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BGA website: <http://www.britgo.org/>

BGA email list: gotalk@britgo.org

used for general discussion and announcements - control from:

<http://three.pairlist.net/mailman/listinfo/gotalk>

For discussion of how the BGA operates: bga-policy@britgo.org

<http://two.pairlist.net/mailman/listinfo/bga-policy>

EDITORIAL

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Welcome to my first attempt at producing *your* Journal.

It has been a steep learning curve, selecting and editing the material and learning the typesetting process; most of which is directly inherited from Jenny Radcliffe's approach.

Some time ago, there was a brief discussion on GoTalk about the **permanent record** of the BGA, so some changes have been made in this issue of the Journal. Your new editor looks forward to your feedback with some trepidation.

In This Issue

There is obviously a struggle to get the balance right in every Journal. This issue has fewer game records than usual for technical reasons (lack of contributions, my ineptitude and time). This is balanced with some great travelogues from T Mark, Tony, and Natasha of their, and other travellers, adventures representing the UK in the Far East.

A response from Nick to Geoff Kaniuk's series on refereeing shows how the least obvious rules can have a significant effect. Also included is a technical article on Chinese counting by Andrei, and our President has dug in his archives for a teaching approach.

Mixed in with this is a little light humour, a book review, the 2006 outgoing President's review and a few problems. I hope you will all find time to enjoy this Journal.

Credits

Biggest thanks of all go to our contributors. Without them there is no Journal. Especially for the UK and World News from Tony, without whom there would be no true Journal, and for his significant help with proof reading.

The technical help and advice from Jenny, Andrei, Brian, and Jan van der Steen was most appreciated. The moral support from Andy Brixey, accompanied by the management support from Ron and Brian were the driving factors that 'made it happen'. More thanks to Ron, with PhotoShop, for making the pictures look so much better, and typesetting his own article.

Proof Readers for this issue included all the contributors, and extra help from Simon Goss, Jon Diamond, Nick Wedd, Edmund Stephen-Smith, David Woodnutt, Bei Ge and Matthew Macfadyen.

My thanks to all; the remaining mistakes are all my fault.

The Final Game

My friend and I offer a personal thanks to Nick Wedd for hosting the final game of last year's British Championship and accepting us as spectators.

The electric atmosphere during the latter moments of that deciding game remain unforgettable.

Size and frequency

The changes in UK postal rates have strongly suggested that the Journal be restricted in size for most issues to stay within the basic 100g band; with the strong intention to return to 4 issues per year.

Consequently some regular sections such as the glossary and clubs list have been pruned to make more space for articles. All that information is available on <http://www.britgo.org>

I hope the future of the Journal will concentrate on being 'a good bedtime read', a true historical record of the state of UK Go, whilst still providing technical articles for those spare moments when you want to sit down alone with a goban and just forget the world.

Technical / More of the Future

Whilst trying to avoid the proverbial bus, it would be useful if more of us learnt the processes of making this Journal. Technology changes of course, but this MiKTeX L^AT_EX approach seems a very sound core for now. Many thanks again, Jenny.

The benefits: well anyone can do it with a reasonable PC and using *Free* GNU license style software. sfg2misc on gobase.org provides some of the diagrams. Direct L^AT_EX setting with igo.sty provides some others and the little stones for move numbers in the commentaries. Our thanks to all those software authors.

Andrei has provided a modified part of sfg2tex to produce his diagrams.

All Journal contributors are encouraged to learn some of these techniques of typesetting Go board positions.

Barry Chandler

UK NEWS

Tony Atkins

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Thames Valley Team Tournament

Eight teams competed for the Broken Go Stone Trophy and the handmade chocolate egg. Edwina Lee hosted the event at Bourne End Community Centre on Easter Monday on behalf of Maidenhead Club, who graciously combined their two teams to make an even number.

They won the event beating a guest team from Cambridge in the final. Prizes went to best individuals and to Xinyi Lu who won the 10×10 side event again.

London International Teams

Four teams of five players attended the Nippon club in Piccadilly for the Spring International Teams match on Saint George's Day. The Central London Club was the victor again, with 11 points, ahead of Cambridge on 8, Nippon on 7 and Wanstead on 4. The Autumn event was held at ISH, home of the Central London Go Club, on 16th September. The home team proved the strongest and won the event for the fourth time in a row, scoring 11. Cambridge scored 8, Nippon Club 6 and Wanstead 5.

British Go Championship

The British Open and British Lightning (held in 2006 at Lancaster Grammar School and the Gregson Community Centre) are separate from the events of the British Go Championship.

The Candidates' Tournament, the first stage of the Championship, moved back to the May Bank Holiday and changed to 6 rounds under the modified system. Also the qualifying level was reduced, so that 28 players took part having achieved a rating at or above 1900 in 2005. The venue this year was Cambridge Selwyn College. Winner with a straight 6 was Bei Ge. With 5 wins were Des Cann and Alex Rix. The top four on 4 wins also qualified: Matthew Cocke, Paul Christie, Francis Roads and Alistair Wall.

The Letchworth Settlement, an education centre, was in mid-June the venue for the long weekend of the Challengers' League. The above qualifiers joined with British Champion Matthew Macfadyen to decide who would play this year's title match.

Two players took an early lead, with Macfadyen and Ge getting ahead. They stayed ahead and Matthew won their encounter to take first spot. Bei was second and so would challenge Matthew for the title. Neatly all the players beat the players placed below, so the rest of the ordering was: Cocke, Rix, Cann, Roads, Wall and Christie.

The title games were held from the Epsom Tournament in July through to early December. Each game was won by white, with the result that Bei Ge became the new British Champion by 3 games to 2.

Bar-Low

17 players (plus a dan-grade ghost) attended the Bar-Low kyu-players

only tournament in Cambridge on 7th May. It was part of the Mind Sports Olympiad weekend held at Netherhall Upper School. Paul Tabor, 1k Epsom, was the overall Bar-Low winner with 5 wins. Ukrit Mankong, 2k Cambridge, came second with 4. Third place was taken by Maria Tabor, 5k, and Ken Dackombe, 13k, also won 4.

Bracknell

A week later was the Bracknell Tournament, again held at its venue in Wokingham. Best of the 50 players was Roman Pszonka, the Polish 3d from Maidenhead. Second place (also on 3) was local player Clive Hendrie, 2d. All on 3 wins got prizes, as did Will Brooks for the caption contest and Jim Clare for the Go Puzzle competition. Ron Bell won the 13×13 and the new team prize was shared by Maidenhead and Brighton. At lunch time Simon Goss gave a lecture as part of the new Shodan Challenge programme.

Pair Go

This year the British Pair Go Championships were held as usual at the Foxcombe Lodge Hotel, Boars Hill near Oxford on 21st May. The plants selected as prizes by organiser Francis Roads were cacti and bamboo to avoid wilting, though it did not matter as the sun did not appear until it was time for the group photo at the end. Last year's winners Natasha Regan and Matthew Cocke lost in round 2 to Kirsty Healey and Matthew Macfadyen. These two managed to beat new pairing Jenny Radcliffe and Tim Hunt in the final, to take the championship for the tenth time. Lizzy Abbott and Matt Scott got the fighting spirit prize at their first appearance. In the 7-pair handicap group the

winner was Bournemouth's Jackie Chai and John Johnstone. Francis Roads deserved the handicap section fighting spirit prize for playing solo against the 23k pairing, but actually it went to that pair, Pip and Patrick Ridley from Cheshire, for easily beating him on 26 stones. Best dressed pair was Elinor Brooks and France Ellul. Music quiz winners were Pauline and Steve Bailey with Jil Segerman scoring 35 out of 40, and second was Alex Selby with 31.

Scottish Open

The Scottish Open moved south again this year to the Mason's Hall in the centre of Dundee on the weekend of 27th May. A big increase in attendance saw 38 players take part, with lots of new local players, as well as players from North-East England and some from even further away. The night before the tournament, a 14-player lightning small board handicap event was won by Peter Clinch with 8/9. The winner of the Open was the strong Chinese 5d from Glasgow, Ben He, who won all 6. Second on 5 wins was Jiang Dongming, 1d Glasgow, and Neil McLean, 2k Elgin, was third like last year with 4.5. Four players on 5 won generous book token prizes and everyone went home with Dundee marmalade and jam, thanks to sponsor Real Time Worlds.

Welsh Open

The 14th Welsh Open at Barmouth on 10th/11th June was won as always by Matthew Macfadyen, 6d; this put him on 68 wins unbeaten at the event. David Ward, 4d Cambridge, was second on 4/5. Prizes for 5 wins went to Phil Ward-Ackland and Paul Trebbett; Luke Oram won 4. 30 players took part and enjoyed the venue of the

Min-Y-Mor Hotel, the glorious seaside sunshine and evening meals at local restaurants. A lecture by Matthew, on how and when to read, was well received (part of the Shodan Challenge). For the first time the draw was done by computer with no ill effects, apart from David Ward having to play down against a 2k, Geoff Kaniuk, in the last round, yet having some scary moments.

Durham

The following weekend, Durham only found a venue for the tournament (the Shincliffe Room at St Aidan's College) with a week to spare and the Challengers' was on (results texted direct to Durham), so an attendance of 32 was pretty good. Guest lunch speaker David Ward won all 6 games to take the first prize. Club mate Will Brooks lost only to him to come second and Alan Thornton was third with 4 wins. Some local players did well with Chris Barnett, 4k, coming fourth with 4.5, Andrew Thurman winning 4 and Will Hornby winning 3 out of 4. York's Andrew Smith, 10k, was unstoppable winning all 6.

On-line

Over 150 games were played in the third BGA KGS Tournament, played on the Kiseido Go Server during June and directed this year by Stuart Barthropp. The joint tournament winners were Alan Cameron and Andrew Simons. There were lots of other category winners.

UK Go Challenge

26 of the best players from 10 school heats, and other youngsters, met for the finals of the third UK Go Challenge Finals at Loughborough Grammar School on 2nd July at the start of

National Go Week. Overall top place winners were first William Brooks, second Maria Tabor (also Best Girl) and third Matthew Hathrell. Top boy and girl won a LG Chocolate mobile and all the age-group winners won LG MP3 players kindly donated by LG Electronics UK Ltd. There were many other prizes for those winning games, in fact something for all. Trophies went to Aston, the champion school, and Milton, the champion primary school.

Epsom

The fifth Epsom Tournament was held in July (on the 8th), instead of the usual August, so that it was part of National Go Week. It attracted 48 players. Winner for the third year running was young Li Shen. He beat Alex Selby in the last round.



All players on two and three wins got prizes thanks to sponsor Forbidden Technologies. Harriss Cook won the 13×13 side event, and the 9×9 was won by Peter Fisher with $9/12$. Cambridge won the team prize uncontested. In a side room Bei Ge and

Matthew Macfadyen were competing for the British Championship, with game one also being broadcast on KGS thanks to some of the players taking byes; commentary was by Guo Juan. After the tournament Bei analysed the game in the nearby Yates's.

Isle of Man Go Week

The Isle of Man Go Week in Port Erin is the best Go holiday week anywhere. It happens every two years and this year, starting on the 19th August, it was made even more international than it usually is by hosting the European Women's Championship over the first three days.

Unfortunately players from some countries had to withdraw because of the then current transport difficulties, so only eight women took part, half from the UK, and the number of rounds was cut from 5 to 3. Unbeaten winner was the student from Czechia Klara Zaloudkova. Second was Natasha Regan and third was Sue Paterson. The Women's ended with a reception attended by Manx politician Mrs Pam Crowe MLC, who presented the trophies.

47 players took part in the main tournament. After 5 rounds players unbeaten were the winner, Piers Shepperson (for the third time in a row), and Ingrid Jendrzewski, 14k Cambridge. All players on 4 won a wooden Go stone. The 33 player afternoon tournament was won by Matthew Cocke who was the losing finalist in 2004; this time he beat Will Brooks in the final. Only two others won all 3 games, namely Stuart Barthropp, placed second, and Wim Versteegen, 5k Netherlands.

The Handicap Tournament was split by SOS tie-break as four players won $4/5$. The winner was Simon Billouet,

3d France, second was Demian Walvisch, 11k Belgium, third Christian Scarff, 2d Swindon, and fourth Alex Selby, 3d Cambridge. The Rengo (Pair Go) winners were Matthew Cocke and Jenny Radcliffe; they beat Geoff Kaniuk and Sue Paterson in the final.

The 13×13 winner was Jonathan Englefield and in the Continuous Lightning Demian Walvisch won the play-off beating Will Brooks (stopping his four year reign on this title). The quiz was won by Off We Go (Bailey, Bailey, Bell, Pusey and Kaniuk). Paul Barnard won the first entry prize and Charlotte Bexfield won the Sand Castle Competition.

As usual the week rounded off with the prize giving dinner and some singing. Congratulations must go to David and Leo Phillips, Ed and Celia Marshall and the Isle of Man players for running this substantial event yet again.

Mind Sports Olympiad

The 10th MSO moved back to London from Manchester. The venue was the Marylebone Road building of the University of Westminster, though lack of signs outside made it less than obvious that anything was going on. The main event on Bank Holiday Monday was the Rapid. Six players played all-play-all and the winner from Spain was Paco Garcia de la Banda, 3d. In an exciting battle between two 3k for Silver, Andrei Sokolov won by 3.5 points against Brian Dackombe. Also in the morning was a beginners' event with three competitors, won by 17 year old Nicholas Calderwood from London, who had only been playing 5 days. The main Open Go event took place on the last Saturday. 16 players took part, including the arbiter Tony

Atkins, which (according to the organisers) was disappointingly less than the number who played Scrabble. Winner again was Alistair Wall with 3/3. Silver place and Junior Gold went to Will Brooks.



Bronze went to Brian Dackombe, this time beating Andrei Sokolov in the last round. Two lads from Norwich School took the other junior places: Zaichen Lu took the Silver and Henry Anderson Brown took Bronze and also the prize for best kyu player with 3 wins.

Cornwall

23 players took part in the Cornish Handicap Tournament on the Saturday 9th September in the Yacht Inn in Penzance. Winner of the Go Bowls trophy was local player Robert Churchill, 16k. He beat another local, Rob White 17 kyu, in the final. Five players won 3 games. Also 23 players took part in the Cornwall Tournament on the Sunday. Winner of the Devon Go Stone for the first time was Edmund Shaw from Bracknell who beat local John Culmer in the final. Players winning all three were Swindons Eric Hall and Elinor Brooks.

East Midlands

On the following Sunday, with the help of several of the clubs in the East Midlands area, a new event took

place at the National Space Centre in Leicester. 36 players took part and had a chance to visit the exhibitions as well as play Go. Winner was Simon Shiu, who had often won the former Leicester Tournament. Second were Alan Thornton and Sam Aitken. Two other players won all 3, namely Edwina Lee and Ken Dackombe.

Milton Keynes

A week later, 46 players attended the Open University for the 18th Milton Keynes Tournament. Bei Ge, the local 5 dan, was playing in the title game, so there was a new tournament winner. This was Alex Selby who beat Granville Wright in the last round. 6 players got prizes for 2.5 or 3 wins. The final game to finish decided that the best team was Farnborough Village with 7/9, just ahead of Cambridge on 10/14. The MK Go winner was Jonathan Englefield with a perfect 7. At lunch time T Mark Hall gave a talk on how to study professional games, as part of the Shodan Challenge.

Fife

On the first Saturday in October, the second Fife Go Tournament attracted

16 players to the Age Concern Hall in Cupar. This was the perfect number for a 4 round handicap tournament. The deciding match saw Neil McLean defeat Pete Clinch, 12k Dundee, in a hard fought 9 stone+24 komi game; other players winning prizes for 3 wins were Donald Macleod, Phil Blamire and Karl Naylor.

The third title game was taking place at the same time in Cambridge; many players took a keen interest in this game thanks to the live relay on KGS.

Wessex

The Wessex Tournament saw a new 3 round format and a new venue of the J.N. Fear Institute in Keynsham near Bristol. It was, however, still the last Sunday in October, the day the clocks went back. Winner was Mike Charles. Second was Matthew Crosby, tied with Natasha Regan and Matthew Cocke playing as a pair. Players winning all 3 were Helen Harvey, Martin Harvey, Steve Bailey, Ron Bell, Andrew Smith, Duncan Fowler and Patrick Ridley. 48 players took part.

Up-to-date news is available at <http://www.britgo.org/news/> and via subscription to the e-Newsletter.

THE BGA ANALYST

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David Ward would like to remind the membership of the analysis service available to members; and to mention that with age he has mellowed so will now refrain from making any disrespectful comments.

OUTGOING PRESIDENT'S REPORT, 2005-6

Simon Goss

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Member Services

In 2005 Jenny Radcliffe took over from Andy Brixey as Journal Editor and Tony Atkins from Tim Hunt as Tournament Coordinator. Anna Griffiths stood down as Press Officer, a role which is currently fulfilled by the President. All the other officials providing member services remained the same throughout the calendar year. In 2006 Geoff Kaniuk has taken over from Toby Manning as Championships Organiser and David Hall from Steve Bailey as Journal Backnumbers Officer. I thank all the officials for their excellent work and the generous donation of their time and effort.

In the Summer we held a survey of the membership's views on the British Championship system and, as a result, made some changes, especially to qualification for the Candidates' Tournament, which is now more inclusive. Council has made this year's changes, not expecting them to be the final perfect answer, but in the hope that they will prove to be a step in the right direction. Further review is likely and there may be further adjustments.

Player Development

Yuki Shigeno led a women's study weekend in Oxford in October. 12 women took part.

The teaching day that regularly takes place on the day before the West Surrey Handicap was attended

this year by about 20 people plus 4 teachers.

UK Go Challenge

The second UK Go Challenge attracted 18 schools, down from the 23 of 2004, but the number of participants in the final more than doubled from 19 in 2004 to 46 in 2005, partly due to the ideal venue at Loughborough Endowed Schools, and partly due to the extremely generous prizes of music centres and mobile phones donated by LG Electronics UK Ltd. Tony Atkins managed the event very skilfully and stayed well within the budget that Council had voted to underwrite the event. Tony is once again managing the 2006 UK Go Challenge.

European Pair Go Championships

We hosted the 2005 European Pair Go Championships at the Hitachi offices in Maidenhead, with their generous support. Anna Griffiths managed the project with flair, and it was a great success. A novel side event was the Triangle Tournament, specially conceived by Tony Atkins to allow participation by players who wanted to but could not find a partner. Tony and Steve Bailey generously arranged a buffet dinner and barn dance for the Saturday evening.

Outreach

The high rate of Go introductions has continued thanks to the ongoing efforts of Peter Wendes, who has achieved over 12,000 introductions in the past four years, and many BGA volunteers. The 60th anniversary of the Atom Bomb Game was marked by



an event led by Peter at the Imperial War Museum in London.

Finances

In last year's report I predicted a loss of about £1000 for 2005, and a return to break-even in 2006. In fact, we show a profit of about £600 for 2005, but this is a result of sending out only two issues of the Journal, which costs roughly £1500 per issue. A larger number of journal issues is predicted for 2006, but last year's increase in subscription and levy rates will have greater effect, so I see no reason to amend the prediction of break-even for 2006 provided that the new Council continues the policy of tight financial management adopted in 2005. Council is not proposing any change to the subscription and levy rates for 2006.

Salve et Vale

Normally I conclude my report with a brief list of major projects planned for the coming year, but this year I am moving on, and my successor will present next year's plans at another stage of the meeting.

It is a huge privilege to be the president of an organisation like the BGA, and I thank the members who have given me the opportunity to do this job, and the Council members and all the BGA officials for their generous support throughout my five years in office.

Sometimes it has been a bit of a white knuckle ride – in my time there have been three BGA secretaries, three journal editors, three webmasters and three championships organisers. But, thank heavens, just one treasurer, one membership secretary, one book seller, one newsletter editor and one auditor. These jobs are vital to the success and

indeed the viability of the BGA, and I specially thank Mark, Kathleen, Gerry, Jil and Alison for their constancy and their professionalism in doing them.

A lot has happened in the last five years, but the most notable by far has been the promotion of Go in schools. When I was first elected in 2001, four school visits to introduce Go in one year would have been a record, and neither I nor (as far as I know) my predecessor had heard of Peter Wendes. Today, Peter already counts over 12,000 people to whom he has introduced Go, and is still going strong.

We now have an army of nearly 30 BGA volunteers ready to visit schools to introduce Go, and teachers' packs consisting of 9x9 sets and display boards in 5 regions for their use. The UK Go Challenge, conceived and introduced by Paul Smith and now managed by Tony Atkins, is in its third year. A new development this year is an on-line BGA Youth Go Grand Prix being run by Mike Lynn on the Kurnik Go server.

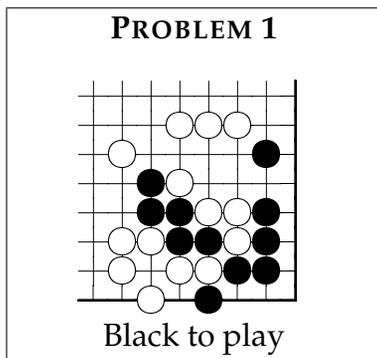
Promoting Go to youth like this is a long game. Few children join the BGA or go to tournaments, which are quite adult-oriented. Many who take up Go for a while as pre-teens drop it as teenagers, especially when exams loom. But in time at least some of these youngsters will re-emerge as adult Go players, and/or as the parents and teachers of the next generation of young Go enthusiasts.

The work we are now doing with youth is, I believe, the foundation for a growth in British Go in a few years' time, and I deeply hope that the new officers and Council will want to continue support for it. But I must say also that I feel that there is no point

promoting Go unless we can then offer something really attractive to those who take it up. While outreach is vital to creating interest in Go, member services, in the broadest sense, are essential to sustaining it. People who take up Go do so not merely as an alternative to Snakes and Ladders, but because they are intrigued and

inspired by its challenges. So it is vital that we have an interesting championship, interesting publications for established players, tournaments, and activities to support improvers.

I wish the new officers and Council success in sustaining and expanding these activities, and as much fun and satisfaction as I have had in doing it.



10 YEARS AGO

Tony Atkins

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In May 1996, local Berkshire player Jim Clare won the Bracknell Tournament and John Rickard broke the Wanstead dominance of the Scottish Open. The Challengers' Tournament, a change from normal format as a seeded Swiss, was won by Matthew Macfadyen who went on to Challenge Shutai Zhang for the championship. Scoring three wins were Cocke, Rickard, Matthews and Cann. Des Cann won Leicester and Matthew Macfadyen won at Barmouth despite bad weather grounding the seagulls and dragons.

The British Pair Go at the Crossroads Hotel in Weedon was won for the first time by Tony Atkins and Alison Jones,

as Matthew Macfadyen and Kirsty Healey were not playing together that year. Thorstein Thorsteinsson won the second Devon, whilst Alistair Wall won the tournament run to celebrate the wedding of Yvonne Mao and Paul Margetts at Epsom Downs. Matthew Cocke and T.Mark Hall squeezed Macfadyen out of a tie-break to win the Northern in Manchester; T Mark also won in Milton Keynes at the OU.

A one-off event at the Bank of China in London attracted 88 players, best of whom was Shutai Zhang; Shutai was also top scorer at the London International Team Tournament. Later in the autumn Joe Hampton won

Shrewsbury and John Rickard won the Wessex.

The Three Peaks was won by Reading club's Hennie Groot Lipman (1 dan). T. Mark won both Swindon and the West Surrey Handicap. At both events Shutai and Matthew were playing games in the title match, which went to the Chinese doctor 3-1.

New at the BGA was the web site which had been started by Harry Fearnley in Oxford and soon moved to its own Demon domain.

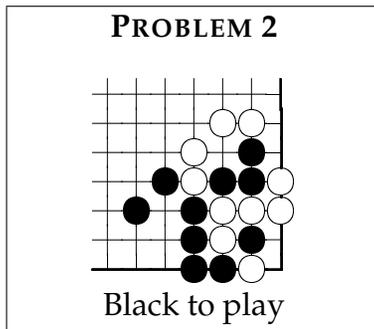
Matthew Macfadyen attended the World Amateur in Omachi, Japan. China was first and Matthew came 19th out of 45 countries thanks to a tough draw. In Europe, Cambridge Club raised a team to represent the BGA at the European Team Championships in Zlin, Czech Republic. They did better than they expected.

Amsterdam had been won by Wataru from Paris, whilst Guo Juan won Hamburg. Lazarev won in his native Russia and in Helsinki. Guo won the Fujitsu Grand Prix by one point from Victor Bogdanov, thanks to her win at the European Go Congress. The 40th Congress was held in Abano Terme near to Venice. Rob van Zeijst was

second in the championship and Lee Hyuk won the Weekend Tournament. Des Cann was the Liar Dice champion. The US Go Congress in Cleveland was won by Danning Jiang.

At the FOST Cup for computer Go, Handtalk beat Go++ by Mick Reiss into second place. In the Obayashi Cup in Amsterdam Shutai Zhang lost to Chinese girl Pei Zhao in the semi-final, but she lost to Guo Juan in the final. Sue Paterson represented the UK at the Womens World Amateur in Japan.

Also in Japan, Cho Chikun was winning most of the top titles. He won the Kisei (against Kobayashi Satoru), Meijin (against Takemiya), Honinbo (against Ryu Shikun) and both the NHK and Lightning TV tournaments. Ryu won the Tengen (against Rin Kaiho) and Oza (against O Rissei), whilst Yoda won the Gosei and Judan and the first international Samsung Tournament. In China, Ma was winning everything but he lost the Fujitsu Cup to Yi Chang-ho. Yi won nearly all the Korean titles, graciously letting his teacher Cho Hunhyu win two. Feng Yun won the women's Bohae Cup.



THREE PEAKS

Ian Marsh

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If you think bits of this article are written in a strange way and not in my normal old peculiar style, the challenge was to write an article on the Three Peaks tournament mentioning all 15 of the real ales that were available over the weekend.

The tournament takes place at the Marton Arms near Ingleton, Yorkshire (30 miles north-east of Lancaster as the aviator flies), a county famous for Dick Turpin's ride, the dales and good beer.

The Marton Arms hotel, one of the top pubs in the country, boasts 16 real ale taps serving beer & cider from breweries as far apart as Cornwall and Cumberland. Ale is not the only attraction as the bar has a selection of 300 whiskies on display, all at their golden best.

There has been a pub on the site since the 13th century, the landlord is friendly, the food good, and the pub is well frequented by Go players, potholers, hikers, and other tourists. The décor is such that the traditional black cat taking a catnap before the fire would not be out of place. Definitely more like an old tuppenny bit than modern decimal coinage. Unfortunately central heating has now taken over though the old fireplace remains.

Situated in the Three Peaks district, it is a great venue to combine Go with a short holiday, although many Go

players come on the Saturday and depart on the Sunday. The scenery and local walks are spectacular through this limestone country.

Ingleton itself boasts the Waterfall walk that is quite do-able on the Saturday morning prior to the tournament that starts about midday. As well as the spectacular scenery, see if you can spot the lone black sheep that the local farmer keeps with each flock. Whether this is traditional I have not been able to find out.

Taking place in November the tournament misses the summer splendour of such flowers as hawkshead, red campion and the like, or even the autumn fruit bonanza of apples such as Golden Pippin. There is however a rugged winter beauty even when the rain is falling; stone walls and limestone outcrops setting the scene.

As well as the Marton Arms, there are plenty of guesthouses in Ingleton and the surrounding area. Ingleton is a proper dales village, far removed from city scenes like Canary Wharf. Meistersingers would wax lyrical about the countryside.

Definitely this is one of my favourite tournament venues, even if it means having to slip Deuchars IPA into an article somehow.

The answers are at the back.

REFEREEING QUESTION

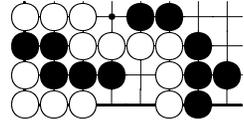
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In the previous issue of this Journal, Geoff Kaniuk gave the final installment of his "Referee Exercise". I have found this Exercise interesting and instructive, and I agree with almost all of his answers. I think it is very useful see it stated clearly in this way how the rules of Go are to be applied.

However, in this last installment, there is one point on which I disagree with Geoff. It is his exercise 9:

- 9 A close game was in the 1 point in gote stage. White has four stones arranged in a bent four shape as in the diagram with live outside stones.



Both players have passed, White thinking that "bent-four-in-a-corner is dead". Black is a self taught rapidly improving player and she passed thinking "I've captured 4 stones on the edge and so I am alive". Having passed, they now discover that they have differing views on the corner situation. They call the referee.

His answer was as follows.

- 9 **"Bent Four is Dead" is no longer a Rule.**

You can ask the players if they know the rules about game resumption; and you will probably end up having to explain it. The game has stopped because both players have passed, but now there is uncertainty concerning the lower left groups. The game is therefore unfinished in the sense that there are legal moves left which would affect the result. What the players can now do is this:

Whoever passed last, presses the clock and now it is the opponent to play. All moves are allowed including ko. Thus the players just play out the situation and so resolve the uncertainty.

Of course in the meantime while you have been explaining this, the players will have re-read the situation correctly, and you may now find that no one wants to resume! The way to resolve the issue is to apply the following in the order stated:

- A Players agree to follow the rule as above i.e. continue from the last pass.
- B Players decide for themselves who is to play first.
- C Record the result as an Unresolved Game.

In the UK, option C means that each player gets a half point for the purposes of the draw for the next round, but this would not count as points towards

prizes. In European tournaments the players might score zero. Again this implication will need to be explained.

If the players do go for Option B, then you might give them say 5 minutes to decide between themselves who is to play first. This discussion is of course pursued away from the board.

In the end, the moral of this story is to play out your game to completion, including all the dame to avoid unresolved issues! Then pass and be happy!

I agree with some of this, but there is one point on which I disagree strongly with Geoff's recommended way of handling it. This is with the sentence

"Whoever passed last, presses the clock and now it is the opponent to play."

I believe that "whoever passed last, presses the clock" is definitely wrong. I believe this for two reasons. One is that nothing in the Japanese 1989 rules (in use for this event, I assume) justifies this. Indeed, nothing in any rule set that I have come across justifies this. The other reason is that such a rule would lead to pass fights, and pass fights are a Bad Thing. I had better explain what a pass fight is.

Pass Fights

Supposing you are playing Go, using a rule set that uses the "whoever passed last, presses the clock" rule in dealing with disputes. You are near the end of a game, and it is too close for you to be sure who is ahead. You have a corner which you are sure is alive, but your opponent keeps staring at it, so you suspect he may have something in his mind.

You fill the last dame. Your opponent passes. What should you do? You might pass - but then the game stops, and if it turns out that your opponent disputes the status of that corner, it will be he who gets to play first in it. You do not want this. Instead, you make a ko threat, he replies to it, and you pass. Now he can pass, giving you the first move in the corner if there is a dispute; or he can make a ko threat. Maybe he knows that your corner is alive, but he suspects that you have some other dispute you intend to make - so he makes a ko threat.

Thus it is in the best interest of both players to fight a ko about nothing, after the game ought to be over, for the right to make the first of the two passes that bring the game to a stop. This is known as a "pass fight". No-one thinks that pass fights are a good thing. They are boring and pointless and slow down the game and possibly the whole tournament. This is why no sane rule set has a rule that encourages them.

(Technically, what I have described here is not properly a "pass fight", as it is not about anything that can be valued in points. With perfect players who know the status of all the groups, such a pass fight would never occur. What I have described above is a "virtual pass fight".)

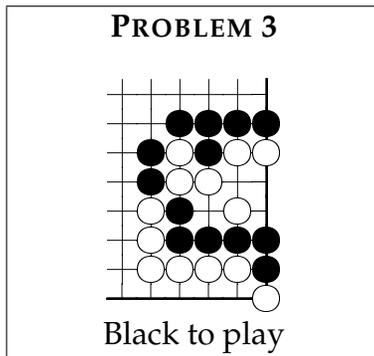
This is not the first time I have encountered the idea that the player making the first of the two passes that stop the game earns some privilege by doing so.

This idea is a myth. There is no justification for it. I would like this myth to be suppressed. I hope that no-one who has read this article will continue to propagate this myth.

How I would handle this dispute

I would handle this dispute in a way that is based on the Japanese 1989 rules, as follows.

- 1 Explain to the players the rule about resumptions. Wait to see if either requests a resumption. If there is no resumption, continue:
- 2 Explain to the players the rules governing the confirmation phase, including its "pass-for-ko" rule. (I understand that there is a difference of opinion here. The EGF believes the confirmation is done by the referee, who may seek the opinion of strong players, using backtracking if necessary, to find the true statuses of the groups. The BGA however believes it is done by the players themselves, without taking moves back.) Ask the players each for their opinion about the statuses of the groups involved. If these opinions differ, get them to perform the confirmation process for any groups about which they differ.
- 3 We have now established the status of the black group and of the white group. If the players are both competent, the black group is dead and the white group is alive. But they may achieve other results, with problems for the counting which will need to be handled carefully.
- 4 Inform them that either of them may still request a resumption.
- 5 If they found that the black group was alive, explain the little-known rule that any group adjacent to an unfilled dame is in seki, and scores no territory. Inform them that either of them may still request a resumption. This is relevant because e2 is now a dame, and so the c4 group can enclose no territory; but I would not mention this, it is for White to deduce it for himself.



BRITISH CHAMPIONSHIP 2006

Is there Luck in Go?

The 2006 British Championship was one of the more hard fought series of recent times, requiring a deciding fifth game and with the slightly curious result that white won all five. Details of the championship history, 2006 game records and free audio lessons by Guo Juan are available at the web links listed at the end of this article.

The introduction to the 2004 championship article in BGJ 136 profiled the long-running champion Matthew Macfadyen. The new 2006 champion, Bei Ge, is a recent arrival on the British Go scene. He has kindly shared some of his history and thoughts for the Journal.

Bei Ge Profile

Bei started to learn Weiqi as a high school student in 1985 inspired by the exceptional achievement of Nie Weiping 9 Dan, a national hero at that time, continuously defeating top Japanese Go players in the China-Japan Weiqi contests from 1984 onwards.



Bei initially learned the game with classmates and particularly with a group of four Bridge-playing friends. They challenged each other and improved together, checking books when in doubt. And hence a hobby of collecting Weiqi books arose naturally, with much book learning to follow.

The first formal game he played was in a local tournament in Beijing after only 3 months of self-learning, and he was awarded a 7k rank. Then after graduation from university, most of his working time was spent in Africa and the Pacific Islands where there was almost no chance to play Weiqi.

Bei first came to Britain in 1998, and settled down here in 2000. In 2006 he became a naturalized British Citizen.

The 2005 London Open was his first prize money event, winning €200 for 4th place. Bei considers this result to be 70% luck!

In 2005, he started to play at some local Go tournaments, and at the Milton Keynes club, where he appreciated the help from Des Cann to find the feeling of playing serious games. His first game with a professional player was in April 2006 at Oxford University against Miss HaeWon Han (she played more than 10 games simultaneously) and with a 3 stone handicap, Bei achieved jigo.

Bei Ge now lives in Bicester, having previously lived in Telford, and works in procurement for a telecom company in Milton Keynes. He is 36, married and currently ranked 5d by the BGA.

The championship games with Matthew Macfadyen were very tough, as obviously Matthew, through experience, has the upper hand. Bei feels he doesn't have enough time and energy to focus on playing Go, and given the pressure from his new job, feels extremely lucky to have won 3-2.

<http://www.britgo.org/bchamp/history.html>

<http://www.britgo.org/bchamp/2006/>

COUNTING BY AREA AND TERRITORY

Andrei Sokolov

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Even though I prefer Chinese rules because of their simplicity, I'm not a big fan of the Chinese way of counting. I originally learnt to score the game by counting territories and captured stones. On the other hand, in the Chinese method one counts territories and stones on the board, ignoring all prisoners. I didn't know there was an equivalence between these two counting methods until I learnt about the North American (AGA) rules. However, I didn't like the idea of pass stones, neither did I like that White had to pass the third time. I understood what role the third pass plays after studying the proof of equivalence that was posted on the AGA website. Naturally, since I was guided by simplicity, I disliked the idea that such an important property had to be proved.

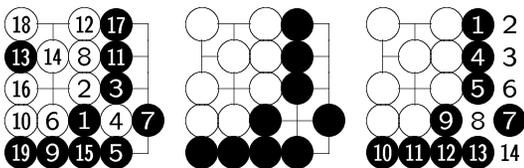
Fortunately, I did find a simpler and, in my opinion, much more natural approach to equivalence that did not depend on the pass stones. I came

across a page on Sensei's Library that talks about equivalence. On that page Bill Spight mentions that if "each player has the same number of stones on the board for counting (when the prisoners have been placed inside the opponent's territory), the players may ignore the stones and simply count territory, instead of counting area (territory plus stones)".

The point is that once the number of black and white stones on the board is the same it doesn't matter what you count, area or territory. This simple idea allows one to use Chinese rules with a counting procedure traditionally employed in Western countries. The equivalence arises as a matter of course in the counting method based on this idea.

In this article I will show how the equivalence in the number of stones played can be easily achieved in most casual games between amateurs. In all examples zero komi is assumed.

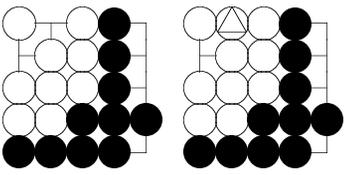
Example A.



The moves of a game on the 5×5 board are shown in the diagram on the far left. The final position of the game is shown in the middle diagram. In the right-most diagram, Area Counting is used to count Black's area directly starting from the upper left corner and scanning all rows in a zigzag line until the bottom right corner is reached.

Black's area equals 14 points. There are no neutral intersections left. Since there are 25 intersections in total on the 5×5 board, White's area must equal 11 points (25–14–0). Thus Black wins by 3 points.

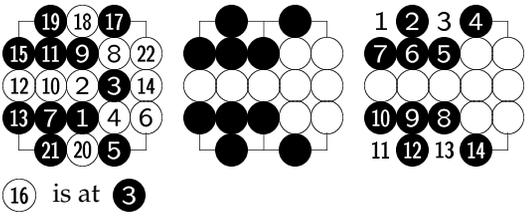
Now let's score the same game by territory plus prisoners counting. Firstly, all stones that have been removed from the board are put back on the board. White stones are placed inside White's area and black stones are placed inside Black's area. In this game only one black and one white stone were removed from the board. Putting these stones back results in a position shown below on the left.



Secondly, recall that Black played the first and last moves of the game. This means that Black has one more stone on the board than White. In order to equalise the number of black and white stones White must put an additional stone inside White's area. This additional stone, marked with a triangle, has no effect on the areas as it does not change the boundary between black and white stones. Also note that this stone has nothing to do with passes, it is only needed to restore the balance in the number of black and white stones. Now that Black and White have equal number of stones on the board, only remaining territories need to be compared. Black has 4 points of territory and White has 1 point. Thus Black wins by 3 points as before.

Example B.

Another game on the 5x5 board.



Black's area equals 14 points. There are 2 neutral intersections. Therefore, White's area must equal 9 points (25 - 14 - 2). Thus Black wins by 5 points.

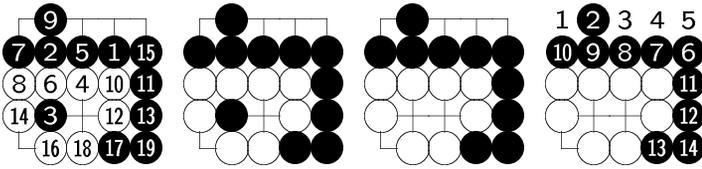
Let's score this game by territory plus prisoners counting. This time we will count the removed stones directly without putting them back on the board. There is no room on the board for all captured stones anyway (note that neutral intersections must remain empty). If Black played the last move, then White would need to give Black an additional stone to restore the balance. Since in this game Black and White played equal number of moves, no additional stones are necessary. Black

has 4 points of territory and 2 captured white stones, 6 points in total. White has no territory and 1 captured black stone. Thus Black wins by 5 points as before.

A reader familiar with Japanese rules will notice that the presence of a many eyed seki can introduce a large discrepancy in score between Chinese and Japanese rules. However, in most games the discrepancy does not exceed one point.

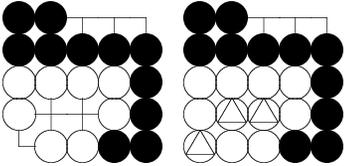
Example C.

A three stone handicap game on the 5×5 board. Black makes three moves in a row at the start of the game. At the end of the game Black and White agree to remove one black stone from the board.



Black’s area equals 14 points. There are no neutral intersections, so Black wins by 3 points.

Let’s see how we can get the same score by counting territory plus prisoners. Firstly, no stones have been captured during the game but White has one prisoner, the black stone removed by agreement at the end of the game. This stone is treated in the same way as the other stones captured and removed from the board during the game (all such stones can be called prisoners). So White puts the prisoner back onto the board inside Black’s area, which results in a position shown below on the left.



Secondly, recall that Black made three moves in a row at the start of the game and Black played the last move of the game. This means that Black has three more stones on the board than White. In order to equalise the numbers of black and white stones White must put three additional stones inside White’s area (these white stones are marked with a triangle in the diagram above). Now that Black and White have equal number of stones on the board, the remaining territories can be compared. Black has 3 points and White has none. Thus Black wins by 3 points as before. Note that White may also give these three white stones to

Black to be counted as prisoners without putting them back onto the board. This obviously gives the same result.

A careful reader might have noticed that compared with area scoring Japanese rules give an extra advantage to White that is roughly equal to the number of handicap stones (the exact number depends on who plays the last move of the game). This can introduce a noticeable discrepancy between area scoring and Japanese scoring if the handicap is large. In order to avoid such discrepancy Chinese rules make a concession to Japanese rules by use of an extra compensation for White that is equal to the number of handicap stones. So in example C the final score will be as follows. Black has 3 points of territory. White has no territory but 3 points of extra compensation. Thus it's a tie according to Chinese rules.

5 by 5 board games: <http://senseis.xmp.net/?5x5Board>

Equivalence: <http://senseis.xmp.net/?EquivalenceScoring>

The 5×5 board games will lead dedicated followers to:

E.C.D. van der Werf, H.J. van den Herik, J.W.H.M. Uiterwijk.

Solving Go on Small Boards. ICGA Journal, 26(2):92–107, 2003.

<http://erikvanderwerf.tengen.nl/publications.html>

J.Davies. 5x5 Go. American Go Journal, 28(2):9–12, 1994.

J.Davies. 5x5 Go revisited. American Go Journal, 29(3):13, 1995.

WORLD NEWS

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Paris and Ranking

Only 302 took part in the 34th Paris Open on Easter weekend 2006. Four players were from UK. Paris forms the finals of the Toyota - IGS-PandaNet European Go Tour, so lots of strong players come to battle for the top places and the Tour points. Winner this year, beating the French-Chinese favourite Fan Hui, 8d, was Bao Yun, 7d, Beijing. Fan had to be content with five wins and second place and Cho Seok-Bin, the Korean from Germany, had to be content to be third with four wins. Also on four were Romanians Cornel Burzo and Catalin Taranu and from Czechia Radek Nechanicky and Jan Hora. Also taking the points

places were Cristian Pop, Hwang In-Seong, Jean Michel, Ondrej Silt, Pierre Colmez, Csaba Mero and Merlijn Kuin. Cho Seok-Bin, however, scored enough to win the Tour with 120 points from six events, so collecting the 1500 euro prize. Young Ondrej Silt was second for a second year with 98.48. Radek Nechanicky was third with 83.73. Fourth was the other Korean in Germany, Hwang In-Seong, followed by Cornel Burzo, Vladimir Danek, Jan Hora, Catalin Taranu, Csaba Mero, Fan Hui, Tibor Pocsai and Bao Yun. Best UK residents were J-K. Shim in 20th and Ben He and Bei Ge in 26th.

World Amateur

68 countries took part in the 27th World Amateur Go Championships at the end of May. This year it was held at Huis Ten Bosch theme park in Sasebo near Nagasaki. Players were surrounded by windmills, tulips, canals and the like. Erik Puyt, Europe's International Go Federation director, said it was all very realistic but he didn't recall views of the distant hills in his native Netherlands. After seven rounds the 13-year old from China was unbeaten, but he lost in round 8 to Japan. So it ended with four players on seven, in order: Hiraoka Satoshi (Japan), Tang Wei-Xing (China), Jo Tae-Won (North Korea), Hong Man-Ki (South Korea).

The group on six wins was: Chun Nai-San (Hong Kong), Joey Hung (USA), Cristian Pop (Romania), Ondrej Silt (Czechia), Christoph Gerlach (Germany) and Ge Yong-Fei (Canada). Ireland's Stephen Flinter ended 60th on two wins (against Morocco and Ecuador) and UK's Des Cann was 30th on four wins (against Uruguay, Ecuador, Mexico and Bosnia, with losses to Canada, Spain, Taiwan and Austria).

Spring Tour

The first event of the new Toyota - IGS-PandaNet European Go Tour was at Bled in Slovenia at the end of April. Two Hungarian 6 dans won five out of six: Csaba Mero was placed first and Pál Balogh second. 46 players took part. As usual, Amsterdam, at the end of May, was a major in the Tour and was held at the European Go Centre. 100 players took part this year in the 35th edition, including again UK's Mark Todkill, 3k, who won three out of six. As with many other events this

year it was the two Korean 7 dans who dominated the event with Cho Seok-Bin being the winner with six wins and Hwang In-Seong coming second with five wins. A week later the Hamburg Affensprung (Monkey Jump) was attended by 191 players. This time Hwang In-Seong was the winner with seven wins and Cho Seok-Bin came second with six.

European Go Congress

Frascati is a small hilltop city with terraced streets, 20km outside of Rome, famed for its wine.



The 50th European Go Congress was held, slightly later than normal, from the end of July until the second week in August.

Over 290 players took part in the main tournament, but it was a little disappointing more did not come to enjoy the wonderful Italian cuisine and the chance to explore the historic city of Rome, visible across the plain from Frascati, just 40 minutes away. However there were many guests from China, Korea and Japan. Star guest was Takemiya Masaki, 9p; he gave an interview on his life and Go philosophy to a packed room. There were several side events, including the European Masters which was played in the museum in the ancient stables, with Roman statue heads looking down on the games.



Eight of the top European players played what was the third Masters, to determine who would play in pro events in the Orient. The final was between brother and sister Ilia Shikshin and Svetlana Shikshina. Svetlana won this to take her first of two titles of the congress. Alexandre Dinerchtein was third. Held at the same time, the 132 player weekend tournament was won by Lee Ki-Bong from Korea with five wins; second was Shinada Kei from Japan with four wins. Aberdeen's Jakub Zborowski, 2d, won four games. Lasting for ten days of the fortnight is the main European Open. Svetlana Shikshina took her second title by becoming the new European Champion with eight wins. European Open Champion with nine wins was Korea's Park Chi-Seon; he edged Lee Ki-Bong into second by one point of second tie-break (SODOS). The group on seven wins was Alexandre Dinerchtein, Yoshida Takao, Andrej Kulkov, Kai Naoyuki and Dragos Bajenaru. Francis Roads was highest placed Brit in 52nd place and John Cassidy, 12k, won six games.

America

The 22nd US Go Congress was held in the rural surroundings of Black Mountain, North Carolina, during the third week in August. There were over 400 in attendance and 340 in the Open.

Teenagers dominated all the titles. Zhao-Nian Chen, 8d, aged 17 won the Ing Invitational ahead of Yongfei Ge and Jie Li. The US Open winner was Andy Liu, 7d, aged 15. He scored a perfect six to end ahead of many strong players including professional Mingjiu Jiang. UK's T Mark Hall won four out of six to place fifth in the section for 4 dans.

The 56-pair Pair Go was won by another young couple, Wan Chen and Curtis Tang. Tang (aged 13) also won the Senior Section of the Redmond Cup, while Calvin Sun won the Junior Section. Erik Lui won several others of the many kids' events. As Francis Roads was not there this time, Keith Arnold was allowed to win the poetry and song competition. Most exciting event of the week was when the laptop recording game one of the Open caught fire during the lunch break.

Youth and Students

The 23rd World Youth Go Championships were organised in Shenzhen in China at the end of August on behalf of the Ing Foundation. After five rounds the top four players in each of two age groups play knockout. None of Europeans won more than two games, but USA's Calvin Sun won three in the under-12s and Curtis Tang won four in the under-18s, having beaten China. In the junior section, Na Hyun of Korea beat Calvin Sun and went on to get revenge on China, who beat him in 2005, by beating Xiao Lou Yun in the final. Takeuchi Kousuke of Japan was third. In the senior section, China's Yao Peng Li beat Kang Yutaek of Korea to be Champion. Terama Rei of Japan was third ahead of Curtis Tang. The second European Student Go Championships was held in Brno, Czechia,

following their Tour event. 28 students from 13 countries took part, split into two groups. Unbeaten winner was Pál Balogh from Hungary and second was Merlijn Kuin from Netherlands, who only lost to the winner. Top female was again Manuela Lindemeyer, 3d, from Germany. The top two men and top woman qualified for the World Student Oza in Japan in February 2007.

Teams

In October, eight teams from seven countries took part in the European Teams in Bratislava, Slovakia. Romania was clear winner with 11 points, five wins and a draw against Hungary. Czechia was second with 10 points and Hungary was third with 7 points. Next were Germany, the two Serbian teams, Austria and the home team. Russia did not take part, breaking their run on the title that lasted nearly 20 years.

Most strong players stayed on for the Casino Tournament, part of the European Cup. Best of the 115 was last time's runner up Pál Balogh from Hungary, who topped the group on four wins too. Second was Catalin Taranu, 5p, and third again was Cristian Pop, both from Romania. Cho Seok-Bin was placed fourth by the tie-break.

Autumn Tour

Again the Czech event in the Tour was held in Brno on the first weekend in September. 144 players attended, one less than last year. Cho Seok-Bin was the winner with a perfect six, giving him a large lead in the Grand Prix points. Cho also recently won the

European Cup and was having an easier Tour than last, as Hwang has returned to Korea. Two Hungarian 6 dans ended second and third with five wins: Csaba Mero and Pál Balogh.

Again the Romanian Tour event was held in Bucharest. 75 players took part. The best of these were Cho Seok-Bin and the local Cristian Pop, 7d. They both dropped a game to end on five and, split by SOS, Cho was first. 91 players attended the Tampere Tournament, the Finnish tour event, in the middle of October. Unbeaten on five wins was Cho Seok-Bin. Second on four was Andrej Gomenyuk, 5d, Russia. Topping the group on 3 wins in third was Finn Matti Siivola, 5d. UK players joining the fun were from London Mark Todkill, 2k, and Tuong Nguyen, 2k, and William Brooks, 2d, Cambridge and Ian Davis, 3k, Belfast who won three each.

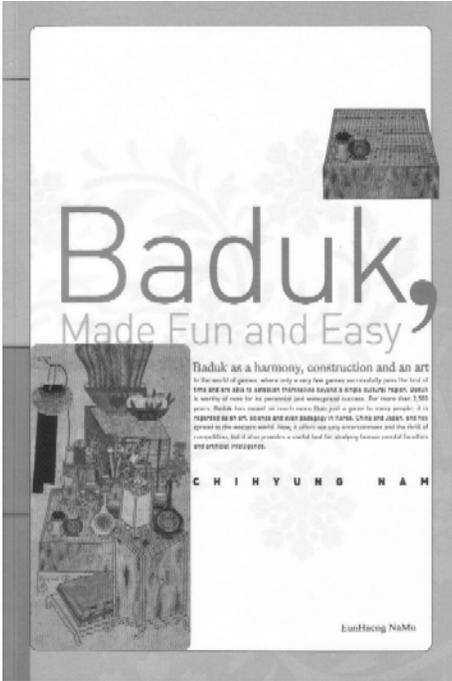
Brussels has long been on the autumn tournament calendar and this year was part of the Tour with 86 players. Yet again, unbeaten on five wins was Cho Seok-Bin. Second on four was Belgian Jan Ramon, 4d. In November, 27 players attended the smallest Gothenburg Tournament for many years, despite being in the Tour. Pal Sannes, 4d from Norway was the winner with four wins out of five.

The second weekend in December the Milan Tournament was part of the Italian Go Congress weekend at the Palazzo Stelline. 57 players entered the Tour event. Ondrej Silt was first winning all five games. Second was fellow Czech Vladimír Danek. At this stage Cho was nearly 100 points ahead in the Tour on 156.

REVIEW: BADUK MADE FUN AND EASY

Ian Davis

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“Baduk made Fun and Easy” is a new book written by the Korean Chihyung Nam, 1p.

As you might guess, it’s written for beginners, teaching them how to play from scratch. As you might not guess, it uses mainly Japanese terminology, briefly stopping to state the Korean

equivalent of the word. It contains all the normal things one would expect in such a book, life and death, basic openings, introduction to ko, counting, capturing and haengma. There is also a very clear explanation of some principal differences between Japanese and Chinese rules and counting, using bent 4 in the corner to explain. Capture Baduk also sees a fleeting mention (the prescribed starting position is a crosscut).

However, what I particularly like about it is the attention paid to culture. For instance, there is a rather nice historical section on Sunjang Baduk, the ancient Korean form of play.

Manners and Etiquette also are given thorough attention, with clear explanations of how to Nigiri correctly, how one should behave during the game and how some professionals actually behave during the game. For example, “The person with seniority should sit in the better seat, which is often near the wall” – how many of our clubs carelessly place the comfy chairs in the wrong positions?

Overall I think this book is an excellent introduction to the game. Well written, well structured and well presented.

ISBN 89-5660-167-4

More at <http://senseis.xmp.net/?BadukMadeFunAndEasy>

AMATEUR PAIR GO CHAMPIONSHIPS

Natasha Regan

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The 17th International Amateur Pair Go championship tournament was held in Tokyo, 18th-19th November 2006. 21 countries took part, together with 11 Japanese pairs to make up the 32 pairs competing. Matthew Cocks and I were representing the UK.

The route to qualification was via the UK Pair Go championship, a very enjoyable event held in Oxford each year, around May. Matt and I have played together since 2001 and each time got 2/3, losing to the eventual winners, always Matthew Macfadyen and Kirsty Healey, except in 2005 when we won it (hooray!).

Points are built up to qualify as the British pair. Then Britain has to qualify to play in the world. This is by performing well in the European Championships, and by having lots of active pairs. So please everyone enter the British and European Pair Go competitions if you can. You won't regret it.

Pair Go is great fun. The teams are of one male and one female player, who make alternate moves without conferring. Games are fairly quick (45 minutes each team on the clock) and require complete concentration. When I play with Matt I understand some of the moves and not others. Actually it's rather like my own games, often containing fighting and strange moves except that with Matt large territories have a habit of appearing for us in the middle of the board without me even being aware it's happening. (Of course other times it backfires and we lose our groups.)

The venue for the World Amateur

was Hotel Edmont in Iidabashi, fairly central Tokyo; the guidebook mentions it for coffee shops. It also happened to be only one stop on the subway from Ichigaya, home of the Nihon Ki-in, the Japanese Go Federation.

We wasted no time in visiting there. A museum is in the basement with a history of Go and pictures of early champions. There were some amazing gobans and a video of how slate and shell stones are made. On the second floor is the playing room and shop; Matthew bought stones and I bought Go bowls. And every time we went back we bought something more; a book of tricky life and death problems (Matt), a book of children's puzzles (me), calendars (both), tea cups, a 9x9 Hikaru No Go board.

I understand that in Japan a very important part of business meetings is the socialising before and afterwards. In the same way, for the Go, the opening and closing ceremonies and social events were just as important as the games. The first game took place after drawing of lots and summaries of the rules in English and Japanese.

After a quick change into National Costume we were ready to play the 'Friendship Game'. We drew out of a hat to see where we would sit and whom we would partner and play against. I was partnered with the man from Kinki 2 (Kinki is a region of Japan, by the way) and we played a nice game to beat Hungary with Kinki 1. Included in the draw were some professional players, and Matthew was lucky enough to play against a 'pro'.

Wearing National dress produced a colourful display with the highlights being the Dutch celebrating the 400th birthday of Rembrandt, and the South Africans' tribal dress which went on to win the 'Best Dressed Pair' prize. See inside front cover.

The Welcome Party was on Saturday night. There was a Japanese buffet and a chance to meet with the other players. We also each made a short speech on stage about what playing in the tournament meant to us. Partying into the night after this proved impossible as jet-lag made all the Europeans very sleepy by 10pm! We would play 4 games the next day.

The organisation ran very smoothly and to time - it's quite an achievement to get 4 games, a commentary and a party into one day. We don't often hear an announcement '20 seconds until the start of the game' in the UK!



The photograph of us here is from the early stages of our round 2 game with Korea.

In the main competition UK scored 2/5 to end 21st. This was wins against Hungary and South Africa, but losses to Korea and two of the Japanese teams. The results were in line with

expectations as we were stronger on paper than the teams we beat, and weaker than those we lost to. None of the games was completely one-sided; the Hungarians nearly caught us in a trap at the end, we had interesting fights with the Japanese, and we even had good chances against the Koreans, the eventual tournament winners.

Overall the Oriental teams did rather better than the Western. This is not unexpected as they have far more Go players.

A creditable result was achieved by New Zealand in 16th, whose male player, playing with his mother Yucong, was only 10 years old! Watch out for Edwin Phease; he had the play but even more he had the talk. A young couple from America were 14th.

Korea played China in the final round, and they played well. We were able to watch live commentary by Michael Redmond, a 9 dan pro, and he said he couldn't find any mistakes in the Koreans' play. They won fairly quickly, by resignation.

That evening Yuki Shigeno took a group of us to a Japanese bar where we enjoyed sushi and sake. Everybody introduced themselves. A couple of the professional players are doing some very interesting work to promote Go for blind people.

On the last day we had a talk about PandaNet, IGS, one of the sponsors of the event. This included problem solving and the Korean girl amazed us again with her life and death reading.

At the closing ceremony we ate a 2-storey box of Japanese food including sushi.



The tournament winners, Korea.

Mrs Taki spoke about the history of the tournament and of Pair Go (her husband originally came up with the concept nearly 20 years ago). Then each team spoke about Pair Go activity in their country and how best to promote this fascinating game.

There was some time for sightseeing in Tokyo including the shrines at Asakusa, the fish market at Tsukiji, shopping at Ginza and Shibuya, and getting to grips with the Tokyo underground. We were going to take a trip out of Tokyo, to Kamakura, on the last afternoon but time ran short, and anyway we couldn't stop ourselves from going to the Nihon Ki-in yet again.

The picture I most wanted to show you, which appears on the inside back cover, was taken from the top of the tower at the Government offices in Shinjuku. Shinjuku has a business district to the west of the station and a crazy crazy neon commercial area to the east.

In all, the trip was a wonderful experience both for the Pair Go and for a taste of the Japanese culture. Congratulations also to my partner, Matthew Selby, who looked after 3 young kids at home on his own for a week!

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VISIT TO KOREA - OCTOBER 2006

T Mark Hall

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I was lucky enough to be selected for the 1st Korea Prime Minister Cup amateur tournament to be held in Chonju (or Jeonju), south of Seoul.

This was because I had accumulated points at the British Open. I arranged to arrive a day early, trying to avoid the worst problems of jetlag and found that I had chosen the same evening flight that Geoff Kaniuk and Tony Atkins were travelling on. They were going to help out with the organisation and the draw.

It was a 10-hour direct flight in a 747, which did not have the option of playing baduk by computer, as the latest flights do. However, they did encourage passengers to do stretching exercises by playing an explanatory video and it was rather amusing to see how many were raising their arms at the appropriate point.

When we arrived, at about 5 pm the next day, there was a group to greet us (or at least Geoff and Tony) and take photos of us, and who explained the situation about buses from Seoul airport the next day. They left for Chonju while I checked into an airport hotel and phoned John Fairbairn, who was in a hotel in Seoul, to explain the travel options. He and his wife then decided to catch the earlier bus the next morning from the airport and I met them at about 9.30. I was still a bit jetlagged, (and my limited breakfast having been a doughnut and hot chocolate from Dunkin' Donuts in Airport Town) and not having had too much sleep.

There were about 15 people on the bus for the 4 hour trip. We had one stop along the way where I spotted

the "Dog and Chips" snack bar, which turns out, on closer inspection, to be the Hot Dog and Chips, although I was not too tempted to try it.



The weather was rather warmer than in London, so it was definitely shirt-sleeve order, but it was also cloudy and dull.

We were accommodated in a Samsung Insurance training centre some miles outside Chonju itself, which meant we would ride in a coach to the event each day. During the day more players arrived, including many from Europe that I had seen at European tournaments and Congresses in the past. The breakfast and some of the evening meals were in the canteen and there was always a supply of kimchi, which is a type of pickled Chinese cabbage with added chillies. In fact, I cannot remember a meal in Korea where kimchi was not provided.

Banners and Balloons

On the Saturday morning, the fog had rolled in, so it was almost impossible to see 50 feet, but it cleared up while we were in the "Orientation meeting", where I couldn't hear a coherent word.

After lunch, we all boarded buses to go to the opening ceremony at the University, where the star attraction was Yi Ch'ang-ho, who was born in Chonju. There were four buses and the top 34 players were in bus 1, so that's where I was. It is sometimes worrying when the driver has a look at the Korean soap-opera on the TV as he is driving, as he did one evening on the way back. Outside as we arrived there were local folk-dancers and drummers performing on the sports field.

One habit in both Korea and Japan is to have helium balloons holding up banners around a special event, whether it is a sports meeting or the opening of a building. There were a couple of balloons and a banner over the University sports hall, where we were to play a friendship international match. I played the Chairman and CEO of one of the sponsoring banks and probably ruined my chances for a loan, because I beat him. He was then interviewed by Korean TV, as he was obviously a VIP.

There were quite a few local refreshment stalls outside selling food and drink and I tried something on a stick with a spicy sauce. The lady indicated that it was chicken, but somebody said that it was probably something else less appetising. However, I liked it and had some more on the Sunday. We then went to the nearby cultural centre, where we had an open-air many-course Korean meal and were entertained by Korean singers, dancers and drummers. Since our table had a couple of spare seats, a Korean guy sat down and started to tuck in to the food and drink.

One of our number queried his credentials with the organisers and

it turned out that he was a local gate-crasher, getting some free grub, and he was quickly shown the door.



Driving Ranges and Wedding Castles

On the route into town we passed a number of golf driving ranges which looked liked enormous cricket nets and a building that looked like a very modernistic cathedral but which I spotted one day had the sign outside saying "Wedding Castle". Sunday started off rather dull and then rained all day, very heavily at times. Since there had been a drought for a couple of months, the locals were happy that the crops were getting a soaking but the banner started to sink to the ground under the weight of water. This was the first day of the tournament and there were many Korean professionals around and a couple from Japan as well. I played the Azerbaijan representative in the first round and won and the Romanian, Cristian Pop, in the second and lost.

There was a session with 10 Korean pros each playing simultaneous games with 5 opponents and there were lots of local kids playing in their own tournament; this was, after all, the Chonju Baduk World Festival.



Meanwhile, John Fairbairn was attending the seminar on Baduk studies in another part of the campus. In the evening there was another banquet (indoors luckily because it was raining) and a Korean Hanji fashion show, which I found painfully noisy. Hanji is a local heavy paper cloth which starts out very white and can be dyed in many colours. When we got back to the Samsung facility I found that they had fixed the shower bracket which I had told them about that morning.

No Chicken on a Stick

Monday was very bright and breezy, but much cooler than previously. It felt as though autumn had really arrived. Lunch on the Sunday had been a bento meal but on Monday and Tuesday it was a Big Mac for lunch. One of John's Korean friends had never had one before in his 75 years and probably would never want to repeat the experience. I beat Graeme Parmenter from NZ, but then lost to Wei Qian

from Australia. I went into a local store to get some drinks and, I hoped, some matches, and I showed the lady behind the counter an almost empty box as an example. She then carefully counted out the number of matches to correspond to the hundreds of won I owed for the drinks. I assumed then that she did not sell matches. The fast food stalls were no longer there, so I missed my something on a stick with spicy sauce. I was told that the AGA had Matthew M as the BGA rep, so I could blame all my losses on him. Korea beat China to go into a clear lead, since Netherlands had beaten Japan earlier.

Tuesday was very bright and sunny but still with a chill in the air. I played Castillo from Guatemala and Pedersen from Denmark and won both, so I had 4 out of 6; will be 50% overall and yet with two games to go! Yet another Big Mac for lunch. John and Toshie go for a stroll around town, since the seminar is over and get to the temple next to the cultural centre where the initial reception was held. Some Dutchmen turn up for the day and John hears of yet more books that he wants me to get. I was talking to the representative from Cyprus, who had not been playing Go for very long and he said that he had had great difficulty in explaining to his parents why the Koreans were paying all that money for him to play in a tournament in Korea. They obviously had severe doubts as to what they were up to.

Attack of the Killer Chillies

Wednesday I lose to both Sweden and Mexico, so only get the 50%. John and I had gone into town to look for bookshops after lunch and I was rather rushed getting back, so that's my excuse for the last game. When

we had walked around town we had seen some shops selling vegetables and spices and sacks of very dark red chillies, which looked dangerous, but the Koreans love spicy foods. On the way back I had seen some colourfully-dressed Korean drummers and musicians playing outside a local hall.

Thursday was sight-seeing day but it was rather dull and rainy. First we went to a gorge to see the autumn colours and then to a local restaurant for yet another lunch banquet. I had rather hoped to see a Korean temple, which was on the list but I think it was rained off and the dolmens we went to see were not at their best in the rain. When we went to see a giant land-reclamation project on the coast, I stayed outside for a smoke and was mobbed by Korean schoolgirls who all wanted their photo taken with Santa Claus! Unfortunately all of the others had gone into the exhibition centre so I could get no proof of my sudden and undeserved popularity.

Friday there were 11 of us travelling back to Seoul, rather than to the airport, so Kim Seong-june took us by 4 taxis to the bus terminal and bought tickets for all of us on the express bus. I cannot praise too much the organisation and hospitality of the Koreans; they went out of their way to accommodate us and ran an excellent tournament. I also had several examples of Koreans wanting to help a stranger wandering around lost, where in many countries the locals tend to take a wide berth around strange foreigners. After the bus ride, I took a taxi to my hotel and set off for the bookshops in the centre of town to get a book for John and one for Alain Wettach from Belgium. I had known of two

big bookshops in the centre of Seoul and accidentally stumbled on an even bigger one, where I got the books I was looking for, although not one in English about Korean pastimes.

Saturday I went to the great East gate (Dongdaemun) where I wandered around the second-hand books and found the only one that admitted to having baduk books, but they were all new, not old books as I had hoped. In the evening I went out to amble around looking for something I could eat and I was stopped by a policeman (plain-clothes) who worked for the Immigration Department, to check my ID. This is the first time anywhere in the world where this has happened and I have travelled to many countries in my time. He went on to stop other people and I wandered off. I was surprised by the number of places with Russian signs outside restaurants and bars and then I went back to the hotel to watch baduk TV and baseball.

Sunday I caught the subway to Euljiro Ilga and the KAL bus to the airport, where I had a very spicy meal for lunch, also with added kimchi. I found that there were very few vacancies so I ended in the same hotel I used the previous week. However, I did find that I could use the Internet connection for nothing, so I cleared about 500 spam emails from my inbox. I looked for a box to post some cards but couldn't find one. Some kids followed me around asking my name until I told them "Santa Claus" and they went off laughing. In the evening I had a Bulgogi pizza, beef, onions and green peppers, so the Koreans are adapting the pizza to their food as well.

On Monday I flew to Japan for a week; we'll keep that story for another day.

KOREA

Tony Atkins

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I was delighted to see Seong-June Kim again when I met him at the European Go Congress in Frascati last August. He came there as representative of the newly formed Korean Amateur Baduk Association (KABA) with news that they were about to run the long awaited international amateur championship in Korea.

Back in 2003, when the World Amateur in Japan was postponed a year due to the SARS outbreak, the Koreans ran a replacement in Incheon. They said then they would be running another such event and so the new event was the fulfillment of that intent.

Of course, he said, I was expected to be there as a guest official in my role as president of the European Go Federation. Delightedly, I replied, as I had never been to Korea (Japan six times) and I only expected to make the odd speech and look after the players a little.

Later in the week he said they did not have anyone to run a pairing program and would it be alright to use Geoff Kaniuk's program? I said to him the best solution would be to get Geoff to come and run the program and as you already read; off we flew to Korea in October.

Highlights

Having missed T Mark's "Dog and Chips" shop, what were the highlights for me?



Maybe it was being woken at 06:00 by pop music blaring in all rooms and corridors of the Samsung centre. This only happened on the first day, to ensure the workers were up, but was something we could have done without after a 30-hour day traveling. To compensate the centre had pleasant grounds, pool, table tennis, internet, and also a gym and karaoke.

Maybe it was the Go festival with the gymnasium packed with the 66 players, various guests and other visitors, about 400 Korean players of all ages in the Yi Chang-Ho Cup and friendship match, and the man himself bedecked with flowers. It might have been the embarrassing filming by the Baduk Television, or the chance to run two events at once.

The international championship was called the Korea Prime Minister Cup and the second event was the KABA Cup tournament. This was for individuals to join, and there were some Americans, Dutch, French, Germans and others amongst the many Koreans.

Best of the 54 players was Young-Woon Park, who won with a perfect eight and by a clear two points despite

only being 5d. The best non-Korean prize went to Miss Ting Li of China. She played with Geoff in the doubles tournament the following day and, coming fourth, they received certificates for their efforts.



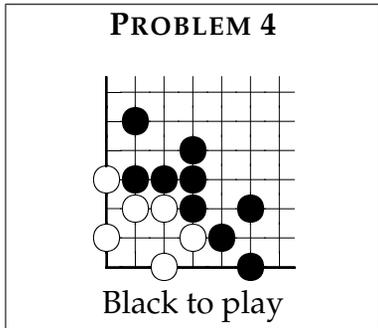
Geoff (and Ian Davis) also both got to play some of the many pros there.

Also on was the fourth International Conference on Baduk (ICOB4). As mentioned, John Fairbairn was presenting a paper on the history

of rule changes. Other presenters included Erwin Berlekamp, Peter Shotwell, Bill Spight, Lukasz Lew from Poland, Mr Lee who visited EGC Canterbury and the professional Nam Chihyung. I dropped in just in time for the ending speeches and photographs.

I got to make another speech at the prize giving. Winner of the KPMC by second tie-break was Korea's Woo Dong-Ha (he lost to Japan in round 7). Hu Yu-Qing of China only lost to Korea to come second. On 6 were Noh Yong-Duck of the Philippines and Hiraoka Satoshi from Japan (who had lost early to Geert Groenen of the Netherlands). Next places on 5 were Canada, Taiwan, Russia (Ilja Shikshin), Hungary (Pál Balogh), USA (Eric Lui), Czechia (Ondrej Silt). T Mark Hall was 32nd and Ireland's Ian Davis won 3 to come 55th.

But actually the highlight for me was the wonderful welcome the Koreans gave us and the insight into some of their culture, music and cuisine.



HOW TO GIVE A GAME REVIEW

Nick Wedd

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I believe that a good way to improve one's Go can be to have one's games reviewed by a stronger player.

However I have watched many game reviews, and received some, both face-to-face and online. I have found that, in many cases, almost all of the things said by the reviewer have been useless to the pupil.

I therefore address this article to those who give, and those who request, game reviews.

First, a little advice on requesting a game review. Most times I have been asked for a review of a specific game, it has been one which the player won. If what you want really is teaching, this is not sensible. You should select a game which you lost. The ideal game to have reviewed is one which (A) you lost, (B) your opponent was weaker than you, and (C) you are not aware of having made any gross blunder. If a game was like that, and you nevertheless lost it, then there must be some weakness in your play, and there is a good chance that the teacher can identify and correct it.

The rest of this article is advice on giving a game review. You should start by checking the pupil's motive in asking for the game review. If the pupil proffers a game which he won, it is likely that he does not really want a review, and will not listen if given one; what he wants is praise. It is up to you how you handle this, but there can be no harm in going quickly through the game, and commenting favourably on some of the better moves.

So let's start by assuming that the pupil proffers a game which he lost.

He may have a question about a specific move, for instance "I made the low approach to this corner, would it have been better to approach it high?".

All too often, I have seen a teacher attempt to answer a question like this, playing out a series of long variations starting with the high approach, and another series starting with the low approach. This is (at least for the pupil) a complete waste of time. The pupil will not remember any of the sequences, and anyway they probably wouldn't happen in a game with a real opponent and the pupil knows it. The honest answer is likely to be "I don't know, and it doesn't matter. Your playing low here is not why you lost the game, you must have made moves much worse than this one."

Sometimes the pupil may ask a sensible question, such as "is this group alive?", which you cannot answer. Assuming the pupil is five or more stones weaker than you, it may be embarrassing to admit that you don't know. However I think it is useful to the pupil to find that a stronger player does not necessarily know the answer to a status question. For one thing, the stronger player is nevertheless stronger, so there must be something else he is doing right, and he is therefore still worth listening to. But more important, the pupil should realise that uncertainty about status is something that stronger players have learned to live with.

While I try to answer specific questions from a pupil, often with "I don't know", it is not my preferred method of teaching. I prefer to go through the game until I come to a move made by

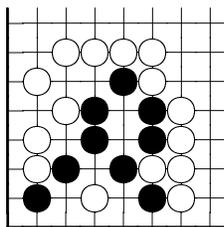
the pupil which is so clearly worse than some alternative, that I am confident I can get the pupil to understand why it is worse. What matters here is not how bad the move was, but how easily I can convince the pupil that it was worse than an alternative.

In going through a game, I try to identify one or two, or maybe three, such moves, explain to the pupil why an alternative move was better, and check that they have understood my explanation. I think it is pointless to consider more than three moves. I know that I have never ever learned more than three things from one game, indeed I doubt I have ever learned as many as three. I do not expect any more from my pupils.

When you think you have found a

candidate move for a lesson, a move which you believe has a clearly better alternative, it is often worth asking the pupil why he made it, before you choose it as the object of a lesson. Maybe you are sure it was a bad move, but how convincingly you can explain this depends on what the pupil was trying to do when he played it. For instance, if his answer is "to connect these two groups together", and you can show that they are already connected, you should be able to convince him that the move was bad. But if his answer is "to gain central influence", it will be harder to make it the object of a successful lesson, and you will do better to say "ok" and move on until you find a better candidate move.

PROBLEM 5



Black to play

GAME RECORDS

Following past tradition, where available the SGF records of games included here will be available at <http://www.britgo.org/bgj/recent.html>

The game records for the last issue are now available at <http://www.britgo.org/bgj/issue139>

WEAK GROUP THEORY

Ron Bell

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This article is aimed at the Double Figure Kyu player and includes a commentary on a game between players at around the 15-20 kyu level. At 4-5 kyu myself, I'm hoping I'm strong enough to handle this! Dans should feel free to tell me where I've gone wrong. Single Figure Kyus may make constructive comments!

I personally increased my strength from around 12 kyu to around 6 kyu between 1997 and 2001 and I believe that a growing understanding of strategic attack and defence was the key to that improvement. Towards the end of that period, I was acting as an amateur 'sensei' to an old friend of mine, Will Weir, who was initially significantly weaker than me but caught up rapidly.

I felt strongly that mistakes in handling attack and defence were a recurring problem with Will's game and, to help him, I codified a set of rules which I called 'Weak Group Theory' or WGT. Here they are, as I set them out for him in 2000.

Weak Group Theory Rules

Treat Nos. 1, 2, 4, and 7 as absolute.

1. Never have two weak groups of your own on the board.
2. If you have a weak group, the most urgent thing is to settle it quickly. This takes precedence over almost everything else.
3. 'Settling' does not mean making a tight 2 eyes. The best way to settle a weak group is to extend from it and attack an enemy weak group.
4. If you want to attack an enemy weak group by squeezing it between your weak group and one of your strong groups, always extend from the weak group and not the strong one. That way, assuming the enemy

squeezes out and lives (as he usually does) your weak group has been strengthened in the process. This also applies too when you are trying to connect your weak group to a strong one: play from the weak side, not the strong one.

5. If the enemy has a weak group, make territory by threatening it (from the direction of your weak group if you have one).
 6. If the enemy has TWO weak groups, then attack them both simultaneously (e.g. by splitting them) then see which one he defends. If appropriate, go all out to kill the other. Do not shilly shally continuing to attack both. Go for the kill and ignore small threats to you.
 7. Finally, if, in the opening, you have no weak group and you have sente (ah that I should ever be so lucky!) then do not extend from existing groups. Leave them to look after themselves and start operations elsewhere - launch an invasion into the middle of an open side, for example.
- Later on, Will added an eighth:
8. When settling a weak group, try to do so with sente. This will avoid losing momentum.

However, although keeping sente is certainly highly important - and is another thing that many DFKs do not understand properly - it seems to me that it applies almost universally in Go and is not really specific to WGT.

WGT summary

In priority order:

1. If you have a weak group, defend it - simultaneously attacking an enemy weak group if possible.
2. If you have no weak group attack an enemy weak group to get some advantage like gaining territory and/or influence,
3. In the opening, when there are still wide open areas, if you and the enemy both have no weak groups, open a new front away from existing groups.

Clarifications and caveats

Don't take the 'Rules 1, 2, 4, and 7 are absolute' too seriously - but I think it's good advice at this level of play - you can deviate from it when you understand it better. It is meant to be advice to someone who hasn't really understood WGT yet.

So what is a 'weak group'? Broadly speaking, I would say that it is one that could be killed - or at least put in severe danger - if your opponent had two moves in a row against it. However, this does not apply if you can see a way to absolutely make the group live whatever move the enemy makes - for example where a group already has one eye and two independent ways to make a second.

Another important point is not to regard all weak stones as 'weak group's. Sometimes it is best to regard weak stones as dead and use their aji to help adjacent positions.

I would also make the following comments:

When attacking an enemy weak group as in Rule 4, do not normally make contact plays against it. Contact plays strengthen both your stones and the

enemy's. So use them only if your own stones are already in serious trouble and contact plays against the enemy weak group are the only way to save them.

In fact, before moving against the enemy weak group as in Rule 4, it is often best to first strengthen your weak group by making contact plays with enemy stones - preferably already strong ones - on the side away from the weak group that you actually want to attack (a leaning attack).

The main exception to avoiding contact plays is the 'splitting attack' described in Rule 6. Often, splitting a single enemy group into two weak ones can only be done with contact plays - but not always.

Be very careful when going for the kill as described in Rule 6. Only do it if you are confident of success. The reason for this is that techniques for killing will destroy your own territory if the attack fails. If in doubt, simply enlarge your territory by threatening to kill. It is highly beneficial to have two weak enemy groups on the board even if you kill neither.

Sample game - Figure 1

Let's illustrate WGT with a sample game played by Will on the Internet in July, 2000. There are lots of possible comments - but I'm going to be sparing with them except where they serve to illustrate the WGT rules. Will played black in this game. The level of play is probably between 15 and 20 kyu - this was one of Will's early games before he started getting the hang of WGT!

I know this is obvious - but you will get more out of this commentary if you play through the game on a board

or a computer rather than just looking at the printed diagrams!

WGT Problem 1

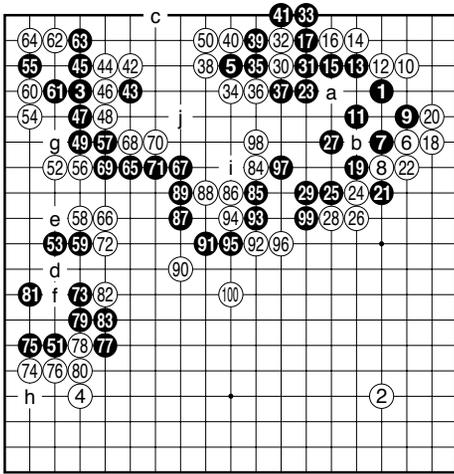


Figure 1 (Moves 1 - 100)

- ⑤ San-ren-sei at 34 is more usual - but this is OK. Third line play emphasizes territory.
- ⑦ I would advise players at the DFK level to stick to simple moves. In this case, the usual move at 'a' works well with the territorially oriented stone at 5.
- ⑪ WGT error, Rule 6. Although what happened in the corner is an example of close fighting, the principles of WGT still apply. White failed to play the joseki move at b, and Black should now play so as to separate the three white stones into two weak groups (Rule 6). Playing at 20 would probably be best.
- ⑲ WGT error, Rule 6. Same point as before. This was Black's last chance to split White into two groups.
- ⑳ Successfully connects his stones in the upper right into one strong group.

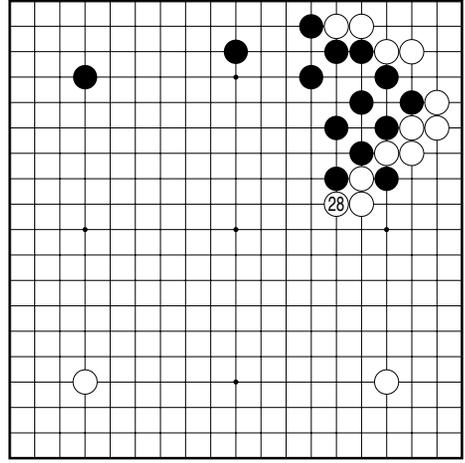


Diagram 1. Problem 1

⑳ Diagram 1 shows the position immediately after move 28. Cover up the solution diagram that follows and try analysing the position according to WGT. Which stones and groups are weak and which strong? Which WGT rule applies and what sort of move should Black play next?

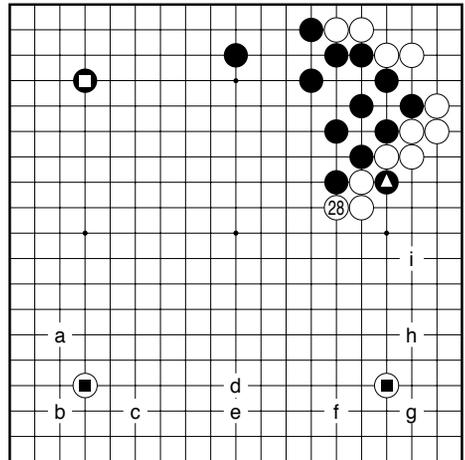


Diagram 2. WGT Problem 1 - possible solution.

The WGT analysis is that all stones on the board are strong except for the triangled black stone (which is so weak that it's practically dead). Note that the three stones at the star points (marked with squares) are not weak. Generally a single stone with no nearby enemy stone is strong since it can jump either way if approached.

So, WGT Rule 7 says 'open up a new front elsewhere'. Exactly where is a matter of judgement not covered by WGT. Plays at any of the points marked with letters are consistent with WGT and should be considered. The play at point 'i' is meant to threaten to save the nearly dead triangled stone. Note it is not a direct defence of that stone but the threat to save it is a possible way of using its aji.

Figure 1. Continuing the game:

- ②9 WGT error, Rule 7. As explained above.
- ③0 This is also a WGT error for White, who should also open up a new front by playing similar move to those recommended above for Black. (NOTE: move 30 could be justified as 'kikashi' - see a book on the subject for more - but this simple outline of WGT ignores such refinements.)

Moves ③2 to ④2 All of these moves, similarly, are WGT errors (Rule 7). White may have made a live group in Black's territory - but the rest of the board, distant from the existing strong groups, is more important.

④3 From a WGT standpoint this is correct in so far as it is attacking the weak group that White has created - but it is doing so incorrectly with a contact play. Better play would be at 63 - a dual-purpose move that simultaneously establishes Black's corner territory and threatens to undermine

the white group's base by monkey-jumping to 'c'.

- ⑤0 Good WGT move. This settles the white group by giving it a base. It is no longer weak. Other moves that attack Black more could also be considered - but defending the still weak group was White's first priority.
- ⑤1 Good WGT move. All groups were strong - so, Rule 7 says open up a new front. The reason why this is a 'new front' is that it is too far away from the black stones in the upper left to be an "extension". That is, White can definitely successfully invade between them if he chooses. If White does not invade, then a black move around 53 would be territorially large.
- ⑤2 A very aggressive move by White.

WGT Problem 2

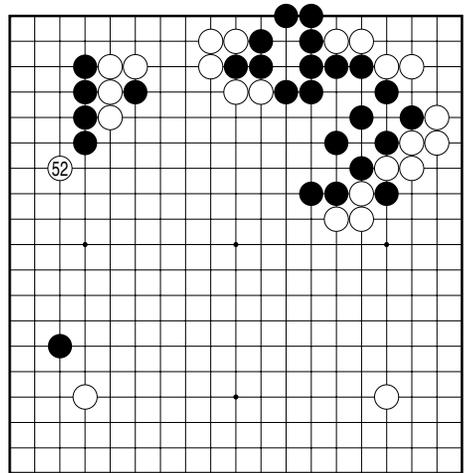


Diagram 3. WGT Problem 2. Position after ⑤2.

Again, cover up the solution diagram that follows and analyse the board in terms of weak groups and suggest good moves for Black consistent with WGT.

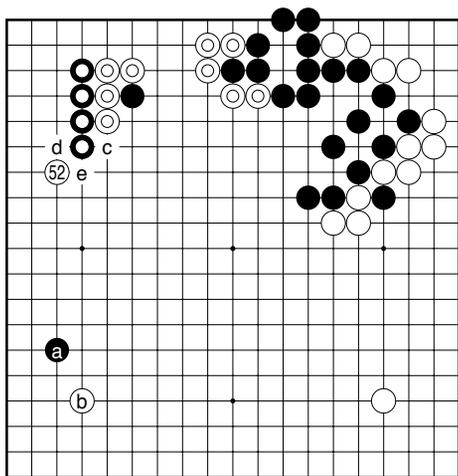


Diagram 4. WGT Problem 2 - solution.

The WGT analysis is that the black and white stones labelled 'a' and 'b' are weakish but not really under threat. Stone 52 itself is weak - but, if 52 lives, the marked upper left black group has also been weakened. Whether this should now be regarded as 'weak' depends on how strong a player you are! It may be that, by careful analysis and perfect play, the group can definitely be given two eyes. But to most DFK players, how to do this is far from obvious - certainly in this game, subsequent play showed that the group was effectively weak.

It is rather important here to see that the marked black group is weaker than the single stone marked 'a'. Even if you have trouble seeing that, at least it's obvious that the marked group is much bigger!

Since Black effectively has a weak group, WGT Rule 2 says you must settle it immediately. Now, Rule 3 says that the best way to settle a weak group is to extend from it and threaten an enemy weak group. However, in this case, it's not easy to see how to do

that. If the marked white group were weak, then the correct move would be to threaten it - at point 'c' perhaps. However, the white group is strong - it was settled at Move 50, remember? This is a good example of why settling a weak group is so important.

52 is a shoulder hit. The correct response to a shoulder hit is almost always to push in one of the two possible directions - that is at 'd' or 'e'. Either would do here but the simplest thing by far is to play 'd' and to defend the corner. This looks terribly submissive, but the secret of Go is knowing when to be aggressive and when to be defensive. WGT makes defending a weak group imperative. There may well be less submissive moves that work by attacking White's weak stone at 52 but at the DFK level, it is best to keep it simple.

Once Black plays at 'd', his group becomes strong and it is White's turn to worry about 52. If he defends that, then Black can turn his attention to his next weakest group, the stone marked 'a'.

Figure 1. Continuing the game:

53 Instead of defending the top left group (at 'g' in Fig 1), Black played 53. This is a difficult move to follow up and a potential disaster because it falls between two stools. If it was intended to settle the stone at 51, it should have been played at 'd' (a 2-space jump). If it was intended to attack 52, it should have been at 'e' - this might have been playable - though more difficult to follow through than 'd'. The problem with this 3-space jump at 53 is that White can split by playing at 'f'. If White had done this immediately, there would have been the interesting situation of two weak white groups and three weak black groups on the board.

⑤4 A good WGT move strengthening a weak stone and attacking an enemy weak group. This shows clearly why the defence at 'g' should have been played at move 53.

⑤5 Yes, Black eventually does defend the correct group.

⑤9 This is good since it defends both of the weak stones at 51 and 53 simultaneously. The upper left black group is probably now strong enough to be left - though incorrect responses to White's next few moves possibly suggest otherwise.

⑥5 White has managed to destroy all Black's eyes in the corner. So Black correctly runs. 68 would probably have been better.

⑦3 If the upper left black group is now regarded as strong, this move is OK from a WGT point of view since it defends a group that has been weakened by the previous move. There are, however, better ways to do it. Play at 'h' would probably be better.

⑦7 WGT error. Rule 7. This is an extension from a strong group. Black should open up a new front - if he still regards the upper left group as strong.

⑧4 This is a mega-serious attack on the upper black group. With correct Black play, he can almost certainly save the group - though, at the DFK level, it might well have been correct to have regarded it as weak and defended it further earlier.

⑧5 WGT error, Rule 4. For the first time in this article, this illustrates Rule 4, about extending from the weak side rather than the strong side. ⑧5 is an extension from the strong side. A contact play against this white stone might well be a good idea - but the contact stone must be connected to the

weak group - for example, point 'j'. Actually, the best play for Black here is probably point 'j' since it threatens to capture two white stones (or more) - but this is not trivial to read out and Black overlooked it in the game.

⑧7 Yes - defending the correct group.

⑨9 A complete disaster - WGT, Rule 2! Black has taken his eyes off the ball completely. He must continue to defend the weak group, which is still eyeless and nearly surrounded in a net.

⑩0 An excellent move that, with better White play would probably have killed the black group.

Rest of game

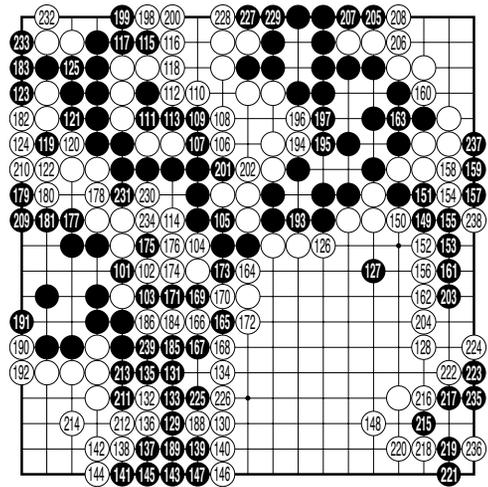


Figure 3. Moves 101-240.

The rest of the game is shown in Figures 3. Black succeeded in saving his big weak group but failed to ever break into White's huge bottom right and lost by about 100 points.

There are lots more WGT errors on both sides. Play through it and try to identify them.

UK CLUBS LIST

The up-to-date clubs list, with a map of the UK, many 'phone and email contacts, and links to club webpages, is available at:

<http://www.britgo.org/clublist/clubsmap.html>

Please send corrections and all new or amended information to the Journal editor and Brian Brunswick at council-brunswick@britgo.org

The proposal is to only reprint the full list here about once a year when space permits.

All significant changes between full lists will be published here though, in the 'most recent first' format.

Please subscribe to the email Newsletter for more frequent updates.

NOTTINGHAM Brent Cutts, brent.cutts@boots.co.uk

0115 959 2404 Wednesdays 19:30, Crown Inn, Church Street, Beeston, Nottingham, NG9 1FY. Please check with the club secretary before attending.

BRIGHTON Meets on Tuesdays from about 20:00 at Grand Central pub, 29-30 Surrey St, Brighton, BN1 3PA (near Brighton Station). Phone to confirm meeting: Jil 07920 865065, Sue 07740 376209, Jim 07811 583802 or Marcus 01243 514128.

NEWCASTLE No longer meets

NOTTINGHAM UNIVERSITY From 7th November, meets during term time on Tuesdays from 19:30 to 21:30. Venue may change.

Contact Nathanael Carton 0115 9225473 llyznc@nottingham.ac.uk

SOUTHAMPTON New contact Fabien Oram fabienoram@hotmail.com

The club now meets most Saturdays during term time at Southampton University campus. Please email Fabien or Xinyi Lu x12503@soton.ac.uk to confirm the meeting and the venue.

WARWICK UNIVERSITY Meets during University term, Wednesdays 17:00 - 19:00 and Saturdays 17:00 - 19:00. Please check web page for Location of meeting each week

<http://www.sunion.warwick.ac.uk/portal/organisation/6560/>

Or Vickie.Chan@warwick.ac.uk

BARMOUTH/WEST WALES Contacts Baron Allday 01341 280365 and Philip Ward-Ackland wardackland@yahoo.co.uk

EDINBURGH Discontinued Tuesday meetings. Wednesday meeting not sure.

LEICESTER Thursdays, Mayfield, Station Road, Kirby Muxloe, Leicester

OXFORD CITY Time 19:00, oxfordgoclub@goban.demon.co.uk

ST ANDREWS Edwin Brady eb@dcs.st-and.ac.uk

SHERBORNE AND YEOVIL RENAMED YEOVIL Thursdays 19:45, Mason's Arms, 41 Lower Odcombe, Odcombe, Yeovil, BA22 8TX, GoStone@gmail.com

WALSALL New club; meetings by arrangement. Can cover Birmingham to Wolverhampton and points above & below.

Contact Paul on 01922 429349 paultrebbett@blueyonder.co.uk

BELFAST meets during lunch at work on Tuesdays, Wednesdays, Fridays.

The address is 9 Lanyon Place, Belfast, but you will need to contact Ian Davis to gain admission to the building. Other meetings are by arrangement, usually on Thursday Evenings. Again, please contact Ian for details on 07952 184010 ian.davis29@btinternet.com

GLOSSARY OF GO TERMS

The Journal has historically printed a glossary of many of the Japanese terms used in Go. Future Journals may omit this section.

More extensive descriptions of Go related terms appearing in this Journal, and many other such terms, may be found at Sensei's Library

<http://senseis.xmp.net/>

This space remains open to any new terms that our contributors may feel are unrepresented on the web.

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Please send technical articles as soon as possible.

Call for volunteers to help with typesetting the technical material.

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Black Sheep
Catnap

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Deuchars IPA
Dick Turpin
Falling Stone
Golden Best
Golden Pippin

Hawkshead Red
Landlord
Old Peculier
Old Tup
Wharfmeister



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The Best Dressed at International Pair Go

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Good Night Each & All, Barry