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

EDITORIAL

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Welcome to the 153rd British Go Journal.

Solutions

By popular demand (thanks to all those who commented), the solutions to problems are published at the back of this Journal. This is *in addition* to the `.sgf` files, which will continue to be published on the website, as they are able to present a fuller exploration of the different lines that might be tried.

Credits

My grateful thanks to the many people who have helped by proof-reading the drafts, providing technical help, and most of all, by contributing articles: to our anonymous problemist and our anonymous cartoonist, to Tony Atkins, Pauline Bailey, Barry Chandler, Ian Davis, Jon Diamond, Alexandre Dinerchtein, Fred Holroyd, Geoff Kaniuk, Toby Manning, Matthew Macfadyen, Gerry Mills, Neil Moffatt, Lauri Paatero, Leo Phillips, Isobel Ridley, Francis Roads, Edmund Stephen-Smith, Nick Wedd and Julius and Vanessa Wong.

Editors

Fred Holroyd has found himself significantly over-committed (he is not the first and won't be the last retiree to find himself in this position!) and does not feel able to devote the time the Journal needs. With much regret, he has therefore decided to stand down as Co-Editor. If you are interested in editing one or more editions a year, please contact me, and I'll be happy to explain what is involved.

Pat Ridley

The `.sgf` files for problems and games printed in this journal appear on

www.britgo.org/bgj/current

All the `.sgf` files, and the answers to the problems set in the last issue appear on the BGA website at

www.britgo.org/bgj/issue152

LETTERS TO THE EDITOR

Pair Go

This small article was passed on to me by Stan Wade in work. He's a beginner, and has been formulating how to play Pair Go properly. I thought it might catch your interest.

1. Remember your own plan, and stick to it.
2. Look irritated whenever your partner makes a good play
3. When unsure as to the merits of a partner's play, resolve the situation at once to clarify how poor it was
4. Always play the most complex lines. Your partner should naturally follow your lead.
5. When the pressure mounts, forcefully remark that "Time is passing".

Kind Regards

Ian Davis

Insei - your first step to becoming a pro!

If you have the goal of improving your Go quickly or even becoming a professional, you have to become an insei first. How much does it cost to become an insei in Korea? The teaching fee is typically \$1000 US per month (Yang Jaeho(9p)'s Go school, for example). Accommodation is included. You will also need about \$1000 US for the plane ticket and near \$25 per day for food (about \$750 US/month). So, a one-month long study trip to Korea will cost at least \$2750 US.

The Online Insei League is about 30 times cheaper! And you are still able to stay with your family and continue your job!

In the Insei League you will get even more teaching games and lectures than you can get in regular school in Korea! And it's possible to get your money back, if your tournament score is good! We don't have any vacant places for the DGS (Autumn-2010) and KGS (September) Insei Leagues, but on KGS we will have a few empty spots in October for 10k-9d players.

For \$95 US per month in the KGS League you will get 8 teaching games with A.Dinerchtein, Hwang Inseong (top groups) and Natasha Kovaleva (low groups), 5-10 game reviews by email (depending on how many games you play every month). You will also get your games reviewed online - we will have game reviews by 8 different teachers from 8p to 4d : about 30 lectures in total. Free KGS Plus access is included with the entry fee.

Feel free to register at:

KGS: <http://insei-league.com/> (for October 2010)

DGS: <http://dgs.insei-league.com/> (for Winter 2010)

VIEW FROM THE TOP

Jon Diamond

President@britgo.org



I'd like to congratulate our two participants in the 27th World Youth Go Championship, held in Taiwan in July. They both won two games, with Anson Ng (2d) 7th in the Under-12 section and Vanessa Wong (5d) 8th in the Under-16s. I believe this may be the first time we've ever had players in this event¹ and hope our other young players will continue to improve in strength and be able to participate in future years.

Vanessa is now one of our strongest players and is challenging Matthew Macfadyen for the British Championship this year. By the time you read this the first three games should already be over, so go to the website for the current status ...

Our online activities are continuing to grow, with an Individual League

in prospect for the New Year to complement the Team League. We're also moving our Internet host from a USA to a UK company, so there might be an interruption in service in December, especially as we're upgrading to a new version of Drupal! But this should provide a better basis for moving forward.

Finally, as I'm sure you all know, Gerry Mills is retiring as Bookseller shortly — his last outing is at Leicester on 27th November. We're all exceptionally grateful for his 16 years of service in this role, and his good humour under all conditions. This is a service which is not provided by any other Go Association around the world, as far as I'm aware.

He's appeared at innumerable tournaments over the years (it must be well over 100, carting countless heavy boxes in the back of his car), and sold over £250,000 worth of books and sets, contributing some £25,000 of net revenue for the BGA. So this has been a significant support to our activities. I'm sure you'll all agree that he's irreplaceable, and will join with me to wish him well in his retirement.

Full details of how we're going to cope without him are still being worked out. However, one thing is certain — Gerry will still be supplying Go World to subscribers! Please watch this space, and all the other means by which we communicate with you, for more details as to how to buy books and sets in future. Hopefully, they will be in place by the time you read this.

¹ Actually Leigh Rutland played in 1984 — see BGI 63 — Ed.

THE SCHOOLS AND OUTREACH PROGRAMME

Toby Manning

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The BGA is in the middle of a significant outreach programme, with the intention of introducing Go to as many people as possible. We will never get the whole country playing Go—this is an impractical objective—but we would like to be in the position where “Go” is part of everyone’s vocabulary so that the phrase “I play Go” is equivalent to “I play Chess”, and does not get the response “What is Go?” Our programme is concentrated on schools, but does cover other events.

Schools Support

Much of the work is undertaken by Peter Wendes, who provides high quality “Introduction to Go” events for schools, using sponsorship funds from Winton Capital Management. These funds are usually matched 50% with local resources, often via the local authorities’ “Gifted and Talented” programmes.

This year, Peter has run events in Tameside (Manchester), Lewisham, Hastings, Hertfordshire (4 events), Thames Ditton and Suffolk; more are planned. We try to get a local representative to attend so that in the event that local schools wish to set up a Go club they have a local contact who can help.

The BGA is also receiving direct requests for assistance in setting up school clubs or providing demonstration or introductory events—we have run events in Loughborough, Northampton and Bath so far this year. There are doubtless other events taking place of which the BGA is unaware.

The BGA is sponsoring the production of cheap 9x9 sets aimed at schools. These have a board made of laminated card, with real (plastic) stones, and the intention is to sell these to schools for £5.

The BGA is always looking for further opportunities to spread awareness of Go, and if you have a promising lead or idea please contact any member of Council.

CRB Checks

There is some concern among potential volunteers that they may need a “Criminal Records Bureau” check before visiting schools, and that this is bureaucratic and expensive. The current position is that it is the responsibility of the school; they may ask you to have a check undertaken, although this is only likely to happen if you are visiting frequently and are unsupervised. If the school does ask you to have a CRB check, it is reasonably simple (and they will help you complete the forms, and pay any fees necessary). As an alternative, any BGA member who regularly visits schools and believes it would be useful to have a CRB check can contact Sue Paterson, the BGA Child Protection Advisor, and we can get one for you (the BGA will pay the administration fee of £15): Sue can also provide advice in this area (child-protection@britgo.org). This is an area where legislation is under review, and the BGA is keeping in touch with developments.

Other Events

We also try to have a presence at selected events with a “Japanese”

flavour or at game-playing events. We received a lot of interest at our stalls at “Expo”—a large anime convention held bi-annually in Docklands, London, although our attendance at a Japanese festival in Richmond was less successful. Peter Wendes ran events at Chiddingstone Castle, near Tonbridge, and at the “Will Adams Festival” at Gillingham, Kent (Will Adams was probably the first Englishman to visit Japan, in 1600).

Much of the support to school clubs is undertaken by a relatively small

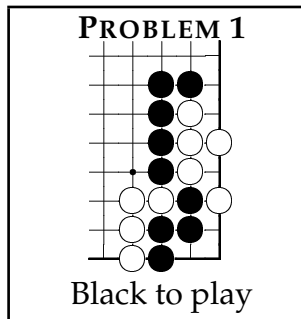
number of volunteers who attend local school clubs on an occasional basis, providing tuition, mentoring, help and support to the often hard-pressed teacher. The BGA is always looking for additional support to spread the burden. Even if you cannot help with school clubs (in particular, these are mostly run at lunchtimes so it is very difficult for someone with a full-time job to help), there is scope to assist with one of the other events, which are usually at weekends. If you are interested in volunteering, please contact me at ccpr@britgo.org.

GO KIBURI RETURNS FROM SCOTLAND

Pauline Bailey

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It is not generally known that Go Kiburi¹ spent much of his life in Scotland, nor that he had a slight stammer. That besides, one day he realised that the British Go Journal had not published anything about him for many years. This made him sad and he wanted to rectify it, so asked Iki Jibiki for suggestions as to what to do. Iki thought the personal touch might be best and contacting someone Go knew could be a good idea. ‘Was there anyone?’ ‘Yes,’ replied Go Kiburi, ‘Ikken Tobī’.



¹Once upon a time, I am told, there was series of stories in the BGJ about this well-known Go player. For more of his adventures, see the AGA web site at <http://www.usgo.org/resources/downloads/gokiburi.pdf>—Ed.

UK NEWS

Tony Atkins

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Pair Go Champions: Natasha and Matthew, Kelda and Paul

As usual the Pair Go Championships, the 20th, were held at the Foxcombe Lodge Hotel, Boars Hill near Oxford on 13th June. New proprietor Gary Adams was not sure what to expect and could have done without a water leak, requiring a bucket in the playing room. Last year's winners Kirsty Healey and Matthew Macfadyen lost in round two to Alison and Simon Bexfield, but Alison and Simon lost the final. The winners were Natasha Regan and Matthew Cocke, who took the championship for the first time in five years. In the 10-pair handicap group, the winners for the second year running were young Kelda Smith and her father Paul Smith, from Cambridge.



Best Dressed Pair

The Best Dressed competition again featured top-hatted winners: Sarah Wright and Alistair Turnbull won, with reigning World Pair Go Best Dressed champions, Kirsty Healey and Matthew Macfadyen, taking second spot. Paul and Kelda Smith also won Francis Roads's Religious Education Quiz, with 20 points.

Biggest Durham Ends in 3-way Tie

The following weekend saw 54 people gathering at St John's College, Durham for two days of Go at the biggest Durham Go Tournament so far. Having a mere one winner seemed paltry, so in the absence of meaningful tie-breaks, the tournament was won jointly by Matt Reid (1k), Yohei Negi (2d) and Matt Crosby (3d), all on five wins. Scott Owens (9k) from Cambridge was the only player with six wins, and the other players on five wins were Jamie Taylor (5k) and James Hadfield (7k). Prizewinners with four wins were Luke Humphreys (12k), Gregor Welsh (10k), Dave Cantrell (9k), Andre Cockburn (7k), Will Taylor (6k), Edmund Stephen-Smith (4k), Sandy Taylor (1d) and Nick Krempel (3d). The Small Board tournament was won by David Taylor (30k), and the Lightning Tournament jointly by Edwin Brady (1k), as the person on 100% with most wins, and Dave Cantrell, having most wins overall. Additional prizes went to Susan Taylor, who baked shortbread in a Go board design, and Adam Watts, who baked very popular flapjacks. Finally, a special prize was awarded to Gerry Mills for his stalwart service providing the bookshop to the tournament over the years.

Yohei Wins Despite Tie

For the second weekend running, Yohei Negi (3d) ended a tournament equal on wins with two others at the top of the table. This time, at the Welsh Open in Barmouth, a tie-breaker was in use and so he won, ahead of Matthew Scott (2d) and Sandy Taylor (2d) by one SOS point. Thus Yohei retained the Welsh Open title he won the previous year. Also finishing with 4 out of 5, below the bar, were Richard Mullens (6k, St Albans) and Richard Scholefield (10k, Milton Keynes). 39 players took part, an increase on the previous year. The weather was glorious, and players enjoyed paddling in the sea, walking along the beach, promenade and hills at the back of Barmouth, and open-air Go in front of the venue, the Min-Y-Mor Hotel.

New arrival from France wins MK

Thirty players attended this year's Milton Keynes Tournament, held on the first Sunday in July, a new time of year. Although the playing hall was familiar, the adjacent side rooms have been completely rebuilt as the Open University's new Hub; they provided a new and unfamiliar place in which to relax between games. The tournament winner was Mathieu Delli-Zotti, a French 1k now living in Brighton. Also winning three were Graham Philips (2k) and Steve Bailey (4k). The best team was Cambridge who won 2/3 of their games. In the MK-Goban side event, Steve Bailey won 4/5 games, but the prize went to Paul Smith for 5/9.

Roella Tops UK Go Challenge

The Finals of the UK Go Challenge for schools were held at Andy Brixey's school, St Mary's Priory RC Junior School, in Haringey, London, on the second Saturday in July. An excited bunch of 29 children took part, the majority from the host school, but it was sad to see so few older children there and several of the age categories uncontested. The section winners and runners-up won cash prizes, thanks to Winton Capital Management, and all section winners also got a framed certificate showing their achievement. Roella Smith, from Milton near Cambridge, was the overall winner for the first time and she also won the puzzle-solving prize.



Barney v Roella, UKGoC

St Mary's Janet Olatokun was awarded the fighting spirit prize. The age group categories were determined by a knockout system and the team trophy was decided by head-to-head matches. Children who were just learning Go and had not played in a heat were able to play in the separate Challengers' section. The results are shown in the following table:

Winners:

U14 Boys

U12 Boys

U10 Boys

U8 Boys

U12 Girls

U10 Girls & Top Girl

U8 Girls

Runners-Up:

U14 Boys

U12 Boys

U10 Boys

U8 Boys

U10 Girls

Overall place winners:

1st

2nd

3rd

On 5/7:

On 4/7:

Challengers' Tournament

Champion School

Champion Primary School

Challengers' School:

Peran Truscott (Cambridge)

Thomas Meehan (Solihull)

Barney Shiu (Bristol)

Mark Slatter (Milton, Cambridge)

Angel Jobson (St Mary's, London)

Roella Smith (Milton, Cambridge)

Kelda Smith (Milton, Cambridge)

Linden Ralph (Cambridge)

James Lee (St Ann's, London)

Vijayant Pannu (St Mary's, London)

Anthony Ghica (Kettlefields, Newmarket)

Samantha Castrillo (St Mary's, London)

Roella Smith

Barney Shiu

Peran Truscott

Jason Prince

Filip Nykiel, Alexei Pierre-Davis, Gabriel Olatokun

Ernel Bodi (St Mary's, London)

N/C

St Ann's

St Mary's

Oscar is youngest Isle of Man winner

Oscar Selby, aged 7, became the youngest winner of a Manx Go event in August at the Isle of Man Go Week. He won the 13x13 and also the Rengo (doubles) with Matthew Cocke. Not much older was the winner of the Lightning Tournament, Barney Shiu. More details are elsewhere in this Journal.

No British Go Golds at MSO

There were no British players winning Golds for Go at this year's Mind Sports Olympiad. The event was held at the end of August at the Soho Theatre in the centre of London. Restricted space meant fewer events than normal, with Go restricted to two: the Small Board and the Open. Six players played the Small Board (13x13) on the Friday afternoon. Gold went to Spain's Paco Garcia de la Banda (3d). Silver went to Xinyi Lu

(4k) and silver to Vincent Frochot (8k) from France. In the 12-player Open on the final Sunday, the Gold was won by Turkish 1d, Bulent Tuncel. Silver went to Paco and Bronze on tie-break to Alistair Wall (3d). As usual, Go players took part in other games too, throughout the event, with some awards, such as Natasha Regan's Silver at Hare and Tortoise and Matthew Hathrell's Golds at Lost Cities, Continuo and Poker. Paco was noteworthy as the MSO's overall Pentamind winner.

Only One Winner

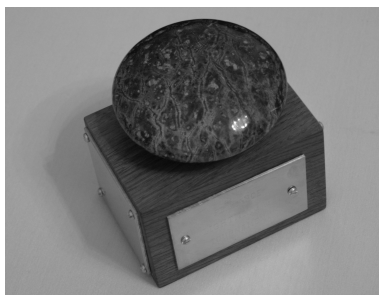
Ivan Wong, a Chinese 1 dan research student at Manchester University, won the Northern Tournament on 5th September at the Stockport Masonic Guildhall. Unusually, Ivan was the only player of the 24 there to win all three games, and so was the only prize winner. Gerry Mills again brought the

BGA bookstall, but for the last time.

Teachers beat local Cornish organiser

The following weekend, the two BGA teachers from the Saturday morning teaching session were the winners in the Cornish Go weekend's two tournaments. The venue this year was the Queen's Hotel, as the Yacht Inn was unavailable. The rooms were comfortable with the usual sea view, but players missed the usual chance to sit out in the sun in the pub garden to play. In the 16-player Cornish Lightning Handicap on the Saturday afternoon, Tony Atkins (2d, Reading) was the winner in the final against John Culmer (1k West Cornwall), despite having to give a four-stone start. On the Sunday, Toby Manning (2d, Leicester) won the 20-

player Cornish Open. Again John Culmer was the player beaten in the last round. Toby collected the Devon and Cornwall Go Stone trophy, whilst Tony collected a new similar trophy (but serpentine and not wood) given in memory of a local player, Dominic Taylor, who had died recently.



New Cornwall Handicap Trophy

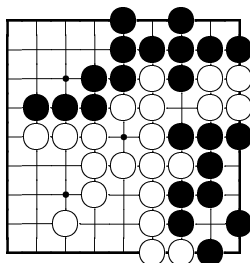
YOSE PROBLEM

Toby Manning

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White to play. Who wins, assuming best play?

(Assume that there have been no captures, there is no komi and use traditional Japanese counting, i.e. no pass stones).



White to Play

For the solution, turn to Page 41.

ISLE OF MAN GO CONGRESS 2010

Leo Phillips

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The 10th Isle of Man Go Congress was held at the Cherry Orchard in Port Erin, from August 22 to August 27.

We were very happy to welcome back lots of friends, old and new, for this event, which we consider to be a week long Go party, with a good variety of different events, Go and social, so that hopefully there is something for everyone to enjoy.

We were very fortunate that the Isle of Man Department of Tourism gave us 3-day travel passes and passes for five Manx National Heritage sites, which we were able to give to anyone who wanted them (including non-Go-playing family members).

The Congress is structured so that people can decide their own mix of Go and sightseeing—it is possible to play Go solidly all week, it is also possible to play Go for part of the day, and go out with family for the rest of the day.

There was a total of 51 players, including the Isle of Man players, ranging in age from 5 (Edmund Smith) to quite a lot older (lots of people). One of the younger children at the Congress was 7-year old Oscar Selby, from Epsom. While he was at the Congress, he learned that he was possibly the youngest child to get an A* for GCSE maths.

We started off the week with a big Saturday night meal at the Falcon's Nest Hotel, to which nearly everyone came.

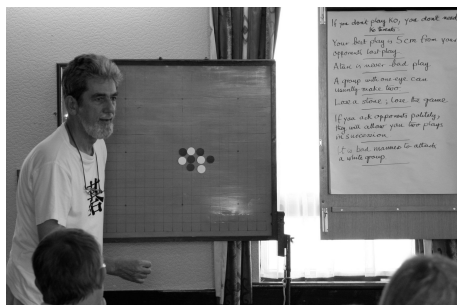
The Main Tournament, which is a 5-round McMahon, with 90 minutes per player and 20 moves in 5 minutes overtime, took place every morning (except the rest day). This was won by Alex Selby (4d, Cambridge), with

Matthew Cocke (5d, Epsom) 2nd, Alex Rix (3d, London) 3rd, and Danielle Ward (10k, Cambridge) 4 out of 5.

The Afternoon Tournament, held on Sunday - Tuesday afternoons, was a 3-round McMahon with 60 minutes per player and 20 moves in 5 minutes overtime. This was won by Toby Manning (2d, Leicester); other prizewinners were Peter Collins (2k, Bristol); Elinor Brooks (8k, Swindon); and Kathleen Timmins (14k, Market Drayton).

On Sunday evening, we had our usual quiz, with everyone who participated forming themselves into teams, and Steve Jones as quizmaster. A riotous time was had by all, and the three top-placed teams enjoyed chocolate prizes.

On Monday, after the tournaments, Francis Roads gave one of his excellent teaching sessions, based on some rather tongue-in-cheek kyu players' Go proverbs, and everyone who came along hopefully learned a lot, thought a lot, and played better Go for the rest of the week.



Get Strong at Being Weak - Francis Instructs

Monday night was Rengo night. The beauty of Rengo is its supreme inclusivity. Players ranged from

Edmund Smith, age 5 and 40k, partnered by his dad, Paul Smith (2d), to Matt Cocke (5d) partnered by Oscar Selby (40k), and lots of other similar pairings. A brilliant evening was had by all, and the winning team was Oscar Selby and Matt Cocke.



Kelda Smith and David Ward in the Rengo tournament

On Tuesday we had the Musical Evening, a well-established tradition at the Isle of Man Congress. Not as well attended as at previous congresses, when people have learned to play crumhorns in ensemble under Francis Roads's expert and charismatic guidance, but enjoyed by the participants and the small but highly appreciative audience. The evening has in the past been shared with an Alternative Strategy Games evening, and the general consensus of opinion was that this may be a good format to which to revert in the future.

Wednesday was the Rest Day, when everyone went off exploring the Isle of Man, and using their free travel and heritage passes. (People were offered the chance of a Die Hard Tournament, which has had a few doughty contestants at previous

tournaments, but everyone decided to go sightseeing instead this time.) In the evening, lots of us met up for another meal at the Falcon's Nest. Thursday saw the start of the Handicap Tournament, using the now-famous Manx Handicapping, which has proved to be an excellent way of ensuring fair results. The fame of Manx Handicapping has spread worldwide, and was recently adopted by the Gallatin Valley Go Club, in Bozeman, Montana, for their tournament. We hope that more clubs will realize the benefits of Manx Handicapping, and adopt it for their tournaments. (For more detailed info, please email David Phillips at davidp@manx.net).

The winner of the Handicap Tournament was Peter Collins, 2k, from Bristol. Runners-up were Luke Humphreys (11k, Durham); and two of the older children—Barney Shiu (10k, Bristol); and Roella Smith (13k, Cambridge).

On Thursday evening, we had a 13x13 Tournament, in which most people played, including the children. Oscar Selby had been promoted from 40k to 35k, and in spite of a rise of five grades in three days, managed to win the tournament, playing in the final against his mum, Natasha Regan.

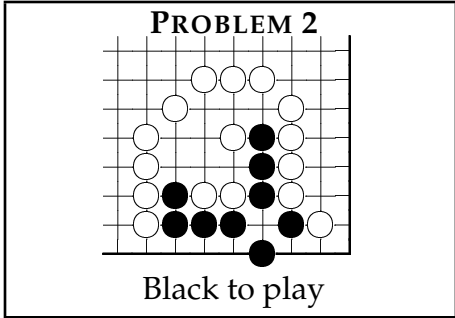
A regular feature of this Congress is the Sandcastle Competition, usually won by the Bexfield family. This year we had two very imaginative and well-constructed castles—Bexfield Castle, designed and made by Charlotte Bexfield, aged 9; and Selby Castle, made by Oscar and his family. Bexfield Castle scored very highly for Charlotte's skill in designing canals and moats, for moving water from the stream that runs down the beach to the sea into her castles' moats; also for

her unique idea of having a jellyfish farm, carrying the jellyfish up to their ponds (without getting stung!), and caring for the jellyfish by bringing up buckets of sea water to make them feel at home. Charlotte also created a couple of Gaudi-esque small towers, using the "dribble" technique introduced by Matthew Macfadyen in 2008. Selby Castle scored for the imaginative use of red food colouring to create the volcanic lava, and for the inclusion of a Go board in the sand, with a game in progress; and a Three Legs of Mann made from several carefully-placed small castles. Both were judged to be the best sandcastles ever seen at an Isle of Man Congress.

The Congress ended with a splendid Buffet Dinner, in which the new chef at the Cherry Orchard excelled

himself, and everyone had big meals with seconds (and thirds!) for anyone with a sufficiently big appetite. This was followed by the Prizegiving, hilariously compered by Steve Jones. One of the awards is traditionally given to the tallest person at the congress—Steve had been researching the work of his scientist namesake, and awarded this congress's prize to Constance and Margot Selby, who as identical twins, counted as one genetic individual, and together were taller than Paul Barnard.

The evening ended with a few Go songs, and we were all very sorry when everyone went home. The week was over all too quickly—we are missing everyone, and looking forward to the next congress (which we have started planning already). □



WORLD NEWS

Tony Atkins

ajaxgo@yahoo.co.uk

Anson and Vanessa play in World Youth

Every year the best children at the European Youth Go Championships can get selected to play in the World Youth Go Championships. This year two players representing the UK were selected to be part of the European team at that event. Vanessa Wong was selected to play in the Under-16 section and Anson Ng, who lives in Hong Kong, was selected to play the Under-12s. Thus they were lucky enough to go to Taiwan during the fourth week in July. The tournament was held on Penghu Island and beach trips were included in the schedule. As expected, the Chinese, Korean and local players dominated the event. China won the Under-12 and Korea the Under-16 titles. Anson and Vanessa both won two out of four. Top European player was Lukas Podpera from Czechia, who won three games in the Under-16s.

Yohei Top for UK at EGC 2010

The 54th European Go Congress was again sponsored by Zhuyeqing Tea. It was held in Tampere, Finland, as described in the report by Francis Roads. 418 players took part in the main Open Tournament; this time there were just a few strong players from outside Europe. Ilya Shikshin from Russia was the champion, topping the group on eight wins, just ahead of Artem Kachanovskyy from Ukraine by two SOS points. Yohei Negi (3d) was best placed of the 17 from the UK who took part, with 6/10 in 53rd place. Andrew Simons (2d) also won six games.

Fifty-nine pairs took part in the Pair Go Championships. The winners of the 600 euro first prize were Klara Zaloudkova (Czechia) and Mok Chin-Seok (Korea). They beat Laura Avram and Ilya Shikshin from Russia in the final. Ilya Shikshin also won both the Lightning and again the 13x13. Janne Kosso from Finland won the 9x9 Handicap.

Three hundred and fifty players took part in the Weekend Tournament and it was won by Kim Jung-Hyeop, with Ilya Shikshin in second. From the UK, Yohei Negi (3d), Martha McGill (3k) and Huw Mort (13k) won three, and Alice Bradley (10k) won four games. Kim Jung-Hyeop also won the 195-player Rapid.

American Go Gathering

The 26th US Go Congress was held in Colorado Springs. T Mark Hall was the British representative, winning half his games. Myung-Wam Kim, a 9 dan pro living in the US, was the unbeaten winner for the third year running. Francis Meyer was second, only losing to the winner. About 270 players took part.

Netherlands wins Euroteams

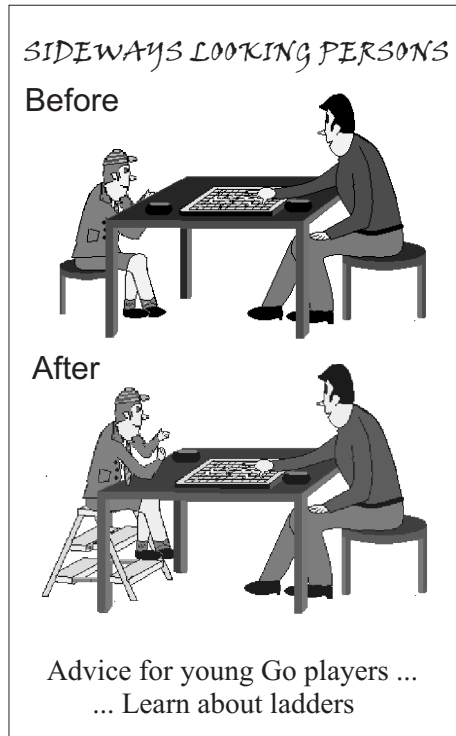
The European Team Championship was held in the middle of August, following straight on from the Leksand Tournament in Sweden, which Ilya Shikshin won. The Netherlands was the winning team with eight points and fifteen wins. Second was Serbia also with eight points but wins. The usual winners of this event, Russia, were third. Six teams took part. After Leksand, the

leaders in the Pandanet Go European Cup were Pal Balogh on 33 and Ondrej Silt on 29.

Will Brooks third in European Student Championship

William Brooks (3d), the student from Cambridge, was a creditable

equal third in the European Student Go Championship in Darmstadt, Germany. He only lost to the top rated player Benjamin Teuber (6d) and to the eventual winner Matthias Terwey (3d). Twenty-two students from eight countries took part. □



VANESSA WONG

Pat Ridley

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Recently turned 15, Vanessa is the youngest person to play in the title match for the British Championship. She plays Matthew Macfadyen in a 'best of five' series of games which started in September (see page 31 for details of the first game), getting there by winning the Candidates' Tournament with a perfect 6/6, and winning a play-off for second place with Richard Hunter in the Challengers'.

Vanessa started to learn Go from her father, Julius (2d), at the age of

6, and started to concentrate on Go from the age of 9. She became 1d at the age of ten and 3d at twelve. In 2008, she obtained a national 4d certificate in China in 2008, and is now 5d. She won the Hong Kong Pair Go Championship in 2005 and the British Youth Go Championship in 2006, and represented Britain on top board in the women's team at the World Mind Sports Games in Beijing in 2008. Her most recent achievements include 3rd place in the 2009 London Open and 2nd place in the under 16 age group at the 2010 European Youth Go Championships.

Vanessa is currently studying at Concord College, near Shrewsbury, where the first game in the British Championship was held. When she finishes at Concord, her plans include studying Biochemistry at Cambridge and becoming a professional Go player in Taiwan. Below is a game she played in round 1 of the 2009 London Open.

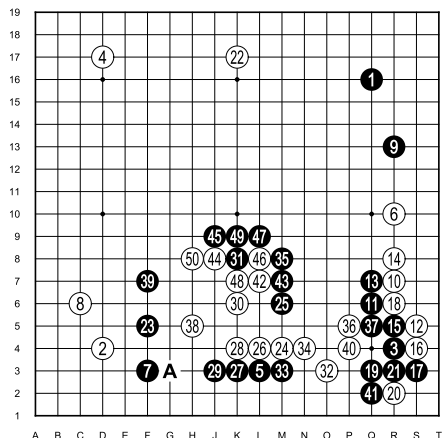
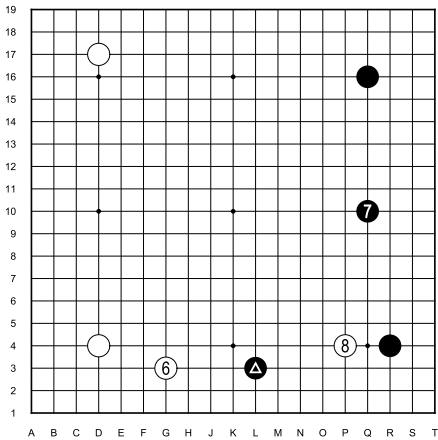


Diagram 1 (1-50)

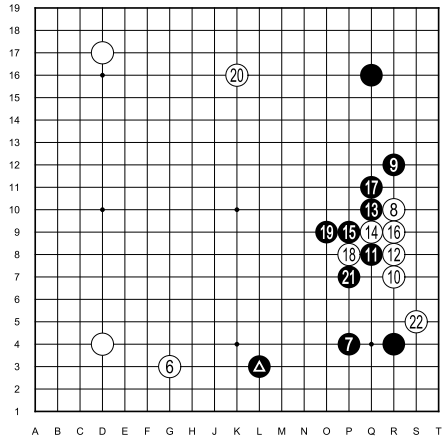
White: Kano Nagao, 6d
Black: Vanessa Wong, 5d
London Open 28th December 2009,
Round 1, Board 1
Komi: 7.5
Reviewed by Alexandre Dinerchtein,
3p

- ⑤ It was popular to extend here 15 years ago, but nowadays it's rare to meet this move.
- ⑥ It's not a mistake, but Korean professionals think that if White plays at A, she can get a promising fuseki—see Variations 1–3 on the next page.



Variation 1 (Move 6)

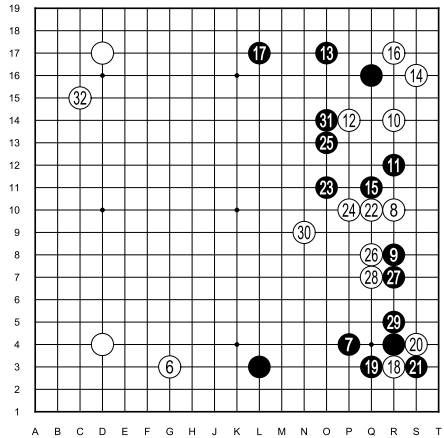
Now the marked stone is too weak.



Variation 2 (Move 6)

Now we can see that the marked exchange is bad for Black: it's too close to the wall.

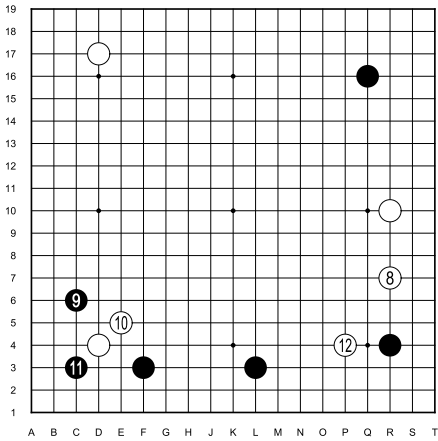
This is the best way for Black, but in 7.5 komi games it looks a bit slow. Black can play like this, but it's quite passive.



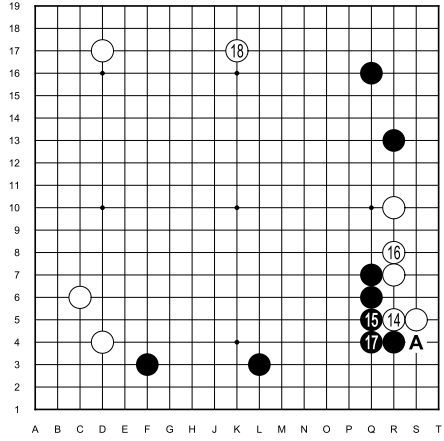
Variation 3 (Move 6)

Returning to the game (Diagram 1) ...

- ⑧ White may think about tenuki. She may try to make the exchange of ⑩, black at ④ first, but I doubt that Black will answer passively—see Variation 4 overleaf.



Variation 4 (Move 8)



Variation 5 (Move 14)

We call it "my way strategy", when you often ignore the plans of your opponent.

⑩ Now White has to push. After 18 White has a stable base, sente and a promising yose at A. Lee Changho, 9-dan was a big fan of pushing at A early in fuseki.

Returning to the game (Diagram 1) ...

⑨ Now the fuseki is standard.

⑬ A joseki, which was really popular in the middle of the 90s, but recently it's rare to meet it.

⑭ Wrong order! See Variation 5 above.

⑮ Good punishment.

⑲ Black is favourable. We can compare it with another joseki: 1-10 (see Figure 1). The A-B exchange after this common joseki is clearly good for Black.

⑳ White has sente moves around M6, P5, L4 and O3, so it's easy to invade.

㉕ Big overplay! Black is not thick enough here for killing this stone—see Variation 6 on the next page.

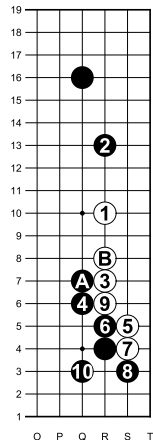
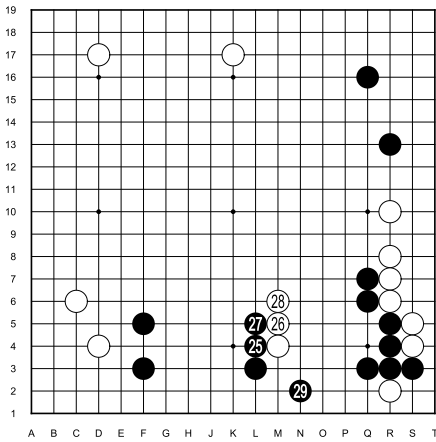


Figure 1



Variation 6 (Move 25)

Here is the normal way.

Returning to the game (Diagram 1) ...

- ③① Another overplay! I would prefer to play kakari on the top first.
- ③⑧ White's group is hard to kill and Black's wall is hard to use. We can also see that Black lost most of her lower territory.
- ④⑤ Any hane helps White to create shape. A is better, usually. Extend, if you plan to attack!

- ⑤⑧ The cut at ⑥⑩ is better timing.
- ⑥④ Good move!
- ⑦② Black's attack failed.
- ⑧① White is alive in sente! It's a big success!
- ⑧② I would prefer to play tenuki here.
- ⑧⑧ The shimari at A looks more important.
- ⑨④ Joseki, but here it's bad. It's more important to prevent Black's moyo on the left with B.
- ⑨⑤ Good move! Black has a nice wall, so the common joseki at C or D would be too slack. Black wants to take everything on the left!

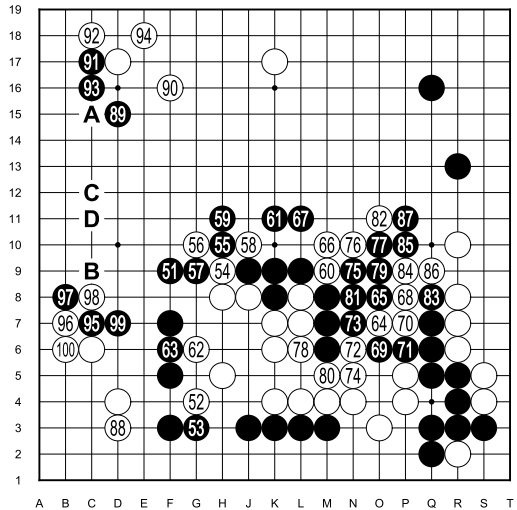


Diagram 2 (51-100)

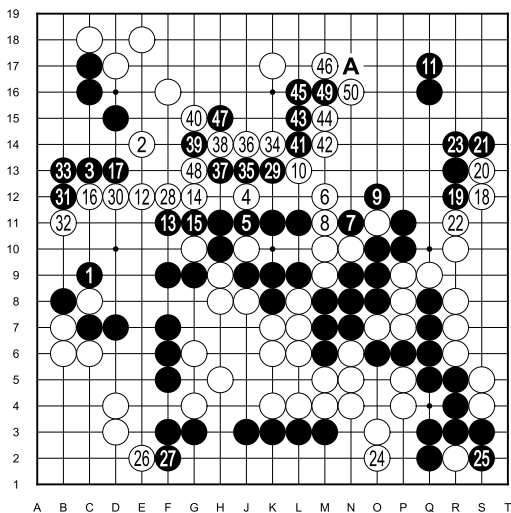


Diagram 3 (101-150)

- 103 Locally the result is good for Black, but she is still behind.
- 107 Atari at 109 is more common.
- 109 Black lost sente here.
- 110 Good shape.
- 114 The peep is painful for Black.
- 116 I would prefer to extend at A – White would be ahead.
- 119 Tenuki is better. The extension to M17 (at 146) is really huge!
- 124 Painful for Black!
- 126 It was Black's sente, but she forgot to make it earlier.
- 128 White can win easily by extending at A.
- 129 Black has to fight!
- 136 It's easier to defend at L14 (at 141).

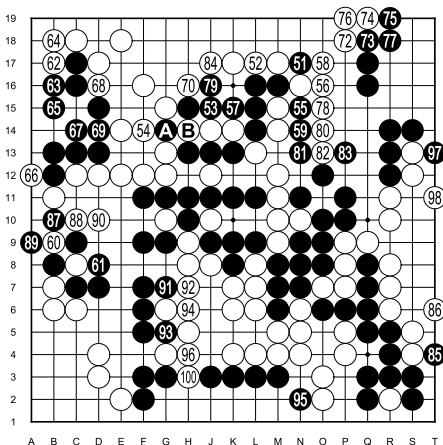
138 Now it's good to defend at M15 (keima, at 144).

141 White was careless here.

159 White lost more than 20 points in the centre. Her compensation is top side and B11, but it's clear that this compensation is not big enough.

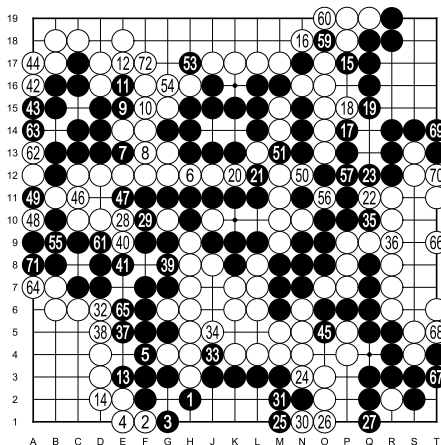
Finally Black won the game by 0.5 point – we can say that Vanessa was very lucky. It was hard to change the result of this game after an unsuccessful attack in the fuseki.

No more comments on the game. Some ko fight moves were omitted from the final diagram. Black wins by 0.5.



71 at A, 99 at B.

Diagram 4 (151-200)



52 at 48, 58 at 49.

Diagram 5 (201-272)

THE BGA BOOKSHOP - 1994 TO 2010

Gerry Mills

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Wee Willie Winkie! that's what www suggested to me when I took over the BGA bookshop in 1994. Electronic books were science fiction. My first Price List had under 50 entries: now it has over 250. After a year or two Ishi, the original publishers of Go books in English, died, and from the ashes rose Kiseido. Several more new publishers have appeared since, notably Slate and Shell.

Until the last four years, Go book prices remained stable, judged by the Elementary series. Early on I realised that it was generally no more expensive to post a book than it was to sell it at a tournament, so all prices were changed to include post and packing, which helped to simplify the job in various ways.

The biggest change came when Alex Rix introduced me to Compendia, who were interested in selling Go

books and kit through their retail operation in Greenwich. Subsequently several other retailers started buying from the BGA, leading to my biggest ever order (over £1,000 at today's prices) to a shop in Cambridge. However, distributing Go books and kit to shops caused tax and VAT problems, and these persuaded me that this was not really practicable as an amateur operation. So I formed Payday Games Ltd. as a non-profit-making sideline to a group of companies in which I was interested, and many of you will have seen the characteristic black boxes and tubes designed by Roger Whitehouse, who ran all the Payday companies. When Roger had to retire, the business was sold to Tim Dixon, who combined it with his existing games and puzzles business, Pentangle. Now I source most books and equipment through Tim, and he has all the problems of dealing with overseas suppliers.

The biggest event was the Dublin European tournament in 2001. The BGA bookshop was there for the whole of the fortnight, which involved pre-purchasing a massive quantity of stock and transporting it across the Irish Sea. I have close links with Dublin as my daughter Candi and family live there, so I have always attended as far as possible any tournaments in the city, and in return I have had wonderful support from all the Irish Go players.

I haven't kept records all the way back to 1994, but I estimate that I have earned about £50,000 for the BGA on sales of perhaps £250,000. Currently sales are falling off, partly because many UK players have all the books

they need, partly because of much higher prices in the last few years, and partly due to the growth of electronic books. I don't think these will entirely replace conventional books, but their potential advantages for technical subjects such as Go are considerable.

So now I am giving up running the BGA bookshop, which has been quite a large part of my life. What am I going to do in the future? Principally, I have a half-written novel to finish, which will be published and touches on the game and one or two personalities in it. I will also continue to be involved in a large software project which needs a lot of attention. There will be time for new friends like Stephanie Perks who, as Andy Finch's wife, ran the BGA bookshop for a time about 25 years ago. And I will be able to try out some activities like sailing and skiing that are new to me. I won't be at many English tournaments, but I hope to continue to attend most of the Scottish and Welsh events, Dublin of course, and some of the weekend tourneys in Europe.

It is likely that I will also continue to handle "Go World" subscriptions, and I hope to set up and run a secondhand Go book shop on-line.

Some of my favourites:

Current tournaments: Maidenhead, because it cheers up January, and Dublin, because of the Guinness between rounds.

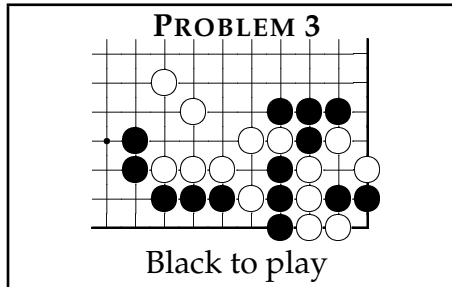
Former tournaments: Shrewsbury, when Brian Timmins ran it, and Leicester, when Eddie Smithers and family ran it.

Go clubs: Swindon, for being outstandingly friendly and welcoming. Chester and Cardiff are good, too.

There are a lot of people in the UK Go scene that I like, so perhaps it is unwise to single out a few amongst so many.

In no particular order: Bob Bagot, my predecessor at the BGA bookshop; Pauline Bailey, for being indomitable; Alison Bexfield, with whom I was always on the same wave-length; Donald McLeod, for not wearing a kilt; Toby Manning, especially for encouraging Quentin and me at the Bristol Go Club; and John Gibson and Chris Rafferty from Dublin, for drinking me under the table.

Finally I must remember John Hall, my former colleague and old friend, who introduced me to Go in 1976, and later ran the Newcastle Club for many years.



THE LEARN GO WEB SITE

Neil Moffatt

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I established the Learn Go web site (www.learn-go.co.uk) in 2009 to accompany two books on Go that I had self published on Amazon. The motivation behind writing them was acquired over twenty years of Go playing, as I sought, with growing disillusionment, a book on Go that avoided the universal habit of serving up multiple moves per diagram. And this included excursions to bookshops in both China and Japan. But to no avail.

Learn Go
Probably the World's most played Board Game

Home Books Games Joseki

Go is a board game. The current theory is that it was invented by the Chinese between 2,500 and 4,000 years ago, some centuries before the advent of Chess.

It may surprise you to know that it remains the most played board game in the World, with a profile in the East that far exceeds that of Chess in the West. It is not unusual for Sunday TV to provide Go tuition, or coverage of a major Go Tournament.

Go was subsequently adopted in Japan and Korea around 700 AD. However, it was not until the early 20th century that Go spread to the West, starting in Germany. Edward Lasker, the International Chess master, took the game to America, starting the New York Go Club. The game eventually spread across the World.

The rules of Go are very simple, in many ways more so than Chess. However, much like Chess, Go is a hugely engrossing game of great elegance and astonishing depth and richness. It will handsomely reward your efforts in learning the game.

Sample 9 by 9 beginners game.

A Go Game File (.sgf) viewer is now offered for free download. It follows the theme of this site and the books : it prints a game or sequence *One move at a time*.

Click on the icon at the left to download. Please email if it is useful.

Learn to play Go

Buy Go book

Play Go on your PC

Play Internet Go

New : Games to view

Figure 1

For many weak Go players, and especially for newcomers to Go, I felt that it was simply a bad habit that moves in a sequence had to be combined into one diagram. True, it certainly saves on space, but at what cost? The effort required to scan a board for each numbered move, and then to mentally remove all numbered stones and re-add one by one is something that I have always found hard for anything more than five moves. As early as page 6 in the well respected 'Learn to play Go volume 1' beginners book by Janice Kim and Jeon Soo-hyun is a board shown with six numbered moves. The book deems it appropriate to present a started game in such a fashion to complete newcomers. In addition to this problem, I also felt that double-digit kyu players were poorly served by game reviews. Again, the habit to comment on only occasional selected moves has become a norm. 'The other moves are obvious', of course. Not to someone relatively new to the game. They want to know about each move. Habits and norms tend to get accepted regardless of their ongoing efficacy. So I adopted both of these concepts in my books; 'Learn Go' for beginners and 'Games of Go'¹ for double-digit kyu players.

¹Games of Go was reviewed in BGJ 149—Ed.

As time passed, I decided that the time was ripe to add a facility to display interesting games I encountered in my Go playing and studying. The idea was to set up a kind of Go blog, with support for the odd double-digit kyu player game review request as well. But I wanted to break some new ground here, and I knew that I could not implement my ideas using existing Flash based Go Game viewing software. So I researched the new HTML5 Canvas, and found it to be ideal for displaying Go games. The key features it had over existing software were that I could use static web page buttons to control the game, and that I could tailor it to suit my ideas.

The first of these ideas was to provide an effective way of jumping to key points in a game. Most games on the site now have a list of 'Jump to' labels. For example, 'Black seals the edge of his large moyo'. The list provides a basic flow of activity through the game in addition to the normal move navigation buttons (Figure 2 shows part of the relevant screen).

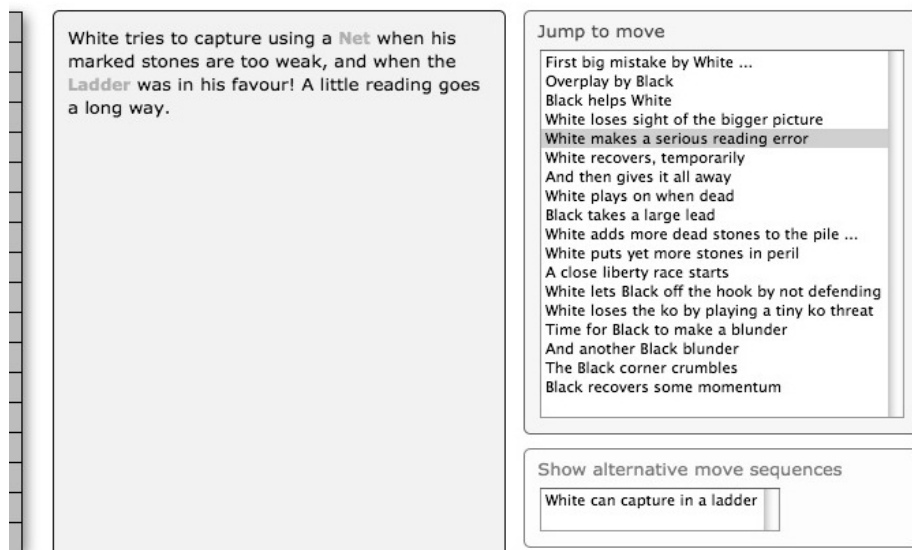


Figure 2

I also wanted to simplify alternative move sequences, and did so in a similar vein, providing each with a descriptive label. Now you can click on one or more alternative sequences for a particular position, such as 'If Black played at A instead'. To serve beginners, I provide highlighting of Japanese terms in the move descriptions. Hovering over these pops up a definition. This minimises the problem of terminology overload for newcomers.

I also wanted to provide a little more than game reviews and interesting positions. I was particularly determined to undermine a certain snobbishness in Go, where players even slightly stronger than others would assume an undue sense of authority in their judgement. The result was two new categories of Go game presentation.

First, the display of an anonymous game, where the role of the viewer is to guess the grades of the players. It might surprise you how often we misjudge weaker players in their style. One particularly eminent early trial user of my site, (whose name can only be revealed to those who email me), guessed the player grades of a professional game as kyu level. Second, the presentation of a particular position in a professional or Internet game, where the role of the viewer is to guess the next move (see Figure 3). For many professional games, this is particularly enlightning. It is much like the corresponding facility in GoGod, but for one specifically chosen move, rather than complete games.

For beginners		Game commentaries and reviews	
25 Aug 2010	Game between two relative newcomers to Go	Today	HarolBrown [3k] vs [13k] CardiffGo Where I went wrong (number 2)
Joseki (standard corner sequences - more to be added soon)		Wednesday	toshuk [13k] vs [13k] kchion Letting your opponent get away with too much
	3-4 opening with 5-3 approach	28 Aug 2010	RenkHize [1k] vs [1k] polyso Black destroys White across the board
	4-4 opening with 3-3 invading stone	24 Aug 2010	Lowlander [3k] vs [3k] CardiffGo It is often in the small details
Guess player grades		20 Aug 2010	CronoV2 [3d] vs [2d] askew Many Black stones die but Black still leads
Sunday	A central capture race falls on a flawed shape	16 Aug 2010	CardiffGo [3k] vs [5k] azujigo Where I went wrong (number 1)
17 Aug 2010	White plays small on the side	15 Aug 2010	kevin999 [17k] vs [16k] daninja Failure to adhere to basics
14 Aug 2010	Some deviations from Joseki	10 Aug 2010	paulttm [16k] vs [17k] kloutre Game between 2 improving players
14 Aug 2010	Tengen opening for Black	09 Aug 2010	nilopodos [1d] vs [1d] s2ss Early resignation in Dan level game
14 Aug 2010	Tengen on Black move 3	06 Aug 2010	CardiffGo [3k] vs [7k] mayou Aggression without defence
14 Aug 2010	Large scale opening	27 Jul 2010	CardiffGo [3k] vs [8k] Cafe1minh Examples of many bad Go habits
14 Aug 2010	Trying to reduce the left side	25 Jul 2010	oly [2k] vs [3k] CardiffGo Very lucky Black rescue
02 Aug 2010	A very bloody battle	24 Jul 2010	Lee Changho [9p] vs [9p] Chang Hao Lively Lee Chang Ho game
01 Aug 2010	A clean and simple opening	23 Jul 2010	Cho Chikun [9p] vs [9p] O Rissei Feisty Professional game
Guess the next move		23 Jul 2010	kfardzil [14k] vs [14k] DuyQuy Middle kyu game with large moyos
Wednesday	After a struggle, White gains power	22 Jul 2010	melchen [4d] vs [7k] Antogo Even game 7k vs 4d - guess who wins!!
17 Aug 2010	An interesting pro opening	21 Jul 2010	Hutoshi [7d] vs [5d] ky2009 Example of violent fighting
14 Aug 2010	An early corner fight	20 Jul 2010	Unknown [9k] vs [11k] Unknown Detailed game review
02 Aug 2010	Key point in a pro game	20 Jul 2010	CardiffGo [4k] vs [8k] ohma Violent game that could have swung two ways
Load up your own game		16 Jul 2010	Miyatass [5d] vs [2k] ayanami Black punishes White in high handicap game
	If you have saved one of your games		

Figure 3

Now that the site has bedded down, I aim to add a few games or positions or guessing games each week. As I said, I am happy to accept the occasional game for review. I hope that the site is well received, and that it appears as well as it does on my brand new shiny Apple iMac. □



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GO AT TAMPERE

Francis Roads

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The first round of the 2010 European Go Congress started on time. This is such an unusual happening that I thought I'd mention it first.

At some recent European Go Congresses I have felt rather embarrassed at the small British attendance. Not so this time; there were about 15 of us, amongst a total of around 500. As usual, I don't deal in results; they are readily available on the website.



Tampere City

Tampere was easy to get to. My chosen route was plane to Helsinki and direct coach from the airport to central Tampere, though there were good alternatives. The city is Finland's third largest. It was founded in the late 18th Century, and has an industrial past, though the many red brick factories with their tall chimneys are now mostly converted to other uses.

This was the Finnish Go Association's first chance to organise the Congress, and it went well. We played in two schools, where the playing conditions were pretty good. What wasn't quite so good was the lack of anywhere to

socialise properly. There was a small alcohol-free coffee bar which closed at five each day, so during the day the socialising tended to take place on the grass in a nearby park. In the evenings we met at a pub where the Tampere Go Club has its headquarters.

There were the usual side events; Lightning, 9x9, Team Go, Rapid Go, Pair Go, etc. The Pair Go rules in particular attracted some comment. In Britain we have separate tournaments: even games for the stronger pairs, and handicaps for the rest. Here we had an unconventional compromise: handicap minus four stones. I doubt if that will set a precedent.



Saijo sensei (9p) says farewell

Professionals were available, for lectures, simultaneous play and game analysis. I found the last of these three by far the most useful. All who have attended this congress in the past will know Masataka Saijo sensei, a splendid teacher of amateur players. He announced that Tampere was to be his last European Congress, as he

is seventy years old and feels it is time to retire. We shall miss him, and his tolerant attitude to our blunders.

There was little organised in the way of excursions for the off days: Wednesdays for all, and the weekend as well if you didn't want to play in the separate weekend tournament.

But this didn't matter much, as Tampere has plenty of attractive walks, and museums for the indoor-minded. Most of us weren't, as apart from a couple of thunderstorms we had fine weather throughout.

The city sits on an isthmus between two lakes. They have different water levels, and the former rapids between them have been harnessed by the Finns to keep Tampere's lights burning. There are many attractive walks along the lake edges, swimming beaches, and boat trips. The nearby pine and birch forests are very accessible too, though the Finns have something to learn about way-making. My compass was a reassuring presence.

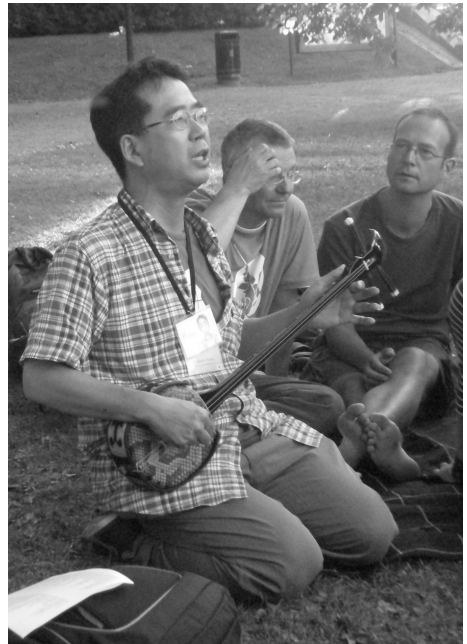


Tampere North Harbour

The Finnish language is pretty opaque. You can't even try to guess

meanings; for example, Appelsiini is the Finnish for, wait for it, orange, as I discovered to my cost at my hotel's breakfast bar. (though in fairness to Finnish, there is a similar state of affairs in German and Dutch). Fortunately almost all Finns speak excellent English.

Have you seen the film 'The Masters of Go'? It was produced in the 1980s as the first co-production between Japanese and Chinese film makers. It was shown during one of the evenings. The dialogue is in Chinese and Japanese, but the subtitling is effective. It is a harrowing story of the effects of WWII in the Far East on the lives of some ordinary Go players and their families. I strongly recommend it, but don't expect a barrel of laughs.



Hayashi Kozo (6p) plays the Okinawan Shamisen at the Go Song party

The last Friday evening brought the traditional song party, which I find that I am expected to lead when I am present. I am also expected to produce a new song for the occasion; you may see it on page 29. We kept going in the park for about three hours, until it was too dark to see. We were by no means English-dominated this time, with musical contributions in German, French, Japanese and Finnish. Professional player Hayashi Kozo brought and played his Okinawan shamisen, and joined in the spirit of the occasion with some of his native folk songs. There used to be a tradition of Go songs at the British Go Congress, now kept alive at the Isle of Man event. During this party the senior referee approached me and asked me if I would sell him my soul for nothing. Of course I agreed, and found that what he actually wanted was for me to attend a meeting at 08:30 the following morning. A dispute had arisen during Round 9; this had to be resolved to enable the draw for Round 10 to be ready for a 10:00 start; and a member of the Appeals Committee had declared himself unavailable at 08:30. Please would I join the committee, the other members being Hans Mulder of the Netherlands and our own Geoff Kaniuk. I thought it a little irregular to have two members from the same country. I also thought it irregular to have to get up at 07:30 at a Go congress. But one wants to help where one can. I duly presented myself, and found that not only was I a member of the committee, but that I was expected to chair it. If only promotion at Go came so easily ...

A high-ranking player who was well

ahead on the board had lost on time. He asserted that this was because the audible warnings given by the Ing clock had been silenced without his knowing, he himself having been late arriving and finding his clock already running. He suggested that as he didn't realise that he was in overtime he would be unfairly penalised to have the game awarded against him. There was rather more to it than that, but in the end we decided that it was up to him to ensure that the audible warnings were as he wanted them, and to know how much time he had left. The digital display for overtime is quite different from that for main time. So we awarded the game to his opponent. He immediately appealed to the EGF Rules Commission, and the last I heard was that they were still discussing the matter. But at least we enabled Round 10 to start on time.

As I mentioned, one thing which the Finns were unable to provide in their chosen venue was a source of mealtime snacks and alcoholic refreshments. I can't imagine that this will be a problem at the next European Congress. That's in Bordeaux, where I hope we'll see plenty more Brits.



Blind Japanese player at the EGC

Finnish Go Song

Francis Roads

Finnish Traditional Tune

Dm Dm

1. We play go in a Fin - nish school; no
 2. *There's one or - ga - ni - sa - tion se - cret*
 3. Fin - nish players don't count their games; if they
 4. *Out in Tam - pe - re mar - ket you can*
 5. Pair go played with straight han - di - caps is a

C Dm Dm

al - cho - hol al - lowed in here! Bri - tish players tend to
on - ly Fin - nish players have got; This is the first time
 try they'll fin - ish far too late. They say "sei - tse-man-
buy fresh pro - duce; all you please. Black-cur-rants, red - cur-rants,
 game that most find hard e - nough. May - be to play with_

Dm Am Dm

lose their games; we can't play go with - out our beer.
I re - mem - ber the first round start - ing on the dot.
 ky - men - tä - kah - dek - san"; we say "seven - ty eight".
white cur-rants, rasp - ber-ries, straw - ber-ries and fresh gar - den peas.
 han - di-cap mi - nus four is just a shade too tough.

Chorus: Dm C C Dm

Yes, Tam-pe-re is the place to play Where the sun shines eight-teen hours each day.

Dm C C Dm

Stay home and play on the net? No way! We're off to play go in Tam-pe-re!

6. Saijo sensei gave us a speech which left us feeling rather sad.
 This is his last year, so we shall miss the best go teacher that we've had.
Chorus.

7. Finnish organisation's been so good it's given me this idea:
 Let's have the European Go Congress here in Finland every year!
Chorus.

□

ARUNDEL GO CLUB

Pauline Bailey

pab27@stocton.org

A way to introduce new players to Go, as well as giving pleasure to existing ones, would be to follow the lines of the Arundel Go Club. This would be enjoyed by games players and sociable people everywhere, as well as promoting Go. It just needs someone like Sue Paterson to open their home and start a Go Club with extras.

Sue started the Arundel Go Club in January 2008, and it meets once a month on the last Sunday (with occasional deviations) at 2pm on. The venue is Sue's flat overlooking the River Arun and only a few yards from the High St. Players arrive and depart as it suits them and I do not know when it ends as we have always left before then. Sue always sends reminders to attenders and receives replies so she has an idea of who is coming. This is very necessary as there is a lot of food and drink involved. On arrival a warm welcome is always followed by teas/coffee/alcohol, nibbles and an opponent. We play in the dining room but sometimes overflow to the kitchen and/or sitting room. Granville frequently treats us to a piano recital.

The grades are very mixed, from real beginners to dan players, but everyone enjoys themselves and weaker players learn a lot. All sized boards are used and three or more games played against different opponents. Drinks and nibbles continue to flow until around 6.15pm, when the decks are cleared and a delicious supper is served. We have

all sorts of delights from home made soup and bread to stews, salads and pasta dishes. Sue has an allotment so extra delicious home grown ingredients are provided. There is a good pud to follow: icecream, fruit, crumble etc. and lots of cheese. I hope your mouths are watering!! People bring various offerings from time to time and some even provide the main dish. It is all such fun.

When that is cleared away (no washing up), the people remaining become a Games Club. We play all sorts of games; card, board, dice etc. according to the number of players. I think the evening continues indefinitely. We leave about 8.30pm. Sue has also run two tournaments at Arundel: one in the Norfolk Arms Hotel, which was very grand, and one in the Football Club, which was another good venue. I hope a spot for another will be found.

In addition to the Club, Arundel itself is a great town, full of interesting shops, galleries and eating places. There is nearly always something special going on—music in the streets, Art Festival, Flower Show, History Exhibition, Vintage Cars etc. etc. Once we had fireworks in the evening. In the summer, the Castle is an outing on its own, as well as the nearby Bird Reserve. The Tourist Information Centre is very helpful. Go players travel miles to attend the Arundel Go Club, and I think it is quite unique and the best Go Club in the world. Thank you, Sue.

BRITISH TITLE MATCH - GAME 1

Geoff Kaniuk

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This is the first game in this year's Title match played on 19th September 2010 at Concord School near Shrewsbury between current Champion Matthew Macfadyen (6d) and Challenger Vanessa Wong (5d). The komi is $7\frac{1}{2}$ and time limits are 180 minutes main time, Canadian overtime of 10 moves in 10 minutes. For the first game in the series of 5, players choose colour by Nigiri and then alternate. Matthew won the Nigiri and so is first to play black.

The game was commented live by Li Yue on KGS and you can find the unpurgated sgf file in the Championships pages

(www.britgo.org/titlematch/2010/game_one.2010.liyue.sgf). The following comments are by Li Yue unless labelled otherwise. Most of the other comments were added afterwards by Matthew Macfadyen and are labelled (M).

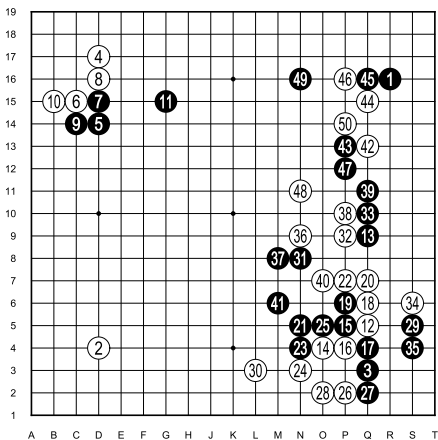


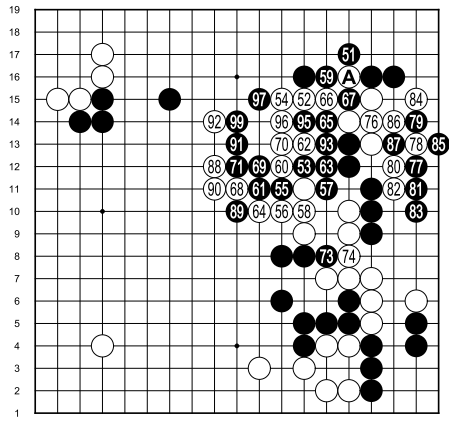
Diagram 1 (1-50)

- ⑪ Black has presented us with an uncommon opening. D9 is usual, but G15 is clearly more focused on influence in the centre.
- ⑫ White's normal continuation—taking big points.
- ⑬ Attacking White while making a beautiful moyo in the right side.
- ⑭ Black's pincer at Q9 is one space further away than in the usual joseki sequence following O4.

- ⑳ By playing this way, Black cannot seal White in directly.
- ㉑ The only move.
- ㉒ (Javness) Can Black kill by playing at L3?
- ㉓ (M) Black can attack severely at ㉔, but not kill cleanly. The corner is unstable as well, so it is clearer to live first, let White out at ㉔ and then attack on the right.
- ㉕ Nice shape, moving fast.
- ㉖ White now wants to get out as fast as possible, and N9 is nice shape.
- ㉗ Black at O8 looks scary, but if he persists in cutting off N9, Black's right side gets damaged.
- ㉘ Aggressive! This is a bit impatient as White already has a weak group in the centre.

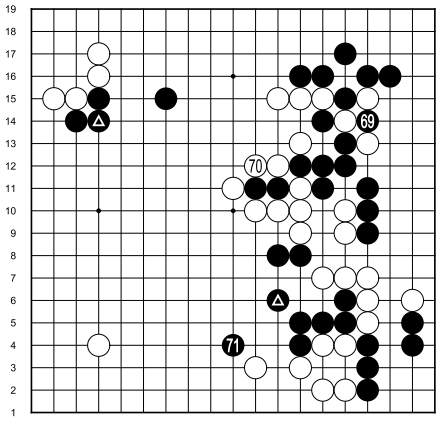
- 46 This contact is a bit strange, for when White strengthens the Q13 stone, Black is left with a cutting point.
- 47 Black is now out in the centre.
- 48 Nice move, because Black doesn't have a good point on the right side anyway.
- 49 Aggressive move. 55 White is now struggling in the centre.
- 58 There are two weak White groups in the upper right side, all following from the questionable invasion at Q13. (Jjermann 4d) Can Black play S13 and then fight with White?
- 59 Key point, as otherwise White will make eyes at O16.

60 However, Black gives the centre away. (M) It seems that Li Yue made the same mistake as I did at 59. That is the vital point for attacking the top white group, but this is absolutely not the time to attack that group, which is difficult to settle and is not attacking anything. The correct direction is to connect at 60 in the centre. White has no choice but to come out with 64 or 69. Next, Black has time for K4 to run out naturally with the lower group and leave White with problems all over the board. 60 is a key point and gives Vanessa things to attack in several directions.



(72) at A, (75) at 67, (94) at (78), (98) at A, (100) at 67.

Diagram 2 (51-100)



Variation 1 (69-71)

- 65 (M) Another error. I was still attacking in the wrong direction. This could have been at 70, followed by white at 69 and black at 68. The result would have given me some sort of access to the centre. Once Vanessa played 68 and 70, I was definitely in trouble.
- 68 This gives Black the opportunity to settle the right by capturing at Q14 (see variation). This would leave Black with a large territory in the upper right, but two weak groups based on the triangled stones, split by White's very strong centre.

- 72 It seems now that the black Q11 group is in trouble
- 89 Black ataris here rather than J11 in order to keep pressure on the white group Q7.
- 99 Only move.
- 100 White could play at S8 instead of here, but that leads to complications. Now White has no more worries about her Q14 group.

- 101 Black has now lost the opportunity to extend at K9. (M) Move 101 is hopeless. I soon had to add another stone at 101, and by the time Vanessa found the killing attack at 118 there was no chance left.
- 104 The ko is not so important for White anymore—she just has to live on the upper side. This also really weakens the Black N8 group.
- 112 (Javanes 2d) It feels that White is so powerful now.

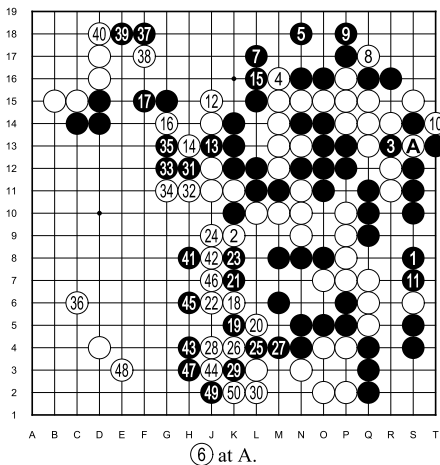


Diagram 3 (101-150)

- 116 In this fight it feels that Black did not get anything but White became strong in the centre, and Black even lost his big corner in the upper right.
- 125 The sealed move. Players and recorders enjoyed a very nice sandwich and salad lunch in an old wooden-panelled hall in the College.

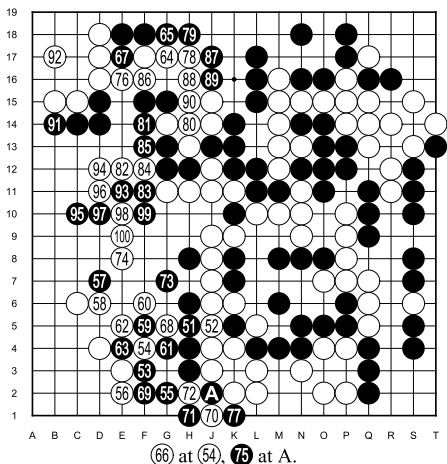


Diagram 4 (151-200)

- 186 Instead of connecting here, White can extend at H17.

212 Black next resigns.

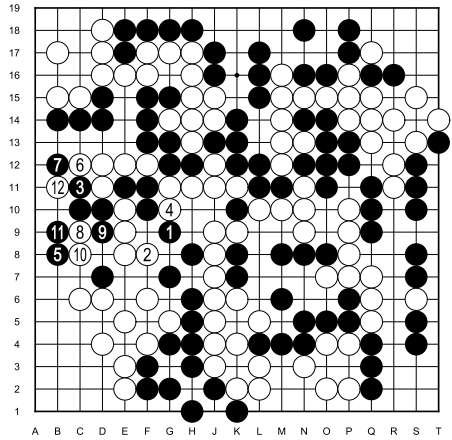
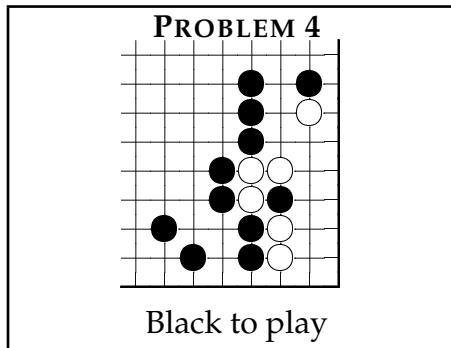


Diagram 5 (200-212)

In this game there were some interesting fights in the opening. White first had two weak groups in Black's influence, and it was quite difficult for her.

(M) Vanessa stretched her position to the limit with the ambitious attack at 42, but she fought accurately, and took full advantage of my mistakes in direction at 59 and 65 to seize control and wrap up the game in masterful fashion.



CHAMPIONSHIP FORMAT SURVEY—RESULTS

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GOALS

Apart from the obvious need to find the strongest British player, the goals of the British Championship system can be summarised as follows:

Ranking

Not only does one want to find the strongest, but also the ranking of the top players in focussed tournaments. Such ranking is used for determining who gets selected for World events for example.

Target

Rising players need to be given targets to work towards. The system provides the opportunity to meet the strongest of our players, and by so doing up and coming players can learn and improve.

Teaching

The Championship system provides a golden opportunity for focussed teaching. This occurs through game analysis at the Candidates', through on-line professional commentary, and game reviews from any of the Championship phases in the Journal.

Publicity

A Championship event is always a good context for raising awareness about the game of Go, both in the media and in the public consciousness.

The present Championship system has evolved over many years through small incremental changes and some large changes like the one following a survey in 2006. This starts with the Candidates' six-round Swiss tournament over three days, accepting qualifiers who have achieved a rating of 1900 or more in at least one BGA tournament during the previous year. The top seven players join with last year's Champion to play in all-play-all Challengers' league. The top two players then play the Title match decided by the best of five games, each with three hour time limits on the clock. The games are of a high standard and well worth viewing live on KGS.

We do get feedback from time to time that some players feel the system could be improved. After all it is five years since the last major change to the system! We decided to try to get a better understanding of players' concerns through a survey of opinions, and this article details the survey, its analysis, and conclusions.

SUMMARY OF THE SURVEY

A questionnaire was included with the invitations sent out to players who qualified for the 2010 Candidates' tournament. Some of these were returned

by email, some by post and some were filled in at the Candidates' tournament itself. In all, 29 responses were received from a total of 103 players invited to attend. The following are the questions posed, chosen on the basis of reports of players' concerns:

AS IS Keep the existing format exactly as it is.

2200 Keep the format as it is, but increase the qualification rating threshold from 1900 to 2200.

SEED Keep the format as it is, but seed the Candidates so that expected qualifiers do not play each other in early rounds. They will therefore play weaker players and all will get a poor initial SOS. This can be achieved by using a 'split and fold' method for the pairing.

SUPER Keep the format as is, but ensure strong players do not meet weak players in the early rounds. This can be achieved by pairing the top eight players in a 'supergroup' say three McMahon points above the rest. So only by round four will 'super-groupers' meet upcoming 'weakies'.

MERGE Merge the Candidates' and Challengers'. The top two play in the Title matches.

TOP 8 Scrap the Candidates' and choose the top eight from the rating list to play in the Challengers'.

TITLE Scrap the Candidates' and Challengers', and choose the top two from the rating list to play in the title matches.

CHAL Scrap the Title matches. The winner of the Challengers' is the champion.

OTHER Some other way.

ANALYSIS METHOD

Each question was scored by the player in the range 0 to 10. The simplest analysis is to collect the total score for each item from all the questionnaires and express the score as a percentage of the total possible achievable score - 290 for the 29 responses.

Clearly a very high score for a question can be achieved only if nearly everyone scores near the maximum for the question. A low score is achieved if many players ignore the question (scoring 0) or only a very few score highly.

There is a middle ground where a question can score quite well in two ways:

1. Many players give a moderate score.
2. A few players give a high score and the rest give a mediocre score.

The simple Score analysis cannot distinguish between these two cases, and yet it seems important to avoid a score being dominated by a few individuals with a strong opinion. To this end I have included a second Population analysis in which responses to a question are dropped if they score below 6/10.

ALL PLAYERS

We now look at the results of the survey for all players responding to the questionnaire. The following table shows both the Score analysis and the Population analysis side by side. The column %SCORE is the ratio of the total accumulated score to the total achievable score expressed as a percentage. The column %POP expresses the ratio of the number of responses scoring six or better to the number of responses received, as a percentage.

QUESTION	SCORE	%SCORE	POP	%POP
AS IS	181	62.4	19	65.5
2200	53	18.3	3	10.3
SEED	135	46.6	13	44.8
SUPER	74	25.5	3	10.3
MERGE	87	30.0	5	17.2
TOP 8	31	10.7	1	3.4
TITLE	2	0.7	0	0.0
CHAL	63	21.7	3	10.3
OTHER	99	34.1	8	27.6

Table 1: Responses for all players

It is encouraging to see that there is a very strong correlation between the Score analysis and the Population analysis—certainly for the three very strongest responses which are **AS IS**, **SEED**, and **OTHER**. So we can be assured that the results are representative and not dominated by the strong opinions of a few players.

It is clear that when all players' views are taken into account there is a preference for leaving things as they are. There is some support for seeding players for the pairing and no strong desire for some other change to the system.

STRONG PLAYERS

Players below 3 dan rarely qualify for the Title matches, so it seems fair to ask whether the above conclusions would change much if we considered responses from players who have achieved a 3 dan level of play. In this case we have 14 players ranging from 3 dan to 6 dan producing results as in the next table:

There is now a definite shift in players' preferences, with more options being considered. For example in the response for all players, only three questions scored more than 20% in the %POP column, whereas six questions scored more than 20% in the strong dan players' responses.

Nevertheless, the three top scoring questions are still as before but with a different ordering: **AS IS**, **OTHER**, **SEED**. Again there is a strong correlation between accumulated score and population counts, showing that the results are not skewed by a few players with strong opinions.

PLAYERS' COMMENTS

Players made comments about other formats both in responses to Question 9 and additional comments to other questions. Of the fourteen strong dan

QUESTION	SCORE	%SCORE	POP	%POP
AS IS	76	54.3	8	57.1
2200	28	20.0	1	7.1
SEED	60	42.9	5	35.7
SUPER	48	34.3	3	21.4
MERGE	41	29.3	3	21.4
TOP 8	19	13.6	1	7.1
TITLE	1	0.7	0	0.0
CHAL	35	25.0	3	21.4
OTHER	70	50.0	6	42.9

Table 2: Responses for strong dan players

players, six responded to Question 9. Of the remaining fifteen players, only four responded directly to Question 9, but their comments were not that different from the strong dan player group. I have distilled the comments in the following list, picking out common features where these exist.

COMMENT	POP
A qualifier may defer attendance at Challengers' for a year.	1
8 round Swiss over 2 weekends. Top 2 play for title.	1
Exclude players who do not participate in other events.	1
No change in Candidates'.	1
Champion automatically qualifies for next year's title match.	2
The top 4 retain places in next year's Challengers'.	4
Reduce the title match to best of 3.	4

Table 3: Players' comments

CONCLUSION

The following conclusions can be drawn from the answers given to the questionnaire:

- Results are not dominated by a few strongly held opinions. (%SCORE and %POP correlate well in each of Tables 1 and 2).
- There is no strong demand for serious change to the format. (AS IS in Tables 1 and 2 scores the highest).
- There is some desire that the top four Challengers should retain their places the following year and that the title match should be reduced to best of three. (Table 3).
- There is a desire for some change in Challengers' qualification. (Question 9, Table 2)

DISCUSSION

In the Championship system prior to 2006, the top four Challengers automatically qualified for next year's Challengers', and the Champion was required to play only to defend the title. This had the effect that some strong players had fairly low tournament attendances and it was this that led to some of the changes resulting in the current system.

However some players have felt that the tournament attendance required was too demanding and there was an interesting suggestion of allowing one's participation in the Challengers' to be deferred, say for a year. The problem with this is that if several players defer, then the number of players needing to be chosen to qualify in the next Challengers' could be very low. This could seriously affect the attendance at the Candidates' and undermine the potential for up and coming players to meet the strongest in British Go.

Again, the downside of allowing the top four Challengers to automatically qualify is that rising players may then not get to play them. If the top four Challengers maintain their strength then others may not get to see them for years! We suffer in the UK from not having access to resident professionals, and so any reduction in exposure to strong players should not be encouraged.

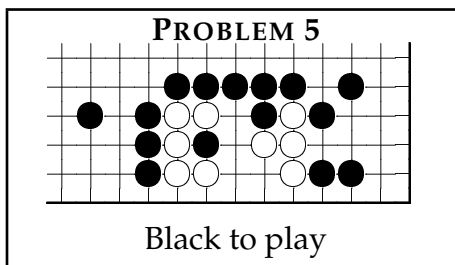
One special feature of the Candidates' this year, that could not have been included in the survey, was Matthew Macfadyen's presence as game reviewer. People have said that they really enjoyed and benefited from his analysis after their games. So, just as broadcasting games in the Title match is BGA policy, I think it would be of great benefit if teaching at the Candidates' (through game analysis) also became BGA policy.

RECOMMENDATION

In the light of the conclusions from the survey and the above discussion we should consider the following recommendations. The last two are the new ones, and the first three just tidy up some loose ends.

1. The Candidates' remains as a six-round Swiss over the first May bank holiday with the current entry requirement i.e. achieve a GoR of 1900 by 31st March.
2. The Challengers' remains as an eight player all-play-all event over the second May bank holiday.
3. The date for the Challengers' will nearly always clash with the date for the World Amateur. So the British representative to that event automatically qualifies for the next year's Challenger's as does the Champion for the current year.
4. In order to reduce the load on the players, the Title Match could be reduced to best of three.
5. Teaching at the Candidates' should become a regular feature.

The BGA will be discussing these in Council meetings with the aim of modifying the rules for 2011. Any further feedback from players should reach the BGA by contacting championships@britgo.org (or via the other channels) before 31st January 2011.



SOLUTIONS TO PROBLEMS

Yose Problem - A Matter of Sente and Gote

In the last two issues, Colin McLennan and Tim Hunt have provided articles on the relevance of sente and gote. These concepts are illustrated in the deceptively simple yose problem given on Page 10.

it is classically worth four points, and responds obediently. The result is a win for White by one point.

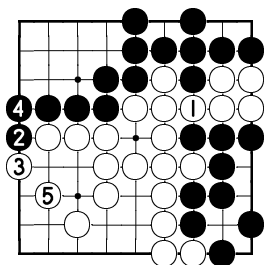


Figure 1

White clearly has two options as to where to play. In Figure 1 we see the first option. White 1 is worth eight points in gote; Black responds at 2 and wins by three points. Clearly white 1 here is too small - but what is the alternative, for White to play at 4 in Figure 1, worth?

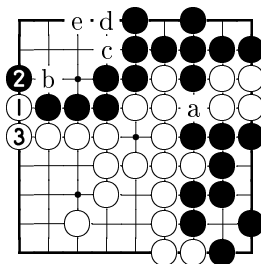


Figure 3

Black's mistake is to assume that white 1 in figure 2 is sente. In Figure 3, Black answers 1 with 2 immediately, but after white 3 Black has two alternatives: "a" or "b".

"a" is (as we saw before) worth eight points in gote. "b" is worth seven points in gote—Black gets two points in the upper left corner (points at "c", "d" and "e", less black 2 which is captured), instead of the nine points he gets in Figure 2.

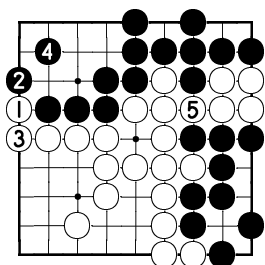


Figure 2

The answer (you've guessed it) depends upon whether it is sente or gote. Figure 2 assumes that Black considers the move to be sente, where

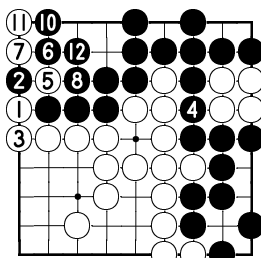


Figure 4 (9 @ 2)

Figure 4 shows Black making the larger move, and the result is jigo (a draw). But can Black do better?

The play of black 2 in Figures 3 and 4 is usually correct; it loses a point, but slows down White's incursion into Black's territory. However, in this case it is wrong...

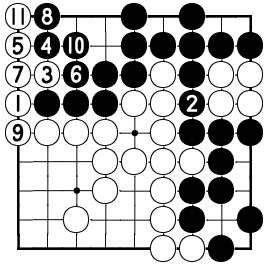


Figure 5

Figure 5 shows the correct result, with best play by both players; Black wins by one point. Note that White must answer 6 at 7; he cannot fight a ko as he has no ko threats.

In short, the lesson here is not to assume sequences which are classically sente are always sente: they should be evaluated as gote, usually by ignoring the final move in the sequence. This last move should then only be played if it is the largest move on the board.

Toby Manning

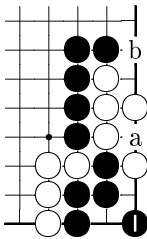
toby.manning@dsl.pipex.com

Solutions to the Numbered Problems

The .sgf files for these problems, showing a fuller set of lines, including failures, are to be found at www.britgo.org/bgj/current.

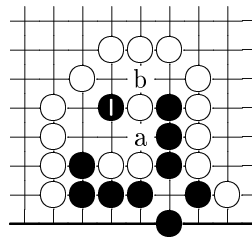
All the .sgf files, and the answers to the problems set in the last issue, appear on the BGA website at www.britgo.org/bgj/issue152

Solution to Problem 1



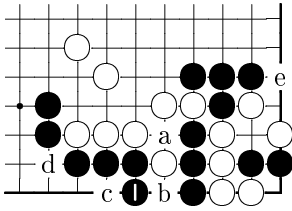
Black can live by playing at 'a'. White does not have enough liberties to capture the corner stones. If white 'a', Black can always approach from the top after playing 'b', if he needs to remove the white stones.

Solution to Problem 2



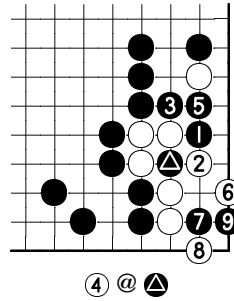
The slapping move is the tesuji in the case of the incomplete bamboo joint against a wall. If white 'a', black 'b' (and vice versa).

Solution to Problem 3



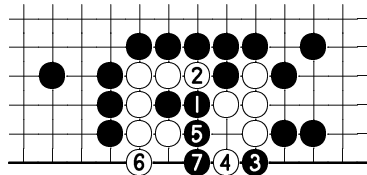
Black can live with ①. This allows the three black stones to connect out, leaving the white corner group dead. Black 1 at 'a' is self-atari, 'b' fails to white 2 at 1 (If Black captures at 'a' it's a snapback or if he captures at 'c', White squeezes at 'a' and cuts at 'd'). 'e' is too slow.

Solution to Problem 4



Black can kill. If White takes with 2, Black ataris and White cannot live. The corner is a well-known dead shape.

Solution to Problem 5



Black can kill. Adding another potential captured stone at 1 is the tesuji. The hane at 3 is crucial, and Black adds a third stone inside at 5, which either kills by shortage of liberties or bulky eye. After 7, White cannot atari on either side.

Glossary of Japanese Terms

Before BGJ 140 it was common to reserve a page of the Journal for a Glossary. Where space permits less common terms are nowadays explained in footnotes. If no explanation is provided then take a look at:

www.britgo.org/general/definitions
www.britgo.org/bgj/glossary.html
or search senseis.xmp.net/.

Please let the Editor know if the term is still not found.
One of the experts can then write an article to explain it ☺

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UK Clubs List Update

Unfortunately there is no room in this edition for an update to the UK Clubs List. The up to date list can be found at www.britgo.org/clublist/clublist.html.