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*Front cover: The cover of the March 2022 edition of the European Go Journal – see the article in this edition and <https://eurogojournal.com/>.*

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# EDITORIAL

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British Go Journal 199

## Obituaries

In this edition, we fondly remember two great contributors to British Go – Bob Bagot and Ian Marsh. Ian provided the cartoons for the Journal and the BGA website for a number of years, under the *nom de plume* ‘Sideways Looking Persons’. When I first started editing the Journal, I (mis-)understood that Ian had wished to be anonymous. When I stopped in 2015, I asked for his permission to thank him by name. He replied that actually he had never wanted to be anonymous, and he thought it a great joke that anyone had ever thought so! The five problems in this edition are drawn from Ian’s Bracknell Tournament problem sheets.

We have heard of other UK Go players that have died over the last two years and regret that your club may have lost one of its valued members.

Sadly, John Gibson of the Irish Go Association has also died – see World News in this edition.

## Ukraine

In late February, Russia invaded Ukraine (again, recalling the events of 2014). It is hard to imagine the suffering of the Ukrainian people at this time and what the eventual outcome will be. The President’s Message describes the response of the European Go Federation. The Ukrainian Go Federation has information on how Ukraine and Ukrainian families can be helped at [ufgo.org/en/](http://ufgo.org/en/) and we have a letter from Charles Leedham-Green on the same subject.

Meanwhile, and in the circumstances with particular poignancy, it is a pleasure to celebrate the first year of the new European Go Journal with an article on its origins by its Ukrainian founder, European Go professional Artem Kachanovskiyi 2p, based on one which he prepared (and published in the EGJ) before the Russian invasion. In spite of all the difficulties, Artem continues to produce the EGJ. You can read what he says about this at [eurogojournal.com/blog/continuation-of-the-project/](http://eurogojournal.com/blog/continuation-of-the-project/).

## BGJ 200

A brief reminder that our next edition is number 200. As I wrote in the Editorial for BGJ 198, I would very much welcome contributions to help us celebrate this landmark!

*Pat Ridley*  
*May 2022*

## Credits

Many thanks to all those who have helped to produce this Journal.

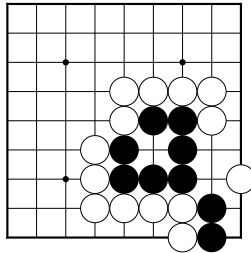
**Contributors:** Adrian Abrahams, Andrew Ambrose-Thurman, Tony Atkins, Martin Harvey, John Hobson, Richard Hunter, Artem Kachanovskyi, Toby Manning, Francis Roads, and John Tilley.

**Photographs:** All photographs in this edition were provided by the article authors, or are credited directly in the article.

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

**Front cover:** Artem Kachanovskyi.

## JOURNAL PROBLEM 1



Black to play

# LETTERS

## Support for Ukrainian Go Players

I have been asked to write a letter to the Journal on how we might, as a Go playing community, help our friends in Ukraine.

The BGA, unwittingly (I think) following the lead of the government, has so far proved better at attacking Russians than helping Ukrainian (and Russian) refugees.

The simplest way to help is to provide money. Logically speaking, people will give what they think is appropriate to relevant charities. But compassion is not logical, so people go on sponsored walks, and so forth. My parish is raising funds by having a Ukrainian concert.

I am not suggesting that the BGA put on a concert, but it might do something Go-related and designed to raise funds.

The more difficult option is to help Go refugees directly.

The logistical advantage of helping Go refugees rather than refugees in general is that we can set up personal communication. To this end, I have made contact with the Ukrainian Go Federation. I have a contact, herself a refugee, who is actively looking for Go refugees who might like to come to the UK. I don't know how many, if any, she will find.

There is also a human advantage in having a cultural link between host and guest.

If any reader of the Journal is considering hosting a refugee, I would encourage them to contact me, in confidence.

I have registered with the charity [PositiveActionH](#), and of course there are other charities trying to house refugees.

It is important that our efforts to help house refugees should be kept in balance. So I suggest that we do NOT advertise on public media such as Twitter. We don't want to be deluged with thousands of refugees seeking accommodation.

Of course, any help that we offer will be the personal responsibility of the person offering the help.

**Charles Leedham-Green**

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# PRESIDENT'S MESSAGE

Toby Manning

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



After the hiccup caused by the Omicron variant, our Tournament programme appears to be back on track. We had eight representatives at the European Youth Go Congress in Prague in March, while we had 57, 34 and 48 entries respectively at Cambridge (Trigantius), Cheshire (Frodsham) and the British Congress. I look forward to meeting many more of you over the board during the summer.

## **British Congress and AGM**

As announced elsewhere, the AGM will be held online on May 26 at 19:30. By holding it online we allow more members to attend – they do not have to attend the British Congress – and I hope that many of you will avail yourselves of the opportunity to help run the Organisation.

At the AGM will be Council's major proposal to convert to a Company Limited by Guarantee. We published our detailed proposals in February,

put the proposals out for consultation, and got many helpful responses. As a result of which we have made a number of minor amendments to the proposal. These, together with a lot of background information, can be seen at [www.britgo.org/conversion](http://www.britgo.org/conversion).

One of the significant issues that we have dealt with has been governance (please don't yawn). Our current Constitution is ambiguous between the collective responsibility of Council, and the individual responsibility of the Officers – the President, Treasurer and Secretary. For example, who has responsibility for Financial issues: Council or the Treasurer? With a Company, the position is very clear: the Board (i.e. Council) has collective responsibility, the Officers are responsible to Council as a whole, and our initial consultation therefore had the Officers appointed by Council. As a result of the consultation, we have reconsidered this, and we are now proposing that the Officers, as now, will be elected by the Members (although they will still be legally responsible to the Board).

I consider these proposals to represent an important move forward for the Association and hope that as many of you as possible will attend the meeting and support our proposals.

## **Ukraine**

Within a couple of days of Russia's invasion of Ukraine, Council discussed the position and decided to ask the European Go Federation to take action against Russia. Our







## Bob playing in the Northern, 1992

BGA stalwart Bob Bagot sadly passed away on Friday 4<sup>th</sup> March.

Bob's wife Lesley and sons Sam and Rob chose a family send-off rather than a public funeral. Adrian Abrahams, Helen Harvey and Martin Harvey attended the lunch buffet on 30<sup>th</sup> March near Settle. This obituary is based on their memories of Bob related there.

*Memories by Martin Harvey of Manchester Go Club.*

On a sporting level, we know that Bob excelled in table tennis, being a top player in Cheshire.

Bob showed even more strength and stamina, though, in tennis. He and his

wife Lesley both played for Stockton Heath Tennis Club, which is where fellow club members Helen and I first met them, some 40 years ago. Also, Lesley and I coincidentally attended the same evening course in beginners' guitar-playing, but please don't ask me to pick it up nowadays!

Stockton Heath is one of the strongest tennis clubs with, at the time, eight men's teams, playing in a top league in a strong Cheshire hotbed of tennis. With Bob a regular in the first team, Stockton Heath won the Warrington League on many occasions.

However, many were the times when Bob and I, after the men's tennis, would stay in the clubhouse, eating, drinking ... and playing Go. You can imagine the bemusement of visiting teams!

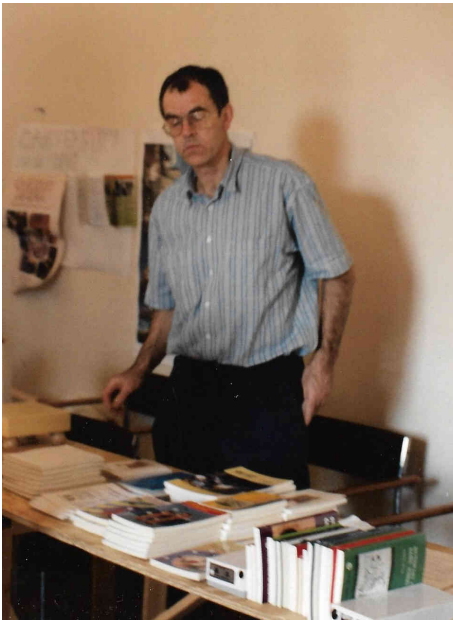
Also, Bob invited Helen and me to his house for Go on several occasions.

So, yes, Bob was one of those few lucky people, able to devote time to practising both sporting and intellectual pursuits.

- He reached the very high level of 2-dan in Go.
- Fewer than 1% of lifelong Go players reach that grade – and I know my own hopes are slim indeed ☺.
- Bob travelled to well over 100 tournaments, throughout the UK.
- He won the prestigious Northern Go tournament – often won by British Champions – not once, but twice in a row, winning all of his rounds in 2008 and 2009.

- He also finished in 1<sup>st</sup> place (out of the top 19 players) in the 2006 'British Candidates' leading event.
- He was a committed member of the British Go Association, doing much for the game, both locally and nationally.

Bob had been a teacher, so what could be more logical for him than to run a local Go and Chess club for kids. Bob was pleased that one of the lads he taught went on to help run a successful Go club of his own, over in the Isle of Man.



**Bob the Bookseller,  
at the British Go Congress,  
Nottingham 1992**

Bob undertook the unpaid role of Go-book buyer and distributor, indeed he was the second longest-serving, from 1987-1994. This involved him travelling with a selection of his

supply of newly ordered books to well over 100 Go tournaments the length of Britain. He was indebted to Lesley for allowing so many books in the house and letting him devote so much time to travelling and book-ordering. I'm sure Lesley highly approved ...? But who could blame her if at times she wished Bob hadn't taken the job on!

Bob and Lesley left Cheshire many years ago, moving to a few places, including Devon, before choosing Settle in North Yorkshire as their current home.

Not content with the book-distributor role, Bob also ran an annual Go tournament – the Three Peaks Tournament. And not just any old tournament but a (sadly rare) all-weekend one.

When Bob presented prizes at his Three Peaks tournaments, he took pride – every year! – in reminding us that the wine bottles were supplied by his son, and hence we could be "assured" that they were "of the finest Italian quality" ... which the assembled players duly applauded!

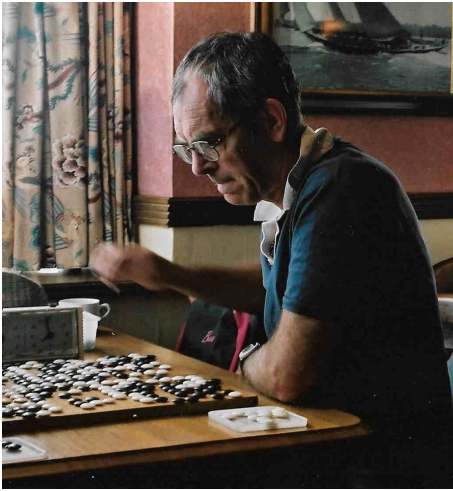
### **Martin Harvey**

~~~~~

*Memories by Adrian Abrahams  
(Lancaster Go Club).*

Bob and I became friends when he joined the Lancaster Go Club about 20 years ago. He would drive from Grange, then later from Ingleton, almost without fail every Wednesday night, come rain or shine. He was still playing Go on the internet until a few days before his sudden demise. It has to be said that he had been very frail for a few years, but that did not diminish his love for the game of Go. He was also a very keen cyclist – of the old school and never swapping

his cloth cycling cap for shiny new headgear. Cycling was the thing that cemented our friendship. We would make up a cycling trio that also included keen Go player, John Walsh, and ride out as far as the Lakes and around the Grange area. For quite some time, Lancaster Go Club was reduced to just us three, and Bob half-jokingly said we should call it the Lancaster Cycling and Go Club!



**Bob playing in the Cornish Open, 2000**

He nearly got us into hot water with a motorist passing far too fast past our elbows on a single-track road that follows Coniston Water – someone in a very large 4 x 4. Bob, in the lead, gave him that very common cycling salute to bad drivers. The Chelsea Tractor screeched to a halt and rapidly backed up. On my life, I tell you that when the driver got out to greet us, he was bigger than the 4x4. We just had to swallow the tirade of abuse that he bestowed upon us. If you want to get an idea of this man's build, look up Eddie Hall, one-time world's strongest

man. The moral here is: never ever give the finger.

Not many know that Bob's keenness for cycling led him and his son Rob, backed up by elder son Sam, to cycle from Land's End to John O'Groats (the 'LEJOG'), a distance of 874 miles. Bob is one of only two people that I have ever met to do this.

When asked, even years later, what his most significant memory of the ride was, this was the tale ... At a lunch rendezvous with Sam and the car, Bob gave Sam £10 for food for when they would meet up later again that evening.

It was a cold, wet and dark night when they rolled up many miles later to Sam's car, dreaming of hot pies and chips. Sam, when asked to hand out the hot supper or whatever, said "What food?". "You know, the food that I gave you the tenner for". "Oh" replied Sam, "I thought all the food was for me". He had scoffed the lot. To say that the air must have been blackened darker than by the man in the 4x4 would probably be no understatement.

This is not to forget that between them they raised £1,850 for the Motor Neurone Disease Association.

Finally, Bob, since you left our last OGS game unfinished, I hope you won't darken the air up there with expletives when I claim a win by default ☺.

### **Adrian Abrahams**

*Following the funeral, Martin adds:* The buffet was splendidly organised, as an episode if you like along the lines of the *This is your life* UK TV series. Several personal memories were given while we ate, drank, laughed and shed a tear. ▷

The few minutes' memories of one guest in particular stood out, for Adrian and me, from John Birt (Baron Birt). Those of a certain age will recall that John held, among an array of jobs in his distinguished career, the post of BBC Director-General (1992–2000). It transpired that Bob and John had

been best friends since they were both four years old. John's down-to-earth modesty, and his obvious affection for Bob, were heart-warming. Such was Bob's humility that he never name-dropped such friends, but I feel it's fitting to do so now on Bob's behalf. □

## IAN MARSH

1951-2022



**Ian with the Cornwall Go Stone  
Cornish Open, 2005**

Ian Marsh, the Bracknell Go Club secretary and Bracknell Tournament organiser from 1997 to 2018, was born in Ilfracombe and grew up in Plymouth, hence became one of those rare but loyal fellows, a Plymouth Argyle supporter. He gained a love of the outdoors through fishing and hiking with the scouts, which also led to a love of nature. After studying at Kingston Poly he took up computing at International Computers Limited (ICL). He was based at their Bracknell offices and an interest in puzzles soon saw him take up Go along with many colleagues at the local club.

He was 9 kyu by the first Bracknell Tournament in 1979, reached 1 kyu

in 1985, and was awarded his 1 dan certificate on 10<sup>th</sup> May 1998. He eventually took over the running of the local club, which had a public meeting on a Tuesday and a private meeting with supper on a Friday. Ian's role on Fridays was to provide the puddings and over the dozens of years that he did so, he never repeated a dessert!

He loved to set puzzles and when he took over running the local tournament each event had several side competitions to keep players amused between games. There was typically a caption contest (based on a photo from a previous tournament), a Go puzzle sheet, a word or logic puzzle, and a paper folding exercise.

He played in local tournaments, such as Maidenhead, Swindon and Arundel, and even had to play in his own Bracknell Tournament to make up the numbers, winning it in 2011. He loved to travel to the longer events such as the Three Peaks, Welsh Open in Barmouth, the Isle of Man and Cornwall. He played the Cornish Open every year since 2002 and won it twice, in 2005 and 2011. It was at these longer events that many players were able to learn of his love for nature and history. At home he was a member of both the local civic and natural history societies, writing tours of historic

Bracknell, measuring mature trees, chasing bats or counting damsel flies. After retiring from ICL, now known as Fujitsu, he kept links by being on the committee of the social club. This meant he could keep the Bracknell Go Club's Table Three quiz team going, attending (and often winning) the social club quizzes, despite nobody working there any longer. If the team was lucky he had saved a couple of clues from that day's Times Crossword, which he tackled every day as a keen cruciverbalist. He often contributed to the British Go Journal, including the Sideways Looking Persons series of humorous

Go cartoons, and was a very patient teacher with lower graded players. Unfortunately, Ian died suddenly on 27<sup>th</sup> January. A good contingent of Bracknell Go Club was able to attend his funeral at Easthampstead Crematorium on 16<sup>th</sup> February. Toby Manning represented the BGA and gave a valedictory speech on Ian's love of Go. His memory was then toasted in the usual way at the local pub. A very gentle congenial man with a big heart, his contribution to the Go scene will be surely missed.

**Tony Atkins**

□

In homage, a recent forgery in the style of Sideways Looking Persons



# GO JOTTINGS 20 – PART 1

## LOST IN TRANSLATION: YOKOTSUKE

John Tilley

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I recommended the book *Tesuji and Anti-Suji of Go* by Sakata 9p back in Go Jottings 13 ([BGJ192](#)) when I wrote about the "net tesuji". You can feel Sakata's excitement as he shows some remarkable tesuji and his frustration as he also demonstrates amateur mistakes. The book contains 61 model positions; each position can be read independently, with the appropriate tesuji demonstrated together with a corresponding bad way of playing (anti-suji).<sup>1</sup>

It was originally published by Yutopian in 1995 and it was available as a SmartGo book until earlier this year. However, when Yutopian ceased trading the rights were not transferred, so it is sadly no longer available.

One small criticism was the "fancy footwork (sabaki) suji" which appears as the translation for one occurrence of sabaki and not others. The actual example of this tesuji is difficult, I would have liked to have known more about it.

Late last year I was looking at all the tesuji types in *The Great Tesuji Dictionary* (Japanese – Nihon Kiin 1992) and trying to work out why some categories seemed to be missing. I started by looking at the names of the 45 tesuji, it struck me that there are one or two that I didn't recognise, e.g. "yokotsuke", and then a diagram on page 884 jumped out as it looked like the "fancy footwork (sabaki) suji" in T&AS (*Tesuji and Anti-Suji of Go*) mentioned above. Here it was called "yoko-tsuke" – the name from the Japanese – "side-attachment". ("yoko – side" and "tsuke – attachment".)

Figure 1 shows the example from *The Great Tesuji Dictionary* – similar to T&AS model 29.

White's three stones are in a tight spot – how can White handle this?

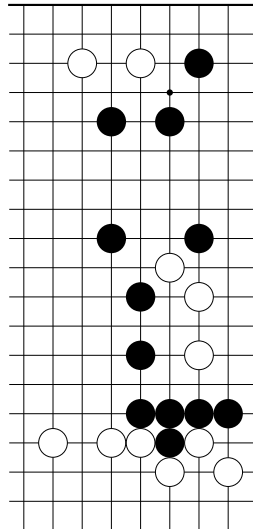


Figure 1

<sup>1</sup>A useful glossary of commonly used Go terms may be found at [www.britgo.org/bgj/glossary](http://www.britgo.org/bgj/glossary).

The contact move of ① is the tesuji here to make sabaki – a side attachment.

I find this a difficult move to spot, but here it works miracles!

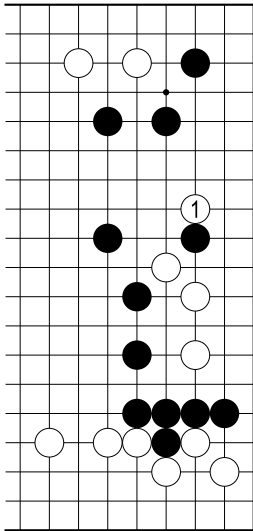


Figure 2

White can now push out with ③ and so on.

The sacrifice of ① has allowed White to make sabaki.

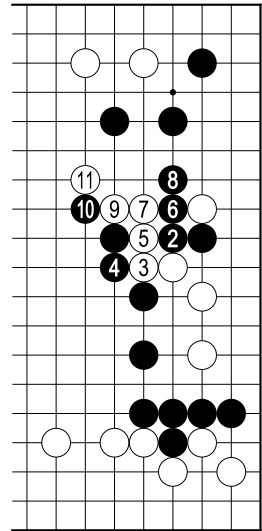
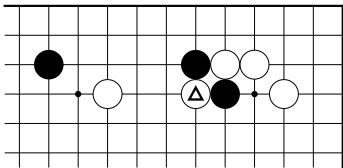


Figure 3

“Sabaki” is an important concept; it implies coping or handling things well when you are in trouble locally. This is probably because you are outnumbered and there are a large number of tesuji that can help. Sabaki often starts with a contact play (tsuke) as contact moves are forcing moves. In the problem here, the tesuji is surprising, which might explain the translator’s “fancy footwork”. Knowing the Japanese term for this tesuji won’t make you a stronger player, but knowing about sabaki and that contact plays like this exist might well help.

The next three problems are all examples of the side attachment tesuji – the answers are in Part 2 of this article, on page 36.

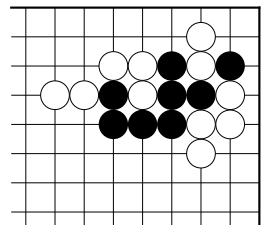


Problem 1

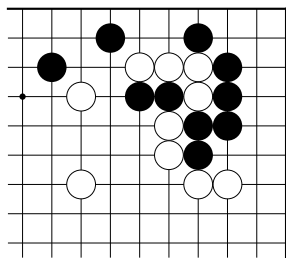
White’s marked cutting stone is causing Black grief.

The technique for handling this often occurs in games. Hint – for Black to play either of the two atari on White’s marked stone would be bad.

Black needs to settle his floating group of seven stones, else they will come under attack. There are some obvious moves, but do any of them work?



Problem 2



**Problem 3**

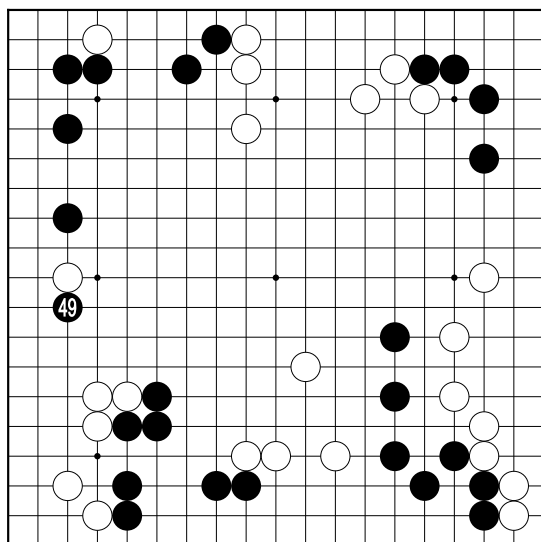
In Problem 3, Black could connect along the top in gote, but surely there is a better move?

Just over ten years after T&AS was published, the translator, Bob Terry, translated Yoda Norimoto's *Vital Points and Tesuji for Sabaki* into English and wrote "translator's notes" on page vi covering five Japanese terms, including sabaki.

This book was reviewed in [BGJ141](#). The terms "skillful finesse" (for tesuji) and "fancy footwork (sabaki) suji" did not help it gain a particularly favourable review.

I first came across the term "yoko-tsuke" some two years ago in Kiseido's book *A Survey of the Basic Tesujis*. It's at the back of the book (page 204) and the examples didn't look that exciting. However, Richard Bozulich describes it as "an effective tesuji when you want to make sabaki or invade your opponent's moyo" – the latter rang a bell.

Figure 4 has been in my Jottings collection since 1974, it shows the "yoko-tsuke" tesuji being used to invade territory and to win the British Championship – Paul Prescott (3d Black) v Jon Diamond (4d White). The somewhat surprising attachment of 49 is a "yoko-tsuke", but that term never appeared in the commentary, nor in English for many years. Iwamoto (9p) was surprised that an amateur 3 dan could spot this and one of the British commentators (Andrew Daly 2 dan) said "a brilliant move worthy of a British Champion". A textbook example.



**Figure 4**

49 here is a "yokotsuke" (side attachment) being used to invade and reduce White's territory.

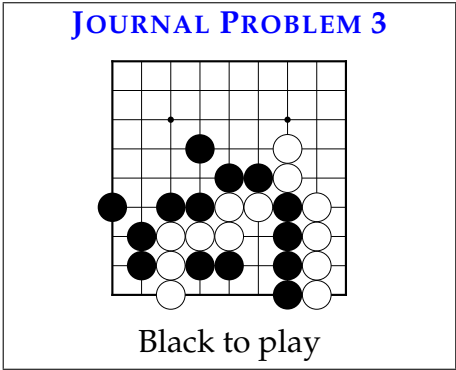
This game and the commentary with two explanatory diagrams of how to answer 49 is in [BGJ25](#) ([www.britgo.org/bgj/bgj025](http://www.britgo.org/bgj/bgj025)).



Forty-eight years ago no one watching the game was aware that this tesuji existed, so I suspect that this may still be the case for most SDK and even some lower dan players.

It has taken 48 years for me to discover the name of this tesuji and to realise just what it can do in actual games. The Great Tesuji Dictionary devotes 27 pages with 91 problems to “yokotsuke”, so in this article I have just scraped the surface, with examples of making sabaki, capturing stones (problems 2 and 3) and invading territory.

□



# TOURNAMENT HISTORIES XII: BRACKNELL

Tony Atkins

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Bracknell Go Club had a membership centred on the programmers of International Computers Limited (ICL), so when they started a tournament in 1979 it was natural to use the canteen and social club at the main Lovelace Road offices. The first event on 12<sup>th</sup> May attracted 46 players, mostly from the local club and from neighbouring Reading. This included Matthew Macfadyen who was the first winner. The organisers are listed as Bob Lyon, Charles Rose and Vincent West, and indeed Bob ran the event from then up to 1996.

Matthew won again in 1981 and other multiple winners were Terry Stacey (1982 and 1984), Jim Clare (1985, 1987 and also 1996) and Edmund Shaw (1989 and 1990). In 1985 the entry form stated that the £5 entry fee included lunch. The number attending climbed to 68 by 1980, and to 98 at the height of the Furze Platt and Brakenhale School period in 1989.

One problem encountered was late finishes to the events, mainly caused by the length of time taken to do manual pairings, and the time limits were adjusted to try and fix this. In 1985 it was 60 minutes plus 20 seconds byoyomi, which was changed to 70 minutes and 5 seconds and then to 70 minutes sudden death. This lateness problem also applied to the Shogi events run by the same team, but that was famously caused in one case by a very long game that ended in a draw.



Games 2002

In 1995 and 1996 the event could no longer be held at ICL because of rebuilding and the town's rugby club was used instead, which was a more expensive venue and had large photos of rugby players staring down at the participants. Confusingly, one of these was not on the traditional FA Cup Final day, unlike most of the previous editions.



Go outside 2003

1997 was the first event run by Ian Marsh, together with Clive Hendrie, with an email address shown on the form for the first time. This, and 1998, was held at the Brownlow Memorial Hall in Warfield. Conveniently, this was next to the Plough and Harrow, but their kitchen could not cope with the extra lunchtime demand. To help find the venue a separate directions page was added to the entry form, which previously just had a small line-drawn map.

From 1999 onwards the event confusingly left Bracknell and moved to the Woosehill Community Centre in the neighbouring town of Wokingham. This was handily situated next to Morrison's supermarket, but players had to get off at the correct station (Wokingham not Bracknell) to get the traditional ferry service to the venue. However, the venue was more expensive to hire and with falling attendances (typically 70 in the 1990s and 50 after 2000) entry fees went up every year until £10 was reached.

In 2003 a special cake was produced for the 25th edition and the Clive Hendrie Trophy was awarded first in 2010. Multiple winners in this period were Seong-June Kim and Young Kim (both twice), and Jon Diamond (four times).



25<sup>th</sup> cake

Organiser Ian Marsh won it himself in 2011 and the last edition in 2018 was won by Gong Cheng. With numbers dropping below 30 that year, it was decided to discontinue the event after 40 years.



Gong and Ian 2018



Thames Valley teams

Other Go events that have been held in Bracknell are the British Youth Championships, held five times in the 1990s at Brakenhale School, and the Thames Valley Team Tournament, held in 2002 at St Paul's Harman's Water.

□

# YOUTH NEWS

Tony Atkins

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## Teams

The UK Youth Go Team's third match of the European Youth Go Team Championship was against Romania on 15<sup>th</sup> January. Making his debut for the team, Jin Cheng lost by a small margin, but Scott Cobbold won his game by resignation. Andrew Volovich had a long game that ended with him ahead, too. Isabella Qiu's game started later and a large ko fight ended in her favour for another win. The fifth game was rescheduled for the next morning and Edmund Smith had to step in at short notice. His 4 dan opponent put him under time pressure and ultimately triumphed, as expected, to leave the match three games to two in the UK's favour.

The final match stretched out to four days over the weekend of 12<sup>th</sup> February. It was against Russia B. The UK team had the slight edge on paper, but the Russia B team comprised rapidly improving Under-12 players. Isabella played the first game early and won it comfortably. Claire Chen and Scott both won their games by resignation to take the match, though George Han ended up losing a very close game. In the last game, the following morning, Andrew was unable to defeat a stronger opponent. This made the result three games to two to the UK.

Russia was again champion, being undefeated. France (who had beaten the UK in round one) was second. The UK team's three wins meant they took third place. Congratulations to them and the team manager Alison Bexfield!

## February Online Rapid

For 2022 the online youth events are a mix of training, club meetups and tournaments on a Sunday afternoon. One of these was a rapid play tournament on 20<sup>th</sup> February. Thirteen players from 4k to 18k took part, with Lea Wong (4k London) winning all three games. Those above the bar winning two were Alexander Timperi (9k), Mark Kirillin (6k) and Sung-Hee Lim (6k). Oliver Bardsley (10k) and King-Hee Lim (13k) also won two.

## EYGC

The European Youth Go Championship returned to on-the-board games and was held in Prague from 10<sup>th</sup> to 12<sup>th</sup> March. Twenty players took part in a four-day training session before the tournament, with teaching by Andrii Kravets (1p), Lukáš Podpěra (7d), Jan Šimara (6d) and Adriana Tomšů (2d).



UK team at the EYGC

As usual, the championship was split into three sections and six rounds.

There were 32 players in the Under-12s. Bende Barcza (5k) of Hungary was the winner and Alper Sulak (1d) of Turkey was second. Our Andrew Volovich (7k) and Lukasz Kudla (10k) both won three to place equal eleventh.



**Lukasz Kudla (right) against Hungary's Csaba Kis-Gado in the Under-12 section**

In the Under-16s the best of the 42 players was Vsevolod Ovsienko (4d) from Ukraine, with Yuze Xing (2d) of Germany second. Lea Wong (4k) won three to end a creditable equal eighth and Lawrence Baker (17k) also won three.

In the Under-20 section, the first of the 40 players was Arved Pittner (5d) from Germany and the second was Davide Bernardis (4d) from Italy.

UK's Spike Shmoon (4k) was eighteenth with three wins; Edmund Smith (2k) had one win and David Baldwin (10k) four. Remarkably, Julia Volovich (11k) won five of her games, the only person below the top group in her section to do so.



**UK team practising**

Afterwards, the Ukrainian team thanked the organisers (Jana Hricová, Vladimír Daněk, Lukáš Podpěra and Adriana Tomšů) for the generous support for their players and to Cătălin Țăranu for assistance in getting through Romania to the Czech Republic from their war-torn country. (See also World News on page 39.)

### **School Teams**

On 3<sup>rd</sup> April the British School Team Championship was held online on OGS. As it was already Easter holidays for some schools, only six school and youth club teams took part. The draw was predetermined and players were allowed to accelerate the start of each round. So, with the youngsters playing very fast, an all-day event was finished by the end of lunchtime! 'Best School Team' was James Gillespie High School from Edinburgh (Hanna Kudla, Jan Kudla and Hanga Eory). 'Best Youth Team' was one from Cambridge consisting of Samuel Wu, Ruby and Rachel Zeng. These teams were both unbeaten. 'Best Junior School' was James Gillespie Primary School. As well as Jan, Hanga and Ruby, Andy Su of Radley School won all three games.

□

# BGA SECTION

**Colin Williams**

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



This is the first of what will be a regular page looking at news from the BGA. If you want to speak to the BGA about anything below please contact any member of the Council, or use [info@britgo.org](mailto:info@britgo.org).

## **Some of what the BGA has been doing for you**

- In March we sent a strong Youth contingent to the European Youth Championships in Prague: the results from this were included in the [March Youth Go Newsletter](#) (see also Youth News in this BGJ).
- The Youth group are planning for this year's Youth Go Camp at Caythorpe. This should be in August, and full details will be on the events calendar when available.
- The tournament levy that organisers pay to cover various costs including the use of BGA equipment has been significantly reduced. This is intended to encourage the post-Covid resumption of face-to-face tournament play. We are also looking at improving our stock of equipment available for tournament use.
- We have been in discussion with various Go equipment and service providers to obtain a number of discounts for BGA members. This is an ongoing task and as discounts are arranged you will be kept informed.
- A number of new clubs have asked about borrowing equipment to help them start up, and we are currently sending out both small board and 19x19 sets to them.
- The Tournaments Committee have been organising both the 2022 British Congress at Lancaster, and the Candidates event for the 2022 British Championship. As part of that, the qualifying and eligibility rules for the British Championship have been updated and can be seen on our website.
- We have been preparing for the AGM, which will be held online on May 26<sup>th</sup>, and would very much like to see many of you there.

## Where the BGA needs assistance

The BGA always has a longer wish list of actions than it has the resources to achieve, and we would warmly welcome help from any member who would like to volunteer to assist us. We have tasks appropriate to whatever time commitment you want to offer, and whatever aspect of supporting Go you want to be involved in. Some of the areas where we are especially looking for volunteers at the moment are:

- The BGA Council is currently operating with one fewer member than our target of eight. If you want to assist the BGA then please consider becoming a Council member. Being on the Council involves attending an online meeting once every two months, which is usually about two hours long, and taking part in various e-mail discussions between the meetings. Also, a council member usually volunteers to oversee one aspect of the BGA that they are particularly interested in. This can be of any size and usually generates a workload to match the size of the commitment (small or large). Council members are elected at the AGM, and we would welcome approaches from anyone who would like to become a Council member for the next year. Any current council member will happily talk you through what is involved.
- Assistance to run, or prepare for, any BGA events. This can be anything from answering pre-registration queries by e-mail, to doing the draw at the event.
- We would be grateful to know of people who are happy to occasionally act as a 'Ghost', which involves missing out a round in a tournament when we would otherwise have an odd number of players.
- We are actively looking for someone to take over running the annual PairGo championship from Francis Roads. Francis has expressed a wish to stand down after many years of notable service. He assures us that it's actually a simple event to organise. To date, one person has come forward, but we would welcome any others who are interested.
- Our Technology Committee has started looking at a refresh of the technology that the BGA uses. This is a large undertaking which will be broken down into many smaller tasks. Of particular interest at the moment would be anyone willing to assist with software development or administration. We have a number of gaps to fill, covering the variety of tools and services that we run, so would be interested to hear from anyone who might help, whatever their technical background.
- Pat Ridley, the BGJ Editor, always welcomes any articles for the BGJ. Anything will be welcomed, from recollections of playing Go in past decades, reports on tournaments or other events, to news about Go overseas that we may not have covered elsewhere.

□

# EUROPEAN GO JOURNAL: ORIGIN STORY AND FIRST ANNIVERSARY

Artem Kachanovskyi 2p

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

We published the twelfth issue of the European Go Journal in February this year – our first anniversary. Looking back, I feel like the idea of creating the European Go Journal had been hiding in the back of my mind for years before it began, waiting for the right moment to emerge. Let me tell you the story.

In September 2018 I flew to Vladivostok to attend the Eastern Economic Forum tournament. The European Go Federation (EGF) president Martin Stiassny was also there, and during one of our conversations, he asked me to write articles for the EGF website about major European Go events, because the head of the European Go news team had just stepped down. It would mean an additional source of income – exactly what I needed that year since my results in tournaments were not that good. I gladly agreed, and also suggested developing something bigger – a kind of a newsletter with additional study material like tsumego. In the end, we decided first to see how it went with the articles.

So I started writing articles mostly about the events I attended and received a lot of positive feedback from the readers. In February 2019 the EGF received a request from the International Go Federation (IGF) for a reporter who would write articles on European Go news for their website.<sup>1</sup> Martin passed this offer on to me and once again I was happy to take the

opportunity. It was a natural decision since I was already the main contributor to the news section of the EGF website. Since then, I have been writing two articles for the IGF website each month.



**Artem's children Misha (left, aged 1) and Polina (aged 2) teaching him a new joseki**

I remember talking about my idea of a newsletter including news and educational material with several more people, looking for collaborators. Perhaps I was not ready yet to start it all by myself. The response was always the same: “I will think about it”, and then I wouldn't hear anything back.

Tournament prize money has been my main source of income since 2017, after I left my job as a programmer to

<sup>1</sup>IGF website: [www.intergofed.org](http://www.intergofed.org).



follow my dream of making a living as a professional Go player. 2019 was one of my most successful years, and my total earnings from tournaments were more than enough to live in Ukraine, even taking into account the fact that I was married and had a child.

You all know what happened in 2020 – almost all of the competitions were cancelled due to the COVID-19 outbreak. My second child was born in October that year and it was time to think seriously about what to do next. I wondered whether I should go back to programming, but decided that I could first try to turn my hand to teaching Go. In January 2021 I joined the Polgote online Go school organized by Mateusz Surma 2p.

At Polgote I gave a lesson called ‘Improve the Middle Game’, for which I prepared a PDF file with positions for students to analyze and think about where the next move should be played. This taught me to create PDF files with quality diagrams using the GOWrite program, and before long I started thinking about writing a Go book. One sunny morning in February this idea somehow transformed into creating a monthly Go journal. I was so excited about it that I immediately began work and aimed to publish the first issue at the beginning of March.

I like to write; for me, it’s a kind of art. I am also strong enough at Go to create educational articles. I didn’t know if the project would be a success, but I believed in it – I felt like it was something that was missing in the European and Western Go world. A European Go Journal that is distributed worldwide – sounds good, don’t you think?

For the payment system, I opted for Patreon<sup>2</sup> – it was the most convenient solution, charging subscribers monthly. The Ukrainian postal system didn’t disappoint either: it delivers mail to nearly every country in the world, and the price for a letter or small package doesn’t depend on the destination, only the weight category. The printed journal would still count as a letter weighing between 50 and 250 grams, meaning that the price of delivery would be fixed at around €4. The printing cost was similar, which allowed me to set an acceptable price for the print copy (€15) while the digital version would cost €5. That sounded reasonable to me; I asked a few friends for their opinion, and they agreed that the price wasn’t too high.



**The Journal ready to be sent. The envelope is made of thick cardboard.**

According to feedback from our subscribers, the plastic envelope has saved journals from rain and puddles many times. You never know what happens to your mail on the way to its recipient, especially when sending it overseas. It took me a couple of

<sup>2</sup>The EGG’s page is at [www.patreon.com/europeangojournal/posts](http://www.patreon.com/europeangojournal/posts).

months to figure out the optimal solution.

My idea was to make the content educational, aesthetic and entertaining, so I made a list of topics for the first edition: 'Go News', 'Interview', 'Art & Photography', 'Let's Study with AI' and tsumego problems. I asked my friend Stanisław Frejłak, at that time 7-dan, to answer some interview questions because I knew that he is always glad to help and would do a great job. Kim Ouweleen and Camille Lévêque both agreed to contribute their drawings to the 'Art & Photography' chapter.

Everything was going according to plan, until the end of February. One morning I suddenly felt ill and lost consciousness. When the ambulance came to take me to hospital, I took my laptop with me just in case. It turned out that I had appendicitis and would need surgery. After the operation, I had to spend around one week in the hospital, so the final pages of the first edition of the European Go Journal were written from my sickbed.

I was so naïve to think that my English was good enough to write a whole publication alone. When all the text was ready, I asked Kim Ouweleen to take a look at it because I knew that he had experience in writing and editing books. I thought he would mostly have some advice regarding the design and layout. Kim kindly agreed to proofread the content and, to my surprise, he made numerous corrections to the text. Kim also agreed to proofread the future editions and gave me many valuable pieces of advice.

The moment of truth came when I published the first edition. I shared it free of charge, to let potential subscribers see what kind of content

the journal would contain, and wrote a special article for the EGF website to announce the project. It was hard to start the whole project from scratch; so many preparations were needed. It was also my first experience of entrepreneurship, if we can call it that. To my great surprise, the European Go Journal immediately received fantastic support from the Go community. I expected it to have between ten and twenty subscribers after the first month, but the actual number exceeded one hundred. Moreover, several people came forward to offer their help – to give just one example, in March Dai Junfu 8d began contributing his brilliant 'Thirty-Six Stratagems' series. I felt that my project had found an audience, and that inspired me a lot.



**Our covers always look great:  
here are the February and August  
2021 editions**

At the beginning of summer, two new proofreaders joined the team – Matt Partridge and Ian Polak-Kime, native speakers from the UK and US, respectively. They came as volunteers,

just asking if they could help the project. Wonderful, isn't it?

My brother Mykhailo Kachanovskyi 4d also helped me launch a website for the journal in September,<sup>3</sup> which was a great step ahead in marketing: now it's possible to buy past editions in a few clicks instead of sending an email and arranging payment separately. On the website, there is also information about the project; a complete description of each published issue; the articles that we share for free each month, and contact information.

Nowadays we sell around 300 copies of our magazine each month, counting both direct purchases through the website and subscriptions on Patreon. Approximately half of our readers opt for the printed version, and hard copies are distributed to around 25 countries in the world.

I am very happy with the quality of the content we produce, which has gradually matured: you can notice the difference when you compare the first editions and the recent ones. I hope we can keep up this high level and continue making our subscribers happy.

The project has become my main occupation and I invest a huge amount of time and energy into it, but it's worth it – I think my team and I create a great product. I am glad that I can support my family with this endeavor and also help Go artists and content makers earn some money from their passions. In the beginning, I worried a little that the project would have a detrimental effect on the quality of my play, but I am satisfied with my achievements in recent tournaments – second place in the

European Championship and a victory in the Grand Slam in December last year.



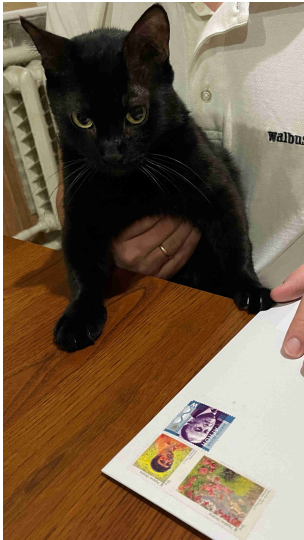
**Artem (right) and his brother Mykhailo prepare the journal for dispatch**

Our magazine also provides something to the Go fans who do not buy it. We publish articles on all the major European events and, if there is no dedicated article on the EGF website or elsewhere, we share them on our website for free. I believe that information about the most important events must be available free of charge.

Looking forward, I hope to involve more players in contributing to our journal. A great example is game commentaries: we have already published Stanisław Frejlik's review of his game from the final of the 6<sup>th</sup> European Professional Qualification, and Ilya Shikshin's review of his game from the final of the European Championship last year. I think it's interesting to see players' visions of

<sup>3</sup>Website of the European Go Journal: [eurogojournal.com](http://eurogojournal.com).

their own games, and I plan to ask the other professionals to comment on their games, as well.

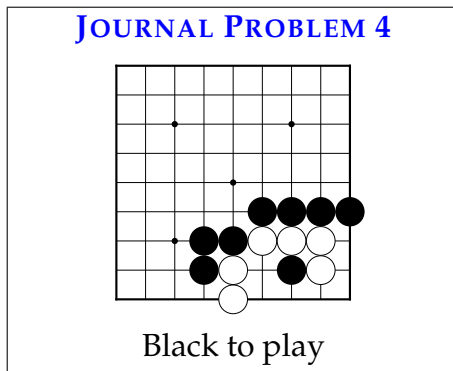


Artem's cat Neagra helps with the journal, too

I see the European Go Journal as a jigsaw puzzle that has gradually been completed. There are so many different pieces that have fallen into place, making this project what it is now. I especially appreciate all our team members:<sup>4</sup> proofreaders, content writers, artists, a photographer, and a website developer, as well as our occasional contributors. Without these people, our project would never have reached its current quality.

I would also like to say an immense thanks to all our subscribers for their continuous support. We are happy to create this content for you and will continue to do so as long as there are people to read it!

□



<sup>4</sup>The European Go Journal Team: [eurogojournal.com/team](http://eurogojournal.com/team).

# GO AT THE DURHAM ORIENTAL MUSEUM

Andrew Ambrose-Thurman

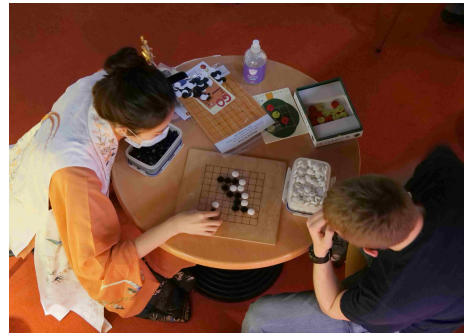
[andrew@ambrose.thurman.org.uk](mailto:andrew@ambrose.thurman.org.uk)

Durham Oriental Museum<sup>1</sup> celebrated the end of the Lunar New Year with a Lantern Festival. The museum had a number of different cultural events running through the evening, and Durham Go Club had a stall to teach people how to play.



We had a lot of interest – both from members of the public and from people involved in other events. Several people were taught how to play, and a lot more took away with them a free Go set complete with instructions so they could teach themselves.

we saw at the event, later started coming along to the club.



Other events through the evening included Chinese storytelling, a display of Korean drumming that filled the building, traditional Lunar New Year snacks, and a dragon dance that processed around the museum.

Ages ranged from young children upwards and some of the people, who

<sup>1</sup>[www.britgo.org/artefacts#durham](http://www.britgo.org/artefacts#durham) lists some Go-related items in this museum.

# IMPRESSIONS OF THE LONDON GO CENTRE

Francis Roads

[francis.roads@gmail.com](mailto:francis.roads@gmail.com)

My first visit to the London Go Centre, since it moved to its new and permanent home, the London Mindsports Centre, was for the T Mark Hall Rapid Play tournament on 6<sup>th</sup> November last year. It was an easy enough place to get to, being only a minute's walk from Ravenscourt Park station on the District Line. It belies its former existence as a Salvation Army citadel. The inside has been completely stripped out and rebuilt, with rooms on two stories. The centre had not then formally opened and construction work was still going on inside.

The T Mark Hall room, so named after the benefactor whose bequest made the move possible, can comfortably hold eight tables. There is a substantial Go library, with many Go books in both English and Japanese, and sets of the magazines *Go Review* and *Go World*, which flourished before the internet age. And the London Go Centre has the right to expand into other rooms on occasions for tournaments, as happened at the recent London Open Go Congress. There was no overseas entry, as you would expect, but 37 did attend, including a bevy of strong London-based Chinese players.

Those who remember the old London Go Centre in Belsize Park, which was open from 1974-78, will be interested in the comparison. That was a single-story building, with room for many more tables, open seven days a week, and used only for Go. It was financed by the Nihon Ki-in (Japan Go Association), who made it a condition

that it could not be used for other games, for which it would have been well suited. When their funding was withdrawn, it could not survive.

As well as playing rooms there is a café, an office, and the usual facilities. The café provides light meals and drinks, and the extent of the availability of these tends to vary. But as the Centre is less than a minute's walk from King Street, there is no lack of eating places close at hand. For those who like a stroll between rounds, the extensive Ravenscourt Park itself is nearby.

Most of the time the building is used by Bridge and Chess players. Hopefully, in time other mindsports such as Backgammon and Chinese Chess will use the Centre. And a separate section of the building has been made available for commercial usage, to bring in some revenue.



**Saturday afternoon club meeting in the T Mark Hall room**

Social Go is played on Wednesday evenings and Saturday afternoons. I have attended several of the Saturday sessions. They were well attended and, encouragingly, seem to be attracting a number of beginners and other players new to face-to-face Go.

Teaching sessions are planned for the future.

I can see only two slight negative considerations. Ravenscourt Park, which is near Hammersmith, is not exactly central London, but neither was the old LGC in Belsize Park (though now close proximity to the Underground station helps). This was inevitable, as buildings such as the Mindsports Centre are simply not available centrally – not at an affordable price, anyway. And it does depend on volunteers willing to curate the meetings. At present this responsibility is ably fulfilled by Gerry Gavigan, but it is to be hoped that other volunteers will come forward to form a curating team.

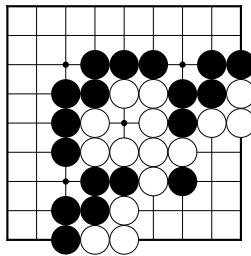
The LGC has just signed a 30-year agreement to occupy the premises on

advantageous financial terms with the Young Chelsea Bridge Club (which itself has entered into a 30-year lease with the owners of the property, a group of Bridge and Chess enthusiasts together with the LGC), giving it security and longevity. This should ensure its survival for many years so that it is not threatened by financial pressures, which did for the previous centre. The London Go Centre is a registered charity and individuals can therefore donate to the LGC as a charity and add gift aid as usual.

So as you will gather, I am delighted that T Mark's vision of a permanent home for Go in the capital has found fulfilment. It is hard to imagine that a better opportunity to do so could ever be found.

□

### JOURNAL PROBLEM 5



Black to play

We give this as a position to ponder! There are many possible variations. What would you do?

- Capture some stones?
- Go for a seki?
- Try for a ko?

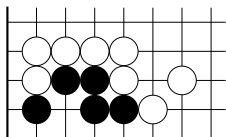
NB. No answer is given here, but see [www.britgo.org/bgj/issue199](http://www.britgo.org/bgj/issue199) for some possibilities.

# ADVICE FOR DOING TSUMEGO – PART SIX

Richard Hunter

PROBLEMS FROM PART FIVE IN BGJ 198

## Problem 1



Black to play

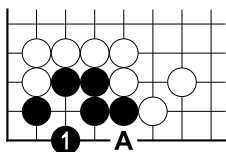


Diagram 1 – failure

❶ looks like the vital point. It makes one eye above on the second line and it seems to make a second eye on either the right or the left. However, that is a reading error. If White plays ❷ at A, Black does indeed get a second eye in the corner. Therefore ...

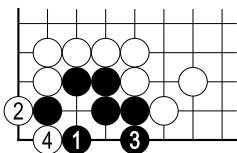


Diagram 2 - failure continuation

White plays in the corner with ❷. Black makes an eye on the right with ❸, but then White plays atari with ❹. Although this is also self-atari and Black can capture immediately, the position is a ko.

White can make a ko threat and if Black answers, White can recapture. Connecting would mean that Black has only one real eye and a false eye in the corner, so he has no choice but to fight the ko.

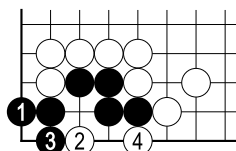


Diagram 3 – correct

Black must widen his eye space with ❶. This move can be a blind spot and this position comes up in real games. It is better to encounter it as a book problem in advance. Even if you get the problem wrong, that is fine. Look at the answer and try to remember it for the future. Absorbing it may take several repetitions, but it is a common problem that appears in many different books.

Many people do consider ❶ in Diagram 3 here and reject it because White will obviously play ❷. Then Black makes an eye in the corner with ❸ because a white move there would kill the group, but White responds with the hane of ❹, which threatens to connect out. Blocking on the first line at the 1-4 point would be self-atari for Black.

That is all true, but Black is overlooking a tesuji that he has available for his next move.



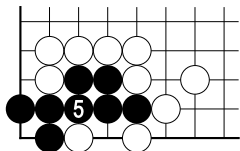


Diagram 4 - correct continuation

Instead of trying to separate White, Black plays atari from behind with ⑤. Now, if White connects up, all three of her stones will be in atari. This technique, which we saw in Part 2, is called *oiotoshi* in Japanese or 'connect and die' in English.

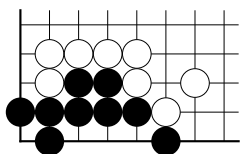
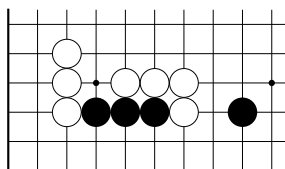


Diagram 5 - final result

This shows the final result after Black captures three stones in a row. Even if White plays a throw-in (at the 1-5 point), Black can capture (at 1-4) and still have sufficient space to make an eye (at 1-3).

### Problem 2



Black to play

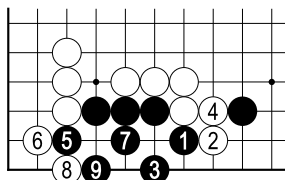


Diagram 6 - failure

Black starts by widening his eye space with ①. White blocks at ②, which threatens to capture ①. This is correct so far, but the key to this problem is how Black should defend. The hanging connection of ③ leads to a ko.

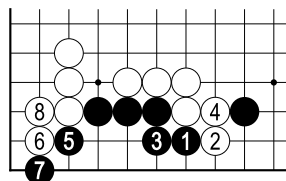


Diagram 7 - failure

The solid connection of ③ here is even worse. Black dies. Black may hope to get a ko with ⑦, but White resists the temptation and calmly connects with ⑧.

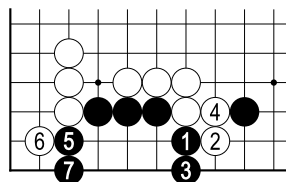


Diagram 8 - correct

Black must descend with ③. This move looks dangerous to many kyu players, and it is often not the best defence in an endgame position. However, endgame and life and death positions are different. ③ is the only move that lives unconditionally.

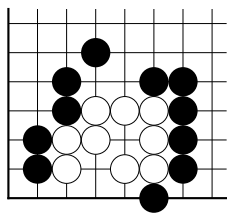
After White connects with ④, Black plays the same way on the left. The resulting shape is known as the 'comb formation', which is alive. It gives Black the largest possible eye space, which is just enough to live unconditionally. Please convince yourself of that. ▷

## Problem-solving technique

This part and the next part take a bit of a diversion and some of the positions range beyond tsumego.

An interesting trick that can sometimes help you to solve tsumego problems and read out positions in games is to mentally rearrange the sequence of moves. While some simple problems are one-move problems (一手詰碁), where you just have to read out the key point to play, many are three-move problems (三手詰碁): Black 1, White 2, Black 3. You identify the key move to play first, you read out White's strongest reply, and you decide how you will answer it and achieve your goal. Of course, you cannot change the order of moves on the board, but you can do so in your head. Consider Problem 3. This is a very simple problem chosen just to illustrate the technique.

### Problem 3



Black to play

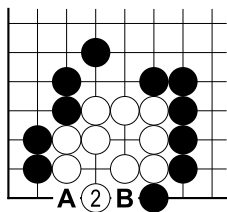


Diagram 9 – reading

You might think it is unnatural to get two moves in a row, but it does happen in

If Black thoughtlessly plays ① at A or B, White answers at ②. Then Black stops to think where to play next, but it is too late. There is nowhere to play ③ that works.

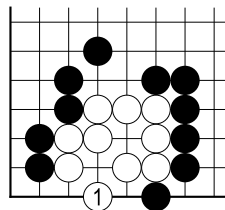


Diagram 10 – technique

Instead of the usual sequence of Black-White-Black, mentally consider White-Black-Black. After White takes the vital point with ①, can Black kill her even with two moves in a row? No, it should be obvious that he cannot.

Consequently, in Problem 3, Black's first move must prevent White from taking the vital point. There are two ways to do this: 1) the simplest and most common way is by occupying that point himself.

There is a second way, which is less common but does solve some harder positions: 2) play on a different point that makes it suicidal or ineffective for White to play the vital point next. An example of this latter way appears in the next part.

I first heard this move-order rearrangement trick from Matthew Macfadyen and thought it was very useful. I often pass it on when presenting tsumego problems to kyu players. A few years ago, I came across it in a YouTube video (in Japanese) by a professional Go player, which I shall discuss in the next part.

real games in local positions. Your opponent might decide to ignore your move and play elsewhere, allowing you to play a follow-up move. Or your move might be a ko threat that your opponent ignores in order to respond in the ko fight elsewhere on the board.

One interesting and unusual Go book that I have is a magazine supplement on the topic of ko. Some of the later problems in it concern whether moves played as ko threats actually work. Some are bad moves that leave you open to attack if you fail to add a defensive move in gote after White replies. Some incur a loss after White replies. Some fail to achieve their purpose. And some are genuine ko threats that threaten to make a large profit if ignored. They are a bit like status problems where you have no clues such as 'Black to kill' but instead have to decide whether a position is dead, alive, or unsettled.

An extension of this mental move-order rearrangement idea is to drop the initial two-move exchange. Instead of Black A, White B, Black C you just play Black C. This can be applied to one of the positions that we looked at in Part Three in BGJ 196. Consider Diagram 11.

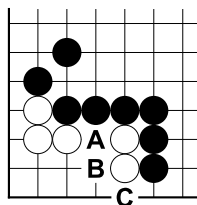


Diagram 11 – reading

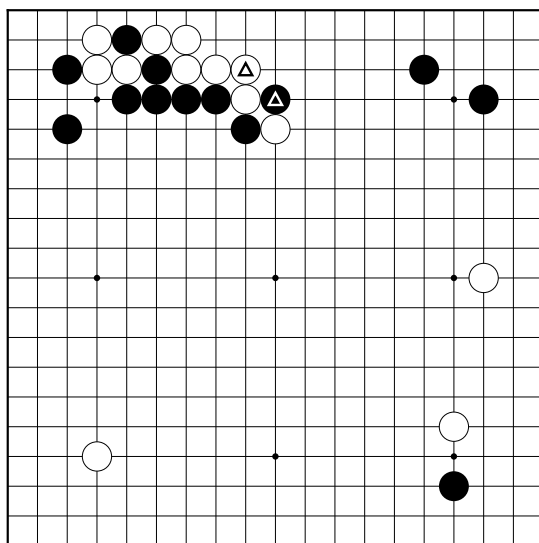
The sequence Black A, White B, Black C fails. White can live. Instead, you should resist the temptation to play the sente move of A and cut out the A-B exchange. Starting with ① at C is the correct technique in this position, which arises from a common joseki.

#### Problem 4

The same technique also comes up in opening and middle-game positions and it is a teaching point that I often highlight.

For example, in Problem 4, Black has just exchanged the marked stones: Black cut, putting a white stone in atari, and White connected.

What next?



Black to play

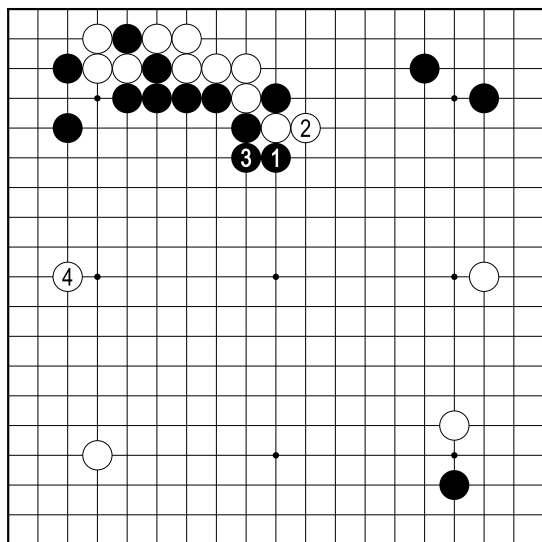


Diagram 12 – failure

Playing atari again is crude. White extends. Then Black, having only read that far in advance, realizes that he needs to defend at ③.

This often happens in games. Since ③ is gote, White gets sente and takes the big point of ④.

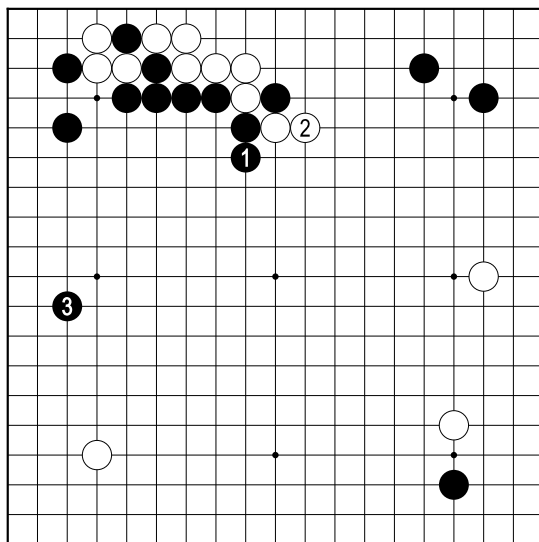


Diagram 13 – correct

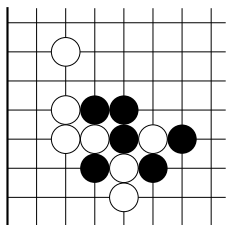
However, if Black refrains from exchanging ① for ② in Diagram 12 and simply extends at ① here, then White will probably defend, so Black gets sente to extend along the side.

This is a much better result for Black.

## PROBLEMS FOR PART SEVEN

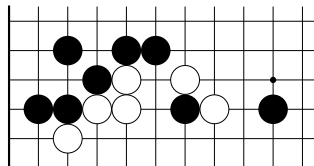
Below are two problems that I will discuss in the next part. These are tesuji problems rather than life and death problems. Black should aim to get the best result.

**Problem 5**



**Black to play**

**Problem 6**



**Black to play**

### Japanese

一手詰碁 *itte tsumego*

三手詰碁 *sante tsumego*

These words appear on the covers of several books that I have. They provide a useful indication of the difficulty of the problems. As noted above, 一手詰碁 *itte tsumego* means one-move problems and 三手詰碁 *sante tsumego* means three-move problems.

□

## THE JOURNAL ONLINE

### *BGJ Archive*

All past Journals are available online, at [www.britgo.org/bgj/bgj](http://www.britgo.org/bgj/bgj)

### *Journals and SGF files*

Copies of this, the preceding three journals and the SGF files for the problems and games, 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*

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).

# GO JOTTINGS 20 – PART 2

## LOST IN TRANSLATION: PROBLEM ANSWERS

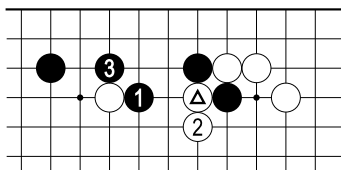
John Tilley

john@jtilley.co.uk

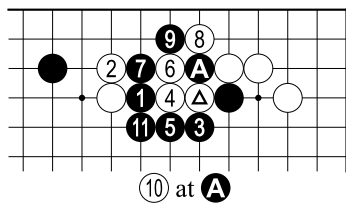
Here are the answers to the three problems given in “Go Jottings 20 – Part 1, Lost in translation: Yokotsuke” on page 12. (Please refer to Part 1 for the problem diagrams.)

### PROBLEM 1

Black should calmly attach with ① here (side attachment) and White’s best reply is ②.



Dia. 1



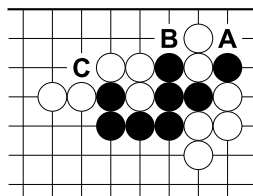
Dia. 2

If White replies to Black’s attachment with ② in Dia. 2, Black can squeeze White with the sequence ③ to ⑪, which is very good for Black. Once you have seen this, then the reason White played at ② in the previous diagram becomes clear.

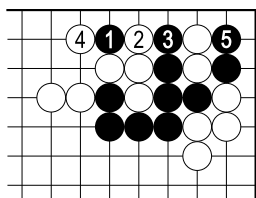
Please take the time to study this problem; similar positions often occur in actual games. Don’t start with an atari, it just makes White’s position stronger and Black’s task harder.

### PROBLEM 2

There seem to be several possibilities for Black. I suspect most SDK would try one of A, B or C in an actual game, but sadly none of these actually work – please verify this. If at first, you don’t succeed, please look again.



Dia. 3

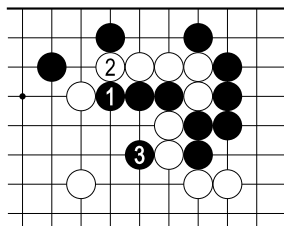


Dia. 4

① here is the answer, it's the side attachment tesuji. It puts a stone in the right place so that White can't defend the two weaknesses at **B** and **C** in the previous diagram. Here the side attachment tesuji is being used to capture stones.

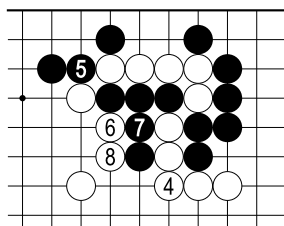
### PROBLEM 3

① looks promising, followed by ③, which looks like tesuji, but this doesn't work as White can play at ④ in the next diagram.



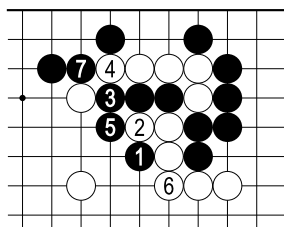
Dia. 5

Once White connects with ④ Black must cut with ⑤, but then ⑥ and ⑧ seal Black's fate.



Dia. 6

The side attachment at ① here does the trick. So often in Go, it's a question of playing the moves in another order. Once you can start doing this in your games, then your strength will rapidly start to improve.



Dia. 7

□

# UK NEWS

Tony Atkins

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UK tournament results are available at [www.britgo.org/results/12months](http://www.britgo.org/results/12months).

## Trigantius

Cambridge's Trigantius Tournament returned after just a year's break for Covid on Saturday 12<sup>th</sup> March. To mark its centenary, St Philip's Church in Mill Road had reconstructed its building as a flexible community space with a café and meeting rooms. This made an excellent venue for the tournament, with the top boards in the entrance hall and the rest in the nave of the church. The location was appreciated for its closeness to local shops and cafés, and for being in walking distance from the railway station. The only downside was that it was not so easy to wander around the ancient streets and colleges in the spring sunshine.



Playing room in St. Philip's Church

A limit had been set at 60 entries and, after a couple of dropouts, the number of players was 57; this compared very favourably with the 47 of the 2020 edition. Numbers were swelled by a big group from Tonbridge School and a large number of Chinese students,

mostly very strong. The bar was thus set at an unprecedented 5 dan. Some higher-rated 4 dans were promoted to get eight players above the bar, but then unfortunately two were then drawn down in round one to play players below the bar, leading to two players above the bar ending unbeaten. A SOS (Sum of Opponents' Scores) tie-break split them, with Bristol's Yaoling Yang taking a top spot yet again; Cambridge University's Zherui Xu had to settle for second place. Chinese players also took the next five places.

Prizes were awarded to those winning all three of their games: Bruno Poltronieri (3d Cambridge), Scott Cobbold (1d Wanstead), Michael Pickles (3k Wymondham), Frank Visser (5k Den Haag), Ken Kneller (6k no club) and Aorja Harris (12k Stevenage).

## Cheshire

After skipping two years, the Cheshire Go Tournament was back for its 22<sup>nd</sup> edition, held at the community centre in Frodsham as usual. Saturday 19<sup>th</sup> March was the day before the official first day of (astronomical) spring, but the weather confirmed that (meteorological) spring was well underway, with a beautiful, warm and sunny day.

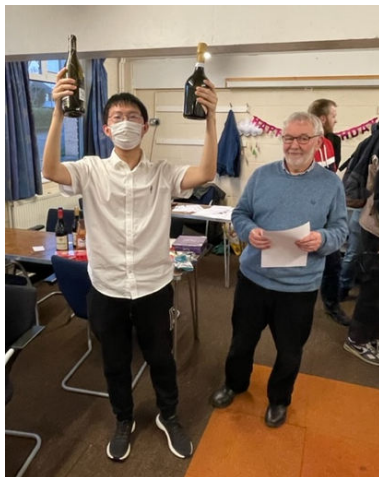
There was the usual good turnout of pupils from Cheadle Hulme School; Sheffield University, Lancaster, Liverpool and Chester were also well represented. Of the 34 participants, no



less than fifteen players were in their first tournament and the grades ranged from the four 5 dans down to the six players at 35 kyu.

Runyi Wu (5d) from Sheffield University took first place, in his first tournament in the UK. In second place (on tie-break from Tianyi Chen (5d Liverpool)) was Changhao Huang (5d Liverpool).

Below the bar, winning all three games, the prizewinners were Joseph Violet (8k Nottingham), Daniel Kelsall (17k Cheadle Hulme School) and Rohit Surapaneni (35k Cheadle Hulme School). James Zhao (28k Cheadle Hulme School), won all 12 of his games in the 13x13 side event.



**Runyi Wu, with tournament organiser Tony Pitchford**

□

~ ~ ~

## WORLD NEWS

### Tony Atkins

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*For summaries and sgf files of the UK matches in the Pandanet Go European Team Championships described below, see [www.britgo.org/events/euroteams2021](http://www.britgo.org/events/euroteams2021).*

### Pandanet Teams

As reported in BGJ 198, one game in the match with Switzerland had been abandoned because of connection problems. In the end, it was voided, which meant the UK lost two games to one. The UK team was thus hoping to do better against South Africa on 18<sup>th</sup> January. Indeed when Bruno Poltronieri played the first board on the Saturday before and beat the very strong Victor Chow, a win looked possible. On the match Tuesday, in the other games, Des Cann won his game

against Andrew Davies by a small margin, but Jon Diamond and Alison Bexfield both lost (to Chris Welsh and Andre Connell) making the match a draw. The team stayed in eighth place, just above the relegation zone.

For the 8<sup>th</sup> February match the UK was against the Italian team, then in the top half of the league table. Alex Kent lost his game against Matias Pankoke, Jon Diamond arrived late and then lost quickly against Alessandro Pace, Des Cann lost to Carlo Metta (all by resignation) and

Jamie Taylor played Davide Minieri, eventually losing a long game. As the teams below (Croatia and South Africa) also lost, this four-nil defeat meant the team stayed eighth.

A month later the team played top-placed team Austria. All four games each lasted a long time. Jamie Taylor killed a big enough group belonging to Lisa Mayer to not worry about losing a side and won by 11.5. Alex Kent captured a small middle, but lost a side, and resigned to Schayan Hamrah when his last attack came to nothing. Bruno Poltronieri fought well against the very strong Viktor Lin but ended up 5.5 behind. Des Cann was pushed around by Bojan Cvjetkovic and resigned when the last fight failed. This loss meant the team slipped to ninth after Croatia beat Switzerland to move above them.

### **April Rip-Off**

The Dublin players are now alternating their Confucius Cup with a Rip-Off Tournament. With the Cup delayed until the autumn, the second Rip-Off came close on the heels of the first edition held only at the end of October. This time 17 players took part, including a visitor from Poland and one from England.

Sadly, however, it did not include the father of Irish Go who died in March. John Gibson (1948-2022) was the Irish Go Association secretary for many years (only quitting the committee when suffering declining health), the host of the 2001 European Congress, European Go Federation secretary for three years and had made many BGA players welcome in Dublin over the last thirty years. He was regarded as

an authority on the technique of the rip-off, having reached 1k at his peak.<sup>1</sup>



**John Gibson  
updating the results in 1996**

In the tournament on 4<sup>th</sup> April, it was the visitor from London, Gong Cheng (3d), who won all three of his games to take first place. Matei Garcia (1d) lost to him in the last round to take second and the reigning champion Xinqun Lu (3d) was third. As usual, the day was rounded off upstairs in the Teachers' Club bar before hitting a Chinese restaurant.

### **Play Go For Ukraine**

We report in Youth News (page 18) that Ukrainian team members and members of their families had difficulties travelling to the European Youth Go Championships in the Czech Republic. About 25 people, mainly mothers and children, were unable to return to Ukraine afterwards and are now staying in different countries.

<sup>1</sup>There is an obituary for John on the Irish Go Association website, at [www.irish-go.org/2022/03/20/john-gibson-1948-2022/](http://www.irish-go.org/2022/03/20/john-gibson-1948-2022/).



**Hwang In-Seong**

Hwang In-Seong, 8 dan<sup>2</sup>, organised an initiative, 'Play Go for Ukraine', to raise funds to help with the living expenses of the families.

A volunteer team of 12 teachers and four helpers, and with the help of the EGF, arranged a series of simultaneous teaching games<sup>3</sup> played between 25<sup>th</sup> March and 20<sup>th</sup> April, in

return for donations. We understand that there were some 80 participants and around 3,000€ was raised. In-Seong had the idea for this after having organised a similar event to raise funds for a deaf Go player in Korea who was also losing his vision.



**Poster advertising the fund-raising event for Ukrainian families<sup>4</sup>**

<sup>2</sup>Hwang In-Seong is a Korean professional Go teacher based in Grenoble and the main teacher of the [Yunguseng Dojang](#) Go school.

<sup>3</sup>More details at [goteachers.org](https://goteachers.org).

<sup>4</sup>Reproduced by kind permission of the graphic artist and Go player, Camille Lévêque. Her website, with many examples of Go-related art, is at <https://sillons-traces.fr/>.

# WHY IS THERE A NO SUICIDE RULE?

John Hobson

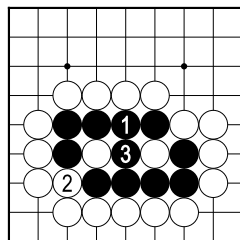
[john.a.hobson@hotmail.com](mailto:john.a.hobson@hotmail.com)

I have mentioned this before<sup>1</sup> but it was a long time ago and it may be of interest again, as the topic is raised again in the last issue.

Suicide is not permitted in BGA (and AGA, Japanese and Chinese) rules. There are rule sets in which it is permitted, as described by Sensei's Library<sup>2</sup>, including the Ing rules that have been used at European Go Congresses. Committing suicide can affect the number of ko threats that are immediately available. In addition, there are some very rare situations where committing suicide can allow an otherwise dead group to live in seki. But would we really need a special rule to cover such incredibly unlikely scenarios? I am still not sure whether these warrant a no-suicide rule. As Sensei's Library notes "For the vast majority of the cases, even if suicide is allowed, it only causes a loss of stones and/or points to oneself".

Consider the solution given to Problem 6 in [BGJ 198](#), page 43 (see right), the correct move is ①. White is forbidden from playing at 3 because of the 'no suicide rule'.

But why is this? Let us say White did play at 3 anyway. He would have reduced the liberties of his own stones to zero, so they would be removed from the board and given to Black. Black would then have to play at 3 to live.



I did originally think the no suicide rule affected the number of ko threats, but here it doesn't. If White commits suicide by playing at 3, his stones are removed and Black can live by playing at 3, making five points in total. This is one ko threat. But if Black lives by playing at 1, White still has a ko threat at 2, but now Black only gets four points. White loses one point by committing suicide and the number of ko threats is unaltered, so why would he want to do it?

So what is the purpose of the no suicide rule? Is it for aesthetic reasons? Surely it is not to prevent White from throwing away a point? But one of the attractions of Go is how few rules it needs. Why add one for no reason?

I suppose you could arrange some sort of seki in which White can't play at 2, but in that case Black would be able to live at 3 and then play at 2 himself to break the seki. In this case, White may be able to argue that Black couldn't remove the seki stones without first playing 3 and then 2, which would affect the score. And if this was the end of the game, in BGA or AGA rules, wouldn't White have to hand over a stone to Black if he passed? So the score wouldn't be affected anyway.

□

<sup>1</sup>See [BGJ 176](#), Summer 2016, p. 19.

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

# SOLUTIONS TO THE JOURNAL PROBLEMS

The SGF files for these problems are to be found at [www.britgo.org/bgj/issue199](http://www.britgo.org/bgj/issue199).

## Solution to Problem 1

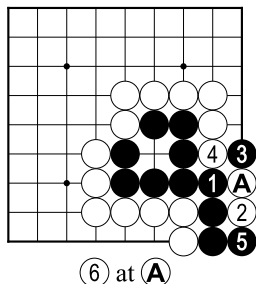


Diagram 1a (failure)

⑥ This takes away the eye.

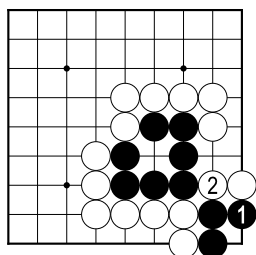


Diagram 1b (failure – variation)

① This is too early.

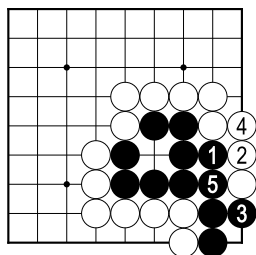


Diagram 1c (correct)

- ① Black threatens to cut off the white stone.
- ③ Black makes two eyes.

## Solution to Problem 2

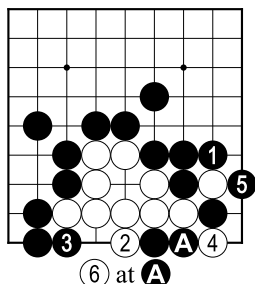


Diagram 2a (failure)

⑥ White makes her second eye.

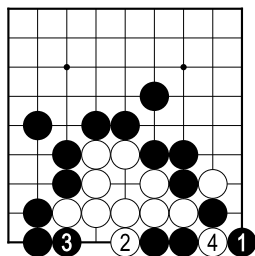


Diagram 2b (correct)

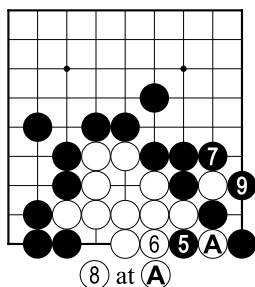


Diagram 2c (correct – continued)

⑨ White's eye at the bottom will stay false, even if she captures above 1 in Diagram 2b.



### Solution to Problem 3

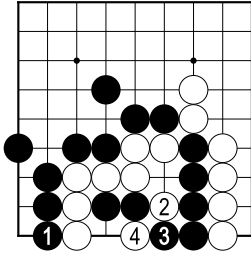


Diagram 3a (failure)

④ Double snap-back – Black fails.

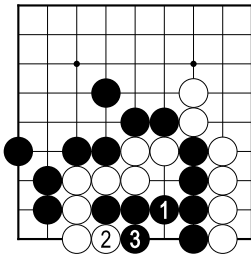


Diagram 3b (correct)

- ① Here or one line lower is correct.
- ③ Black wins – one eye vs. no eye.  
Filling Black's inside liberty above  
① would be self-atari for White.

### Solution to Problem 4

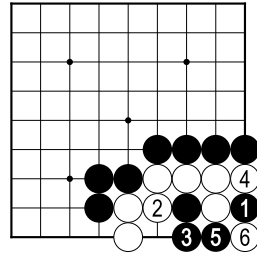


Diagram 4a (failure)

- ① White has a chance if Black plays here first.
- ② This is White's best response.
- ⑤ Ko.

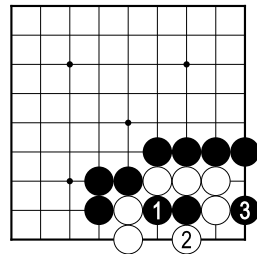


Diagram 4b (correct)

- ③ Now White will only make one eye.

□

## ASSOCIATION CONTACT INFORMATION

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*Youth Go discussion list:* [youth-go@britgo.org](mailto:youth-go@britgo.org), intended for junior players and their parents, Go teachers, people who run junior Go clubs and tournaments, and youth Go organisers.

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

## CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal is **1<sup>st</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.

