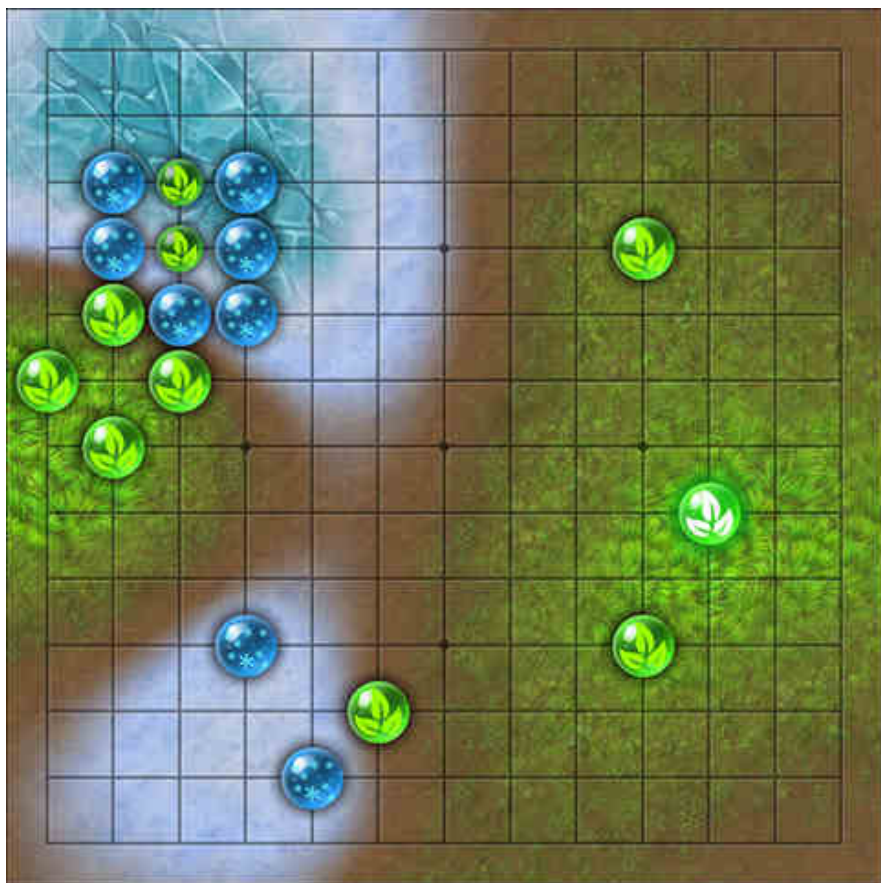


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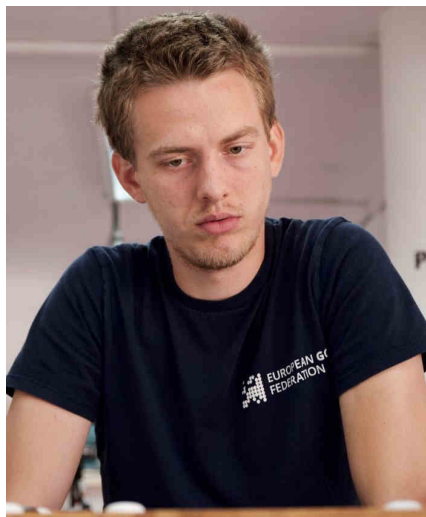
JOURNAL





Daniel Hu 5d

v.



Pavol Lisý 2p

– see game review inside

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Views expressed are not necessarily those of the BGA, nor of the Editor.

# EDITORIAL

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

## European Go Journal

Readers might like to know that there is a new publication, the European Go Journal<sup>1</sup>, edited by Artem Kachanovskyi 2p. It looks interesting and we wish it every success.

*Pat Ridley  
May 2021*

# LETTERS

## The Road to Understanding Japanese

Readers of the British Go Journal will be aware of my interest in Japanese.

I am working on a new series of ebooks on Japanese for Go players called 'The Road to Understanding Japanese'. It continues on from the previous series, 'Just Enough Japanese'. It is aimed at readers who have either worked through *Just Enough Japanese, volume 3* or have otherwise achieved a good grasp of basic Japanese grammar. For more details, see SmartGo Books [gobooks.com/books-by-series.html#road-to-understanding-japanese](http://gobooks.com/books-by-series.html#road-to-understanding-japanese).

The books will be available not only for Apple iOS and macOS devices, but also as ePubs (see [gobooks.com/epub.html](http://gobooks.com/epub.html)) for reader apps on other platforms such as Android and Windows. I have no plans to offer a paper version.

**Richard Hunter**

### Credits

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

**Contributions:** Tony Atkins, Theo van Ees, Daniel Hu, Tim Hunt, Richard Hunter, Toby Manning, David Stevenson and John Tilley.

**Photographs:** *Front cover;* from the Color Go Server, [www.colorgoserver.com](http://www.colorgoserver.com).  
*Inside front cover;* photo of Pavol Lisý from his profile on the EGF website.

All other photographs in this edition were provided by 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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<sup>1</sup>[www.eurogofed.org/index.html?id=308](http://www.eurogofed.org/index.html?id=308)

# PRESIDENT'S MESSAGE

Toby Manning

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



## Survey

As part of the research undertaken in planning the eCongress (see below) Colin Williams sent out a questionnaire. He received 55 replies; in general the weaker players, perhaps surprisingly, provided a better response than the stronger players, and we are concerned that this might represent a lack of engagement with the stronger players. We are considering how we might rectify this. OGS was the most popular platform, followed by KGS.

The survey generally showed support for a large online event, and so Colin Williams went ahead and arranged a successful eCongress in February/March this year. The main event had 245 entrants, making this the largest event ever run by the BGA (other than European Go Congresses). The event attracted an international entry, with about one-third of the entrants being from Britain. (See the report in UK News on page 4 for more on the eCongress.)

## Team Tournaments

Congratulations to our Youth team, who came a highly creditable second in the European Youth Go Team Championships (see Youth News on page 6). We are also doing well in the Pandanet Go European Team Championship where, at the time of writing, we are in third place in Division B (see World News on page 8).

## BGA Analyst

I am pleased to announce that Tim Hunt has taken over as BGA Analyst from Paul Barnard. He has written elsewhere in this edition (page 5) with information publicising the service.

## Re-Opening Grants

Recognising that some Clubs may have difficulty in re-starting after the extended shutdown, I have written to all Clubs to invite them to apply for a 'Re-opening grant' of up to £100. This would support actions such as:-

- Publicising your club and its activities
- Underwrite part of the cost of resuming club activities over the next few months
- Enabling clubs to organise one-off events to announce that your club is 'open for business'.

To obtain a grant you will need to write to me ([president@britgo.org](mailto:president@britgo.org)) with an explanation of why the grant is needed, and how you would spend it.

□

# UK NEWS

Tony Atkins

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

## BGA Online Congress

In order to keep up with the other major Go organisations round the world who have been running online congresses, it was decided that we would run one too. Colin Williams, Matt Marsh and Tony Atkins signed up to run the various events under the guidance of the BGA President, Toby Manning. Lectures and game analysis were provided on several evenings by EGF professional Mateusz Surma. The event was sponsored by Guo Juan's [Internet Go School](#), [Polgote.com](#), [Jena International Go School](#) and [AI-Sensei](#); all of these provided teaching vouchers as prizes.

Reports of the Open, Small Board, Rengo and Youth events are below.

Videos of the lectures and game reviews are on the new [BGA YouTube Channel](#) - see link at [www.britgo.org/learning](http://www.britgo.org/learning).

The detailed results may be found at: [www.britgo.org/results/2021/onlinecongress](http://www.britgo.org/results/2021/onlinecongress).

[www.britgo.org/results/2021/onlinesmall](http://www.britgo.org/results/2021/onlinesmall).

[www.britgo.org/results/2021/online\\_rengo](http://www.britgo.org/results/2021/online_rengo).

and

[www.britgo.org/results/2021/onlineyouth](http://www.britgo.org/results/2021/onlineyouth).

## Open

This was held over two weekends, 20<sup>th</sup> /21<sup>st</sup> and 27<sup>th</sup> /28<sup>th</sup> February, with one, two, two and one games on those days. Two hundred and forty-five players signed up, but sadly 17 did not show up to play. However this still made it the largest ever BGA-run event, apart from European Go

Congress tournaments. It attracted players from all sides of the world, causing some early starts or late finishes for those not in Europe.

Winner was Haohan Wu (5d) from Germany with six wins. Second was Hiroki Kanno (5d) from Hong Kong, who sadly missed a game. Zherui Xu and Jun Su of Cambridge both won four to be placed joint third. Players lower down winning all six were Glenn Kjetil Vasdal (1d Norway), John Bamford (4k), Wei Shou (4k Netherlands), Balagtas Gonzales (5k Philippines), Stephen Tweedie (6k), Radek Homola (8k Czechia), Roman Naumenko (13k Ukraine), Adam Van der Hook (18k Germany) and Abizer Nasir (19k).

## Small Board

The Small Board (13x13) event was run on two Friday evenings (26<sup>th</sup> February and 5<sup>th</sup> March). It was played with handicaps, on a table system, with the tables redrawn between the two days by wins. Forty players took part. Jan Balas (5k Czechia) and Matthew Frye (6k) ended the six rounds unbeaten, so played a final which was won by Matthew. Winning five games out of six were Anna Zabihailo (14k Ukraine), Stephen Nulty (7k Ireland) and Michael Kyle (3k).

## Rengo

Twenty pairs and two reserves took part on Saturday 6<sup>th</sup> March. Whereas the other events were played on OGS, this had to be played on KGS, as the only server that easily supports doubles rengo (however on the day it

was quickly discovered that the KGS browser extensions do not). Sylvain Ravera and Marta Miksa (7k average from France/Croatia) beat Csaba Kis-Gado and Csaba Kis-Gado Junior (average 14k from Hungary) in the last round to take first place with four wins.

### Youth

On 7<sup>th</sup> March, 71 youngsters battled over five rounds of even games. As

well as a large UK entry, there were big groups from Turkey, Ukraine and Hong Kong. In the final round, Sawaree Phanthasen (3d Thailand) beat Lubin Wilhelm (1k France) into second, to win with five wins. Ryan Zhang lost one game on time to come third on tie-break from Isabella Qiu. Of the players further down the draw winning four, three were from the UK: Oliver Bardsley, Derek Duan and Liann Wong.

## THE BGA ANALYSIS SERVICE

[T.J.Hunt@open.ac.uk](mailto:T.J.Hunt@open.ac.uk)

One of the benefits of being a BGA member is that you can get your games analysed by a stronger player. If you would like to take advantage of this, please send me the game record as an SGF file. (If you don't know how to do that, don't worry. Just get in touch and we can sort out the practicalities.)

When playing Go, sometimes we can see our own mistakes. At other times, we can be playing bad moves without realising it. This is when getting someone else to review your games can really help you improve. As a BGA member, you have this service ready and waiting for you. You just need to ask.

If you send me a game, I am likely to comment on a few key points, so if you have particular questions about what happened, please ask them. When selecting a game to send, games where you were concentrating (for example tournament games) are likely to be more useful than casual games, and you normally learn more from games you lost than ones you won easily, but the choice of game is up to you.

**Tim Hunt**

# YOUTH NEWS

Tony Atkins

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

## Youth News

The Youth Committee has been very active in organising online youth events (such as monthly tournaments and a weekly club meeting), meeting every month on Zoom to plan activities and regularly producing a youth newsletter every two months, which together with direct mailings advertise the events. More details of each event can be found in the [junior news section](#) of the BGA website.

## European Youth Teams

Alison Bexfield, as team captain, expertly organised the youth team so that everyone got a game (apart from Ryan Zhang, who could not access KGS from China) and we had a chance of winning each match. This the team did in the January match against Turkey. Jayden Ng, Edmund Smith, Lea Wong, Yanyi Xiong and Alexander Timperi all played solidly to win the match five-nil. A month later the team won again, against Ukraine. There were wins for George Han, Jacob Zhang, Lea Wong and Sam Barnett, with Daniel Chun Yang taking the only loss.

Russia beat Czechia in the last round and, as predicted, took first place (having won the event for six of its seven-year history). Our three wins and one loss put our team a noteworthy second, our best ever result. Romania beat Hungary to take third place.

For more details, see [www.britgo.org/junior/eygtc](http://www.britgo.org/junior/eygtc)

## Youth February

The February monthly tournament was run as a 13x13 Handicap. Those

of the twenty players who won four out of five games were Alexander Timperi, Derek Duan and Scott Cobbold, sorted in that order by SOS. The March youth event was part of the BGA Online Congress (see UK News on page 4).

## Hong Kong Super Go Match

Following on from our report in [BGJ 194](#), this carried on after New Year, avoiding Chinese New Year, tournaments and other clashes too. Julia Volovich stayed in the hot seat by winning the first game, but lost the second by half a point. The Hong Kong team decided she had been distracted by an undo request near the end and the game was replayed, with Leung Beck Chiu clearly winning that. He then beat our Oliver Bardsley, Caleb Monk and Alexander Timperi, before losing to Lea Wong. Lea then beat two players before losing to Ho Ning Cheung. However she lost the next game to our Yanyi Xiong. Yanyi beat Shing Chi Tang by resignation, but lost to Ka Yau Chau. Ka Yau then beat Daniel Chun Yang, Edmund Smith and Scott Cobbold. This made the match tied at the end of March with two players left on each side: Ka Yau Chau and Webber Tse for Hong Kong and Gene Wong and Jayden Ng for UK.

Full details of the match are at [www.britgo.org/junior/hkmatch2020](http://www.britgo.org/junior/hkmatch2020)

## Leagues

A new [European Team League](#) started its trial edition, with teams from UK and Germany. Organised by Marc Rieger of Germany, matches are being

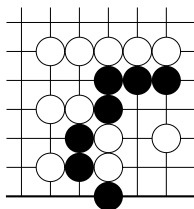


played on OGS on 13x13 boards, with each pair playing twice, once on handicap and once even. On 14<sup>th</sup> February a qualification round saw Düsseldorf beat Cheadle Hulme B by five games to one, then on 13<sup>th</sup> March Berlin beat Edinburgh three-three on tie-break (Berlin won more even games) and Frankfurt beat Cambridge four-two. London and Cheadle Hulme A are set to face-off in early April,

so one UK team is guaranteed in the semi-finals.

A [new league](#) with Li Ang's juniors from Beijing started on KGS on 13<sup>th</sup> March. UK players are Sam Barnett, Isabella Qiu, Jayden Yui-Him Ng, Scott Cobbold, Gene Wong, Daniel Chun Yan and Lea Wong. Three rounds had been played by the end of March, with wins for Jayden, Gene, Daniel and Sam.

### JOURNAL PROBLEM 1



Black to play

# WORLD NEWS

Tony Atkins

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

For summaries and sgf files of the UK matches in the Pandanet Go European Team Championships described below, see [www.britgo.org/events/euroteams2020](http://www.britgo.org/events/euroteams2020).

## European Teams

The UK lost three games to one in their fourth match of the B-League season on 19<sup>th</sup> January. A strong Dutch team meant this result was likely and only Daniel Hu, on board one, managed a win, with losses for Jon Diamond, Sandy Taylor and Des Cann. As Italy beat Turkey they moved top, whilst the UK slipped to third behind The Netherlands on board points.

A late change on each team on 9<sup>th</sup> February meant it was going to be close against Croatia. In the end, the UK lost three games to one, with Des Cann taking the only win and losses for Alex Kent, Jon Diamond and Jamie Taylor. Italy drew and The Netherlands won to equal Italy on match points. The UK stayed third.

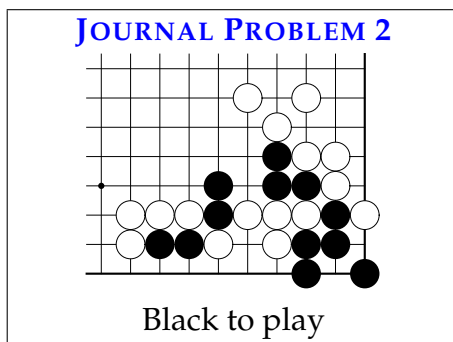
It was an exciting match against Italy on 9<sup>th</sup> March with some interesting games and the added excitement of

Jon Diamond's game breaking (his opponent lost his internet connection) just at the crucial point in a fight.

In the end, Jon and Des Cann lost, whilst Daniel Hu and Alex Kent won, so it ended honours even. This left us third, just ahead of Finland, both on seven match points. At the top, The Netherlands beat Sweden to go a point clear of Italy with 10 match points.

In the C-League, Ireland drew with South Africa on 26<sup>th</sup> January. James Hutchinson and Matei Garcia were the winners and Philippe Renault and Karl Irwin the losers. Unfortunately they lost to Slovakia on 23<sup>rd</sup> February; Philippe was the only one to win.

They then played Denmark on 23<sup>rd</sup> March; there were wins for James and Matei, but losses for Karl and Philippe. This left South Africa top and Denmark second, with a win for Lithuania pushing Ireland down to fourth on tie-break.



# MR. STUPID'S SMALLEST GROUP

## – PART ONE

### Mr. Stupid

Last night was difficult. I'm not sure whether I thought about Go because I struggled to sleep, or whether I struggled to sleep because I thought about Go. But I did! So, here I share with you the results of my ponderings – not that I can see it ever being helpful. . .

The specific subject of my thoughts was the question most of us have considered at one time or another, "What is the smallest possible live group?"

Hint - Slightly limited circumstances, maybe, being a seki, but still standard rules! See page 25 for the wrong answer.

### 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/issue195](http://www.britgo.org/bgj/issue195).

#### *Online Journals*

Online copies of this and the preceding three journals are available in the BGA Members Area at [www.britgo.org/membersarea](http://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](http://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.

# DANIEL HU V PAVOL LISÝ

Daniel Hu

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I had the best results of my Go career pre-covid. I won the 2019 London Open and hence was invited to the European Grand Prix Final in Leksand, Sweden. I had never heard about it before and wasn't sure about participating on such short notice, but thought it would be an interesting experience to meet the European pros. To the surprise of everyone there, including me, I beat two professionals<sup>1</sup> to top my group and came 4<sup>th</sup>, winning some good prize money (for a European Go tournament anyway).

My rating is only 5d officially, but that is because I don't go to tournaments much. I have been claiming 6d for a year now, ever since this tournament in January 2020. I was quite lucky in my first game shown here, but a win is a win. Pavol Lisý is the strongest player I've ever won against. I don't know much about him, but I hear he likes fighting.

This analysis<sup>2</sup> has been made with KataGo<sup>3</sup> (weights file kata1-b40c256-s663).

Date: 16<sup>th</sup> January 2020

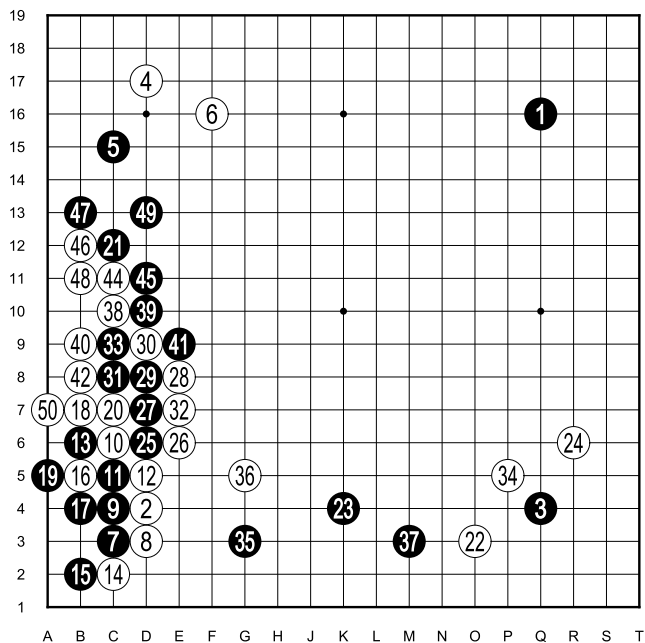
Black: Daniel Hu (5d)

White: Pavol Lisý (2p)

Komi: 7.5

Result: Black wins by 13.5

Rules: Chinese



43 at 30

1-50

17 Better at D2 to move into empty space in order to punish C2, which was an overly tight move when the local area is not so important.

19 Solid, but as White has lots of space on both sides, White has profited. Better at C12 or D6.

20 The AI prefers D7 rather than focusing on local shape, probably as Black is alive nearby.

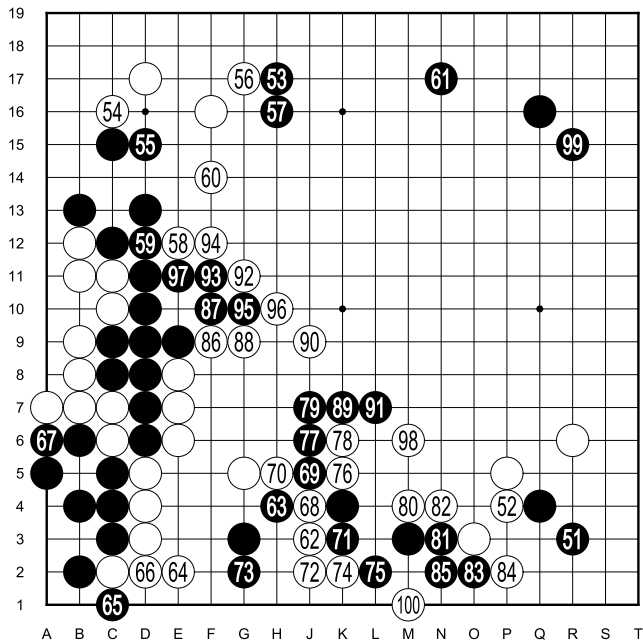
<sup>1</sup>The other was Tanguy Le Calvé – see [eurogofed.org/grandprix/egpf2019.html](http://eurogofed.org/grandprix/egpf2019.html).

<sup>2</sup>The game file with Daniel's comments is on the [BGJ 195](http://BGJ195) webpage.

<sup>3</sup>AI software - see [katagotraining.org](http://katagotraining.org)

- 21 Antti Törmänen was the game recorder, and he commented after the game on twitch that I played solidly but maybe lost confidence towards the end of the game. The AI prefers D11 to threaten the E6 peep.
- 23 Best move here or K3.
- 25 Q6 would be standard and I considered it, but I played here because I have the ladder and as it looks funny. C12 was a solid connection to C15 but a bit far from this fight. Pavol showed his pro strength, playing the perfect punishment given by AI. I didn't anticipate that he could sacrifice C7, but the squeeze was nice as my groups were alive anyway.
- 34 I have paid a lot here for my big capture on the left.
- 35 White's wall is long but not alive.
- 36 The last few moves were all perfect but this was slack. It should be at D10 to press my living group low. If Black had cut at E5, F4 worked to get out as the C2 hane prevents the racoon's belly tesuji<sup>4</sup>. I should have punished this move by playing at D10 immediately.
- 40 C10 was bad, but B9 loses six points. White had to connect at E9. I didn't realise for some time that I had gained such a lead. In fact, Pavol played it with such confidence that I wondered if I had messed up.
- 49 Normally bad shape but good here as A13 is sente.

- 51 The classical move. I knew the AI preferred playing more active moves such as S5, but I wasn't yet familiar with them at the time. See Variation 1 below.
- 55 Slow, even worse than B15 here, but tenuki is best.
- 61 KataGo suggests an astonishing sequence to cut with G16, F15 and D16 instead.

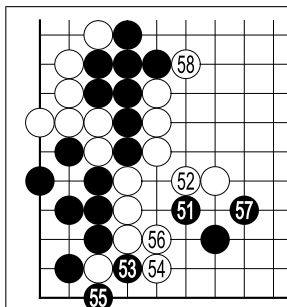


51-100



<sup>4</sup>[senseis.xmp.net/?PattingTheRaccoonsBelly](http://senseis.xmp.net/?PattingTheRaccoonsBelly).

63 Again, I thought that I was bound to lose, so why not try to create complications by playing something funny looking. This was an attempt to attack the white wall and make it harder for White to connect but it quickly backfired. Solidly at J4 was better. I should be happy to connect at all when White has E2 in sente and my lower right corner isn't alive.



Variation 1

Variation for 51.

This was the strongest punishment, to start attacking White by first making all my groups alive.

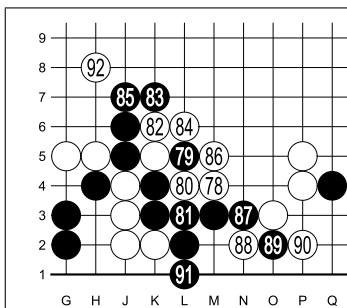
65 Defends against a ko, but not urgent. H5 is best.

68 Almost even again.

69 I was thinking about H5 instead, but it is terrible when White is so solid around. White would push out, capturing K4 and M3 before connecting at G2.

73 Dodgy shape. The only way to disconnect but it doesn't shorten White's liberties.

78 Another six-point mistake. He shouldn't really have missed the shape point (see Variation 2 below), but my guess is that he thought he would win the capturing race here.



Variation 2

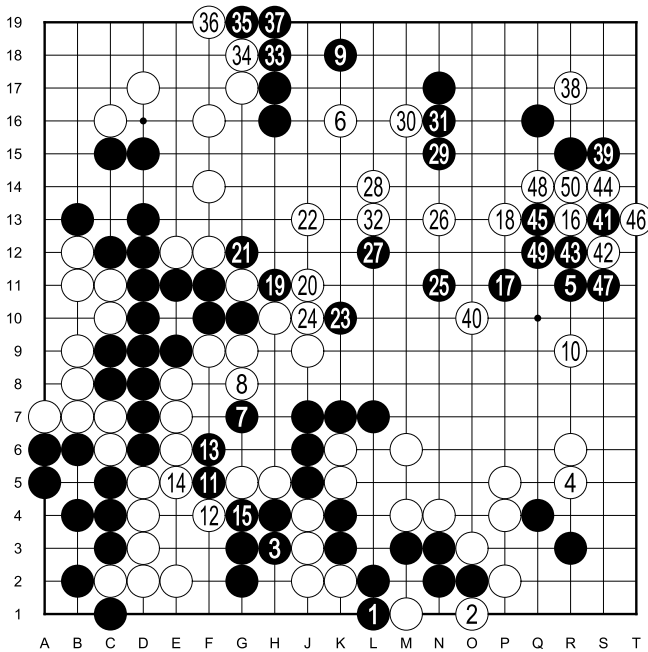
Variation for 78.

Black wins the capturing race but the game is back to even. R3 has become a wasted move. White may be able to profit from attacking my thinness, namely the shortage of liberties of my J5 stones, my one-eyed group at D13 and my two stones at H16. The right side potential is also worrying as White is thick.

85 The dust has settled. White has become thick, with aji against my lack of liberties, but the G5 group remains not alive and I still have Q2. I only barely win the capture race on the lower side. The connection of N3 means that when I play L1, White can't approach at either K1 or M2.

95 Unnecessary as I have A13 in sente, and can respond to E14 at B15, which threatens B17. Technically White still has a ko to break my eye in the corner, but it is so heavy on White that I can afford to sacrifice the B4 group.

98 Not so big, but White still dreams of killing my group as even if I capture the J4 stones, White can connect up to M1 and I am not alive.



101-150

103 Pavol's moves here are actually very bad as they damage the E8 group prematurely. White no longer has living shape from squeezing at F3. I am ahead by 12 points here.

104 Defending H12 is bigger.

108 Better at F7 but this tries to remove my eyes.

109 Submissive. H11 was a much more efficient way to rescue my stones, by attacking K16 and eyeing the F15 cut. I still have miai of F5 and getting out with M7 to make another eye.

115 I thought I needed to make life with my group but this was very slack. From B+18, I drop to B+4. In addition, this way of making life hasn't shortened the liberties of J2, so White still has a lot of forcing moves, making his stones thick.

116 White feels behind, so wants to make something happen.

119 But at least I get the critical point.

125 The AI wants to play C18 instead, saying White is very thin!

127 I did spend time thinking about cutting at L13, but I just simply connected my stones by applying a little pressure on White's connection.

128 Dodgy shape.

129 Trying to defend against P17 or R17. Cutting at K13 worked, but I didn't dare as Black's shape also seemed bad.

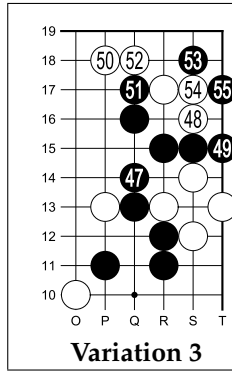
133 To defend against L18 but again I should be trying to poke at the many cutting points with K12 and G15.



**139** At this point Alexandre Dinerchtein calls the game as hopeless for White, but there is plenty more excitement to come. I am 10 points ahead here.

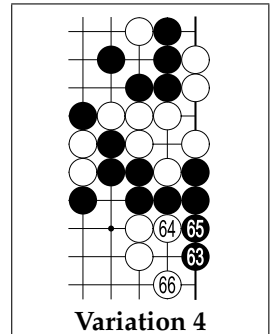
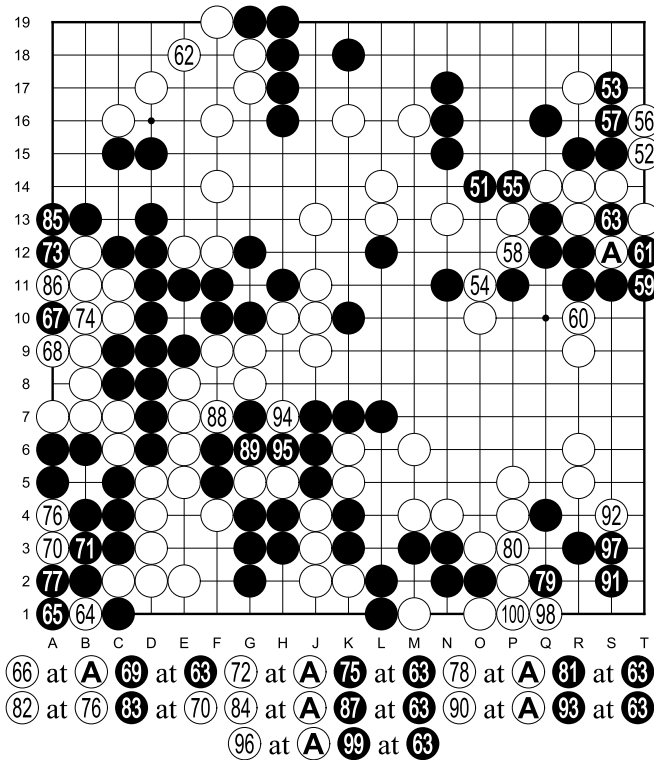
**141** Unnecessary, but safe.

**147** This could be called a losing move if I lost. I still wasn't confident about winning and wanted to see what would happen if I tried to kill more stones.



Variation for **147**.

So much safer. I felt uncomfortable that White had S16 but like this O10 is wasted. In fact, White's corner is still dead here.



Variation for **163**.

I didn't realise that I could make the ko heavier like this. It is awkward for White to choose which side to shorten the liberties from.

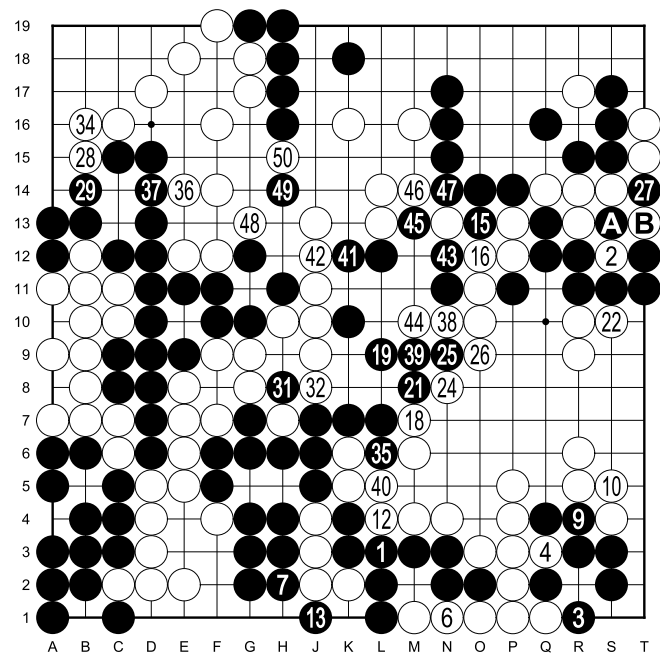
- 66** at **A** **69** at **63** **72** at **A** **75** at **63** **78** at **A** **81** at **63**
- 82** at **76** **83** at **70** **84** at **A** **87** at **63** **90** at **A** **93** at **63**
- 96** at **A** **99** at **63**

**151-200**

**161** I'm not sure what this is called, perhaps a two-approach move (in my favour), two-stage (in Pavol's favour) ko, but in any case, it was more trouble than it was worth.

**165** Not completely necessary as A2 is ko, but White might have a lot of ko threats with S12 anyway.





5 at A 8 at 2 11 at A 14 at 2 17 at A 20 at 2  
 23 at A 30 at B 33 at 27

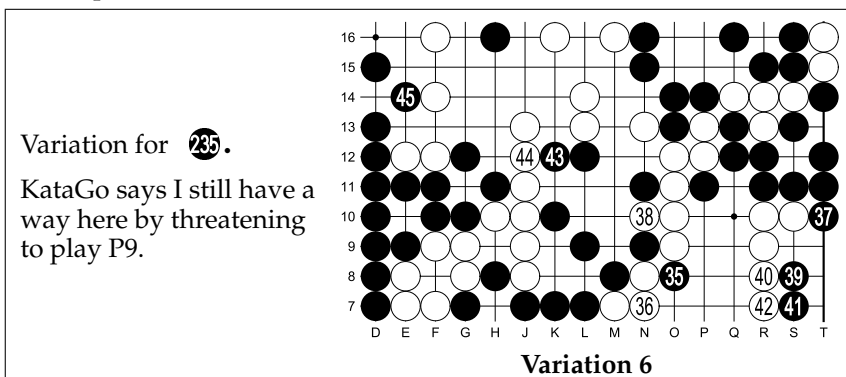
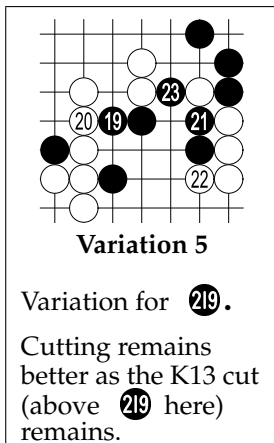
201-250

227 KataGo says White still has cutting points running all the way back to F15, so I should play K12 and N12. At the least it creates big ko threats. Now if White plays N10, the game is back to even for the first time in 150 moves. White has made a lot of territory on the right side.

235 A six-point mistake. The game has reversed. I thought I would set up more ko threats here, but it turned out to be gote. The game was already tough, but KataGo says I had a combination with O8, T10 and P9, eyeing N12 to try to capture L13.

217 For pretty much every move before this point since the ko started, KataGo wants me to play T9.

219 Dodgy and inefficient shape.



Variation for 235.

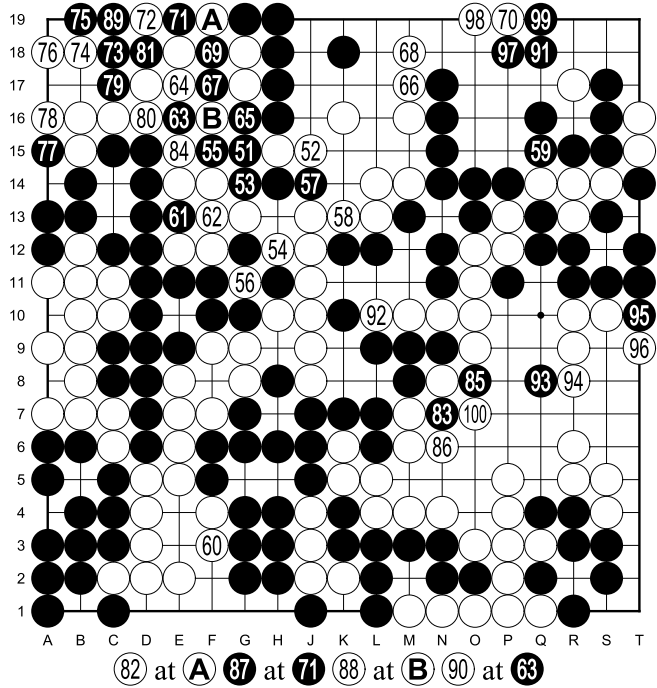
KataGo says I still have a way here by threatening to play P9.



- 238 This solves most of White's problems in sente.
- 249 Better at J15 for a half point game.
- 250 Good move! I missed this and was ready to accept I lost.

259 Connecting at E16 was necessary now after White defended at G11, so this is a blunder.

267 I was probably in overtime, but I'd had a lot of moves to work out what was happening. My counting was accurate enough to realise I had to do something. I am behind by two points if I block at M18.

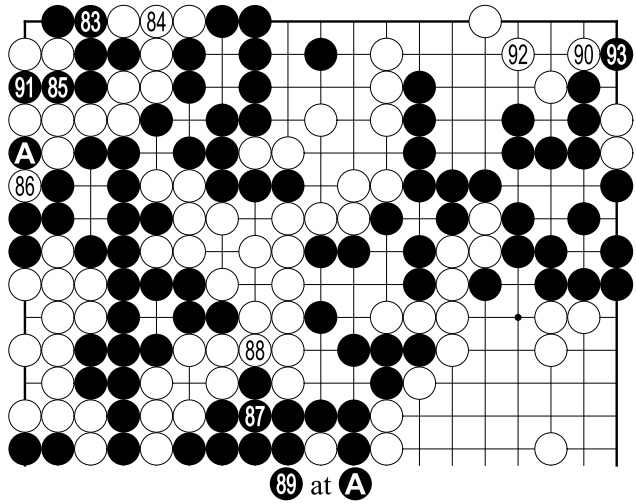


251-300

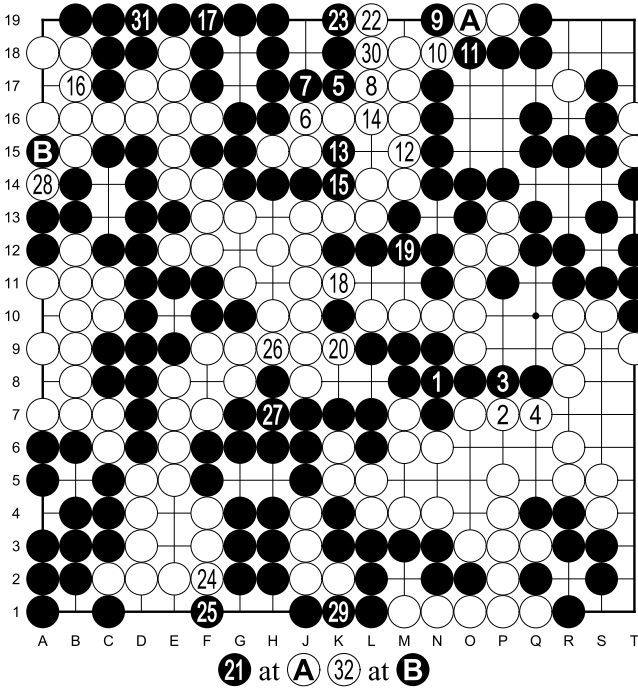
- 269 I knew this was gote, but I had a small hope. It would be a very close game if White connected E19.
- 278 The losing move, in overtime. C17 would have been a simple victory for White. From six points behind, I am 18 points ahead.
- 284 Not much help, but if White connected E19, it would still be B+6.

Variation for 283.

Necessary. White has M2 but I have H7 and M15, so White runs out of threats first.



Variation 7



301-332

□

# ADVICE FOR DOING TSUMEGO – PART TWO

Richard Hunter

Many Japanese tsumego<sup>1</sup> books give advice on how to approach, think about, and solve tsumego problems. The advice may be presented in the introduction under key points or as problem themes. Here, I want to discuss the two most important points to consider at first.

1. Eye space size
2. Vital point

When trying to kill your opponent's group, think about narrowing the eye space from the outside. When trying to make your own group live, think about widening the eye space. If you read out that this approach does not work, then next consider playing on the vital point. Sometimes, the vital point will be so obvious that you can skip straight to this step and quickly see that it does indeed work, but in most cases, both in book problems and in actual games, it is better to think first about reducing/enlarging the eye space.

In this part, I will focus on killing.

When I used to present tsumego problems at the Go club in the pre-pandemic days, the stronger single-digit kyus would often go straight for a vital-looking point without reading ahead. Some would say, 'Well it's a problem, so it must be hard. Let's play here and see what happens.' But many book problems are intended to teach and reinforce good habits and basic shapes. And the shape often

has multiple points that look vital. So don't start by spending a long time reading out many possible vital points. Start by reading out whether or not you can kill by reducing the size of the eye space.

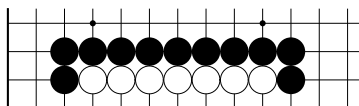


Diagram 1 – Black to kill

This is easy. This position may be presented as a problem in books for beginners, but I don't have many of those. In the books that I do have, I see it more often in the introduction.

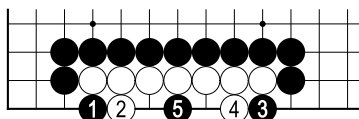


Diagram 2 – Correct

「死はハネに有り」

Reduce the eye space from the outside. There is a Go proverb that says 'There is death in the hane'. The position is symmetrical, so you can start from either side, but that is not always the case, as you should have discovered if you did the homework problems in Part 1 (BGJ 194). White can capture the hane stones, but that only makes false eyes. After ④, White's eye space is only three points long, so ⑤ stops White from dividing it into two eyes.

<sup>1</sup>Tsumego – life and death problem. For a glossary of some Japanese Go terms, see [www.britgo.org/bgj/glossary](http://www.britgo.org/bgj/glossary).

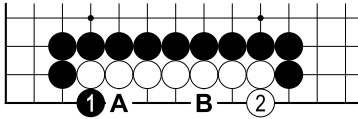


Diagram 3

If White plays ② here, Black can kill with either A or B.

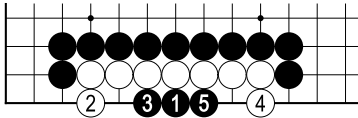


Diagram 4 – Failure

The point in the middle might seem to be the vital point. There is a proverb that says ‘Play at the centre of symmetry’, but proverbs are not 100% applicable. They offer likely candidates. Certainly consider this move, but I hope you can read out that it fails. After ⑤, the result is a *seki*, which means that White is alive. Black has failed to kill White.

Black must hane from this side. This is the only move that kills White. If White plays ④ at ⑤, Black plays at ④. These two points are *miai* (equivalent points): whichever one White plays, Black plays the other one.

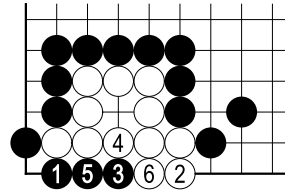
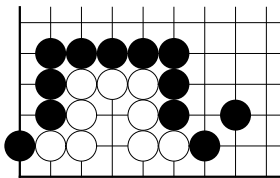


Diagram 2 – Failure

This hane is a failure. The position is not symmetrical. The corner has a powerful effect. ⑥ catches three stones in a ‘connect-and-die’ shape, *oiotoshi*. Such basic techniques are the building blocks for harder problems. Playing any vital-looking point in the centre of the group fails, as you should be able to read out easily.

Problems from Part 1 in BGJ 194



Problem 1 – Black to play

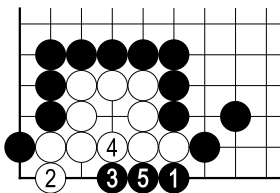
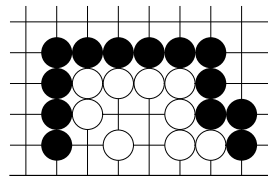


Diagram 1 – Correct



Problem 2 – Black to play

This is a basic shape that appears in many books. I also saw it on a short YouTube video (in Japanese) by a Japanese professional. As he does in every episode of this *tsumego* series, he told viewers that it was ok to stop the video and think about the problem before continuing or that it was also ok to immediately look at the answer.



One nice feature of his tsumego series is that, in each episode, he discusses almost every possible variation, which books don't have space to do. Moreover, several episodes cover related variations or harder derived positions, so the total coverage is substantial and methodical. He also invites viewers to post comments and mention anything they don't understand or any moves that they thought of that he did not discuss. I like it as good practice at listening to Japanese, which is something I may discuss more in a future ebook.

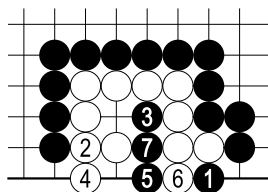


Diagram 3 – Mistake by Black

Playing ③ at the vital point lets White live in seki. ⑥ and ⑦ are *miai*: whichever one White plays, Black plays the other one.

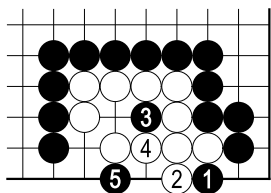


Diagram 1 – Correct

Black must hane from this side. This is the only move that kills White. If White blocks, then Black takes the vital point of the eye shape with ③. If White plays ④, Black reduces from the outside with ⑤. Here, ③ at ⑤ works too.

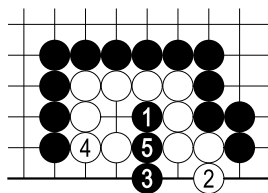


Diagram 4 – Failure

Starting at the vital point of the eye shape does not work. White expands her eye space with ②, so Black has to play ③. Likewise, Black must answer ④ at ⑤ to prevent White from playing there. After ⑤, the result is seki as it stands. White has lived.

### Japanese

「死はハネに有り」 This is a well-known Japanese Go proverb. The usual English translation is 'There is death in the hane'.<sup>2</sup>

死 *shi* 'death' is an important noun that often appears in problem and answer captions. For example 黒先白死.<sup>3, 4</sup> It is also part of the word 死活 *shikatsu* 'life and death'

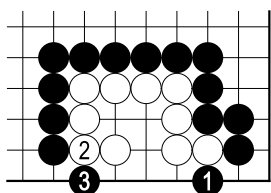


Diagram 2 – Variation

If White plays ② here, then Black must reduce the eye space from the outside with the hane of ③.

<sup>2</sup>[senseis.xmp.net/?ThereIsDeathInTheHane](http://senseis.xmp.net/?ThereIsDeathInTheHane).

<sup>3</sup>[senseis.xmp.net/?BasicJapaneseForReadingGoBooks](http://senseis.xmp.net/?BasicJapaneseForReadingGoBooks).

<sup>4</sup>*Just Enough Japanese* Vol 1, chapter 4

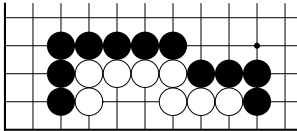
[gobooks.com/books-by-series.html#just-enough-japanese](http://gobooks.com/books-by-series.html#just-enough-japanese).

(literally: death life), which often appears on book covers.

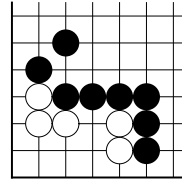
有り *ari* is derived from *aru*, a verb that means to exist. It is often written in kana alone as *あり*. It also comes up in other well-known expressions such as 眼あり眼なし *me ari me nashi*.

You may hear western Go players using this Japanese expression as it is succinct and convenient.

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

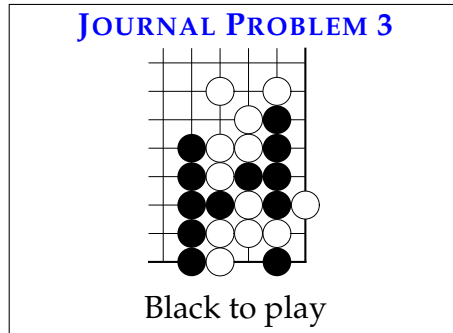


**Problem 1 – Black to play**



**Problem 2 – Black to play**

□



# GO JOTTINGS 16

## WARIKOMI: THE WEDGE TESUJI

John Tilley

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

In the first Covid-19 lockdown, Go Jottings 12 covered the atekomi; usually called the 'angle wedge' in English. I wrote that there wasn't much wedging going on and the tesuji that can really be called a wedge is the warikomi, which is ❶ in Diagram 1.

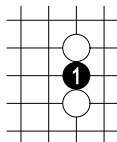


Diagram 1 – The Wedge Tesuji

The wedge tesuji is warikomi in Japanese and refers to an isolated stone played in a one-skip jump.

During the third lockdown I browsed through a lot of Go books and articles and I was reminded that the wedge tesuji has some surprises in store, which has resulted in Go Jottings 16.

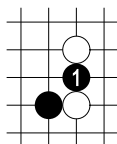


Diagram 2  
This is also called a wedge, but...

The wedge of ❶ in Diagram 2 is a wedge but not a warikomi, due to the second Black stone. This is called a hane wedge (hanekomi in Japanese).

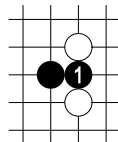
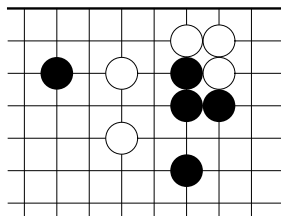


Diagram 3  
This is not a wedge

Diagram 3 is not a wedge, but a push through ('de' in Japanese).

I have selected five problems to show the width of situations where the wedge can be used. The first three are relatively straightforward, the last two are harder.



Problem 1  
A classic wedge problem

Black to play and connect the single stone. This position comes from a White invasion at the 3-3 point.

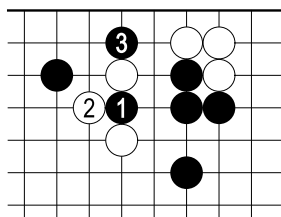


Diagram 4



The combination of ❶ and ❸ does the trick and is fairly common in actual games. Please note the order of moves.

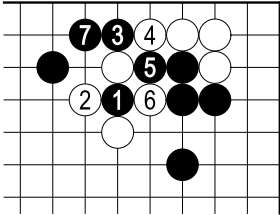


Diagram 5

Should White continue with ❹ here, the corner dies.

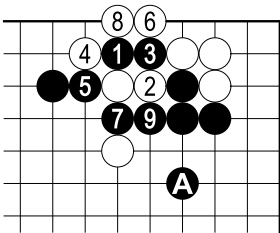
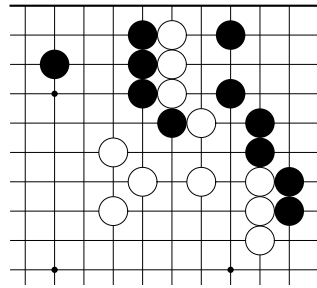


Diagram 6

The move order is important: should Black start with ❶ here, rather than the wedge, White can capture two stones and thus get a ten-point corner. Black ends in gote and Black A is too close to his wall.



Problem 2  
Black to play

White's position is thin and three White stones can be captured.

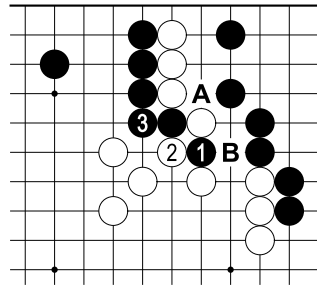


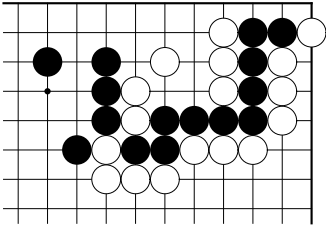
Diagram 7

Black starts with the wedge of ❶ and then ❷ is a double atari. When Black connects at ❸, White can't play at both A and B, so Black can cut off three White stones.

**Note that Black 1 is technically a hane-wedge (hane-komi) rather than a pure wedge (warikomi).**

I think the double atari makes this sequence harder to visualise than that of Problem 1.

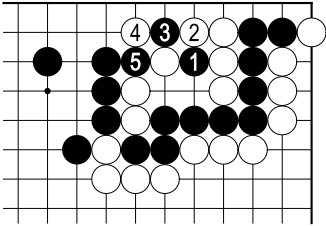




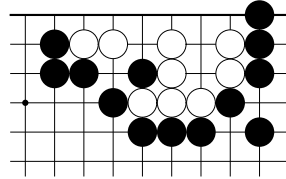
**Problem 3**  
**Black to play and rescue ten Black stones**

① looks like a tesuji, but actually it is 'a tesuji in appearance only' as ② leaves Black with just three liberties.

The next two problems are somewhat harder; you can find the answers in Part 2 of this article, on page 32.



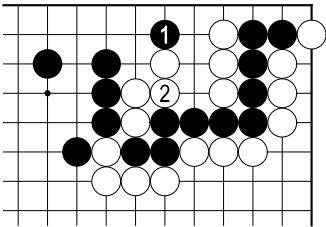
**Diagram 8**



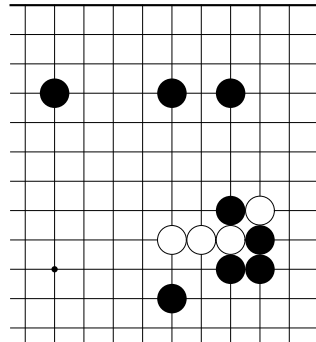
**Problem 4**  
**Black to play**

Problem 4 is a life and death problem.

Black starts with the wedge of ①; ② is the strongest resistance. Black then cross-cuts at ③ and after ⑤ White has a liberty shortage.



**Diagram 9**



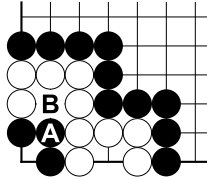
**Problem 5**  
**White to play**

# MR. STUPID'S SMALLEST GROUP – PART TWO

## Mr. Stupid

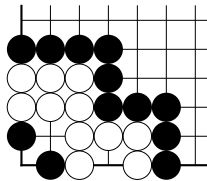
(Continued from Part One on page 9).

I came up with a three stone group in the corner, alive in seki, thus:



Pretty neat, I thought. But being stupid, it took me about an hour before I realised that this wasn't the right answer. OK, I did sleep for most of that hour, but still, the correct answer is obvious and I should have got virtually straight there. No?

Well, the black stone marked A isn't necessary and can be omitted if a white stone is added at B, for (what I think is) the true smallest – a two stone group.



□

**JOURNAL PROBLEM 4**

Black to play

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

## CHAPTER 3

Theo van Ees

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*Continued from Chapter 2 in BGJ 194, this is based on an article written for Myong-Ji University, Korean baduk university, in 2005, adapted for the British Go Journal.*

During the second half of the seventeenth century the Dutch Republic was one of the main European centres for the collection and dissemination of information concerning the Far East. One reason for this was the commercial activity of the Dutch East India Company in East Asia, which included the South China Coast, Japan and the Dutch colonial adventure in Taiwan and its aftermath.

One of the most influential Dutch publications of this period was Johan Nieuhof's 1665 report of the first Dutch embassy to Peking. He took part in the first official mission sent by the Dutch East India Company from Batavia to the Chinese Emperor to obtain more favourable trade conditions.

His book was a digest of knowledge concerning China, mainly taken from the writings of the Jesuits.<sup>1</sup> It was illustrated by a great number of fine engravings, based on sketches made in China by Nieuhof. The book went through a number of reprints and was translated into all major European languages of the time. A translation to Dutch of Trigault's description of baduk was inserted. The text became more incomprehensible the more it

was translated and incorporated in other works. The Dutch translation gives us the impression that baduk is a game related to tiddlywinks and marbles!<sup>2</sup>

**Arnoldus Montanus** compiled an important book with information on Japan in 1669.

In 1670 an English-adapted edition appeared in London under the title of *Atlas Japonensis*. This illustrated work is based on information furnished by Portuguese Jesuits and the travel records of Caron, Frisius, Wagenaar and others. Andries Frisius had taken part in the "court journeys" to Edo (the old name for Tokyo) in 1649 and 1650 as a special emissary. Zacharius Wagenaar had been chief executive (opperhoofd) at Deshima in 1656–1657 and 1658–1659.

Baduk is mentioned on two occasions, in both cases as an occupation of Japanese guards. These guards are playing baduk during their service along the walls of the Imperial castle of Edo.

*'They use a Game or Play among them, not unlike our Draughts, which requires great Leisure and Study: In this Exercise they spend much time in their foremention'd Watch-houses; or else they*

<sup>1</sup>Nieuhof, Johan, *Het gesantschap der Neerlandtsche Oost Indische Compagnie, aan den grooten Tartarischen Cham etc.*, Amsterdam: Jacob van Meurs, 1665, p. 49.

<sup>2</sup>Blom, Jaap K. 'Go in Europe in the 17<sup>th</sup> century', *Go world*, 1982. - No. 27, Spring, p. 50-56. Reprinted in: *The Go Player's Almanac* 2001, p. 31-37.

smoke Tobacco, exercise their Pikes, fence with their Swords, or shoot at a Mark.<sup>3</sup>

Then, we find a similar description for the guard-post at the gates of a small town, Faccone:

*'In the Gallery sit the Soldiers, who spend most of their time with a game call'd Pifango, not much unlike our Draughts, which requires much Consideration and Care.'*<sup>4</sup>

The description is illustrated. In the central part of the figure we see two players sitting at the goban and two standing kibitzers. All of them seem to be involved in a discussion on the game, as we are accustomed to see while replaying the moves after finishing the game. It is not totally clear if this 'pifango' is really baduk, but it looks like it.



**Montanus**

In another Dutch book published in 1682 about all the extraordinary things to be found in America, Asia and Africa, we find Montanus' quote about 'pifango' again. This book is also illustrated and this time by Romeyn de Hooghe, the foremost etcher in Holland. He never visited any of the countries mentioned but invented his own etchings on the examples in other books. He drew the Japanese soldiers playing a game looking more like draughts.<sup>5</sup>



**De Hooghe**

The game is named draughts in the English version, but in the original Dutch edition and its French versions it is named chess; this shows the difficulties of Europeans in assessing the nature of the game.

<sup>3</sup>Montanus, Arnoldus, *Atlas Japannensis*, London : John Ogilby, 1670, p. 102.

<sup>4</sup>Ibid, p. 356.

<sup>5</sup>Vries, Simon de, *Curieuse aenmerkingen der bysonderste Oost en West-Indische verwonderens-waerdige dingen etc.* vol. 4. Utrecht, Johannes Ribbius, 1682, p. 1052.

**Thomas Hyde** (1636 –1702<sup>6</sup>) was a renowned scholar, expert in Oriental languages and the greatest board game expert of his time. Hyde provided us with a milestone work in 1694, the first complete treatise in Europe on board games and their history.<sup>7</sup>

The section devoted to Go is seven pages long. Compared to the earlier sources, Hyde’s description is remarkably advanced.

He obtained an original Go set and got in touch with a Chinese native, Shin Fo-çung who could explain the game. It is however evident, from the information that he transferred to Hyde, that he never played a game with him.

new description of the game, coming from his Chinese informant. He gives two different names for the game, Hoy Kî or Wei Kî, with the same meaning: circle, or circular, or circuit game. This is the first time that the Chinese name of baduk is given. The game finally has a name!

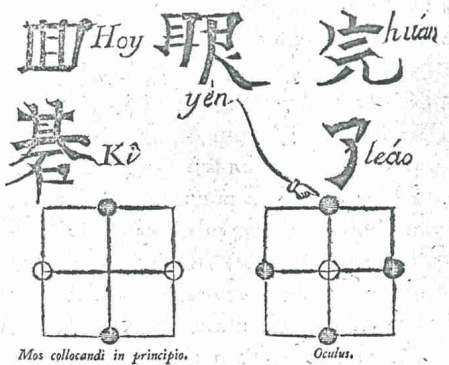
A diagram (with a stone surrounded by four enemy ones) is used to show the way of capturing, and for introducing the concept of an eye, indicated with its Chinese name of Yèn. He explicitly stated that players tend to produce this figure and thus to build eyes.

It is a pity that his Chinese source did not explain the game well enough. Otherwise the game might have been played two centuries earlier in Europe.<sup>8</sup>

**Gottfried Wilhelm Leibniz** (1646 –1716), the great German philosopher, mathematician and founder of symbolic logic also wrote an original article on the game of Go. It was written in Latin and published in the official journal of the Berlin scientific academy.<sup>9</sup>

The study included some mathematical consideration of the game, even though based on incomplete knowledge of it.

The author provided his article with the reproduction of an illustration from a Chinese book kept in the



### Hyde

Hyde provides a few diagrams, the main Chinese words involved, and a

<sup>6</sup>This is an ‘Old Style’ date, current at the time; the wikipedia entry for [Hyde](https://en.wikipedia.org/wiki/Thomas_Hyde) uses the ‘New Style’ date year of 1703 – see [en.wikipedia.org/wiki/Old\\_Style\\_and\\_New\\_Style\\_dates](https://en.wikipedia.org/wiki/Old_Style_and_New_Style_dates). Thanks to Nick Wedd for pointing this out. *Ed.*

<sup>7</sup>Hyde, Thomas, *De ludis orientalibus : libri duo : Historia Nerdiludii etc.*, Oxonii [Oxford] : E Theatro Sheldoniano, 1694, p. 194-201.

<sup>8</sup>More information about Hyde can be found in articles by Charles Leedham-Green, ‘A seventeenth century reference to Go’, BGJ 192, Summer 2020, p. 11-15 and by Franco Pratesi ‘A Latin English Description’, BGJ 130, Spring 2003, p. 26-29 and ‘Hyde’s Assistants – both inadequate’, BGJ 131, Summer 2003, p. 22-24

<sup>9</sup>Leibniz, G.W. von, *Annotatio de quibusdam ludis : inprimis de ludo quodam sinico, differentiaque scachici et latruncolorum, et novo genere ludi navalis*. - Miscellanea Berolinensia, 1710, p. 25-26.

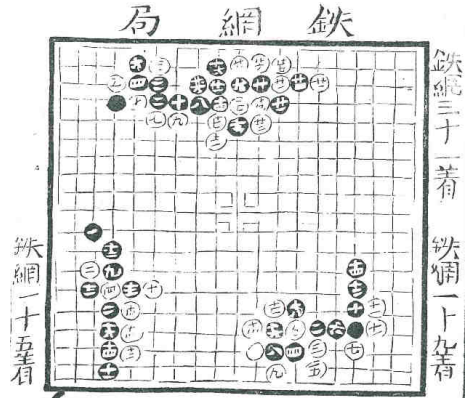
Berlin Library. The three personages playing Go (on a 17x19 board!) are a Confucian, a Daoist and a Buddhist, as can be seen by their dresses.



Leibniz

**Johann Gottlieb Immanuel Breitkopf** (1719–1794), a famous publisher and printer, mentioned baduk in a book from 1784 about Oriental playing cards.<sup>10</sup>

He reproduced a description of the game from Nieuhof, and illustrated it with the copy of a game diagram taken from a Chinese book. The book belonged to his collection and was a complete treatise on Chinese games, with illustrations. It would take practically a whole century before this kind of diagram could be seen in Europe.



Breitkopf

Interesting information was found in the works of **Andreas Everhardus van Braam Houckgeest** (1739–1801).<sup>11</sup> He was an ambassador in the service of the Dutch East-India Company. His travel report on a journey through China included an annex about baduk. He possessed a baduk set and a Chinese book on baduk. A catalogue of an auction of van Braam's collection at Christie in 1799 mentions 'A printed treatise of the game of *Whey Ky*, with scheme of the board and two bowls with men for playing the game'.

Van Braam was the first Westerner who had at his disposal everything that is needed for playing baduk: a complete baduk set, with board and stones and an instruction manual. It was a pity that the manual was in Chinese and eventually got lost.<sup>12</sup>

To be continued ...

□

<sup>10</sup>Breitkopf, Joh. Gottl. Immanuel, *Versuch den Ursprung der Spielkarten, —, erster Theil, welcher die Spielkarten und das Leinenpapier enthält*, Leipzig : Breitkopf, 1784, p. 40-41.

<sup>11</sup>Braam Houckgeest, van A. E. *Voyage de l'ambassade de la compagnie des Indes Orientales Hollandaises, vers l'empereur de la Chine, dans les années 1794 & 1795 etc.: tome second*, Philadelphie: M.L.E. Moreau de Saint-Méry, 1798, p. 342.

<sup>12</sup>Blom, Jaap K. 'Go in the West in the 18th century', *Go world*, 2001. - No. 91, Spring, p. 65-68, 55. Reprinted in: *The Go Player's Almanac*, 2001, p. 38-42.

# QI FUN: LIVE ACTION HIKARU NO GO

Tony Atkins

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Many readers will be familiar with the original Japanese manga and anime versions of Hikaru No Go, which appeared, as described on our web page<sup>1</sup>, from 1998. Between 27<sup>th</sup> October and 26<sup>th</sup> November 2020, a live action Chinese version of the story called “Qi Fun” was streamed online. In all there are 36 episodes; the first seven have been made available on the iQIYI channel on YouTube. Because it was not made for television broadcast, the episodes are all different lengths, with some going well over an hour.

As expected, there are various parts of the story that stay the same, but also parts that are different. Some changes have been made to reflect Chinese rather than Japanese culture, but in

addition there seems to be a deeper focus on personal relationships than in the original. For example one of the changes was to follow the Chinese pro qualification system, not the Japanese, and of course to use Chinese rules and equipment. It has been stated that the last twenty episodes contain a lot of new material, especially the ending.

The story opens the same way, which is pleasing for fans. Set in the late 1990s, Shi Guang (Hikaru) is a junior school boy who likes playing with model cars. He still rummages in his grandfather’s attic and finds the old Go board with the stains on. Chu Ying, the ghost (Sai), still appears and wants him to play Go. We still get the lovely scene where he beats the child prodigy, Yu Liang (Akira) at his first game. We follow this version of Shi Guang for a couple of episodes before he tells the ghost to go away, as he is too young to want to dedicate his life to Go.

We then jump to six years later when he is in Junior High School and is dabbling with Go again. In a very dramatic underwater sequence he invites the ghost back and the story continues with the usual school Go club scenes, the rivalry with Yu Liang starting and the start of Shi Guang playing in competitions, such as school team matches.

As maybe can be expected, there are special effects used, such as the ghost appearance scene, the underwater scene and the divine move sequence. Effects are used whenever the ghost appears too. He is translucent and

<sup>1</sup>[www.britgo.org/youth/hikaru](http://www.britgo.org/youth/hikaru).

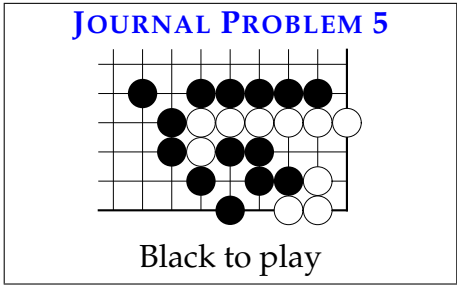


casts no shadow, for instance. The actor playing the ghost, Chao Zhang, is very tall, wears platform shoes and a tall head piece, which makes him well over seven feet tall (2.3m): this causes issues with doorways and riding on buses. He is perfect for the role, with a look and attitude that matches the original Sai. He wears the same long flowing robes, but these are said to be Japanese and not Chinese in style (supposed to be at the insistence of the original author Hotta Yumi). He wears white face makeup too, which apparently kept melting during filming. One difference from

the original is that later on he can be seen to have a physical presence in his original time frame, so it is more of a time-warp appearance than as a ghost.

Xianxu Hu plays Shu Guang very well, for instance in bringing across the teenage angst, and Fushen Hao is a believable rival as the child prodigy.

It is worth watching the [available episodes](#) and, even if you don't understand the Chinese dialogue, you can understand what's happening most of the time if you know the original and about Go.



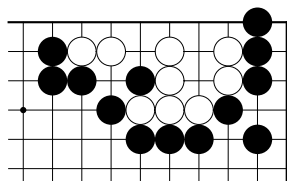
# GO JOTTINGS 16

## PART TWO – WEDGE PROBLEMS ANSWERS

John Tilley

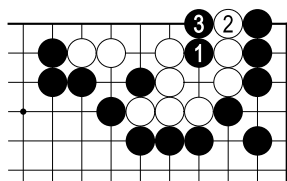
[john@jtilley.co.uk](mailto:john@jtilley.co.uk)

Here are the answers to the Problems 4 and 5 from the main article on page 22.



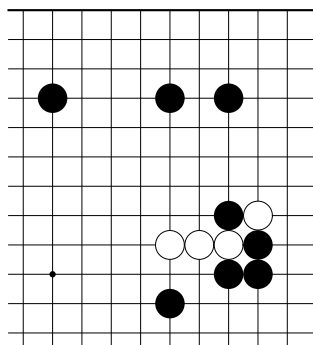
**Problem 4**  
Black to play

then the shortage of liberties. I think it would be quite a hard problem to solve during actual play. There would be no hint that the first move is a wedge tesuji and it is necessary to read out seven moves to visualise the final liberty shortage.

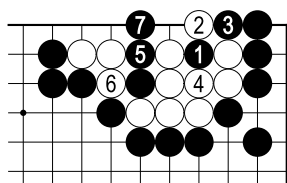


**Diagram 10**

The wedge of ① is key. Should White try to maximise eye space with ②, Black can simply play atari with ③.



**Problem 5**  
White to play



**Diagram 11**

White can resist with ② here. Black's atari at ③ is key and after ④, White's nine stones have just three liberties. Black can push on with ⑤ and then play ⑦, leaving White unable to play atari on either side.

This problem has two themes, first the wedge into the bamboo joint and

White can't capture the Black stone in a ladder, but there is a tesuji for White to make sabaki (settle the situation).

It is fairly obvious that playing the only wedge on the board must be part of the answer, but reading out the answer is somewhat harder!

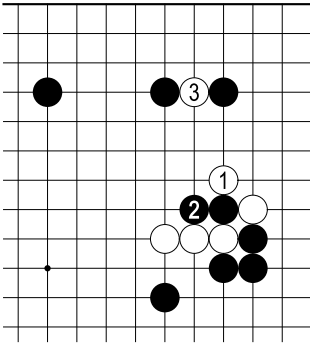


Diagram 12

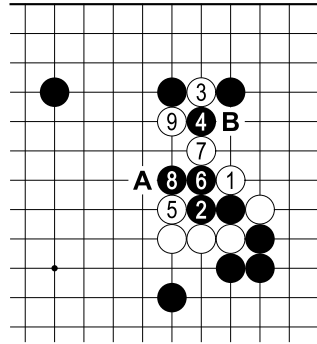


Diagram 14

③ is the surprising move, Black can answer by playing either above or below it.

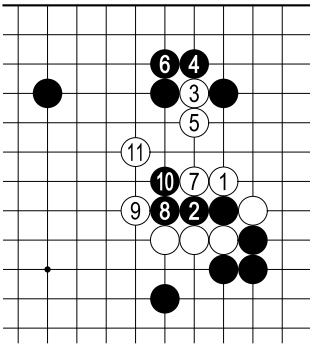


Diagram 13

If Black plays ④ here then he needs to defend with ⑥. This lets White play the sequence to ⑪ which captures four Black stones in a net. If Black decides to play ⑥ at ⑦, White can cut at ⑥ and settle the situation.

Should Black play ④ on the other side, White can force with ⑤ and ⑦ and then when ⑨ is played, Black can either play at A to rescue his four stones or at B to stop White making a ponnuki capture.

This problem is in the category of 'I didn't know you could do that', which to me is very satisfying. The surprising tesuji ③ actually occurred in a professional game between Cho (then 6p) and Kato (then 8p), played in 1975 in a preliminary round of the Judan Tournament – similar to but not this position. Sadly this game is not available on GoGod.

Kato and Cho were both from the Kitani school, so they would have played each other many times in friendly training games. I have not been able to find out what Kato said when Cho played ③, but I think he might have expressed some surprise.

□

# EXCITING CROP OF NEW GO BOOKS FOR DDKs

David Stevenson

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I used to live in USA and played some Go in the Cleveland area. We often lamented what weak players we were. We started a list of potentially suitable books which could be aimed at the likes of DDKs and the list has grown. Perhaps you can add some more? Something similar was published in the USA Ejournal in 2013.

My thanks to members of Akron and Cleveland Go clubs from nearly 20 years ago and also to Chris Garlock of the AGA e-Journal.

=====

Leading Go publishers are releasing a number of exciting new books that already seem destined to be classics in the field. Available now are:

*The power of the 1-1 point* – a deep but straightforward analysis of the power of the 1-1 point opening, which may well revolutionize opening theory.

*Get Strong at Gote* – explores the subtle strength of refusing to take sente.

*The Art of Aji Keshi* – long out of print but back by popular demand 'for players who want to master the ability of eliminating absolutely all play in a given situation'.

Many other titles are available including:

*Making bad shape*

*All about heaviness*

*Grovelling for life*

*The joy of being thick*

*21kyu in 21 days*

*Handicapped go*

*How to die in gote*

*Vulnerable – the games of Hoosakyu*

*Comic go*

*Nice tesuji; tesuji nice* (by Bruce Forsyth)

*Dictionary of joseki you'll never play* (53 volumes)

*Joke sekis*

*Semi-eyes - reducing your own liberties*

*The wrong direction*

*How to monkey jump like a monkey*

*Reaching shodan (You've no chance!)*

*Kage's secrets of chronic go*

*Test your go weakness*

*Wasting outward influence*

*Local thinking in joseki*

*Lessons in the funny mentals of go*

*Opening theory made difficult*

A 50% discount is being offered on all the books above in a special offer that expires at midnight on 1<sup>st</sup> April.

# GO JOTTINGS 11 – ERRATA

John Tilley

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There was a mistake in Problem 2 in [BGJ 190](#), Winter 2019-2020. Both the problem and solution are correct, as is the first incorrect variation. Unfortunately Diagram 3 and Diagram 4 were both wrong: I was trying to show a second incorrect variation that lead to the solution, but failed to do so. This problem is one of my favourites, so an annoying mistake on my part, which was kindly pointed out to me in an email from the USA.

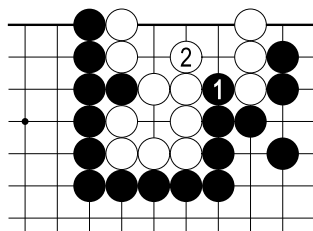


Diagram 3 – Replacement

❶ here is wrong as White can just play ❷.

Original Diagram 4 – ignore.

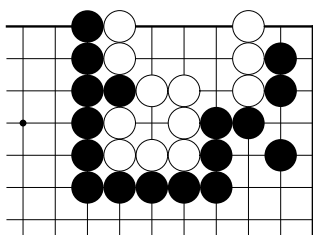


Diagram 1 – Black to play

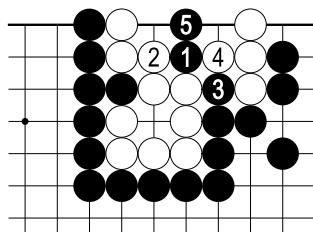


Diagram 4 – Solution

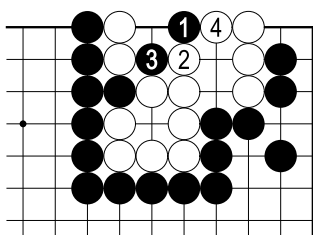


Diagram 2

❶ looks plausible, but it fails as White can sacrifice two stones to make a second eye.

Original diagrams 5, 6 and 7 show the solution – they are combined here into one diagram.

❶ is the vital point, White must protect the cutting point with ❷, then ❸ leaves White in dame zumari. When Black plays ❹, it might help you to count the liberties of each string – White’s left string (with the eye) has two liberties, the right-hand one has three. When White cuts with ❺, White is filling in one of his own liberties, so the right-hand string has now been reduced to just two liberties. Seeing this is the crux of this rather beautiful problem. □

# 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/issue195](http://www.britgo.org/bgj/issue195).

## Solution to Problem 1

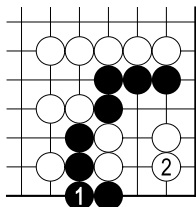


Diagram 1a (failure)

- ❶ Black only has two liberties. Connecting makes three, but White can make many more.

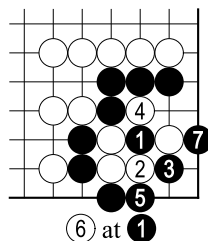


Diagram 1b (correct)

- ❶ So this is the correct play.
- ❷ Black must continue to play atari.
- ❸ White collapses.

## Solution to Problem 2

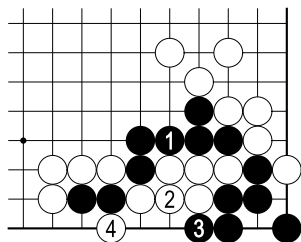


Diagram 2a (failure)

Black only has two liberties to the left, so if Black fills the outside liberty, White wins the race.

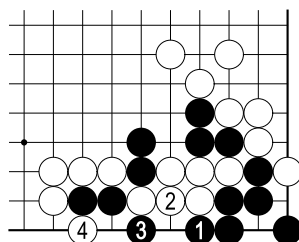


Diagram 2b (failure)

- ❶ This is not fast enough either.

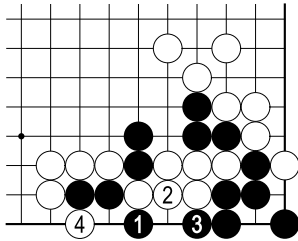


Diagram 2c (failure)

❶ Nor is this fast enough.

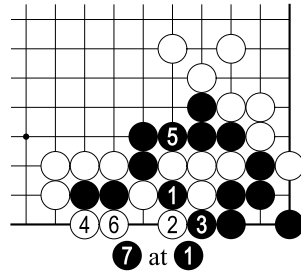


Diagram 2d (correct)

- ❶ This is the correct first play that stops White from playing there.
- ❸ Black catches White short of liberties.
- ❷ White can capture two but loses the rest.

### Solution to Problem 3

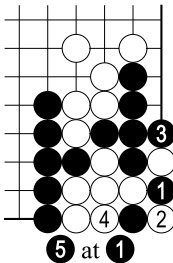


Diagram 3a (failure)

- ❶ Playing here is often a tesuji.
- ❷ However, White can make a ko (a one-move approach ko).

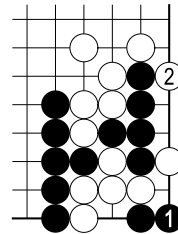


Diagram 3b (failure)

- ❶ This doesn't work either.
- ❷ After this, all Black's plays are self-atari.



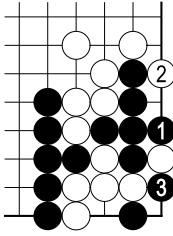


Diagram 3c (correct)

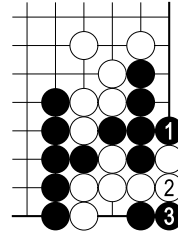


Diagram 3d (correct, variation)

- ① Just blocking here is the correct play.

### Solution to Problem 4

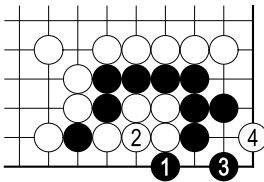


Diagram 4a (failure)

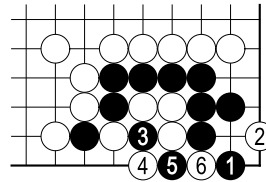


Diagram 4b (failure)

Black needs two plays to make two eyes in the corner.

- ⑥ This is a ko, with Black to find the first threat.

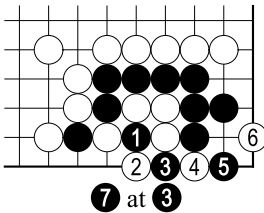


Diagram 4c (correct)

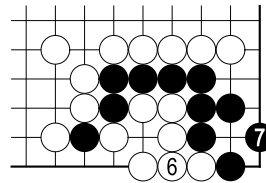


Diagram 4d (correct, variation)

- ① This is the best first play.
- ⑦ In this ko, White has to make the first threat, so this is the best sequence.

- ⑥ If White avoids the ko, Black lives.



## Solution to Problem 5

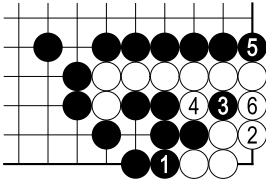


Diagram 5a (failure)

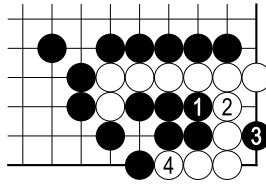


Diagram 5b (failure)

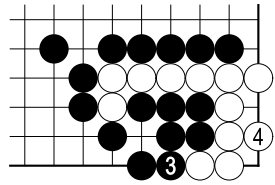


Diagram 5c (failure)

If White is allowed to play the 4-1 point, Black's shape is short of liberties.

This also fails to kill.

- ❶ If Black plays there White can live.

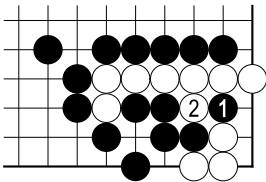


Diagram 5d (failure)

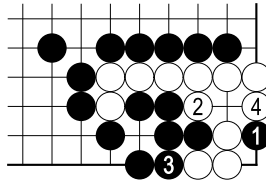


Diagram 5e (failure)

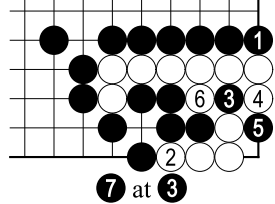


Diagram 5f (correct)

- ❶ Black can try this first move.
- ❷ But it fails quickly.
- ❶ This is the key point for two eyes.
- ❷ However White still lives.

- ❶ This calm move, filling the outside liberty, is the correct play.
- ❷ If White plays the 4-1 then this move catches White in bad shape.
- ❸ Snap-back shape.

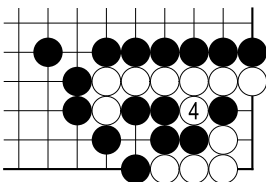


Diagram 5g (correct, variation)

- ❷ Self-atari.

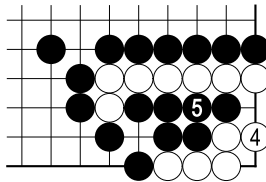


Diagram 5h (correct, variation)

- ❸ White is out of liberties.

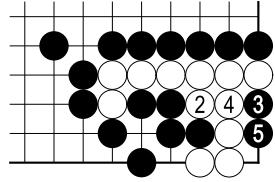


Diagram 5i (correct, variation)

- ❸ It is still self-atari for White to play 4-1.

□

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

## CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal is **6<sup>th</sup> July**.

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](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.

# TOURNAMENT HISTORIES VIII: WORLD AMATEUR

Tony Atkins

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The World Amateur Go Championship (WAGC) was started by the Nihon Ki-in in 1979, with the support of the Japanese government and the airline JAL. A fifteen-player knockout tournament was held in Tokyo and won by Nie Weiping from China. The second had 23 players and was won by a Japanese.



**Schlemper vs Gerlach 1993**



**Fukuoka TV Studio 1993**

After it was founded in 1982, the International Go Federation (IGF) took over the event. In 1983 the WAGC was held outside Tokyo for the first time and most years have seen it held in May or June, either in Tokyo or one of Japan's other cities and large towns. The venue is usually a hotel, conference or Go centre, but in 1993 a television studio was used, which gave perfect lighting.

The Ranka Year Book was launched by the IGF in 1985 to report on the event (and other international Go activities) and it continued for over 20 years of publication before changing to an online blog.

The 1987 event was the first held outside Japan when 34 players competed in Beijing. In the 1990s the number of countries represented grew through the 40s to 55 in 1999. Because of the SARS epidemic in 2003, the WAGC was cancelled in the spring and was replaced by a World Amateur Baduk Championship in Incheon, Korea, in the autumn.



**Taiko drums at opening ceremony  
2004**



**Winner's trophies in Kurashiki 2004**

The number of countries peaked at 68 between 2006 and 2008, but numbers then declined as instead of free JAL tickets for competitors, a reduced amount of sponsorship was available, meaning fewer countries could attend. Throughout the 2010s the event was held four times in China, once in Korea and once in Bangkok. The 40<sup>th</sup> edition in 2019 was held in Japan, in Matsue.

The 2020 event was cancelled but it is hoped the 2021 edition can still be run 2<sup>nd</sup> to 9<sup>th</sup> June in Vladivostok, the first time organised by a member of the European Go Federation, though still in Asia of course.

After forty editions China topped the winners' list, having taken the title 22 times. Japan had won eight times, Korea seven, Chinese Taipei twice and Hong Kong once.

The best western result came in 1991 when Ronald Schlemper of the Netherlands tied in first, but lost out on tie-break.



**Alex Rix (centre) watched by John Power 2004**

The UK sends a player each time, with Jon Diamond being the first in 1979. In all, 21 players have represented us, with some attending more than once. Matthew Macfadyen has attended nine times and has been an excellent fifth twice.

Nowadays our players strive just to end in the top half of the results list. In order to get selected you can either become British Champion or score points in the Challengers' League (or equivalent), or be lucky enough to be invited as a guest official; see [www.britgo.org/rebs/wamateur](http://www.britgo.org/rebs/wamateur) for the points table.