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PHOTOGRAPH AND SCAN CREDITS

Front Cover

Vanessa Wong, who narrowly missed out on the Bronze Medal at the World Mind Sports Games in Lille — Jon Diamond

Above

Up the Rhine near Bonn, venue of EGC 2012 — Helen and Martin Harvey

Photos in UK News were provided by Anna Griffiths, Tony Atkins and Pat Ridley. Judith Van Dam of EuroGoTV provided the photo of Jan Simara in World News.

All other photographs were provided by the article authors.

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EDITORIAL

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Many Hands Make Light Work

Creating the Journal is a team effort, and here is a rough sketch of how the main body is assembled (the cover follows a slightly different path).

The Copy Date is set around ten weeks before the target date for the Journal to arrive with members (J-Day?) – occasionally an article does actually arrive by the Copy Date. This is an anxious time for the Editor, wondering if there will be enough material to fill the Journal, but, thank goodness, there are generally enough volunteers coming forward. It is especially helpful to have regular contributors – they are like gold dust. Sometimes articles need to be ‘commissioned’, and it’s useful to have a stock of pre-prepared articles that can be wheeled-in to play. One such was needed this time (reproduced from BGJ 64, March 1985 – if you saw it the first time you are a true stalwart of the BGA).

When an article is submitted, I typeset it in LaTeX (the current ‘desktop publishing’ system we use) to produce a draft in the form of a pdf file, applying the Journal style and correcting spelling, grammar and typos as necessary. This is then sent to the author for checking: we may need a number of iterations before we are both happy with it. Our BGJ Consultant, ex-Editor Barry Chandler, is often involved at this stage, with suggestions of his own or to help solve technical problems with the use of the software tools, or to help with the workload by doing some of the typesetting.

At around J-Day minus six weeks, the first rough draft of the whole Journal is sent out to our team of proofreaders, with approximately equal numbers of pages assigned to each. Typically, they return their corrections and comments within a week. They often suggest improvements to the articles and there may then be further iterations with authors. I work on these corrections and send out something close to the final layout to the proofreaders at around J-Day minus four weeks, assigning them a different set of articles so that each article will have been scrutinised by at least two proofreaders. I work on the corrections, spend an extra day or so to give it a further thorough read-through and try to improve the layout, before sending it to the printers at J-Day minus two weeks.

A British Go Journal is the fruit of the efforts of many people. There is always room for more volunteers – please contact me if you are interested.

Credits

My grateful thanks to the many people who have helped to produce this Journal: the authors of the articles and letters; Tony Atkins, Graham Blackmore, Jon Diamond, Charles Leedham-Green, Chris Oliver, Francis Roads, Jil Segerman, David Ward and our anonymous cartoonist; and our eagle-eyed proof-readers: Tony Atkins, Barry Chandler, Martin Harvey, Richard Hunter, Neil Moffatt, Chris Oliver, Isobel Ridley, Edmund Stephen-Smith and Nick Wedd.

Pat Ridley

LETTERS TO THE EDITOR

Angel or Devil?

I was very interested Nick Wedd's article, *Angel or Devil?*, in BGJ 160. Why do we play Go so badly? The principal reasons are obvious: learned too late, not enough time spent on the game, or lack of native ability. More interesting is the question of what we can do about it, given the amount of time we can spare.

I think that the answer lies primarily in learning how to think about a position, and that is the subject of Nick's article.

Bridge is a counting game: if you count everything accurately you are playing to a high standard. With Chess, you need to look for tactical weaknesses. With Go, I don't know what to think about.

Imagine that you are playing Bridge, Chess, or Go, and you are to be advised by two experts; one trying to get you to play correctly and the other trying to get you to err, but you don't know which is which. In Bridge the devil would have little chance.

The angel points out that West passed initially, has already come up with 10 points, and hence does not hold the queen of clubs. In Chess, the angel points out that if you can arrange to attack the enemy rook with your bishop, it will have nowhere to go. It will be very hard for the devil to counteract these simple observations.

The reason most Bridge or Chess players get these things wrong is that they have failed to address their minds to these simple questions. But what should Go players first think

about? Would not the devil have a good chance?

My general opinion, as opposed to the view in Nick's article, is that the last thing you should think about is the merits of any move; you need first and primarily to consider what is going on. But perhaps there is more to the consideration of moves than I have supposed. When one does consider moves, it has to be done in a disciplined way. You spend three minutes considering move A, and decide that it won't work. Then you spend another three minutes considering move B; no good either. So then you play move C, after five seconds further consideration. Disaster ensues.

I have come to the conclusion that, when one's analysis has come to the point of considering moves, one should take out some four to six stickers, marked A, B, C... , attach them to what seem to be the best points to play, and then assess each of these possible moves equally carefully. The analysis may, of course, suggest other points to consider. I think that an approach of this kind is needed equally in fights and in making more strategic decisions. But this is advice that applies equally to Bridge and Chess: so what should we think about when playing Go?

I should add that, while I am gently challenging Nick's article, I am not accusing him of being on the side of the devil.

Charles Leedham-Green

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Attracting DDKs to Tournaments

As a 'Double-Digit Kyu' (DDK) myself I have followed with interest the discussions in recent months. Obviously I can't speak for all DDKs but I'd like to offer my thoughts on a few points.

Time limits: many DDKs like thinking time. We know we aren't thinking as deeply as stronger players but we need the time to recall the basics, check our reading and record games. Of course DDKs need to play as many games as possible, but a quicker time limit is not the ideal solution.

Separate events: I have heard this suggested on several occasions. Frankly I don't understand it. Surely the McMahon system effectively means we are in separate events, e.g. I am not going to play a 3d in a tournament game at about 15 stones handicap.

So what will it take to get DDKs to tournaments and help them become SDKs? I can only tell you what I look for:

- Other players of similar strength: OK, I know it is some sort of circular logic to say "more DDKs will come if more DDKs come", but the point is that a tournament needs a critical mass of DDKs in order to attract even more. Some events have a fair number of novices around 18k–20k. The thin area is often 10k–15k. Online lists of entrants can help, especially if a few DDKs enter early.
- Training/reviews: thankfully, there is the tradition of informal advice and instruction for weaker players. This can be dependent on playing schedules. Ideally more tournaments would incorporate

dedicated training sessions.

Personally, I would turn up for an extra morning, evening or day alongside an existing event. Perhaps a more practical option for many would be an event of four rounds of 45 minutes per player, with a training session as an alternative to one of the rounds.

- Pleasant venues: this has nothing particularly to do with being a DDK. Playing rooms which are crowded, poorly lit, poorly ventilated or uncomfortably furnished don't attract players of any standard. Reasonable refreshments also help. Now I must admit I've found poor playing conditions more often in Chess tournaments than in Go. My real point is that the good venues (and there are some very good ones) should be highlighted for praise in the BGJ and on the website. Surely, good conditions are essential if playing over-the-board is to flourish alongside online playing.

A good number of tournaments already tick most of the boxes.

I realise not all my points relate solely to DDKs. This should come as no surprise – most of the things DDKs want are the same as for any other players.

Graham Blackmore

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Three Peaks Tournament

In his article "Three Peaks Tournament – 20 Years", Bob Bagot writes that I beat Alison Jones (now Bexfield) at the top of Ingleborough. Actually I don't remember ever

beating Alison at Go – a fact that leaves me terribly bitter and twisted. The player I beat on Ingleborough was in fact Paul Margetts. There's a picture of the event on page 17 of BGJ 94. Alison was the leader of the

walk because she has a degree in Geography. She nearly walked us over a precipice. Ha!

Simon Goss

Erratum

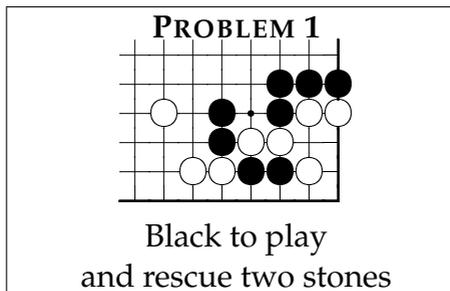
The text at the top of the outside of the rear cover in BGJ 160 referred to the continuation of 'Collecting Go XIII: Journals', but that was true for BGJ 159. It should have read 'Collecting Go XIII: Go Sets'.

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

www.britgo.org/bgj/current

Links to electronic versions of past issues of the British Go Journal, associated files, guidelines for submitting articles and information about other BGA publications appear on the BGA website at

www.britgo.org/pubs



VIEW FROM THE TOP

Jon Diamond

president@britgo.org



Well, despite our fears the second World Mind Sports Games did actually take place in Lille, with some 200 players involved (16 from the UK) and a strong organisation and good location in the Grand Palais Conference Centre. With China and Korea giving the whole event a miss, the very strong party from Chinese Taipei, including some very young players, mopped up most of the medals.

Our team performed pretty well, if you measure it in net rating points, with Vanessa Wong missing out on a Bronze Medal in the Individual Women's event by the narrowest of margins! She lost by 1.5 points, but had a really good opportunity to win late in the game. Her results meant she becomes our newest 6d player. Of the other players, Anna Griffiths, Henry Clay, Tian Ren Chen and Chong Han had very good results. For full details, including how you can buy one of the remaining team shirts,

visit www.britgo.org/wmsg2012. On to Rio de Janeiro in 2016 ...

As I write, the first game of the British Championship title has just been completed and the match should have finished by the time you read this, with a new Champion guaranteed. Matthew Macfadyen's long 25-year reign may finally be over as he retired this year, but as we all know, some people unretire... Congratulations to him and the new Champion too!¹

And on the same day, after a long time, we now have a new European Champion (Matthew won his fourth and most recent European title in 1989). Vanessa was unbeaten in winning the Women's Championship and has a place at the SportAccord World Mind Games in Beijing in December. Congratulations and good luck to her there.

Turning to more mundane matters; our initiative on encouraging University/College clubs to participate at Freshers' Fairs in the Autumn turned out to be more difficult to achieve than expected, as at most places now you need to be an established club before you can do so (rather circular in my opinion). Therefore, we're concentrating this Winter on helping existing University/College clubs and trying to encourage some new ones to start up. Hopefully, this will pay off at Freshers' Fairs in twelve month's time.

Suggestions as to how we can encourage more people to play the game and join the BGA are always welcome.

¹PS. Added in proof: congratulations to our new British Champion, Andrew Kay!

BGA NEWSLETTER NO. 184

Jil Segerman

newsletter@britgo.org

The next issue will be distributed by email. The deadline for contributions is 24th November. Please use the contact link on the Editor's page www.britgo.org/node/3845.

IN BRIEF

For recent news items on the web, see www.britgo.org/views/news.

Tournament Levy: all rates, except the free category, increased by 50p on 1st September.

An error at Pentangle: it appears that the 15% members' discount has not been applied on some recent purchases from Pentangle. If you didn't get your expected discount after clicking on the link on our Members Discounts page (www.britgo.org/books/members), please contact Pentangle, who will be pleased to refund you the amount in question.

British Champion 2012: Andrew Kay has become the new British Champion, beating Nick Krempel 2-0 in the best-of-three match.

SHODAN CHALLENGE

Martha McGill writes: this year's Shodan Challenge is now under way. This time we have a teaching ladder system, whereby you can submit games for review and review other people's games. There's also an option to arrange friendly matches and teaching games. Our homepage is a Google group: groups.google.com/d/forum/shodan2012.

There's no need for any formal commitment – you can do as much or as little as you have time for. Andrew Simons will be giving audio reviews at 8pm on Thursdays in the KGS British Room. If you have any questions or feedback, please contact me (at martha.mcgill@hotmail.co.uk) or Billy Woods (his contact details are available via the Google group).

NEW BGA FLYER

Jon Diamond writes: our introductory BGA flyer, often referred to as the Trifold leaflet, has now been updated with the current membership rates and membership secretary information. It can be seen on our Promotional Literature page: www.britgo.org/covers/.

We've also taken the opportunity to bring the front of it into line with our other marketing literature and added a (very) brief introduction to the game of Go.

Toby Manning will have substantial numbers available at various tournaments this Autumn but, if you can't wait until then, please contact our Secretary, Jonathan Chin to get some posted to you.

Please don't use the old versions any longer, but don't throw them away – just recycle them. ▷

INTERNATIONAL REPRESENTATION

Toby Manning writes: the BGA is regularly invited to nominate representatives to the World Amateur Go Championship and the Korean Prime Minister's Cup. It normally uses a 'points system'; players gain points in the British Championship (for the WAGC) or the British Congress (for the KPMC) and, provided they have gained points within the last five years, the player with the most points is selected: they then lose all their points. If a player declines, the person with the next highest number of points is selected. For the KPMC this system was used and, as a result, Toby Manning will be our representative in Korea in October. For the WAGC, Council has decided that the place in 2013 will be offered to the new British Champion, Andrew Kay.

EUROPEAN GO CONGRESS, POLAND, 2013

Toby Manning writes: the BGA has some discount vouchers for the 2013 EGC. Four of these are available to those who need financial support: applications (by 15th December) should be made, in confidence, to any Council member. The other four will be offered as Prizes at the Wessex, Three Peaks, East Midlands and Edinburgh tournaments.

STRONG PLAYERS' WEEKEND

Martha McGill writes: as part of an aim to increase the number of British players above 4d, a weekend of intensive training for strong players will be held from November 16th-18th in Barford, Warwickshire. Guo Juan (5p) will be teaching. The maximum group size will be 14, and the cost will be £55, including accommodation (probably a sleeping bag option) and all meals. The event is open to all BGA members with an EGF rating of at least 2100 (or equivalent, e.g. KGS 2d). If your rating is slightly below 2100 but you are improving rapidly, you may be allowed to attend if there is space.

Please contact me (at martha.mcgill@hotmail.co.uk) for more details, or to register an interest in taking part.

FUTURE EVENTS

For the next six months, the Tournament Calendar (www.britgo.org/tournaments/index.html) features:

October

East Midlands, Sunday 14th October

International Teams Autumn Match, Sunday 21st October

Wessex, Sunday 28th October

November

Three Peaks Tournament, Saturday 10th and Sunday 11th November

Coventry, Saturday 24th November

December

Edinburgh Christmas, Saturday 8th December

London Open, Friday 28th – Monday 31st December

January

Maidenhead-Hitachi, Saturday 19th January 2013 (provisional)

February

Cheshire, Saturday 9th February

Oxford, Saturday 16th February (provisional)

Welwyn Garden City, Saturday 23rd February

March

British Youth, Sunday 17th March (provisional)

April

Thames Valley Team Tournament, Monday 1st April

British Go Congress, Friday 5th – Sunday 7th April

Tournaments not yet decided: **Trigantius** (March 2013).

GO CLUBS

Each Winter issue of the BGJ gives a full UK Clubs List. During the year, the club secretaries will, if they remember to do so, update the on-line information on www.britgo.org/clubs/list and www.britgo.org/clubs/map. For the benefit of non-internet people, our Newsletters will include these updates, but only in the print-version in the BGJ, not in the interim, email-only, Newsletters. To find a club and be sure of the time and place, it's generally best to check the on-line information if possible, and to contact the club secretary.

Here are the updates since December 2011, to supplement the list in BGJ Number 158, Winter 2011-12.

December 2011

BRIGHTON: Club forum at groups.google.com/forum/#!forum/brightongo.

LEEDS UNIVERSITY: Players of all abilities are welcome; we are very happy to teach beginners. We have no formal connection to the university, so you do not have to be a student of the university to join. Meets by arrangement, so don't just turn up.

ABERGELE: The venue is a bar that serves excellent food, but only until 8 pm. See www.facebook.com/DepLounge.

June 2012

BRADFORD: Not meeting every week. Please get in touch before turning up. Hopefully we should soon be back to our regular weekly meetings.

August 2012

GRIMSBY: Meets on 1st Thursday of each month (Please call to confirm time & location).

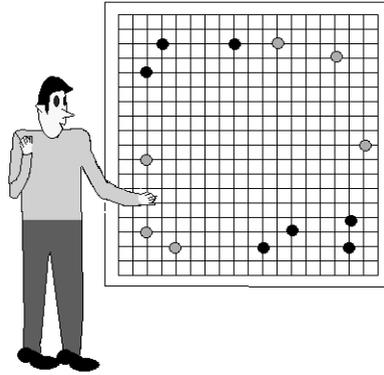
YORK: Meets weekly in the Moroccan Room at El Piano café (www.el-piano.com) – check on Twitter @yorkgoclub.

NORTHAMPTON: Meets every Wednesday at 7pm at the Blackcurrent Centre (www.blackcurrentcentre.org.uk).

September 2012

CAMBRIDGE UNIVERSITY: contact Cara Donnelly cjd49@cam.ac.uk. □

SIDEWAYS LOOKING PERSONS



Let us consider the pros and cons of
this position ..
... the professionals would never
play it, and the con artists would
play a rip off.

MANY SLATE & SHELL PUBLICATIONS

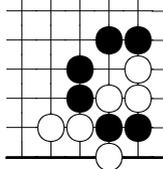
ARE AVAILABLE
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PROBLEM 2



Black to play
and rescue two stones

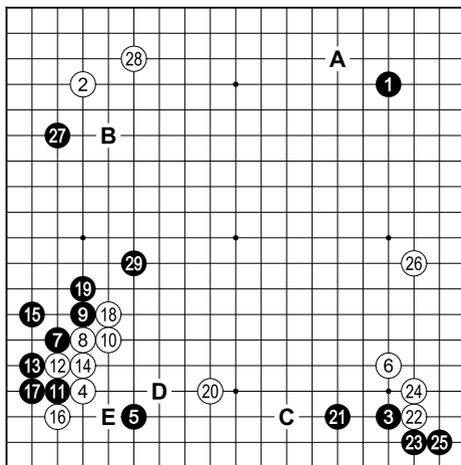
CONSIDERING THE POSITION: PART 3

David Ward

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This is the third instalment of 'Considering the Position', based on a Chinese translation of a Korean text by Cho Hun Hyun.

The starting position



How should White play?

On the right-hand side a simple joseki is played out, where Black secures territory and White settles the position up to 26.

With 27 and 29 Black enlarges the position on the left-hand side.

What is really going on in this position? Points to consider are:

- The status of the white group in the lower left-hand side.
- The importance of sente, particularly at this stage of the early middle game.
- How to make sure you get good value (efficiency) for moves played.

Consider the possibilities A to E: what are the whole-board considerations and how should White play?

The answers are on page 39.

DESCENDING TO THE SECOND LINE

Chris Oliver

thechroliver@hotmail.com

This is the second article in our series intended specifically for double-digit kyu (DDK) players.

Groups of stones often meet on the third and fourth lines. Normally, sooner or later, the players will descend to the edge of the board, to cut the opponent's groups or to enclose territory. The following sequence is fairly typical.

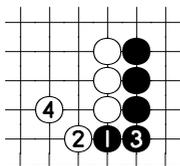


Diagram 1

Plays like ① are small for Black, but urgent for White – if White doesn't respond, a Black play at ② is a large reduction. DDKs sometimes play out sequences like Diagram 1 early in the game, but they can often be left until later. When playing DDKs, stronger players may choose not to respond to such moves and instead play higher value moves elsewhere.

A focus on the local is a common flaw in DDK play; another common DDK problem is over-aggression, which can occasionally result in the loss of groups and which very often results in the loss of *sente*.

Sente is a hugely important part of the game of Go. It was explained to me as being 'the advantage of playing first'. If you begin a sequence, it is to your advantage if your opponent finishes it – this means that you can then start another sequence of your choosing elsewhere on the board. To

think of it another way, playing sente saves you a move – a move you could potentially use to save one of your groups or kill one of your opponent's. If you play a move that doesn't require a response from your opponent, or if you play in such a way that you need to follow-up with a defensive move, then you give that advantage to your opponent. This kind of play is called *gote*.

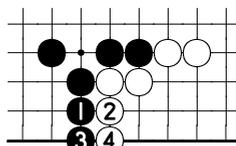


Diagram 2a

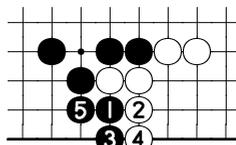


Diagram 2b

The first sequence (Diagram 2a) is worth three points less to Black than the second sequence (Diagram 2b). However, the first sequence allows Black to play first elsewhere – so Black should only choose the second sequence if there are no other moves on the board to compensate. Repeatedly playing *gote* moves during a game can cost you a very large number of points; skilful use of *sente* can turn a game in your favour. When White and Black both have a stone on the third line there are a number of moves which set up opportunities for big plays later in the game. 'Cutting underneath' – as in Diagram 2b – commonly results

in gote but when your opponent is weak on the third line, you can often make gains in sente, as in Diagram 3. If Black had sente in the starting position instead, then a black play at ① would be a good defence.

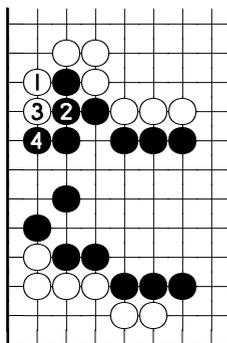


Diagram 3

However, even small variations can make a big difference, as shown in Diagram 4, where White cuts at 1. This is an aggressive play, which results in a gote sequence but significant extra profit for White (six points).

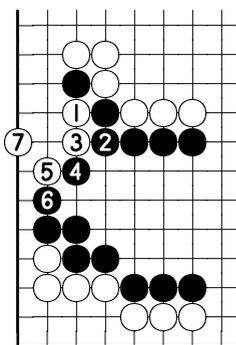


Diagram 4

'Descent' – as shown by ① in Diagram 5 – can be especially useful when you are weak behind your own wall. This move strengthens Black while threatening the 'monkey jump' at ③. Responding to ① saves around

five points, but in other situations, the monkey jump can be worth significantly more.

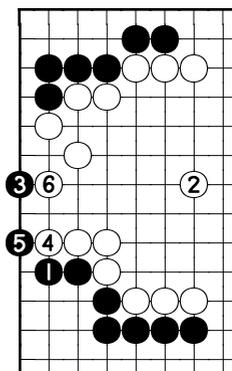


Diagram 5

If the positions are stable for both sides, then descending won't be an interesting move, and can be left until later in the game.

Sometimes weaknesses like the one exploited by White in Diagram 6 cry out to be defended, with a black play at ③ for example. The correct choice will be dependent on the rest of the board. As the Grail Knight says: 'You must choose, but choose wisely'.

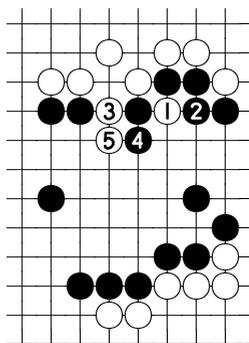


Diagram 6

Any suggestions for topics for future articles would be appreciated. □

THE BGA ANALYST

dward1957@msn.com

David Ward would like to remind BGA members about the Analysis Service.

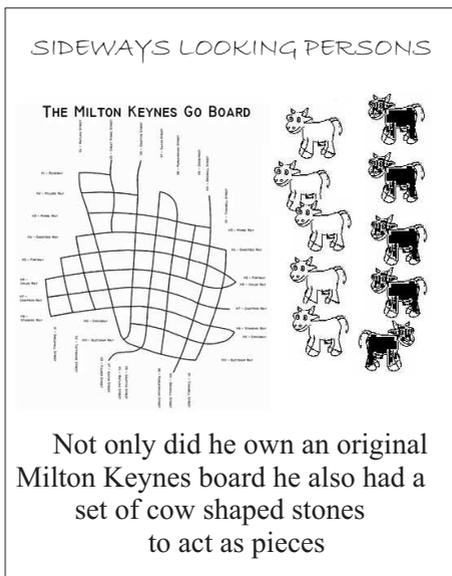
Would it be helpful to have your games analysed?

The Shodan Challenge is a great idea and enables mentors to help weaker players improve. However, the BGA Analysis Service is still available. Should you wish to use it, just send me an .sgf file of a representative game by email; I usually return the annotated game within a week.

Many Go players become stuck at one particular level and end up playing essentially the same type of game over and over again. That is fine if you are happy to just enjoy playing, but if you have the desire to improve, then you will probably need to learn to “see” the game in a different way.

I try to pitch my comments to the level of the player; never too technical, because there are many reference guides available for joseki and life and death. I pick out two or three positions where I feel the individual player would benefit from looking at the game slightly differently.

Hopefully, one day this leads to a eureka moment, “Ah, I get it”.



UK NEWS

Tony Atkins

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Durham

Nineteen players from as far away as Scotland and southern England met up for the annual Durham weekend. Most arrived in time for a drink in Ye Olde Elm Tree on the Friday evening, though thanks to train trouble some cut it a bit fine. Those who arrived very early could visit the cathedral or the Oriental Museum. Because the British Go Congress was in Durham earlier in the year, the tournament was cut to just one day, Saturday 16th June, at St Mary's College. This made room for a social event on Sunday; a barbecue and games session. On Saturday the tournament finished an hour early, which gave plenty of time to allow players to stand in the rain and watch the Olympic torch arrive in the city, before going on to an Italian restaurant and a social evening thereafter.

Andrew Kay (5d South London) retained his title by winning all his games. Second on tie-break with Matthew Crosby (3d Edinburgh)

was Boris Mitrovic (1k Edinburgh). Boris went away with the prize of a month's subscription to Dinerchtein's Insei League. Unattached player John Green (4k) won all three games and Martha McGill (1k Edinburgh) was rewarded for not losing any games (she had one win and two jigos).

UK Go Challenge Finals

The Finals of the UK Go Challenge were held on Sunday 24th June. The large hall of the Meadows Community Centre in the north of Cambridge was the venue. Twenty-two young players took part, both those who had not played in a heat and those that had. It was won by a new name in Satoru Oshima from Brighton, who is 1d, yet only eight years old. Roella Smith (12k) was second and Top Girl. Peran Truscott (13k) was third. As usual all winners received framed certificates and the top three received cash prizes. Prizes were also awarded in different age categories, with a 2012 theme.

UK Go Challenge Winners

<i>U18 Boys</i>	Owen Walker (Cambridge)
<i>U16 Boys</i>	Peran Truscott (Cambridge)
<i>U14 Boys</i>	Melchior Chui (Cambridge)
<i>U12 Girls</i>	Roella Smith (Impington, Cambridge)
<i>U12 Boys</i>	Yu Ito (Cambridge)
<i>U10 Girls</i>	Kelda Smith (Milton, Cambridge)
<i>U10 Boys</i>	Oscar Selby (Stamford Green, Epsom)
<i>U8 Girls</i>	Hilary Bexfield (Letchworth)
<i>U8 Boys</i>	Satoru Oshima (Brighton)



On five wins out of seven were Thomas Meehan (Solihull) and Edmund Smith (Milton), and Jo Whitehead won the Challengers' section. Jo's school, Impington, was the Champion School and the Champion Primary School was Milton, who beat Stamford Green two games to one. Jo Whitehead, Hilary Bexfield and Satoru Oshima did well in the puzzle-solving contest, and Margot and Constance Selby shared the Fighting Spirit Prize.

Welsh Open

Thirty-six players turned out for the Welsh Open on 23rd and 24th June, held in Barmouth for the twentieth year. The Myn-Y-Mor Hotel was the venue again this year, and the usual seaside attractions were available. In addition the tournament was fortunate to be visited by two Korean lady professionals; Ko Juyeon (8p) and Park Sohyun (3p) were on a tour of Go camps and tournaments around Europe. Ms. Ko gave a lecture before the start of the tournament on dealing with non-joseki moves. The two gave a simultaneous display against 17 players on Saturday evening, winning all their games, and kindly spending time afterwards with each player to discuss critical moments.



Park Sohyun and Ko Juyeon

In the tournament, Richard Hunter (3d Bristol) was the new winner with five out of five.

Other prize-winners with four out of five were tournament runner-up Toby Manning (2d Leicester), Edward Blockley (5k Worcester), Huw Mort (10k York) and Colin MacLennan (10k Twickenham).

Milton Keynes

Making a change from the usual hall at the Open University, the Milton Keynes Tournament on 30th June was held in the Sports Pavilion. This overlooks the cricket pitch, which saw a mixture of sunshine and showers during the day.

Top of the 34 players who took part was Andrew Simons (3d Cambridge), who beat Phil Beck (1k Cambridge) in the final game to retain the title. Also on three wins were Oscar Selby (18k Epsom), Gary Gibson (7k Wanstead) and Fred Holroyd (7k Milton Keynes).

Wanstead scored an impressive seven out of nine in the team competition, but were then disqualified because they all left before prize-giving; so the winning team was declared to be the Tricky Tesuji's – Natasha Regan (1k Epsom), Oscar Selby and Peter Collins (3k Bristol) – with six wins. Most importantly, in the Milton Keynes Go side event, the prize for most wins went to Oscar Selby, with a very impressive six out of eleven. The prize for highest percentage went to Tim Hunt (2d Milton Keynes) for winning three out of five, only just ahead of Chas Walton (15k Northampton), who had four out of seven.

Mind Sports Olympiad

The 16th MSO in London was held at the University of London Union building, as in the previous year. The Go gold medals went to

Francis Roads (2d Wanstead) and Felix Wang (4d Central London) for tournaments held on the last weekend of the event, 25th and 26th August.

In the 13x13 event eight players from 3d to 10k played over five rounds. Francis Roads won his first four games and, despite stumbling in the last game against Michael Dixon (10k Warwick University), was the winner. Taking the silver was Spain's Paco de la Banda (3d) who also won four but lost to Francis. Matthew Hathrell (3k Leamington) took bronze, only losing to the top two and beating Michael, who also won three.

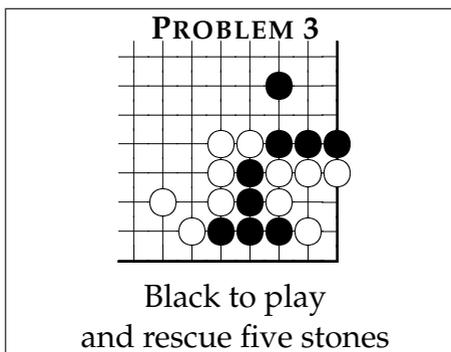
The MSO Open had sixteen players from 4d to 15k, including a family of Germans (Jonas and Lea Bassler, from Stuttgart) who had arranged their holiday around the event, but it was London players that dominated the results table. Clear winner with four wins was Felix Wang, who had won the event previously, in 2009. Silver went to the best of the players on three wins, Adán Mordcovich (1d Wanstead), who only lost to the winner and had

beaten Francis Roads, who won the bronze. Just losing out on the tie-break for third were Alistair Wall (2d Wanstead) and Bruno Poltronieri (2d Warwick University).



**Open medals – (left to right)
Adán Mordcovich (Silver),
Felix Wang (Gold),
Francis Roads (Bronze)**

Three of the Go players (Paco, Matthew and Michael) had been playing games all week and won a selection of medals, including golds, in games such as Settlers, Triolet, Dominion and Poker. Also at the closing ceremony the arbiters and organisers received medals too, so both Tony Atkins and Anna Griffiths went away rewarded for helping out.



WORLD NEWS

Tony Atkins

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The European Congress (EGC) was hosted between 21st July and 4th August by Germany. Originally planned for Cologne, the event was successfully held in the Stadthalle in Bad Godesberg, a spa town that forms part of Bonn. This community hall was within its own park, had its own restaurant and was conveniently situated on top of an underground station on the line to Bonn and Cologne. In fact it was easy to commute into the site from any of the nearby towns and there were mainline trains five minutes away too. Also running alongside was the River Rhine, but this was of more use for pleasure trips than for commuting, and such a trip was on most people's tourist itinerary.

The old centre of Bonn was also worth a look, with pleasant squares and Beethoven's birthplace to visit. Cologne, with its fine old cathedral, was also within easy reach and was the venue for a meal hosted by the group of international Chinese, who held their annual tournament alongside the congress for the first time (with special guest Nie Weiping).

The Congress was kicked off by an opening ceremony featuring local taiko drummers and the presence of the International Go Federation President, Mr Matsuura. All was well organised by German Go President Michael Marz and his team, and there was little to complain about apart from the hot weather in the first week. As usual, the Annual General Meeting of the EGF was held, this time on the Thursday evening with a record early finish. The major decision made was to hold the 2016 Congress in

St Petersburg rather than Madrid (by one vote), or Bratislava or Turkey.

A record 33 professionals were at the Congress for at least some of the time. This was partly caused by an increase in the number of Koreans visiting, but also because of a number of keen young Taiwanese pros joining in with the teaching.

The biggest round of applause at the closing ceremony went to the popular Japanese professional Hayashi Kozo (6p), for his unstinting efforts in reviewing players' games, whether or not he was supposed to be on duty, as well as his lectures and his tunes on the Okinawan Shamisen.

European Teams

The best four teams, from the more than 30 countries signed up to the Pandanet Go European Team Championship, played over-the-board during the first two days of the Congress. The first board Ukrainian games were played online on Pandanet, as Artem Kachanovsky had been refused a visa to enter Germany. In the first round the matches were drawn: Russia-France and Ukraine-Czech Republic. In round 2 Russia-Czech Republic was a draw, whilst Ukraine wiped out France's chance of winning. In the crucial third round matches, Russia and the Czech Republic both won 3-1 and ended up tied for first place. However Russia was the champion again, based on the order the two countries were in after the league stage.

EGC Pair Go

The second major side event of the European Go Congress was the Pair Go. This is the only chance for international pairings to show their strength, and there are good cash prizes thanks to the sponsorship from Japan. This time 32 Pairs played in an Open Section and 50 Pairs in a Handicap Section. On the second day, the best pairs played knockout, and it was pleasing to see one of the Congress organisers, Manja Marz, winning, partnered with Chang Haui-Yi (3p) from Chinese Taipei. They beat Barbara Knauf and Jan Simara in the final. Handicap winners were Marina Popova and Alexey Kholomkim.



Jan Simara
European Champion 2012

EGC Tournaments

There were 608 players in the European Open. After seven rounds the top eight European players were selected for the knockout stage, some by play-off games. These were Ilya Shikshin (Russia), Mateusz Surma (Poland), Thomas Debarz (France), Antti Tormanen (Finland),

Pavol Lisy (Slovakia), Ondrej Silt (Czech Republic), Jan Simara (Czech Republic) and Cornel Burzo (Romania). In the final Jan Simara (6d) beat Ilya Shikshin (7d), the reigning champion, to become European Champion for the first time.

Three players dominated the list of tournament winners: Jun-Hyup Song (7d Korea) was European Open Champion with ten wins, and won the Weekend Tournament, the 13x13 and Rapid tournaments. Second in the Open and the Weekend was Young-Sam Kim (7d Korea), who also won the Lightning; third in Open and Weekend was Ilya Shikshin (7d Russia), who also won the 9x9.

A large group of UK players took part, 21 in all, of wide range of ages and grades. Chong Han (5d Loughborough) was our strongest player and had the British flag on his table; he won 47th place. Helen Harvey (2k Manchester) won six out of ten and there were a few three out of fives in the weekend tournament.

Other World News

The American Go Congress was held at Blue Ridge Assembly in Black Mountain, North Carolina, during the first week in August. It featured the usual mix of serious and crazy Go, including a US map board. Matthew Hu (1p), aged 14, won both the main tournament and the Ing Masters.

In Luoyang in China, the World Youth was won by Chinese players in both age categories: Wang Shi Yi (5d), under-12 and Cheng Li Qin (2p), under-16. America's Calvin Sun (7d) scored a success when he got into the four-player knockout by a close tie-break. Alexandru Pitrop (2d) from

Romania was the top European with three wins.

Over the summer, European Cup events have been held in Hungary (won by Ondrej Silt on tie-break from Pal Balogh), in Helsinki (won

by Su Yang after a four-way tie-break), Leksand in Sweden (won by Martin Li) and Zurich (won by Friedhelm Meyer).

See the separate article on page 36 for news of the World Mind Sports Games.

~ ~ ~

European Go Congress Song 2012

Francis Roads

Bad Go

Traditional German waltz tune



1 Bad go, bad go, is what we play, We play it all day as long as we may,
 2 Bad Go-, Bad Go-, Bad Go - des - berg, It's where we all are, from near and from far.
 3 Byo - yo - mi rules are ra - ther strange, They don't fall with - in the Ing clock's range,
 4 To take a board out - side to play, A larg - ish de - po - sit you have to pay,
 5 When drink - ing beer is your in - tent, Re - mem - ber the bot - tle's on - ly lent,



Bad go, bad go, is what we play, We play it as long as we may. _____
 Bad Go-, Bad Go-, Bad Go - des - berg, We're all here from near and from far. _____
 So la - ter they were re - ar - ranged, Not e - vry - one knew they'd been changed. _____
 Re - mem - ber when your game you've played To get thir - ty eu - ros re - paid. _____
 A bot - tle's not quite like a set, Fif - ty cents_ is all you will get. _____

6. When I have dinner, you bet your shirt
 That first comes the main course, then dessert.
 When Nie Wei Ping gives birthday cake,
 Dessert is the first course we take.

7. The river trip was far from cheap,
 At 85 euros, rather steep.
 We took our own trip down the Rhine,
 A ten euro fare seemed just fine.

8. A couple of hours, and we reached Linz,
 No, not that one, don't make me wince.
 The Danube Linz is far away,
 You'll not get there in just a day.

Repeat verses 1 and 2.

Notes:

Apparently the official EGF byo-yomi rules were such that it was impossible to programme an Ing (electronic) clock to observe them. Because of this the time rules had to be altered, but not all players were aware of the alteration, which led to some bad feeling.

The organisers were quite reasonably determined to keep track of all their equipment. You had to pay a 30 euro deposit to take a go set outside, which contrasted rather strongly with the 50 cents that you got back on beer (and other) bottles at the food bar.

During the congress professional player Nie Wei Ping's 60th birthday was celebrated, even though it was not actually due until 17th August. We were all issued with a slice of cake, of the sort which does nothing for ones waistline, and well before dinner time.

BAD GODESBERG

Francis Roads

francis.roads@gmail.com

Suburbs don't come much leafier than Bad Godesberg, the Bonn suburb chosen by the Deutscher Go Bund for this year's European Go Congress. We played in the Stadthalle, a modern building in the middle of a lovely green park. The main pedestrianised shopping area began 200 metres away, and a kilometre walk took you to the Rhine.

Overlooking the town was Bad Godesburg (watch the spelling), a ruined castle on a hill. There was a good view up there, and a very pricey restaurant, where my good friend Geoff Kaniuk spent seven euros on a bottle of water. Leafy suburbs don't come cheap, and hotels were on the expensive side. If you were happy to come in every day by bus, there was cheap hostel accommodation available. In the evenings you could visit three pubs that had been equipped with Go sets; a nice touch. A good way to spend the evenings when you weren't involved in any side events.

Organisation was on the whole well up to expected German standards. Stronger players played in a few smaller rooms, but most of us were in the main hall, with getting on for two hundred tables. The rounds started on time, though there was the usual crush to read the tiny printing on the pairing lists. We had all the usual side events: 9x9, 13x13, blitz, and various less familiar events such as Midnight Madness: a tournament in the small hours. A goodly range of professionals was available for simultaneous displays, lectures, and game analysis. If you

want more details about all this, visit www.egc2012.eu.

This year there were over 20 of us Brits, which sounds a reasonable attendance compared with the small numbers of us that there have been at some recent European Congresses, but it doesn't sound so good when you compare our attendance with that of other countries. Finland, for example, with less than a tenth of Britain's population, had more players attending. I don't know the answer to the problem of stay-at-home Brits. If more of us were willing to travel we might have a few more 5- and 6- dans.



Drummers open the EGC

We were all issued with 'Kombi' tickets. You could use all the public transport in the Bonn area free of charge, but needed to be ready to show your passport. Buses, trains and U-Bahn had no gates; you just got on and were trusted to have a ticket. No one ever challenged me. It was a short ride to Bonn. Because Bonn was the state capital of Western Germany before reunification, it boasts more museums and galleries than you would expect in what is only

a medium-sized city. I also took the chance to revisit Königswinter on the other side of the Rhine, the site of the 1979 European Congress.

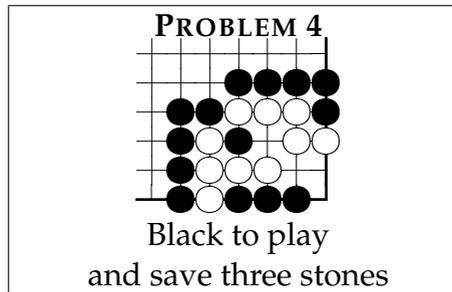
One of the off-day excursions was a boat trip to the Lorelei rock, price 85€. I preferred to pay just 10€ for a boat trip to Linz. No, not that one; a charming little mediaeval town a couple of hours up, but only one hour back down, the Rhine. On the way we passed Remagen, site of the famous bridge which first took US troops into Nazi Germany. I was surprised to find no bridge there now; just a ferry. The bridge abutments are still there; one is now a peace museum, and the other a seismological station, of all things.

I did appallingly badly in the main tournament, but had the positive of

two excellent sessions with Catalin Taranu, the Romanian 5p player who is a first-class teacher. He always seems to have a smile on his face, and doesn't rubbish your moves, just points out better ones. Game records with his comments appear below. They say you learn more by losing a game than by winning one...

As always, on the final evening we had the song party, attended by about 20 singers, and lasting three hours. I am expected to produce a new song for these occasions, and it appears before this article.

I always enjoy German events, and this was no exception. A fine location, good weather, good organisation; all I would have liked was a few more wins!



Patrick Säring, 1d (White) v. Francis Roads, 2d (Black)

This game was played in Round 4 of the EGC at Bonn. The comments are based on a review by Catalin Taranu, 5p.

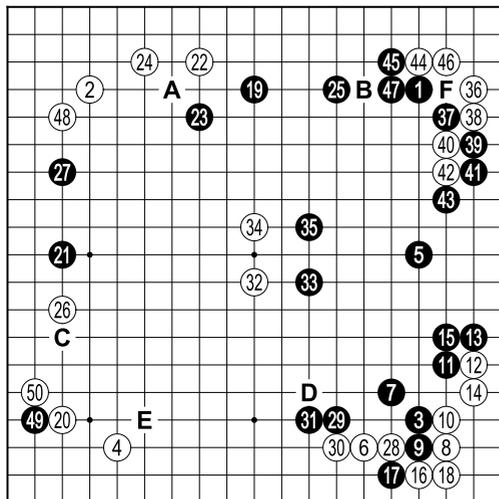


Diagram 1 (1 – 50)

- ⑤ My favourite san ren sei opening.
- ⑧ – ⑱ This is one of the joseki sequences available after ⑦ has been played.
- ⑱ This is considered larger than the knee-jerk move at ⑳.
- ⑳ My opponent thought long about this move. He obviously favours a territorial style, which should clash well with my moyo strategy.
- ㉒ Catalin suggested A rather than this, as it is a low move which helps my influence-based strategy.
- ㉔ Once again, White takes a firm grip on territory.
- ㉕ Catalin said that B is rather better shape. C looks good, but it wasn't urgent because of the alternative move at ㉗.
- ㉘ Once again, firm territory.
- ㉙ This is too small, and should be at D.
- ㉚ I should not be defending territory here so soon. ㉜ and E were alternatives; the former if I want territory, the latter as a long range attack on ㉞.
- ㉜ I wasn't sure whether to play here or at F. Needless to say, F was better as White has to live in the corner; he cannot expect to live on the outside.
- ㉞ What do you consider to be the status of the white group in the top right corner?
- ㉟ This is a huge move: not only does it defend territory, but it also attacks the two black stones on the left.
- ㊱ This is *yosu miru*¹, to sound out White's reaction. Catalin said it was quite a good time to play it, as the choice of reply is difficult for White. ▷

¹*Yosu miru*: a probe.

51 Bad. I am trying to increase my territory, but Catalin said that this is inconsistent with my general attacking strategy. He recommended continuing to attack the central stones with 1 – 5 in Variation 1.

I asked how to tell when to start turning my moyo into territory. "Never", came the reply.

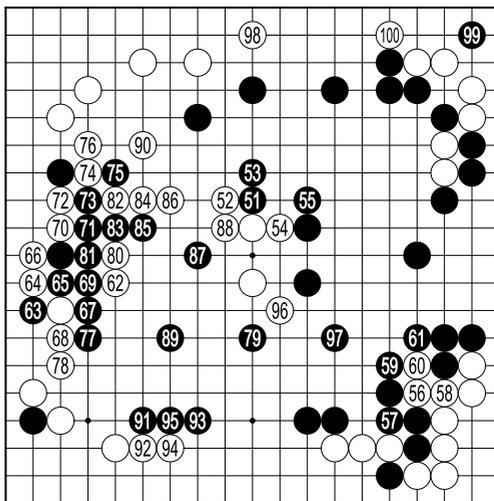
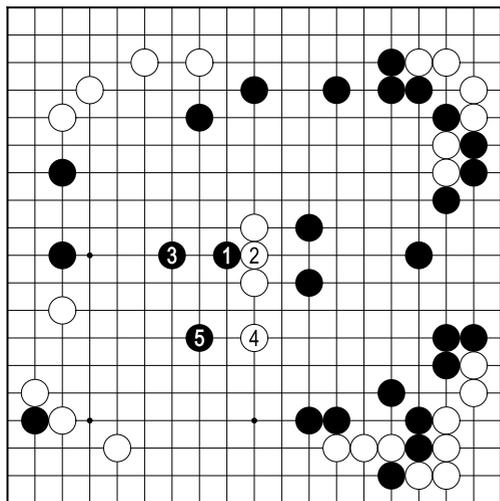


Diagram 2 (51 – 100)

61 White may have regretted these sente yose plays 56 – 61 later, when I started the ko fight at 99. He hadn't realised that this corner is alive only in ko. He is squandering ko threats.

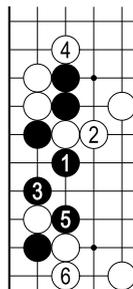
66 See Variation 2.



Variation 1 (at 51)

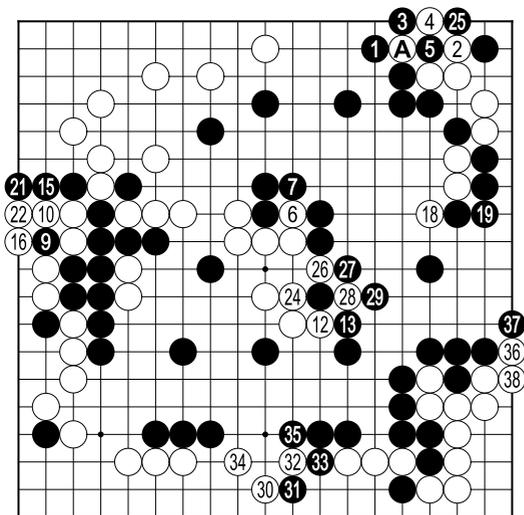
Attacking the central stones.

I looked at this alternative sequence, but it gives White too much territory in the upper left, and the new black group can still be attacked.



Variation 2 (at 67)

- ⑦⑧ I have given up much territory on the left, and must now attack White's stones in the centre for compensation ...
- ⑧⑦ ... which I fail to do effectively.
- ⑨⑩ This move is a declaration of victory. White thinks he is ahead, and removes any bad aji from this area.
- ⑨⑧ This is big yose, but White regretted it because ...
- ⑨⑨ ... of the ensuing ko fight for the corner.



⑧ ⑪ ⑭ ⑰ ⑳ ㉓ ko at A.

Diagram 3 (101 - 138)

- ⑫⑭ An ineffective ko threat.
 - ⑬⑩ As things stand, Black is a little ahead, but I blundered away my advantage in the yose.
- The record ends here.



Jan Reichelt, 1d (White) v. Francis Roads, 2d (Black)

This was my game in Round 8: the comments are again based on a review by Catalin Taranu, 5p.

15 I have seen this move recommended in Michael Redmond's recent book on the san ren sei opening. Catalin didn't like it, preferring the connection at 16; see the alternative sequence in Variation 1.

19 Catalin had recommended this move in my previous lesson (see the commentary for my Round 4 game). However, here he would have preferred A or similar.

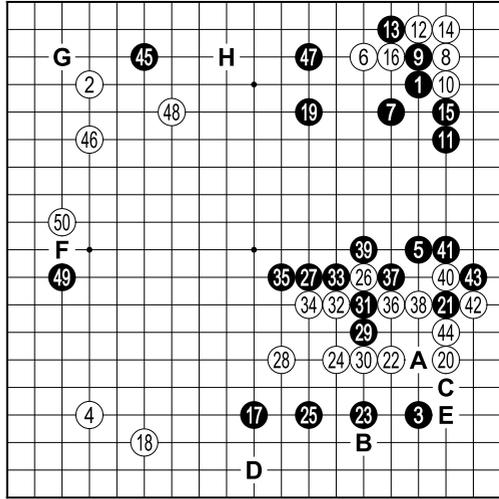
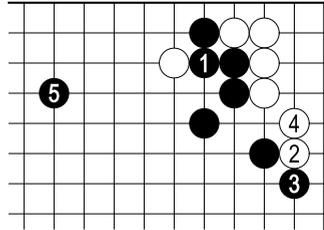


Diagram 1 (1 - 50)

20 B was better, to use the strong white stones at 4 and 18 to attack the black stone at 17.

21 I chose this rather than C because I didn't want to make territory in the lower right, as White has a way in at D. But the pro said C would have been better, and that I should not be thinking so much about territory yet. In the event ...



Variation 1 (at 15)

22 ... my opponent forced me to make territory in the lower right corner. Catalin said White's move was bad, giving me a target for attack.

27 I played this to attack the shape of the white group in the lower right. However, now was the moment to change strategy; I should close the corner at E, and leave the white group to find its own way out.

29 Once again I was trying to attack the group's shape, but the simpler move at 39 was better.

35 This move was praised.

44 Catalin thought this sequence worked well for Black.

45 Error in direction. I should just split the left side at F. I was trying unsuccessfully to find some use for the aji of the stone at 13.

49 I was regarding G and H as miai.

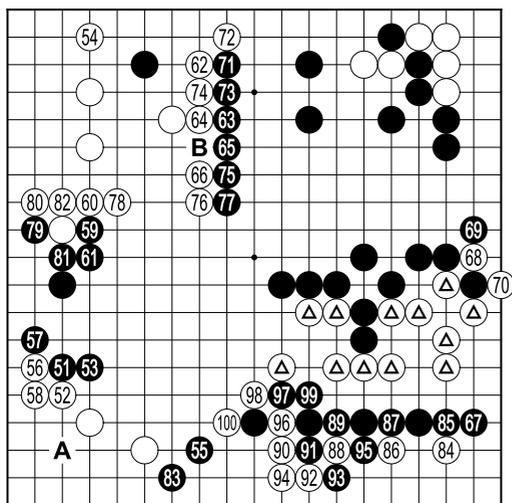
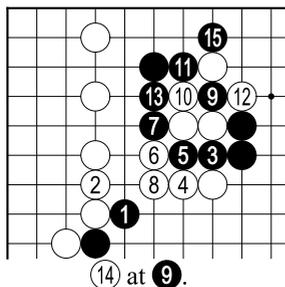


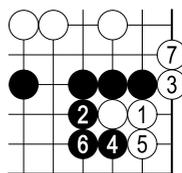
Diagram 2 (51 - 100)

- 51 A mistake. 71 would be better. If I want to play down here, I should invade the corner at A. I regarded this move as sente against the corner, and so it was, but my lower side is not as large as it seems as it has too many holes, and the marked white group is so strong.
- 58 Now I really had to play at 71, but I was afraid of an attack on the black group on the left.
- 59 Better at 79.

- 62 This is the point at which the game swings away from me; I had been winning earlier.
- 67 This is a large and overdue move which met with professional approval. He pointed out the aji remaining around 78 and B, which could lead to the alternative sequence shown in Variation 2.
- 70 White keeps his group strong for the forthcoming invasion of the lower side.
- 83 I am trying to start the yose, but my back door is ajar.
- 86 According to the professional, with correct play by both sides the best White can do is the alternative sequence shown in Variation 3.



Variation 2 (at 67)



Variation 3 (at 86)

- 93 Apparently if I had connected at 96 it would have been difficult for White to live. However, I had a worse plan. ▶

- 101 The plan was to attack the marked stones, and to this end I should have taken the opportunity to cut at 130.
- 104 This should be safely at 109.
- 117 The attack has failed, but I have reduced the lower left corner and made some territory on the left myself. Not enough, however. I am now behind, and never manage to catch up.
- 137 This not only makes a little territory, but also makes 143 sente because of the cut at 144.
- 144 The record stops here. I am a good ten points behind.

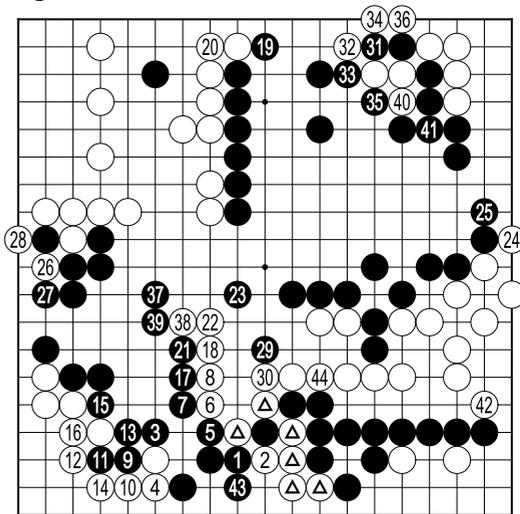
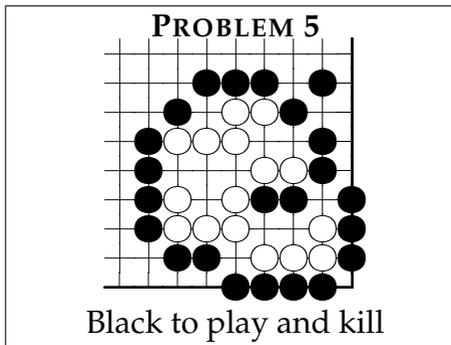


Diagram 3 (101 - 144)

~ ~ ~



A PROVERB REVISED

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Diagrams 1 – 6 show six problems for DDKs (Double Digit Kyus) to solve. In each case Black is to play.

The problems are all fairly well known to experienced players. SDKs should solve most of them in as many seconds, and Dan players should solve them instantaneously.

You also have to spot which position of the six is the odd one out.

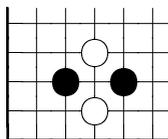


Diagram 1

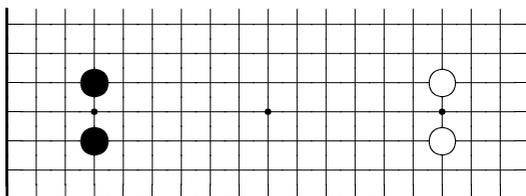


Diagram 2

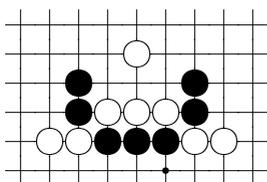


Diagram 3

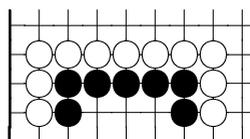


Diagram 4

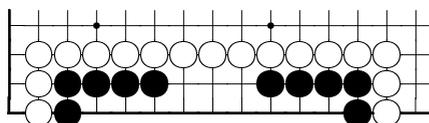


Diagram 5

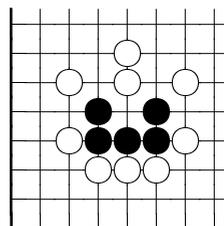


Diagram 6

The answers begin overleaf.

Francis Roads explains the problems on the previous page (please solve them yourself first).

Problem 1

Positions in which Black does not gain a great advantage by playing at A in Diagram 7, and preventing White from doing so, are very rare.

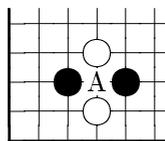


Diagram 7

Problem 2

The extension to B in Diagram 8 is always a good move when Black has made the high fourth line shimari (enclosure) shown. When at the same time it prevents White from making his ideal extension to the same point, as here, it is doubly valuable.

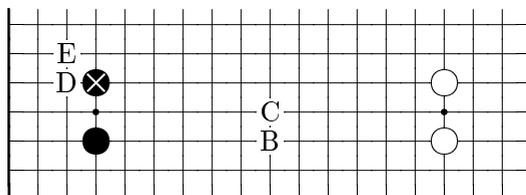


Diagram 8

In a minority of cases C is the better move. Both B and C are still excellent moves if one or both players have made a low shimari, e.g. if the marked black stone were at D or E instead.

Problem 3

This is the well known 'crane's nest'. Black can capture three white stones, thus connecting all his own together, if he is prepared to sacrifice a stone at F in Diagram 9. The rest of the sequence is left for you to work out!

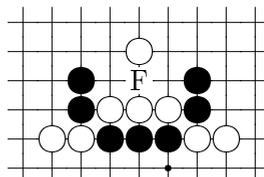


Diagram 9

Problem 4

If your answer was I in Diagram 10, you were hoodwinked. White can kill you with the hane at K, followed by J if you defend at L. Black can now capture both J and K, but not in such a way as to make two eyes.

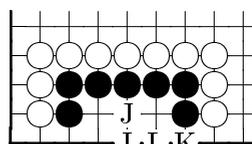


Diagram 10

The only way to live is with J in Diagram 10. Diagram 11 shows the worst White can do, leading to a seki (stalemate) after ⑤. But as he has to give up sente to take just five points of territory from Black, and as ② and ④ may help to reduce some outside white territory, this is very much an endgame sequence.

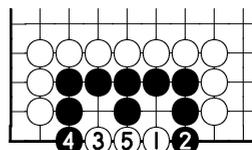


Diagram 11

Incidentally, this position is discussed in Chapter 9 of *Life and Death* by James Davies¹. All you people who waste your time trying to memorise joseki would do far better to memorise as much of that book as you can.

Problem 5

By now you will have spotted that the theme of this article is symmetry. All the solutions so far have been examples of the Go proverb 'If the formation is symmetrical, play in the centre' (see *Go Proverbs Illustrated*² by Kensaku Segoe, p50).

You may therefore have chosen M or N in Diagram 12 as your solution. If you did you were hoodwinked again. This position is the odd one out. By playing asymmetrically at O or P, Black easily links his two eyes together and all his stones are alive.

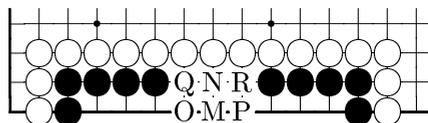


Diagram 12

If he starts at M, White sacrifices a stone at O. Black can then save only one half of his group with the sequence Q, P, N, R. If he starts at N, he can again save half, or fight a ko for the whole group after white Q, black O, white R, black P and White takes ko at M.

Problem 6

This is the famous classical problem known as "Iwami Jutaro's prison break". Mr Jutaro escapes with the symmetrical move S in Diagram 13. The rest is left to your investigation.

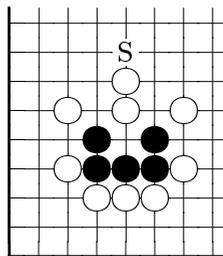


Diagram 13

At this stage I would like to broaden slightly the scope of the symmetry proverb. The centre of symmetry of some positions does not lie on a line or vertex. Your opponent would take a dim view if you played on the line of symmetry in either of the endgame positions shown in Diagram 14 and 15. As you know, according to the rules of Go, the 'chief of all the courtesies is to play on the vertices'³. ▷

¹Still the standard text, but you will also find the position discussed in Janet Kim's *Learn to Play Go, Vol. IV*. This series is an excellent 'course' for beginners and DDKs.

²No longer in print, but see instead *Go Proverbs* by David Mitchell or *The Nihon Ki-in Handbook of Proverbs*. Another good source is Sensei's Library,

senseis.xmp.net/?path=GoProverbs&page=PlayOnThePointOfSymmetry.

³From *The Ballad of Keith Arnold*, www.francisroads.co.uk

In Diagram 14 Black gains about 12 points in gote by playing at T or U. Of course if White gets there first he plays at the equivalent points opposite.

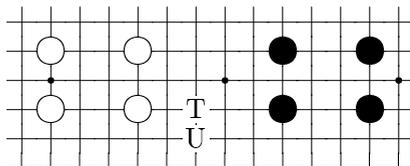


Diagram 14

In Diagram 15 Black can gain four points in sente by playing V; White's move would be W.

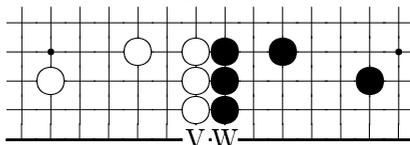


Diagram 15

(If the last two sentences don't make complete sense, then refer to chapter 6 of *Basic Techniques of Go* by Haruyama and Nagahara, or better still, to *The Endgame* by Ogawa and Davies⁴. The latter is a must if you are one of those players who gets superb positions in the middle game but makes the wrong decisions in the endgame.)

So my revised proverb is simply this: 'In a symmetrical position, the player with sente has the advantage'.

I hear you asking: 'Is that all the lengthy preamble has been leading to? Isn't that rather obvious?' Well maybe it is, but many people fail to appreciate its significance in some very simple situations, such as Diagram 16.

Whoever plays first here gains a considerable advantage. You often see weaker players filling in a liberty of a white stone in a situation where it is clear that they imagine this represents some sort of attack on the stone.

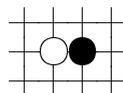


Diagram 16

Perhaps they have a sequence like that of Diagram 17 in mind, in which White obediently ignores three black moves in succession. Maybe this idea is generated by the way we teach Go to beginners. Often when a beginner plays his first game, sequences like Diagram 17 are the only ones he has seen. I have the impression it can often take a long time to eradicate the idea that this is how stones are captured in actual play.

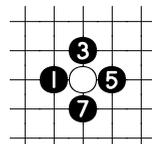


Diagram 17

In practice, of course, what happens is that White takes advantage of being first to play in a symmetrical position, with a hane like ② in Diagram 18. Black's stone is already reduced to half its birthright of four liberties.

In situations where a more defensive move is required, White can choose X (of course the equivalent points of Y and Z are available too). White is unlikely to ignore the contact play altogether – thereby handing over to Black the advantage of playing first in a symmetrical position.

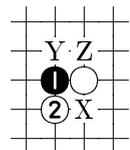


Diagram 18

⁴*Get Strong at the Endgame* by Richard Bozulich is also recommended for stronger players.

Now, if following Diagram 18 both players persist in playing symmetrically, Black comes to grief first, as Diagram 19 shows.

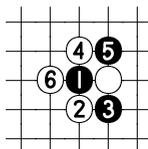


Diagram 19

So Black will always have to break symmetry with a defensive move first.

Black must play ⑤ at ⑥ in Diagram 19, and ideally he should defend earlier: black A or B in Diagram 20 is often best, while C and D are possible alternatives, leading to the cross cut of Diagram 19.

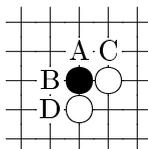


Diagram 20

‘I know the contact play is always bad’ a DDK said to me at Wanstead a few weeks ago. No, that is not the point; in fact it isn’t always bad. The point to remember is that *the contact play is not normally an attacking play*.

The contact play often strengthens your opponent’s position more than it does yours. It may be that he is so strong in the area, you can make him over-concentrated; more likely, you may have some local strength to nullify the additional strength he creates. In any event you won’t go far wrong if you think of a contact play as a defensive manoeuvre, and remember that its one great advantage is that it usually forces a reply of some sort.

So, let’s now apply our revised proverb to the first four moves of Diagram 19, the notorious cross-cut (or ‘kiri-chigae’ if you like Japanese terms) – See Diagram 21.

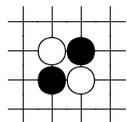


Diagram 21

Why does this formation have a reputation for complexity? The reason is, unless one of the stones is sacrificed, four groups, two of each colour, are going to have to find living space in the area.

The notorious ‘Tai-sha’ (‘great slant’) joseki owes its mind-boggling complexity to a cross-cut for this very reason.

In Diagram 22, after ⑧, Black must cut at ⑨, and now the stones ④, ⑤, ⑥ and ⑨ form a cross-cut.

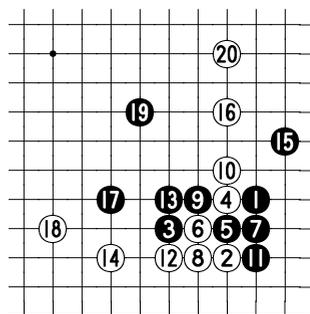


Diagram 22

Of course there are other stones present, but the continuation to ⑳ (one of the simplest lines) shows clearly how the four resultant groups are jostling for space.

So, going back to Diagram 21, how does the player with sente seize the advantage?



Stating the conclusion first, and assuming it is Black to play, then in the majority of cases it is better to play one of the simple extensions E, F, G or H, rather than one of the ataris I, J, K or L (Diagram 23). In other words, ④ in Diagram 19 was not necessarily the best move.

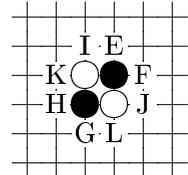


Diagram 23

After an extension, as shown in Diagram 24, Black may threaten a ladder at M, or at least the extension at N.

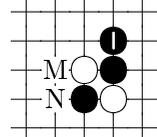


Diagram 24

If White pulls out his stone with O or P in Diagram 25, Black immediately plays Q or R to 'play hane at the head of two stones' in accordance with another proverb.

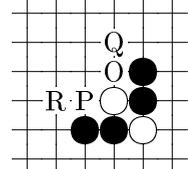


Diagram 25

If White pulls out his stone with the diagonal move at S in Diagram 26, Black has a good contact play at T or U, which puts White into bad shape (I leave you to investigate; look out for empty triangles).

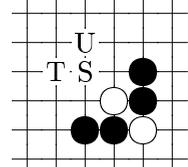


Diagram 26

So after ❶ in Diagram 24, White will probably strengthen his threatened stone. But how? V in Diagram 27 preserves too much symmetry and invites W. If instead the diagonal move at X, Black extends to Y, and White needs to play again to avoid bad shape.

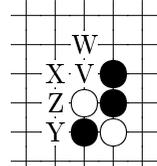


Diagram 27

So the best move is often ❷ in Diagram 28, but this invites ❸ and White is again faced with a dilemma. A invites B (cf Diagram 25); C is unsatisfactory as we know; and D preserves too much symmetry, preserving Black's advantage.

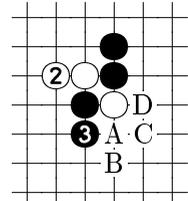


Diagram 28

The conclusion is that after ❶ in Diagram 24, White has the unpalatable choice between inferior shape or preserving symmetry and Black's advantage.

What about the four atari moves I, J, K and L in Diagram 23?

After ❶ in Diagram 29, White must normally play ❷. This leaves Black with a cut at E. If Black protects it, e.g. with ❸ in Diagram 30, then White has the ladder at F or the extension to G – compare with Diagram 25. But if he fails to protect the cut it will remain a thorn in his flesh for the future.

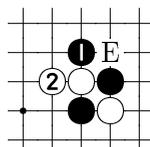


Diagram 29

Atari moves like ❶ in Diagram 29 are similar to contact plays; they provoke a local response, but are best kept in reserve. Naturally, any of the sequences shown above can be upset by local circumstances. A nearby stone or the edge of the board can turn good shape into bad, and vice versa.

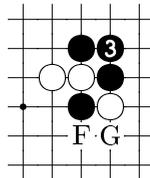


Diagram 30

Here is just one example. The marked stone in Diagram 31 turns the 'bad' black atari ❶ into a good move. After ❸ the white stone is cut off on a rather poor point.

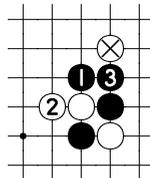


Diagram 31

This shape crops up in the 6-3 point joseki shown in Diagram 32. It is most often played when there is a white stone at or around H.

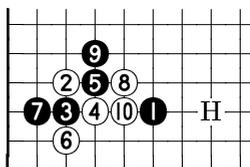


Diagram 32

This article has turned out rather like a Bruckner symphony – rambling on, but with a theme running right through it. So like Bruckner I'll return to my first theme at the end.

Summary: 'Play at the centre of a symmetrical formation' is useful advice, but not always correct. It can be generalised to: 'In a symmetrical position, the player with sente has the advantage.' This principle applies especially to contact plays and to cross-cuts.

Plagal cadence⁵.

⁵Subdominant chord followed by tonic: it is the typical Amen at the end of a hymn. It also happens to end Bruckner's 8th and best symphony.

WORLD MIND SPORTS GAMES

Tony Atkins

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The Opening

Back in 2008, the first World Mind Sports Games (WMSG) was held in Beijing, and it was stated that the intention was to follow the Olympics around the world, so Britain was expecting to be hosting the second in 2012. With London quickly ruled out as a venue, and then Manchester and some other options, it seemed that the event was dead. However, a late decision by the International Mind Sports Association (IMSA), the organising body for the games, saw Lille in north-east France being selected. It was almost in England, had good transport links, hotels and a large exhibition centre, the Grand Palais, that would provide a venue. The EGF (European Go Federation) then arranged to bring in the best organisers from around Europe, from the EGF, EGCC (European Go Cultural Centre) and EuroGoTV, to run the Go events on behalf of IMSA and the IGF (International Go Federation).

So on 9th August, players of five mind sports started to arrive. The largest contingent was from Bridge, who moved their annual convention to the WMSG. Unfortunately, FIDE already had their own event, so instead the French Chess Federation ran a small event, but Chinese Chess was there for the first week and there were numbers of Draughts players. Go made up the five games, and representatives of all were at the opening ceremony for the usual flag waving and the ceremonial pouring together of water from around the world (the Go water was from Japan).

The first Go event was not part of the

WMSG as such, but was the Men's European qualification tournament for the Sport Accord World Mind Games. Ten top men from Europe battled for the three places available for the event in China: these went to Ilya Shikshin (Russia), Csaba Mero (Hungary) and Jan Hora (Czech Republic). The three women to accompany them would be selected at the European Women's tournament in September.

Individual Events

The Go proper kicked off on the afternoon of Monday 13th August, with individual Men's and Women's events. These were held over five rounds using the McMahon system, and the top four players were to go through to the finals on the fourth day. There were 78 men and 38 women filling the two adjacent playing areas on Level 08. Chong Han (Loughborough) and Vanessa Wong (Shrewsbury), both 5d, were the top Team GB players with a chance of medals.

The British team, in their distinctive red polo shirts, did well in the first round with all three women and three of the four men winning, and the female members were all on two wins after three rounds. Unfortunately, Vanessa Wong did not win her third game, against Osawa Maya of Japan, and so ended the day in fourth place rather than first or second. In the Men's, Chong Han won a second game to end the second day in 11th place in the Men's Individual. Henry Manners also had two wins.

Vanessa Wong won both her games on the third day and was pleased to

qualify for the knock-out stage with four good wins. Osawa Maya lost her fifth game to Sarah Yu of Canada, so both those players qualified on four wins too. The fourth player into the knock-out was Lin Hsiao-Tung of Chinese Taipei, also with four wins. The other UK Players, Anna Griffiths (8k Epsom) and Natasha Regan (1k Epsom), both ended on three wins.

In the Men's Individual the four qualifiers were all from Chinese Taipei: Lai and Lo on five wins and Kuo and Hung on four wins. Top UK player was Chong Han in 20th place with three wins. Henry Manners also won three, Andrew Simons (3d Cambridge) two and Paul Tabor (2d Epsom) one.

On the fourth day, unfortunately Vanessa Wong lost her semi-final against Osawa, who ended up winning the silver, and then narrowly lost the bronze play-off to Canada's Sarah Yu by 1.5 points to miss out on a medal, but congratulations go to her for doing so well. Lai won the Men's Individual and Lin won the Women's Individual tournaments to take double gold for Chinese Taipei. The Men's silver medal went to Kuo and bronze to Lo. At the medals ceremony, the Women's medals were awarded by Tony Atkins on behalf of the EGF and the Men's by the EGF's Lorenz Trippel. Yuki Shigeno, representing the IGF, presented all the winners with some local champagne.

Team Event

Thirty teams from twenty countries took part in the team event from Friday 17th through to the Sunday. Team UK 1 won both their first matches in Group B. They beat Ireland 2-1 in the first round [Matthew Cocke

(5d Epsom) lost to Ian Davis by 1.5 points] and in the second round Chong, Vanessa and Matthew beat a very strong Netherlands 1 team by 3-0. The UK 2 team in the Group A lost both of their matches to nothing, the first against Canada and the other against USA 1.

On the second day of the event, UK 1 lost as expected, 3-0 to Chinese Taipei 1. They then narrowly lost to Japan 1, Chong winning his game, and finally beat Australia 2-1 to end a very good sixth in their group of fourteen teams. The UK 2 team beat Romania 2 in round three, lost to Macau in round four and beat Italy 2 in round five; all matches were one-sided. They ended twelfth in the 16-team Group A.

The teams that qualified for the knock-out stage were Chinese Taipei 1 (the only unbeaten team) and Russia in Group B, and Chinese Taipei 2 and Singapore in Group A (on tie-break from Austria and Czech Republic). As expected, Lai, Hung and Kuo of Chinese Taipei 1 won the gold medal. In the semi-finals they easily beat Singapore and then in the final won 2-1 against Chinese Taipei 2. Chinese Taipei 2 (Lo, Tsai and Hsu) had beaten Russia 2-1 in their semi-final; they had to be content with the silver medal. Singapore won the bronze medal, beating Russia 2-1 in the play-off for third place.

Youth

The 42-player Youth (Under-21) Tournament started on the second Monday. It was again a McMahon system, with the top four going to the knock-out stage. The UK players, Vanessa Wong, Henry Clay (1k) and Tian Ren Chen (1d Loughborough) all won one game out of two on the first day. On the second day, they

all moved on to two wins, despite Henry and Tian Ren having to play each other (Henry won) and Vanessa having tough opponents (she lost to a 5d from Macau and beat a 5d from Hong Kong). On the third day, Tian Ren Chen won a third game by beating a French 3d. Henry Clay lost to a Brazilian 1d to end on two wins. Vanessa Wong lost to a Japanese 6d to end on two wins and take 23rd place.

Three players from Chinese Taipei and one from Hong Kong qualified for the semi-finals: Tsai Cheng-Wei beat Hong Kong's Zhao Jia Rui and Kuo Nai-Fu beat Hsu Hao-Hung. On the following day, the play-off and the final were staggered so that they could both be watched online on Pandanet and streamed on EuroGoTV. Zhao Jia Rui from Hong Kong was forced to settle for fourth place, meaning Chinese Taipei would win all three medals again. In the final, Kuo Nai-Fu forced Tsai Cheng-Wei to resign after only 110 moves. Hsu Hao-Hung took bronze.

Pairs

Running in parallel with the Youth was the Pair Go, with 20 teams in two groups. In Group A, the UK's Martha McGill and Matthew Crosby lost their first game against Americans and won their second against a Dutch pair. In Group B, Alison and Simon Bexfield lost their first game to a Dutch pair and won their second against Italians. On the second day, Martha McGill and Matthew Crosby picked up a second win, beating a Romanian pair, whilst Alison and Simon Bexfield remained on one win.

On the third day, Martha McGill and Matthew Crosby lost to the pair from Macau to end seventh in Group A

with two wins. In their fifth round game, Alison and Simon Bexfield were due to play the Brazilian pair, but ended up playing and beating a reserve pair from Austria/Germany after the Brazilians withdrew because of illness. This gave Alison and Simon two wins and eighth place in Group B.

The Pairs that qualified for the semi-finals were from Japan, Russia and, inevitably, the two pairs from Chinese Taipei. In one semi-final, Russia's Natalia Kovaleva and Dmitry Surin lost to Lin Hsiao-Tung and Hung Hsin-Wei of Chinese Taipei. In the other, Japan's Osawa Maya and Nakasone Riki beat Lu Yu-Hua and Lai Yu-Cheng from Chinese Taipei, to avoid an all Chinese Taipei final.

In the morning of the last day of play, Chinese Taipei stopped Russia from taking the third place. The final was brought forward as the Japanese male player had an evening flight to catch. The game proved to be very interesting and a hard-fought battle. Eventually the game ended up tied on the board, with Japan winning by komi to take the first and only gold not to go to Chinese Taipei.

Closing Ceremony

Later on in the evening of the 23rd was the WMSG Closing Ceremony. All the remaining medals were awarded in all the sports, including the last two Go events. These were awarded by Martin Stiassny, EGF President, and Martin Finke, IGF Director, with champagne given by Ting Li, 1p, EGF Executive Officer. Later the Chinese Taipei team proudly stood for photographs with their 11 medals. Mr Damiani, President of IMSA, finally closed the event, looking forward to Rio in 2016.

CONSIDERING THE POSITION: ANSWERS

David Ward

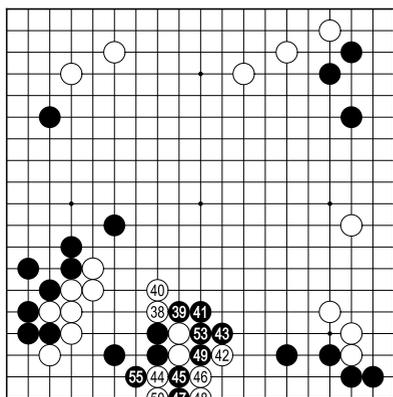
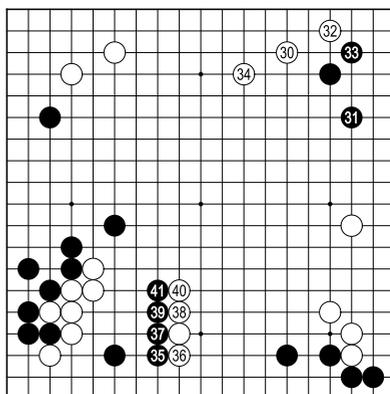
dward1957@msn.com

Here are the answers to the questions posed in Considering the Position on page 11.

Variation A

③①, ③② and ③④ are big points but lose sente – what can Black do ?

③⑤ is a strong move and after the sequence to ④① the white stones on the left-hand side are floating; this is a failure for White.



⑤① at ④⑤, ⑤② at ④⑦, ⑤④ at ④⑤.

Variation A1

③⑧ If White tries to seal Black in there is trouble after the cut at ③⑨

If White persists with trying to play aggressively things go badly after ④④.

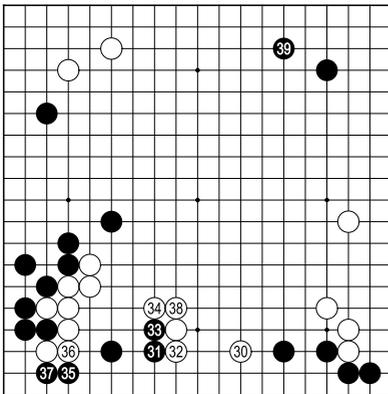
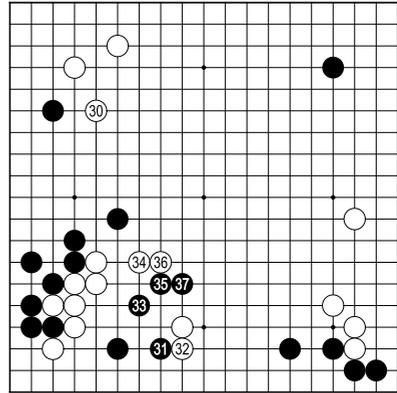
④⑤ is a tesuji and after ⑤⑤ the white stones are dead.

This is left to the reader to confirm.



Variation B

③⑩ controls the Black position on the left-hand side, but after ③① White is again in trouble. ③③ and ③⑤ cut White into two groups, which is clearly bad for White.



Variation C

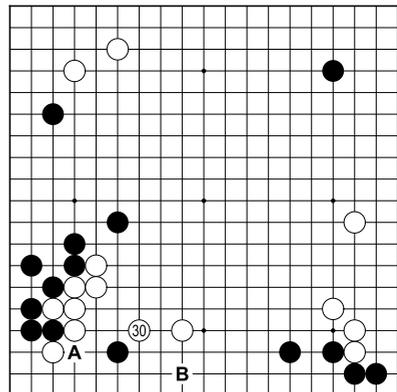
③⑩ White's main aim is to settle the lower side efficiently but ③① still successfully invades the white position.

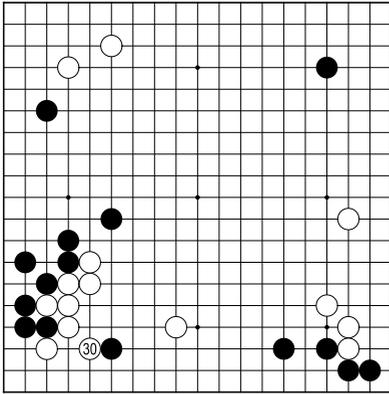
③⑤ Black uses a back door, and White has to defend.

After ③⑦ the group is alive and White needs to play ③⑧ to protect against the cut. The White position is an "empty shell", and Black gets sente.

Variation D

③⑩ White tries to seal Black from above – but this move lacks power. Black is left with both the cut at A and also at B, where the White position has 'an open door' – Black will enjoy this.



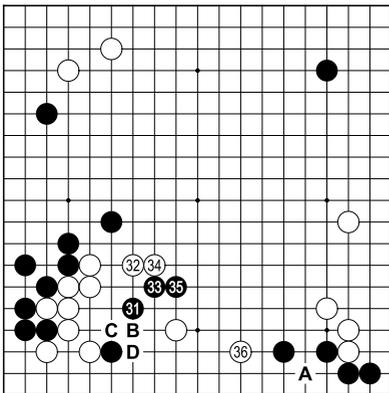
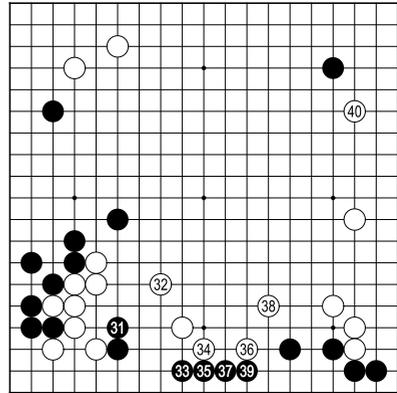


Variation E

③⑩ is the correct move.

Variation E1

If Black resists by playing ③①, White is satisfied to force Black to take a low inefficient position. After Black connects with ③⑨, ④① takes sente. White has a good position.

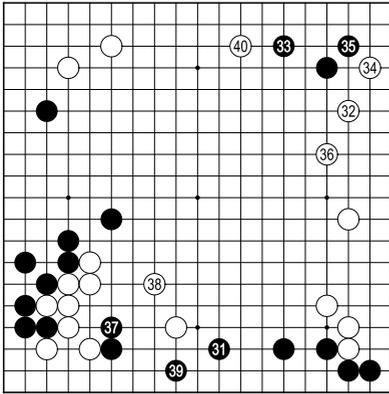


Variation E2

If Black plays this ③① in an attempt to foil White's plan to avoid being sealed in, ③② and ③④ prevent Black connecting with the group on the left-hand side and ③⑥ starts a race to live.

White can aim later at A and also can connect to the group on the left-hand side with the sequence B,C,D. White has a good position.





Variation E3

31 is also not good. Black is making territory where already strong. White is pleased to tenuki to play the big points 32–36.

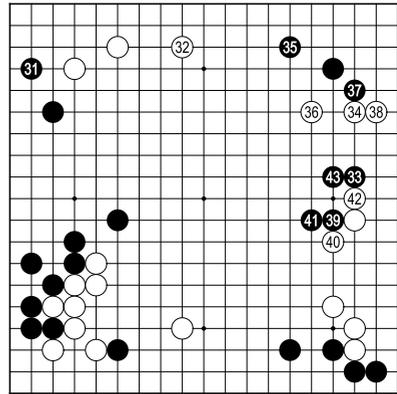
When Black returns to attack the lower side with 37, 38 threatens to seal the black stones. White takes sente with 40 and has a good position.

Variation E4

31 In the actual game Black realised that the lower side had no real value and was not an interesting area to play.

33 Black could not find a satisfactory continuation and so ignored the lower side completely.

White won after 172 moves.



The following exchange took place during proofreading.

ESS: 'Given that 40 (in Variation E1) features as the continuation in many lines, why isn't it one of the original choices?'

DW: 'If you first look at variation D, where White plays the tighter move and ends up with an empty shell of a position, one could envisage a similar result being true of a variation starting with 40.'

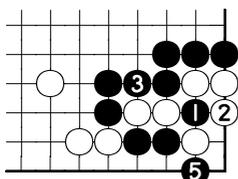
I believe Cho Hun Hyun (CHH) is demonstrating that any move except the correct one (E) will suffer from being a half way house - where Black settles on the lower side and White ends with an inefficient shape; or if White tenukis, Black puts the stone in motion with 31 and White can't handle the follow up. Variation A and B demonstrate the latter, variations D and C the former. Much of the point of these articles is to pass to the reader a general feeling of the flow of the game from a professional's eye.

I sometimes liken Go to reading a book. When you start playing Go it is like you begin by understanding some simple words – e.g. capturing a stone at the edge of the board. As you progress you start to join up the words to make sentences. Using my analogy with the CHH variations, each can be viewed as a set of alternative paragraphs where the reader gets a feeling for the possible story lines the professionals are considering (flow of the game).'

SOLUTIONS TO THE NUMBERED PROBLEMS

The .sgf files for these problems, showing a fuller set of lines and including failures, are to be found at www.britgo.org/bgj/issue161.

Solution to Problem 1



④ at ①
Diagram 1

The throw-in of ① followed by the squeeze of ③ reduces White's liberties before White has a chance of reducing Black's. After ④, White has only two liberties.

Solution to Problem 3

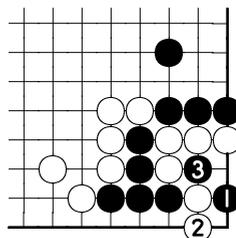


Diagram 3

The clamp is the move that catches White short of liberties, setting up a snapback. If White tries this ②, for example, Black can execute the snapback at ③. If White plays ② at ③ himself, ③ at ② is atari.

Solution to Problem 2

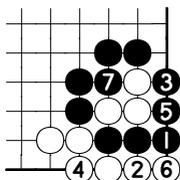


Diagram 2

Black starts with two liberties and needs to gain more: extending to the 2-1 point is the play that does the job. ④ prepares to take a black liberty without self-atari, but it's not fast enough.

Solution to Problem 4

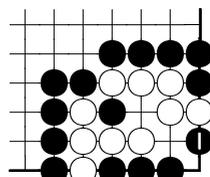
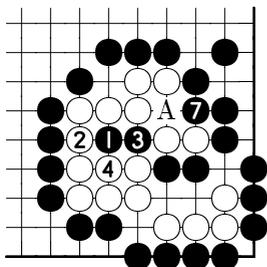


Diagram 4

This is the correct move, giving Black an eye in the corner. White cannot now atari the black stones without putting himself in atari, whether or not he takes the single stone first, and nor can Black atari White without self-atari, so the result is seki. ▷

Solution to Problem 5



⑤ at ③, ⑥ at ①

Diagram 5

① is the vital point. If White plays here the group lives, so Black must play here first. Sacrificing a second stone with ③ is the next skilful move. Black then throws in with ⑤. If White captures with ⑥, then ⑦ means White can get only one eye.

If White does not capture the thrown-in stones, then there is a snapback at A, destroying White's eyes at the top (he can still get one eye by cutting off two black stones).

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The Editor will be glad to discuss the suitability of any material you may have in mind.

The BGA website has guidelines at www.britgo.org/bgj/guidelines for those wishing to contribute material.

COLLECTING GO XIV: HIKARU NO GO

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Most readers will be aware of the Japanese manga and subsequent anime, *Hikaru No Go*. This was first published in book form in Japanese in 1999 and I was lucky enough to get my copy of volume 1 autographed by the series Go consultant, Yukari Umezawa (then 2p). My collection expanded to include volumes 2 and 3 in 2000, and later I acquired the *Gorgeous Characters Guide*, published in 2002, which gave write-ups on all the characters in the series thus far, complete game records and a timeline. In the end the series ran for 23 volumes, until the publisher pulled the plug.

Of course the next thing to do was to collect the 23 volumes as they came out in English, between 2004 and 2011. I even managed to pick up a Dutch translation of the start of part 1 and the books are available in French, German and others for those with a flair for languages.



Then the cartoon series, which was available online, fan-subbed into English for a long time, finally came out in English DVD, though only in Zone 1 (USA) format. Seven discs were issued containing the 28 episodes.

In BGJ 156 there were pictures of some Hikaru badges, but there were also plastic figurines available and the photo shows one, of Sai, as a key ring together with a small fan.



(continued overleaf)

(Collecting Go XIV: Hikaru No Go ... continued from inside rear cover)

In addition I have a 2005 Hikaru calendar showing various characters from the stories and the Hikaru 9x9 Go board, with 6x6 on the reverse. Also shown in the picture is an audio CD (2003) of additional side stories, with the original actors, in Japanese of course.



No doubt, due to its popularity, there are more besides; who knows what?