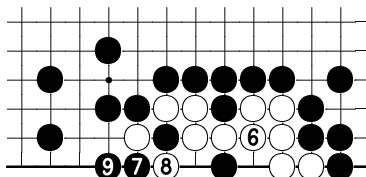


Diagram 5h (correct, variation)

④ This does not work for White either.

⑦ This is a snap-back again.

⑥ Nor does this work for White.

□

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TOURNAMENT HISTORIES VII: MAIDENHEAD

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Furze Platt School, under the direction of France Ellul, first brought a team to the British Schools Championship in 1984, and went on to organise it several times and win it every year until 1992. However the initial event they hosted at the Maidenhead school was the first ever British Youth on 13th October 1984. This, and the next few events, was sponsored by locally based Equity and Law.



Matthew Macfadyen recording in 1985

The Schools in March and the Youth in July 1985 were also at the school. The next three events (Schools, December 1986 and November 1987, and Youth, July 1987) were all held at nearby Cookham Scout Hut. Furze Platt finally hosted the Schools again, in November 1991, before the centre of youth Go moved to France Ellul's new base at Brakenhale School in Bracknell.



BYGC winners and sponsor 1987



School championship 1987

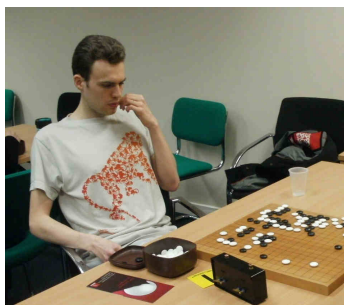
Simon Rudd and the other youngsters of the Furze Platt club wanted to carry on hosting Go events and so set up their own open tournament. The first edition on 17th January 1992 had 84 players and was won by Jim Clare. The second event was notable in having present the strong Ukrainian Yurii Liedovskoi (who had arrived too late for the London Open) and Cambridge's Shun Nagano, the latter winning the event.

In 1994 the event gained sponsorship from Hitachi Europe and moved to their headquarters building, where the event stayed every January until 2020. This support meant that there were comfortable playing rooms (if the aircon was working), free coffee, a free buffet lunch and a vast number of prizes for winners of two or more games, as well as for the 13x13 side event and the team competition.

Other unique points were the flexible (bidding) komi and that exactly eight players were placed above the bar. Attendances were good – in 1997 it was 93 – with winter weather not giving any problems in the early years. As in all events, numbers dropped, to 56 by 2011 and 35 by 2020. The event kept the Furze Platt Tournament name until 1999; it then changed to Maidenhead-Furze Platt.



Hitachi Europe HQ



**Charles Hibbert
Winner 2015**

Later, after the school club stopped and the Maidenhead club members (such as Eddie Best and Iain Attwell) took over running it, it became just Maidenhead and, finally, Maidenhead-Hitachi. It has had some strong winners over the years, such as Matthew Macfadyen, and three-time winners Seong-June Kim, Li Shen and Andrew Simons. A notable winner was Charles Hibbert in 2015, who won on entering his first event. The 2020 winner was Peikai Xue.

The other tournament that was held in Maidenhead was the European Pair Go Championship which the BGA was lucky to be able to host in the Hitachi Headquarters. Taking part were twenty four male-female pairs from twelve countries. Lisa Ente and Benjamin Teuber from Germany won after a three-way tie for first. Also run alongside was the only ever Triangle Tournament (pairs against individuals), with fourteen entries.



Pair Go players