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EDITORIAL

journal@britgo.org

Welcome to the 165th British Go Journal.

Recent Journals Online

All BGA members should know by now of the Members Only section of the BGA website (www.britgo.org/membersonlyaccess), mentioned by Jon in his View from the Top in [BGJ 164](#). Through this area, members now have access to the electronic versions of recent BGJs, including this one. Once logged-in, you can also access them from www.britgo.org/bgj/bgj.html, where the full set of BGJs are to be found.

There are advantages to reading the Journal online. For some time now, we have been making links in the electronic versions 'active' – that is to say, as you browse through the pdf file you will encounter some text in blue, and if you click on it you should be taken to the place on the Internet (or elsewhere in the Journal) to which the text refers. This includes references to earlier journals, sgf files with the problems and solutions, sgf files of games reviewed, explanations of Japanese Go terms and so on. If you click on the link to the sgf file of a game published in the Journal and you have an sgf-viewing program on your tablet or PC, the file should be automatically opened and you will be able to play through it move by move, which is arguably more convenient than reading the printed version.

Why not try it? Please let me know what you think of it.

With This Issue

With this issue you should have found a self-adhesive label for correcting the front cover (Journal number and date) of [BGJ 164](#). If you haven't and want one, please let me know. My apologies to our readers for that mistake, which arose somewhere in the printing process.

Credits

My thanks to the many people who have helped to produce this Journal:

Contributors: Li Ang, Tony Atkins, Dylan Carter, Colin Clark, Jon Diamond, Roger Huyshe, Colin Maclennan, Chris Oliver, Francis Roads, Jil Segerman, Brian Timmins, David Ward, and our anonymous cartoonist, Sideways-Looking Persons.

Proof-reading: Tony Atkins, Barry Chandler, Martin Harvey, Richard Hunter, Neil Moffatt, Chris Oliver, Isobel Ridley, Edmund Stephen-Smith and Nick Wedd.

Pat Ridley

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

www.britgo.org/bgj/issue165

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

EXPLANATION OF JAPANESE TERMS

Where space permits, less common terms are explained in footnotes. If no explanation is provided then take a look at:

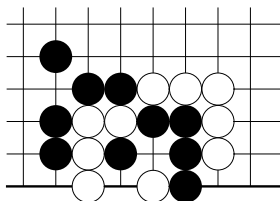
www.britgo.org/general/definitions

www.britgo.org/bgj/glossary.html

or search senseis.xmp.net/?GoTerms.

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

PROBLEM 1



Black to play and trap
some white stones

AIDAN PUTNAM VS. MELCHIOR CHUI

Colin Clark

This game¹ was played between Aidan Putnam (Swindon) and Melchior Chui (Cambridge Chess and Go) in the first round of the British Youth Championships, held at King Edward VI (Aston) School, Birmingham, on 27th March 2013. Melchior went on to share the Under 16 Championship with his fellow Cambridge Chess and Go Club member, Peran Truscott.

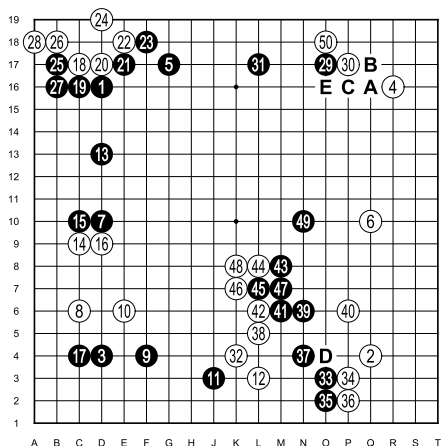


Diagram 1 (1 - 50)

Black: Aidan Putnam (9k)

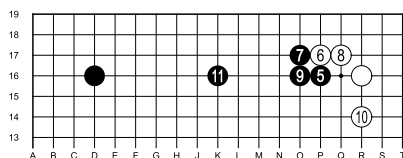
White: Melchior Chui (12k)

Komi: 7.5

- ④ A little unusual for White (it's a common opening as Black); White could consider playing A or B instead. Black is likely to approach at C now (see Variation 1).
- ⑦ This is a big move for Black.
- ⑧ White should approach from the more open side: it's less cramped, and there's more potential for development (see Variation 2).

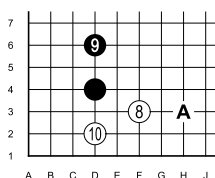
Variation 1

- ⑤ This will work well with ① and stop White making a shimari.



Variation 2

- ⑨ Black could respond here or at A.
- ⑩ Black wouldn't necessarily have to respond to this, as the stone at ⑦ is already providing support; he could tenuki and approach ④.

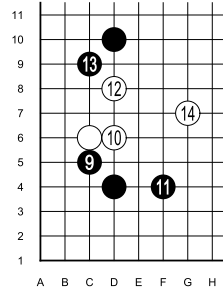


- ⑨ This is a quiet response from Black; it would be more severe to play C5 first and then play F4 – see Variation 3.

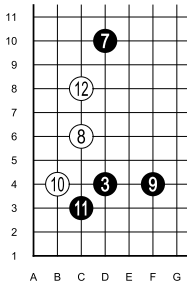
¹The SGF file is at www.britgo.org/files/bgjgames/165game1.sgf.

Variation 3

- ⑨ This is more severe (it makes White heavy, so he can't invade the corner yet).
- ⑭ This is a simple way for White to escape. Black will profit from the attack, though.



Variation 4



White is settled.

- ⑩ This seems a bit strange to me: White can slide to B4 (see Variation 4), or could just take the corner by playing 3-3.
- ⑪ This takes quite a few points, but I would be tempted to close off the corner instead. I might play at B4: White is then floating and has no base; Black is attacking and making territory. There's no good extension for White on the left side, so he would be forced to jump out (maybe at G6), and Black wouldn't be unhappy with that.
- ⑫ I think there are more urgent moves for White. If White wants to limit Black's potential here and make territory, then O3 is a possibility.

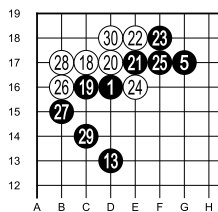
⑬ It seems no one wants to play near R16! ☹️ But a move around here is big for both players. D13 is fairly big, but an approach move is a lot bigger. C would be a great move for Black because it creates the 'double-wing' formation; White could prevent this by making a shimari in the top right (which is a big move for White too). White could then think about D, as well as settling his C6 stones.

One potential problem with D13 is that it still doesn't secure the corner for Black (3-3 is still open).

- ⑭ This feels a bit cramped to me; it solidifies Black too. Since the lower-left corner is open, White could make his stones safer without giving Black C10. That said, it begins to settle White's stones.
- ⑰ This is a big move, and it pressures White's group a little (though it does offer White a hane at E10 later).
- ⑱ A good idea.
- ⑳ White should cut here, as it will leave aji in Black's wall. White will also get a bigger corner area. See Variation 5.

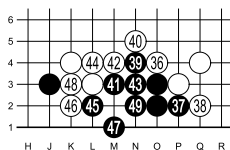
Variation 5

White would be quite happy to take a decent-sized corner like this, and Black is now overconcentrated on the left side. 24 also has aji, which could be a pain for Black later. This invasion shows why Black shouldn't make such close extensions from his 4-4 stone.



- 29 A good move. Black could think about a 1-space approach at C instead: if White pincers, then he's jumping into an area where Black is thick, and can attack him.
- 31 This is too passive, and probably too focussed on territory. Black should use his strength in this area. It would be more positive for Black to extend at E – that would make Black's potential area larger, but also pressure White. White can hane now.
- 32 A move at E would attack Black and threaten to make a white moyo on the right. If two stones are touching like 29 and 30, both players should want to continue there.
- 36 Black is in danger: it's hard to live locally, or connect under, as White is very strong at L3. Instead of P2, White should take the chance to enclose Black with a hane at D - see Variation 6: even if Black lives, White can make a great moyo on top.

Variation 6



- 36 White should be happy to get this shape. Black is in trouble.
- 49 Even if Black lived like this, White is really thick outside, and has a forcing move at K1: this means that Black can't hope to get much territory in the bottom left any more.

- 40 White is developing well on the right side; it's not territory yet, though.
- 42 This is pushing from behind, so it doesn't pressure Black too much. 46 would be one way.
- 55 Good: this is a nice moment to invade, using Black's thickness for support.
- 64 This move isn't urgent for White.
- 66 This is a 'thank you' move: Black is forced to connect, but he wants to anyway.
- 68 White can always play at S6 first, as it's sente and threatens to connect all his stones.
- 76 This is a dangerous play for Black: there's a double atari at S7, so White can split him.

78 Slow move.

84 Good: this is where Black would like to build a centre moyo, so this move is very big (plus it's good shape). White's two groups (A and B) were also a little weak, so this forcing sequence strengthens them somewhat.

85 This move seems small; White's atari will be painful for Black.

90 White should keep this move in reserve: there's no need to play it now. Also, White is now enclosed and so should double-check whether the Q4 group is alive yet.

91 This move also damages White's eyeshape below.

92 This is quite a key move for White, reducing Black's moyo.

98 The 95-98 exchange has helped White more than Black.

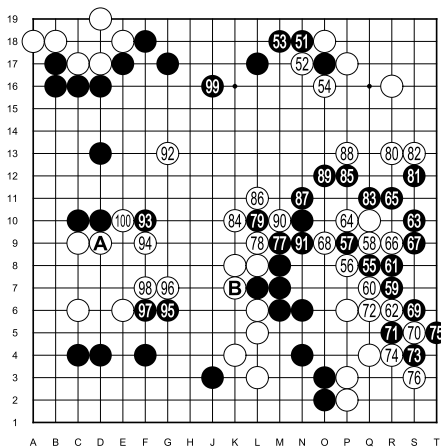


Diagram 2 (51 - 100)

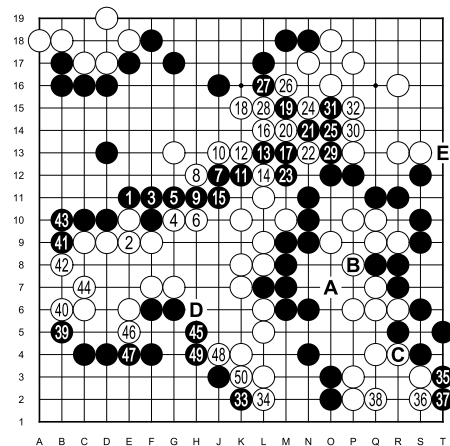


Diagram 3 (101 - 150)

104 White is forcing Black to get stronger above, weakening White's stone at G13. White is probably worried about being cut, but he's safe anyway.

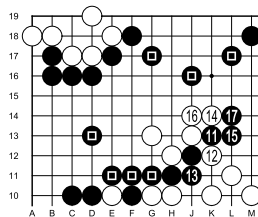
107 Now White is in trouble: this is a big area. If Black can take G13 on a large scale, he should win on points.

111 I think this move is too soft on White (see Variation 7).

Variation 7

111 Black is really thick in this area, so should double hane and try to kill White. White is in too deep.

117 I don't see a way out for White here. This would be enough to win the game.



- ⑬⑩ White has successfully connected in sente with ⑮⑥, and should look for any urgent moves (possibly at T3), and big moves in sente (e.g. B5). As White, I would be worried about Black moves at T3 or S2, especially given the weak point at A (White is OK, but it's not easy to read that far ahead). A protective move at T3 is fairly big for White anyway.
- ⑬⑲ This is quite big, but this sequence gives sente to Black.
- ⑬⑳ A big move; Black is slightly ahead.
- ⑬㉑ A very powerful move: White has to be careful in order to save both B and C.
- ⑬㉒ This move is double sente: it is very big.
- ⑬㉓ White could hane at D instead.
- ⑬㉔ Quite big but E is bigger, and is sente, so Black could get both anyway.

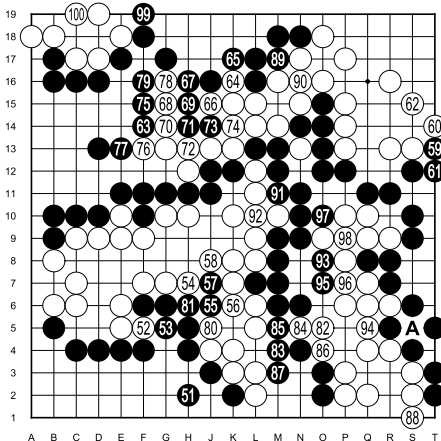


Diagram 4 (151 - 200)

- ⑮⑱ Black doesn't need to worry about making eye shapes by this point, so he should just play J2 (then White doesn't get to atari at K1).
- ⑮㉒ White is alive in sente.
- ⑮㉓ Quite big but gote.
- ⑮㉔ Black is very thin; he should answer – especially as he is around 20 points ahead.
- ⑮㉕ This is just a ko threat; Black needs to protect at A.
- ⑮㉖ A mistake – he should connect at D18.

- 203 Black is very short of liberties here.
- 209 Black should cut his losses and just connect what he can below.
- 212 With the capture of A18, Black is still over 20 points ahead.
- 246 This shouldn't work. If you're searching for the best way to defend, look for shapes that might make eyes (see Variation 8).
- 250 A small disaster for Black, but with the advantage of sente. The game is now very close.

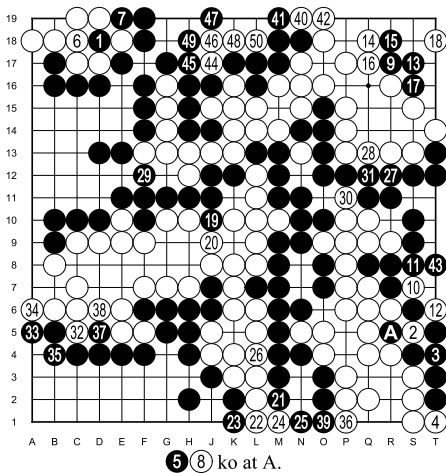
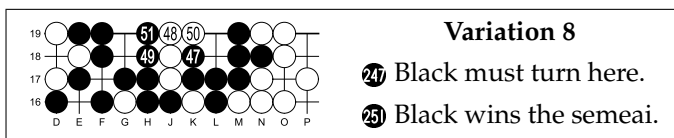


Diagram 5 (201 - 250)



- 252 Instead of playing here, see Variation 9.
- 253 This way Black is ahead.
- 259 Black does not need to defend here (see Variation 10) – and he will win if he doesn't.

White wins by 0.5.

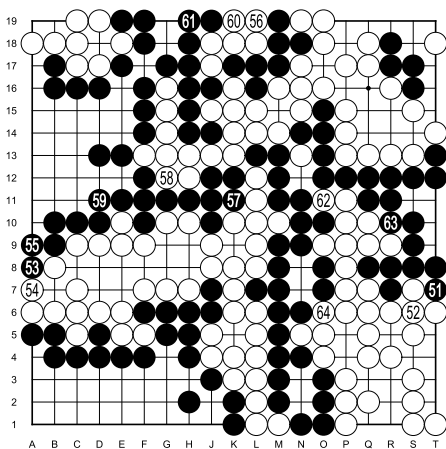
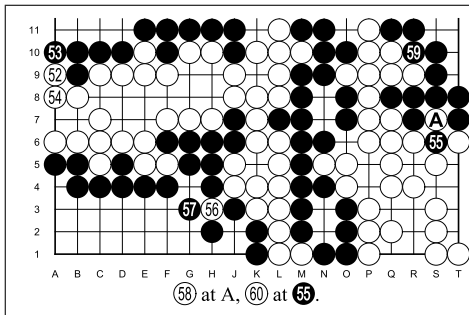


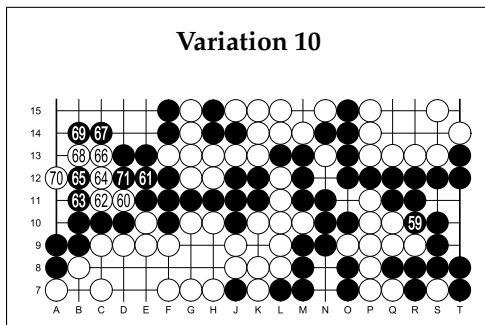
Diagram 6 (251 - 264)



Variation 9

- (252) White should play here, and Black needs to respond.
- (260) White wins by 0.5.

Black was leading for much of the game: the opening was favourable for Black, and the late middle game eventually consolidated this lead when White gave up sente and Black grabbed a lot of the big, early yose moves. White, sensing he was behind, tested Black and was ultimately able to profit enough to win.



Variation 10

Both players played very thoughtfully, and there was a lot of attention to shape: there were points where both players spent moves making sure they were connected, or gaining thickness, which is great. This kind of move usually pays off.

Some general pointers:

- Play the large open spaces in the beginning, as they're usually worth the most. Approach moves should be snapped up early on.
- Similarly, don't jump into cramped spaces too early on; be wary of becoming surrounded and giving too much thickness in exchange.
- Look for (more) opportunities to use your thickness: you can play more aggressively if you have strong support nearby.
- Remember to keep a rough count (if possible), at various points throughout the game: if you're far ahead, it's better to give up a few points and salvage enough to win, rather than risk more when you don't need to.
- Never give up around the late middle game, even if you're behind: the game can swing either way depending on who keeps sente and grabs the double-sente moves.
- In late/small yose, look for chances to vary the order of moves: if you have a bigger move than what your opponent is threatening, play it.

BGA DATA PROTECTION POLICY – UPDATE

Colin MacLennan

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At a meeting on 16th June 2013, Council adopted a slight change to its data protection policy. The full policy is set out on our website¹. The change is to paragraph 4, which now reads; “The BGA may divulge your contact details to other members for the purpose of enabling members to play Go and to encourage the formation of new Go clubs. Members may opt out of allowing their contact details to be shared by notifying the membership secretary accordingly.”

The other paragraphs of the policy remain unchanged.

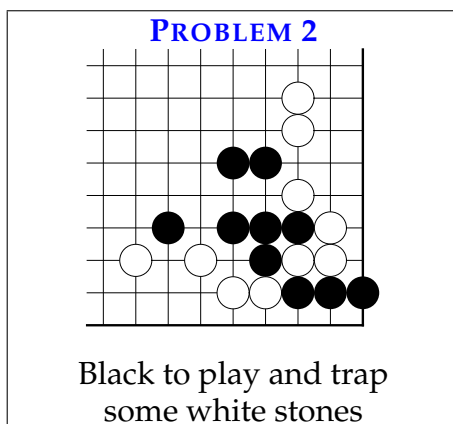
The reason for this change is that there were some inconsistencies between our policy and the statements new members were being asked to sign up to upon joining. This change makes clear three points:

- (a) that the only personal information that will be shared is a member’s contact details (usually email address);
- (b) that these details will only be shared with other BGA members (and not with other Go players who are not BGA members);
- (c) that a member who does not want his or her contact details to be shared can opt out by notifying the membership secretary.

Our membership application forms are being amended to bring them into line with this policy.

Any members who would prefer that their contact details were not shared should email the Membership Secretary².

~ ~ ~



¹www.britgo.org/policy/policies14.

²mem@britgo.org.

TEN THINGS I HATE ABOUT KO

Chris Oliver

thechroliver@hotmail.com

This article¹, aimed at Double Digit Kyu players (DDKs), looks at ko – one of the fundamental rules of the game of Go, but often a stumbling block for players up to DDK (and even beyond).

Go is a simple game, and after learning how (and how not) to put stones on the board, how to take them off, and how the game is scored, most beginners can normally frolic through their first dozen small games without further thought to the rules of the game. However, sooner or later, we all find that we need a couple of other rules – primarily seki (which won't be covered here) and ko. The most important function of these rules is to prevent stalemates, to ensure that no player is given an arbitrary advantage over the other, and to prevent uncertainty when it comes to counting up at the end of the game.

Stated simply, ko prevents the same board position from occurring endlessly. In practice, in the vast majority of cases, this simply means that when a player takes a single stone by playing into atari, their opponent may not immediately re-take. The opponent must find a threat elsewhere on the board; if the first player responds, the opponent may then re-take the ko. Such sequences can go back and forth through many iterations.

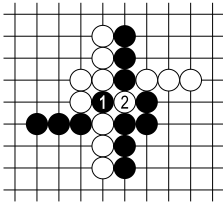


Diagram 1

In this simple, but improbable, example, either player can choose to connect their two groups together (e.g. Black at ②, White at ①). However, either player can also choose to start a ko fight, the result of which will be a “winner takes all” battle for connection. For the purposes of this example, we will assume that both players stand to gain significantly by winning the battle.

In the diagram above, ① is played directly into atari, and White may take immediately at ②. However, even though ② was also played directly into atari, Black may not re-take in this turn, as it would cause the repetition of the previous board position. This begins the ko.

In order to fight for this connection, Black must find a “threat” elsewhere – a move that is significant enough for White to respond, instead of connecting at ①. White’s judgement of whether to respond to the threat depends partly on whether responding to Black’s threat is more valuable than a play at ①. More subtly, it also depends on who has the more ko threats. Let’s assume White has many valuable ko threats, but Black has just played his only valuable threat. Even if Black’s threat is somewhat less valuable than White connecting at A, then White should still respond and allow Black to re-take the ko. White may then choose a suitable threat to play.

Black’s best move is to respond, which allows White to re-take the ko, safe in the knowledge that Black’s next threat will be of significantly smaller value. If Black chooses to ignore the threat and connect at ②, then White makes more

¹The SGF file is at www.britgo.org/files/bgjgames/165-tenthingsaboutko.sgf.

profit elsewhere by executing his threat. Either way, White makes additional profit through shrewd tactical play.

Obviously, if this were the case, ① was a mistake, and Black should simply have connected at ②, avoiding the ko completely.

The level of subtlety involved in ko, and the fact that success in fighting them requires reliable and accurate reading of the whole board, is one of the things I hate about ko. Here are another ten things I hate about ko, along with a bit of advice for you, if you hate them too:

1. *I can't see them coming.*

Just like false eyes, more experienced players will gradually learn to recognise the shapes which allow ko to be played. This will come with practice, and I recommend reviewing games where ko fights break out, to study the moves and positions which make the ko possible.

2. *I don't know how to avoid them.*

In some ways, this one is pretty simple: avoid leaving your stones disconnected, and your groups in uncertain status. Unfortunately, in real games, this is often difficult. If you are worried about a position in an area away from the current areas of play, it can be worthwhile breaking the sequence of play to "tenuki" and protect the at-risk area.

This is a very safety-first approach – but if the move is the biggest on the board, then play it.

3. *I don't know how to start them (and I certainly don't know how to start them in a way that is favourable for me).*

In Diagram 1, Black played first, and this allowed White to take the ko first. This meant that Black needed to find the first threat. If White had played first, White would need to find the first threat.

There are times when there are moves available to you that will pressure your opponent into setting up a ko and allow you to take first – especially where you are playing for life and death inside your opponent's group. Take these opportunities to put your opponent on the back foot.

Realistically, at DDK level most players find it hard to see a ko coming from more than a few moves away, and it would be unusually skilful to be able to plan a sequence that forced your opponent to allow you to capture first. No harm in trying, though...

4. *I find it hard to assess their value.*

Practice counting; it's a hugely useful skill in Go. Other problems could be: not being able to tell whether a ko is critical for a connection, or for the life-or-death status of a group. Players often also struggle when assessing the value of small end-game ko such as the position below, variants of which are very common.

"Pop quiz, hotshot!": The square indicates that ① captured a black stone. How much is ① worth? Is it worth a point? Nothing?

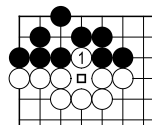


Diagram 2

The actual answer² is 1/3 of a point. Partial credit if you answered “half a point” - as this is often referred to as the “half point ko”. A better name for it is “minimal ko”, as this is realistically the smallest positive move on the board at any given point.

5. I never have enough threats to contest a big ko.

If this is the case in your play, you may be playing unnecessary forcing moves inside, near or next to your opponent’s groups – basically playing moves which allow them to strengthen their position.

There is a balance to be struck in the mid-game between genuinely attempting to kill or cut a group and taking marginal gains while allowing your opponent to strengthen. My advice would be: always do the former; try to avoid the latter until the endgame.

It is also worth reviewing sequences, especially those involving life and death, to see which moves can be left unplayed – “saved”, as it were, for ko threats. However, the value of not playing out sequences should come second to making sure that you don’t allow an extra move from your opponent to kill your group, or otherwise embarrass you.

6. I don’t know when I should connect the ko.

It’s tough – especially in the heat of a game against the clock – to assess whether connecting a ko is worth more than responding to an unpredicted threat that your opponent has thrown down. If you really don’t know, you may end up having to take a gamble – however, if you can’t count quickly enough, or accurately enough, there are other things to consider.

Practice analysing board positions to try to find ko threats and assess their value. This will help you to learn to quickly estimate the value of moves – which, used in the endgame, is a game-winning skill.

It will help you to make these decisions if you use thinking time earlier in the game to get a rough count of all of your groups, and your opponent’s. This should also give you a good idea of whether you’re winning, or losing.

If you’re losing, fighting a big ko, and the threat is against one of your smaller groups (especially if you have no threats left), fill the ko³. If you’re ahead, the ko is small, and the threat is against a big group, play safe and respond.

7. I can’t respond to ko threats very well.

Don’t panic. Wherever possible, take your time, and try to read the situation. After all, it’s very likely that you know exactly what your opponent’s next move will be (re-taking the ko), and you should already have a good idea of what threats you can play.

Ko battles can be a drain on time, but unless your clock is significantly lower than your opponent’s the chances are that you are both going to struggle equally. Try to give more of your time to moves earlier in the game – they are

²Using miai counting – see senseis.xmp.net/?MiaiCounting.

³Sometimes the ko is better resolved by a capture.

generally worth more, and a misstep when defending a large group can mean game over.

One other difficulty for players at DDK level is that ko threats will often be speculative – the threat might not even be a threat at all, so it’s important to try and read the situation.

“Pop quiz, hotshot!” (part two) - in Diagram 3 below, which move is a genuine ko threat? ①, ②, ③ or ④?

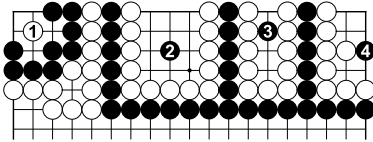


Diagram 3

The only genuine ko threat is ③. Reading left to right, the first group is dead, the second group can live even if Black plays a further move and the third group is uncertain – if White responds (directly below ③, the group lives; a Black play in the same spot kills the group. The fourth group can also survive another Black play.

8. *My opponent always has loads of ko threats (especially when it’s a computer).*

While related to point 5, this most likely results from you playing less-than-good shape. The hard thing about shape is that it often doesn’t become evident that there’s a problem until further down the line – by which time, it’s hard to identify which move caused the offending “bad shape”.

There are so many resources out there on shape, from lone proverbs to entire books. Read articles and books, learn from better players, and try to remember where your shape gets tested by your opponent and found wanting – then go back and review it, and try different moves next time. We all develop bad habits – those of us who can eliminate the bad habits are the ones who get better.

9. *I don’t know the rules about triple ko (or “superko”).*

Don’t fret. Lots of people don’t know these rules – different governing bodies even have different rules. This is not a pressing concern at DDK level – probably not even until you’re knocking on the door of a Dan rank – however, it’s interesting reading⁴, and it might just come up in an important game.

10. *I can never tell when a ko threat opens a new can of worms.*

Again, this comes down to the quality of your reading. In DDK games, the status of groups is often not clear to either player until it’s decided one way or the other, so threats – especially speculative ko threats – are a difficult test.

Conversely, if you play a ko threat and your opponent’s poor response offers you a chance to kill a group, or otherwise take more profit, then do it. If the chance is less valuable than the ko, come back to it later; if it’s more valuable than the ko, play it immediately.

At all times, try to play the biggest move on the board. □

⁴senseis.xmp.net/?Superko.

BGA NEWSLETTER NO. 192

Jil Segerman

newsletter@britgo.org

The next Newsletter will be distributed by email. Please send contributions by Thursday 7th November to the email address above. If your email address has changed, please advise the Membership Secretary on mem@britgo.org.

NEWS IN BRIEF

For the full set of news items from the last three months see the BGA News Pages: www.britgo.org/views/newsletterfull. If you prefer to scan the headlines and pick and choose what to read, see www.britgo.org/views/news, which covers the last twelve months.

- **Pair Go:** The annual Pair Go report is available at www.britgo.org/files/pairgo/pair13uk.pdf.

FUTURE EVENTS

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

East Midlands, Leicester, Saturday 12th October

Belfast, Saturday 26th – Sunday 27th October

Wessex, Sunday 27th October

Three Peaks, Grange-over-Sands, Saturday 16th – Sunday 17th November

Coventry, Saturday 30th November (please note change of date)

Edinburgh, Saturday 7th December

South London, Saturday 7th December

London Open, Saturday 28th – Tuesday 31st December

Maidenhead-Hitachi, Saturday 18th January (provisional)

Cheshire, Frodsham, Saturday 8th February

Oxford, Saturday 15th February (provisional)

CLUB CHANGES

There is a complete list in BGJ 162, with updates in the Newsletters in BGJs 163 and 164. Since then, the following changes have been reported:

Abergele: Thursday evenings by arrangement; contact Michael Vidler 01745-870353, or by email via the BGA web-pages.

- **Venue:** The Departure Lounge, 9 Market Street Abergele, North Wales, LL22 7AG.
- **Directions:** From Chester direction on A55, leave at Junction 24 (MacDonalds on right at roundabout) and take the first exit into Abergele. Go through first set of traffic lights (T-Junction to right) The Departure Lounge is almost immediately on the left. There is parking opposite, but a good

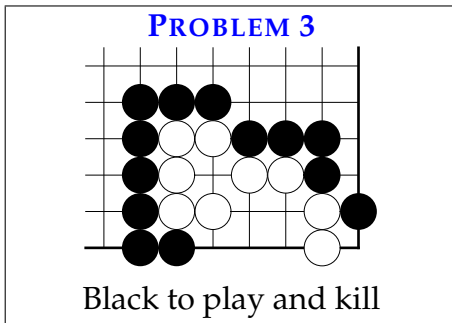
alternative is to park at Abergele library and walk. This is reached by driving past The Departure Lounge, through the next set of traffic lights. The car park is on the left, just before the pedestrian crossing.

Brighton: meets upstairs if one of the rooms is free, otherwise downstairs.

Swansea: has re-opened and meets at Sundays at 14:00 at The Mill Pub, 75 Brynymor Road, SA1 4JJ. All Welcome! They have a website at www.geocities.ws/goswanseaweb.

Swindon: the club's Wednesday meet is now at the Windmill pub, Freshbrook Village Centre, Worsley Road, Swindon, Wiltshire , SN5 8LY, half a mile off Junction 16 of the M4.

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DAVID WARD'S TOP TEN TIPS

David Ward

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This article is adapted from a Powerpoint presentation "The Shodan Challenge – Dave Ward's top ten ways to get two stones stronger (or your money back!)", which can be downloaded from britgo.org/teaching/index.html.

The original has many funny colour images, not attempted here.

David describes the destination as:

A pot of gold at the end of the rainbow which we all keep striving towards; it is the journey, not the arriving that counts (and at least you didn't lose any money!)

Of all the suggested tips, the following didn't make the final cut, but are useful advice at times:

a) Learn a New Joseki – (Ian Davis)

Coming up in my estimation - but don't try to remember moves by rote, much better to try to understand the moves. I made an interesting observation after a teaching session for Dan players a few years ago. I placed the completed variations on the table and asked whether the positions were good for Black, even or good for White. The result was less than perfect!

b) Play the board, not the player

Don't concern yourself about other people's grades. The number of times I have heard "I am a 4k playing a 2k therefore I have no chance" – play the board not the player. Likewise always respect your opponent; they may be two stones weaker than you in club games, but not today; and keep trying, you never know one day you might beat Matthew Macfadyen!

c) Ask a stronger player to go through your game afterwards

Contrary to what you might think, 'stronger players' love to comment on weaker players' games. Always take their observations and comments with a pinch of salt – better to cherry-pick a recurring general theme rather than get caught up with some complications which your mentor, if he is honest, probably doesn't understand any more than you!

d) Do more than just play – discuss games, feed off each other, become enthusiastic; improve together

Working together is a much under-utilised teaching resource; possibly one of the greatest single reasons we are under performing as a nation is that, unlike the French and other nations, we don't work together to try to improve. For some reason most UK Go players spend about 1% of their time in review and 99% either clearing the stones from the last game or starting a new one. To name a few stronger players that benefited from a group approach, Matthew Macfadyen, Alex Rix and me.

e) Look for moves that have more than one meaning

Look for moves that do more than one thing, e.g. take territory while attacking. This is a really another way of saying use your stones efficiently, if you use your stones more efficiently than your opponent you will win the game.

f) Ideally play those who are 2 or 3 stones stronger than you

It is entertaining for me to look at the current professional games on go4go, but I can't really understand the meaning behind the moves because I don't have the necessary tools of reading to make comprehension possible. Yajie, my teacher, suggests that I take a closer look at 'simpler professional games from the 70's and 80's, or playing stronger players'. For most people achieving an attainable goal by playing someone a little stronger and a review at the end will be useful.

Now for the final countdown

10. Invest in Loss – be brave, if you lose the game, treat it as an investment for the future

You can learn a lot more from losing a game than from winning. On top of my most embarrassing moments – I scored zero out of eight in Amsterdam – I played myself into Atari when having a game analysed by a professional. You have to Invest in Loss: challenge if you don't understand, play out semeais against stronger players. If you don't see how the stones can be caught, you might remember next time!

9. Compromise in tournaments – the clock is a formidable weapon

There are basically two kinds of players: the first kind are trying to find truth or understanding on the Go board, the second are trying to manage the position – two opposite ends of the spectrum. Nick Krempel, Alex Selby are at one end, T Mark Hall, Phil Beck at the other. The shorter the time limits the more you must compromise. The clock is a formidable weapon, which shouldn't be underestimated – try to break the game up into three parts, e.g. 10 minutes 40 minutes, 10 minutes. Beware if you are trying to find 'truth' in the position – the game always takes longer than you think!

8. Have a plan – 'A bad plan is much better than no plan at all.' (Matthew M)

What are you trying to do? It is easy to lose focus and find you have wandered off from your basic plan – 'Oh, I thought I remembered something like this in a joseki book!' is much used, muttered over a pint in the bar afterwards.

7. Avoid making a King on the Go Board – (otherwise known as a large eyeless Dragon)

What do I mean? Go is not chess, but if you create a large weak group, (a king) then you effectively have a huge liability. If you played chess with only your opponent having a king you would be in a mighty good position. In China it is often known as a large eyeless Dragon, something to be feared. How many points is it worth to have a large eyeless dragon? I estimate anything from minus 10 to minus 50 points.

6. Record your games – BUT only after the event!

Try to get into the habit of recording your games after the event, rather than during the game. I have never yet met a strong player who couldn't go through the game from memory, and never met a weak player who could. Why is this? Because when you get to a certain level, the moves are part of the whole-board vision, working together. When Shutai won the Paris tournament, he played through all his games on the way back on Eurostar, down to the small yose. It really is not so difficult and is a check as to why you played a particular move.

5. Play on KGS – Young Tigers of British Go

Play on KGS or some other server. I don't, but I can see the young tigers of tomorrow all do; Will Brooks, Sam Aitken, and a raft of improving BGA 1d and 2d players. Maybe this is the collaboration forum for would-be improvers!

4. Take professional lessons – they are not so expensive and provide good clear advice

It is always useful to have a second opinion, particularly if you have lost and your opponent insists on telling you where you went wrong. Nice to drop a line into the journal¹ at a later date, where the commentary is of a higher level and where your tormentor ('you must play there') no longer appears! I would like to say that lessons lead to guaranteed improvement, but it sometimes feels like the same old mistakes in a different form; if something good rubs off, take it as a bonus.

3. Take your time after a bad move – otherwise it will surely be followed by a worse one!

Controlling your emotions is a necessary skill. It is so tempting to get flustered and rush to make up the loss you have suffered. The fact is that you will most likely get some chance later in the game unless the mistake is too big. One way of improving at Go is to try to make your bad moves better, this is true in all games – often the winner didn't do anything very clever. I often feel that this is particularly true of the stronger Japanese players who visit the club – they are not trying to make something happen but are content to sit back and play calmly.

¹*Excellent suggestion – Ed.*

2. Study Life and Death – eight hours a day for six years

Studying life and death problems is the reality of getting stronger – don't let anyone tell you otherwise. I was in Korea a couple of years ago and played the number one amateur player, who had been in insei group one for six years. After losing a three-stone game, I asked what was needed for me to improve. He asked, DID I LIKE GAMBLING GAMES? What did he mean? Well, simply that my reading was not accurate. Mr. Han had spent eight hours every day for six years studying life and death – I don't think he liked gambling games! Nearly all professionals I have met put solving problems as the most important part of getting stronger.

1. If... you can enjoy the process of learning to play Go – Triumph and Disaster – treat those two impostors just the same

Most people would like to get at least a little stronger, but trying to change often seems like one step forward, two back. For us amateurs, enjoyment is what counts, so lick your wounds after a bad tournament and come back and enjoy the next game.

“If you can fill the unforgiving minute by playing a move before the clock falls, then yours is the Earth and everything that's in it”... sorry Rudyard!

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UK NEWS

Tony Atkins

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Challengers' League

The Challengers' League took place at the International Students' House in London between the 24th and 27th May. With the Candidates' having taken place in Edinburgh it was only fitting that one of the players from that city, Boris Mitrovic (1k), qualified for this, the second stage of the British Championship.



The defending champion Andrew Kay (4d South London) had elected to play the Candidates', though could have moved straight to this stage. He was the favourite to win again and only lost one key game, against Andrew Simons (4d Cambridge) in round four, to end on six wins. Andrew Simons had already lost in round three to Alex Kent (2d Bristol), so also ended on six wins. Thus the two Andrews will be playing in the best-of-three Title Match.

Alex Kent was third with five wins, with Alex Rix (2d Central London) in fourth with four. Desmond Cann (4d) and Boris Mitrovic won three. Francis Roads (1d Wanstead) won one game and Tim Hunt (2d Milton Keynes) took the eighth position.

Thanks went to Jenny Radcliffe who organised and refereed for most of

the games, and to Fred Holroyd for refereeing those she could not.

Scottish Open

After 14 years away from Glasgow, the Scottish Open returned to the congenial setting of Glasgow University's Gilchrist Postgraduate Club. Held on 25th and 26th May, it attracted 25 players from England and Skye as well as central Scotland. Proceedings kicked off on the Friday evening with six players from Glasgow and Skye playing simultaneous games against Durham club's Di Wu (4d). Di also won the tournament with a perfect six wins, followed by David Lee (3d Dundee) with five. The only other player to record five wins was local player Gary Craig (15k). Prizes for four wins were taken by Martin Harvey (5k Manchester), Greg Cox (10k Dundee) and Carel Goodheir (11k Skye). The final prize went to third placed Jurriaan Dijkman (4k Skye). Thanks to the sponsors, everyone took home a bar of natural soap from the Caurnie Soapery, and also a bottle of Monkey Jump ale, courtesy of the Skye Go Cub.

Arundel

On 1st June, 22 players made it to the usual playing venue, the Football Club, immediately opposite the entrance to the famous Arundel Castle. The entry included players from distant clubs, such as Swindon and Leicester. Jon Diamond (4d) made a clean sweep, winning all three games, beating Toby Manning (2d Leicester) in the last round. Jon

received the new trophy, a miniature traditional decorated Go board donated by Pauline and Steve Bailey, from the official Arundel Town Crier. Andrew Jones (2d Wanstead) was runner-up with two wins and a draw.



Additional prizes went to those who won their first two games: Roger Daniel (4k Central London), Oscar Selby (10k Epsom) and Pauline Bailey (16k West Surrey). Oscar also won the 9x9 competition and the Selby family won the quiz. After the event many participants adjourned to a local hostelry for traditional beer and dinner.

British Pair Go Championships

The British Pair Go was held at its usual venue, the Foxcombe Lodge Hotel, at Boars Hill near Oxford, on a sunny Sunday 9th June.



Kirsty Healey and Matthew Macfadyen (above) regained the Pair Go crown after a three-year gap.



Defending champions Natasha Regan and Matthew Cocke came dressed as a medieval queen and king, and so won the best-dressed competition, but lost the final by 12.5 points.



Oscar Selby and Rebecca Margetts

In the handicap section, it was the previous year's runners up who triumphed, namely Rebecca Margetts and Oscar Selby from Epsom. They beat Roella and Paul Smith in the final. The international food quiz, fulfilling the school subject theme with Domestic Science, was won by Alice Bradley and Boris Mitrovic.

Durham

Durham's annual Go tournament was held this year in the Elvet Riverside lecture buildings and reverted to its normal two-days format on 15th and 16th June. Twenty-seven people played over the course of the weekend, with ranks ranging from 20k to 5d. Many of the entrants were students, including some who had only learned to play Go during the year. On the Saturday night, in a change from tradition, instead of going to a restaurant they held a Go BBQ where, despite the unexpected rain, there was much food eaten and Go played. The tournament was won by Alex Kent (3d) from Bristol, but formerly of Durham, with Sandy Taylor (2d), also Bristol and formerly of Durham, coming second. The side events – Lightning and Small Board – were won by Carel Goodheir (10k Skye) and Josh Green (11k Durham) respectively. Alistair Milne (20k) won the 'plucky DDK' prize. After the prize giving, where Alex was wittily presented with a winner's Goat Ornament, organisers and players adjourned to a pub for a meal while some waited for their train home.

Welsh Open

The Welsh Open continued at the seaside resort of Barmouth, this year on 22nd and 23rd June. In an exciting conclusion, three players entered the last round with a chance of winning the tournament. In fact all three won their games, but it was Welshman Dylan Carter (1d Cardiff) who came out on top, by half a SOS point. Second and third places went to Richard Hunter (3d Bristol) and Toby Manning (2d Leicester). John Green (4k Leamington) and Colin

Maclennan (10k Twickenham) also won four games out of five.



Dylan Carter (left) and organiser Tony Pitchford

There were 27 players in all, and 18 players and spouses enjoyed a very pleasant meal at the Min-y-Mor Hotel (the tournament venue) on the Saturday evening. The weather, however, could best be described as ideal for indoor games.

Milton Keynes

The 25th Milton Keynes Tournament was held at the Open University's sports pavilion on 6th July. The 34 players were able to enjoy the heatwave by sitting on the balcony between matches. Bruno Poltronieri (2d) from Warwick University won the event. In the last round he beat Toby Manning (2d Leicester), who was thus second. Mike Cockburn (1k St Albans) was third. Graham Blackmore (13k) and Brent Cutts (8k Nottingham) also won all three games. The East Midlands team – Toby Manning, Peter Fisher, Andre Cockburn and Brent Cutts – won the team prize, with a highly respectable score of eight wins out of twelve. The winner of

the infamous Milton Keynes Board Tournament was one of the event organisers, Tim Hunt, with four-and-a-half out of six.

UK Go Challenge Finals

On the same hot day as Milton Keynes, the final of the UK Go Challenge for schools was held. Active Go school, Milton Primary, near Cambridge, was the host and 23 youngsters took part. As usual the overall place and age group categories were determined by a knockout system and the primary school team trophy was decided by games between the three members of one team against the other (Stamford Green, Epsom, beat Milton 2-1).



Oscar Selby - top boy

The top three winners, winning framed certificates and cash prizes, were Oscar Selby (first and top boy), David Robson (second) and Melchior Chui (third). Roella Smith was top girl. The beginner Challengers' section was won by Alexander Hsieh (Cambridge). Siddhant Gadkari, Kelda Smith and Melchior Chui were good at puzzle solving and Kelda Smith won the caption competition.

Age Group Winners:

U16 Boys	David Robson (Cambridge)
U14 Boys	Alex Terry (Bungay)
U12 Boys	Josh Terry (Bungay)
U10 Boys	Oscar Selby (Epsom)
U8 Boys	Edmund Smith (Milton)
U14 Girls	Roella Smith (Cambridge)
U12 Girls	Charlotte Bexfield (Letchworth)
U10 Girls	Kelda Smith (Milton)
U8 Girls	Margot Selby (Epsom)

Isle of Man Go Festival

The 11th Isle of Man Go week was held from 18th to 23rd August 2013, at the usual venue of the Cherry Orchard Aparthotel in Port Erin. As before, there was much fun, many Go games and the usual music (including a harp performance by France Ellul). The Festival attracted a good crowd from the UK, Ireland and even as far as Japan, including several families. Unfortunately poor health prevented chief organiser Leo Phillips from attending – her presence was missed.

The 42-player Open was won for the first time by Matthew Macfadyen (6d Leamington). Often in the past he had acted as teacher and not played in the Open. This time he did play and won all five games, beating Matthew Cocke (5d Epsom) into second place. Oscar Selby (9k Epsom) also won all five games. Winning four were Paul Barnard (1k Swindon), Richard Wheelton (5k South London), David Cantrell (5k South London) and Jil Segerman (9k Brighton).

The Afternoon Tournament had 30 players. The winner this time was, as in 1999, Shigehiko Uno (4d) from Japan. He beat Belfast's James Hutchinson (1d) into second place. Brian Timmins (9k Shrewsbury) also won all three games, and Peter Collins

(1k Bristol) received a prize for two out of two.

The Handicap Tournament winner was Edmund Smith (15k Cambridge) with five wins; he beat Oscar Selby by one point in the final round, to leave Oscar second with four wins. Paul Barnard and Charlotte Bexfield (18k Letchworth) also won four games.

The Continuous Lightning winner was Richard Hunter (3d Bristol); he beat James Hutchinson in the final. Richard Hunter also won the 13x13 in a similar way. The Rengo Tournament was won by Tokyo's Shigehiko Uno and Keiko Uno (20k); they beat Edmund and Paul Smith in the final.

The Children's Tournament was a team event between two teams and was won by Roella, Kelda and Edmund Smith, Phin Jones, and Keiko Uno (who consented to take part in the event as there was an odd number of children). There was a sandcastle building competition won by a team of Bexfield and Selby people, assisted by Paul Barnard, and a cup decorating competition won by Charlotte Bexfield.

There was also an award for Good Behaviour (not talking during competitions, not making silly noises during play, not insulting opponents' moves, and so on) which was won by all the children at the Festival, pushing the adults into a distant second place!

MSO

The 17th Mind Sports Olympiad was held again at the University of London Union between the 17th and 25th August. It was the usual festival of games, both new and traditional. The Go events were on the second weekend, with the Go Open being on the last Sunday. Paul Taylor won

the Gold medal by winning all four games, including the final, where he beat tournament arbiter Tony Atkins into Silver position by half a point. The Bronze went to Michael Webster who squeezed out Alistair Wall on tie-break. The best kyu player prize went to Paolo Rosario from Portugal. Twelve players took part.



In the previous afternoon's eight-player 13x13 tournament, the Gold medal was taken by Germany's Chris Volk, who won all five games. Jay Rastall took Silver for four wins, after his planned tennis day was rained off. Two players ended on three wins and played a play-off game. Martyn Hamer won and took the Bronze, so loser Matthew Hathrell had to be content with his medals in other games, including Gold in Dominion, Silver in Cribbage and Bronze in both Blokus and Oware.

The Northern

This year's Northern Go Tournament on 1st September, pleasingly, was better attended and had more strong players than recent editions. There were 28 at the event, held again in Stockport Masonic Guildhall. The overall winner was Vit Brunner (4d) from Brno in the Czech Republic. He beat Toby Manning (2d Leicester) in the final round. Also receiving a prize for winning all three of his games was David Wildgoose (10k Sheffield).

EUROPEAN GO CONGRESS

Brian Timmins

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This year's European Go Congress was in Poland. Like most tournaments it had its good aspects and poor, with advantages in this case such as a large parkland setting (though the amount of walking required was excessive!), air-conditioned playing rooms in a spacious venue and an excellent social atmosphere in the evenings.

A minor disadvantage was the omission of nationality from name cards; it is always entertaining to try out one's scraps of foreign languages, and best without having to enquire where somebody comes from, names being by no means a reliable indication.

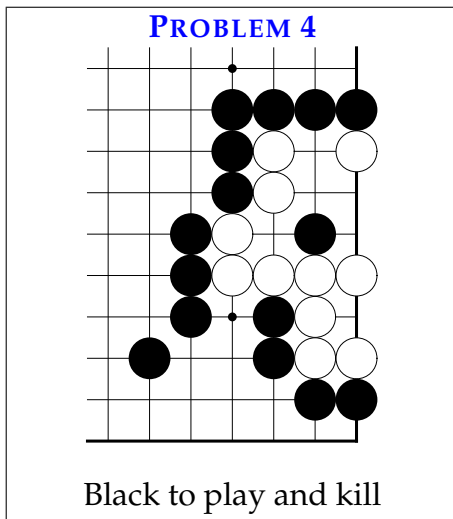
One significant drawback however must be mentioned. In my first game I was confronted by none other than our journal editor, Patrick Ridley!

It is normal to organise the draw so that one never plays a person from one's own country. Otherwise, why travel to Poland to play a British opponent, and in this case one who lives little more than an hour's drive from my house?

Patrick was even more unlucky. In his next game he had to play somebody not only British but from his own Go club! An appeal to the organisers was dismissed.

As any tournament organiser knows, there can be awkward gaps or bunches in the ratings scale, but these only affect the draw in the later games as acceptable permutations decrease, certainly not at the start. Perhaps the programmers should consult Geoff Kaniuk before running the draw at any further event.

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OLSZTYN AND PORT ERIN

Francis Roads

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This year I was one of the five Go addicts who attended both the EGC in Olsztyn and the IOM Go Festival. Olsztyn is a sizeable city in NE Poland. It is set in an area of lakes and forest, has a well preserved mediaeval centre, and has good external and internal transport. So, quite a nice place to visit, irrespective of the Go.



Olsztyn Castle

We played in a university a 10-minute bus ride from the centre. It was a pleasantly spacious green campus, with a lake where you could swim; perhaps a little too spacious, as there was a 12-minute walk in the hot sun from the playing area to the restaurant. Accommodation was in student rooms – acceptable if not brilliant – or in rather distant hotels. I preferred to stay on site. There were about 15 of us Brits there; quite a good attendance by our standards, though rather low by general European ones. Tournament results can be found elsewhere.

An encouraging feature of the attendance was the presence of

many younger female players, with respectable grades. Many women of my generation seem to have regarded it as unladylike to play Go. That idea seems to be dying the death, and about time too.

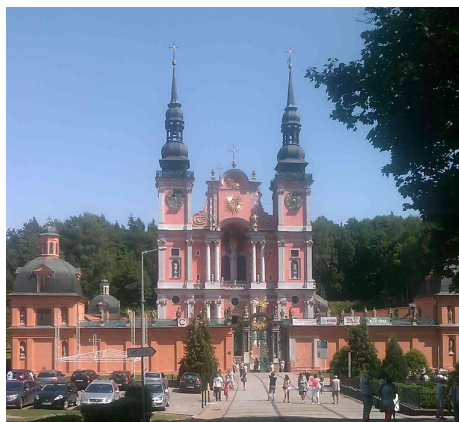


Nicholas Copernicus - famous citizen of Olsztyn

The playing rooms were classrooms, and here the organisers had cut corners, perhaps to save money. We were somewhat crammed in, which might not have mattered if the weather had not been so hot (well into the 30s), or if there had been air conditioning¹. I found it difficult to concentrate in such conditions, and, unusually for me, dropped out of some of the rounds, because I simply wasn't enjoying playing. And I wasn't the only one to do so.

¹Some playing rooms did have air conditioning, though not the ones I played in – Francis must have been similarly unlucky – Ed.

But there was plenty else to enjoy. There was the usual raft of evening side tournaments, which were really more enjoyable because of the cooler temperature. And there was an on-site pub (American universities please note) where beer cost about £1.30 for a half-litre. The congress timetable specified that from 20:00 each evening there was to be “integration”. We duly turned up at the pub, but no functions were forthcoming for us to integrate, so we contented ourselves with Go, Liar Dice and Pits.



Church near Ketrzyn

I went on an off-day excursion to churches, castles and Hitler’s Bunker. One of the churches, ornate even by Baroque standards, offered hourly 15-minute organ recitals. At 13:00 there was standing room only in this substantial church; something which you don’t usually find at British organ recitals.

Hitler had a separate centre of operations for the war in Russia, originally with over 200 buildings, of which there are some remains. The bunkers, with 6-metre thick reinforced concrete walls and no windows at all, impressed. And there is a memorial to

Klaus von Stauffenberg, who tried to assassinate Hitler there and got strung up himself.



Hitler’s Bunker

On the final Friday there was the usual song party, attended by about 30 lusty singers. I am always expected to produce a new Congress Song, which appears at end of this article, and from which you may deduce a few other details about the congress. We also had all 36 verses of Jan Rüten-Budde’s Congress Song, describing every EGC since 1980. There were one or two other new ones, including a French Go song which required the use of a piano. We trooped inside the pub for that one, after which the party broke up after two-and-a-half hours’ solid singing.

This wasn’t my favourite EGC, largely because of the heat. I can’t really blame the Polish Go Association for the weather, but I would gladly have paid a bit more for more comfort. The organisers certainly succeeded in keeping the price down; I paid just 660 euros for all tournament fees and 15 nights’ accommodation and meals. That will have suited the impecunious, but the only way to improve the accommodation was to opt for distant hotels, and there was no way to ameliorate the playing

conditions. But please don't be put off from attending the EGC. It is always a delight to renew friendships with the European and visiting Japanese players. And the Romanians are promising next year's congress in an air-conditioned hotel, with all meals and accommodation on site.



A Crane's Nest near Ketrzyn

A few days at home, and then on to Port Erin for the IOM Go Festival, as it has been renamed. Attendance was up this year at 48 players, including two Japanese, two Irish and one German player. There were nine lively and well-behaved young Go players, and a good turnout of female participants. Because of the attractive location, there were also many non-Go-playing hangers-on. All of which made for a good atmosphere.

The format was the usual one; a five-round morning tournament; a three-round afternoon one; Wednesday off; and two afternoons playing a

handicap tournament with Manx handicaps, i.e. all increased by one stone. The evening events included a quiz and an evening for games other than Go. Manx Monopoly was popular with the younger players. There was the usual sandcastle competition, and a new one for the best-decorated polystyrene coffee cup. The communal dinner on the last evening was followed by prizegiving and Go songs.

The weather was good this year, so many people took afternoons off to go walking or visiting the various heritage sights, which the Manx present so well. I enjoyed several clifftop walks, and watched seals down at Calf Sound. I really don't know of a more pleasant place for a Go event.

There hang two question marks over the Manx Go Festival's future. Accommodation is becoming increasingly difficult to book, because of greater motorbike activity at that time of year, and the closure of some Port Erin hotels. The timing of the event may need to be altered, and I think that the IOM Go Society is open to opinions on this matter.

And Leo Phillips, the driving force behind these two-yearly festivals, is suffering poor health, and may not be able to be as active as hitherto. Future Manx events may require some support from UK players, which will no doubt be forthcoming, but on what basis remains to be seen. I hope very much that the event may continue on a similar basis as at present. Hearty thanks to all Manx Go players who have given us so much pleasure over the years since 1991.

Playing Go at Olsztyn

2013 European Go Congress Song

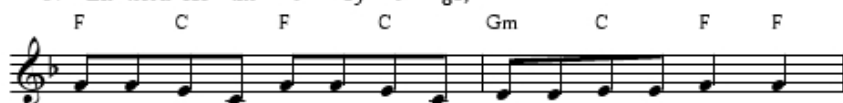
Francis Roads

Pije Kuba o Jakuba,

Polish traditional drinking song



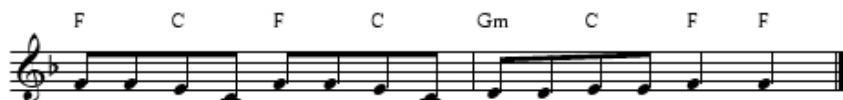
1. This year Po-land's where we're meet-ing, *Play-ing go at Ol - sztyn,*
2. *Ra - ther weird are Po - lish pair-ings,*
3. If your con - fi - dence is dent - ed,
4. *About the meal-times I've some grum-bles,*
5. En - tered for the 9 by 9 go,



Wish they could turn down the heat-ing, Play-ing go at Ol - sztyn.
Sev - val grum-bles got their air-ings,
Go and get your game com-ment-ed,
Half past twelve, my tum - my rum-bles,
Tried a - gain with thir - teen line go,



My re - sults are not much use, This hot wea - ther's my ex - cuse,
Fin - ish play - ers made a pair, Soft - ware thought they would - n't care,
See if you can find the pros, *Where they've got to no one knows,*
Hun - gry, and I have to wait, Two o' clock is far too late,
Play-ing time is quick - ly through, *Wait - ing's what we most - ly do,*



But it's clear we're hap - py here, And play - ing go at Ol - sztyn.

6. *Wednesday 9 o'clock we set off, Playing go at Olsztyn,*
Hitler's bunker's where we get off, Playing go at Olsztyn,
Coming back we cut it fine,
Just five minutes left to dine,
But it's clear we're happy here, And playing go at Olsztyn.
7. *Next Romania's where we're going, No more go at Olsztyn,*
Bet your boots, it won't be snowing, No more go at Olsztyn,
I don't want to be on fire,
Air conditioning I require,
But it's clear we're happy here, And playing go at Olsztyn.

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WORLD NEWS

Tony Atkins

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Galway

Most years, each of the four provinces of Ireland has a tournament; that for Connacht was held this year from 8th to 9th June in Galway. It was played with handicaps (based on grade difference less one) and was tied with four players on four wins: Justyna Kleczar (2K Cork), Thomas Shanahan (6k Cork), Anthony Durity (7k Cork) and Kenneth Savage (8k Dublin). Justyna won on tie-break, whilst Alex Delogu (18k Dublin) also won four games.

European Women

The Leksand Summer Go Camp, held during the fourth week in July in the centre of Sweden next to the beautiful Lake Siljan, had three main events. One was the eight-player all-play-all European Women's Go Championship. This was dominated by the young Russian women: Natalia Kovaleva (5d) was the unbeaten winner, with Dina Burdakova (5d) second. The UK's Alison Bexfield (2d) won one game to come seventh.

Natalia and Dina thus qualified for the European team for the SportAccord World Mind Games. They joined the winners of the twelve-player SportAccord Mind Games European Qualifier, Fan Hui (7d France) and Pavol Lisy (6d Slovakia), played at the start of the week. Fan Hui also won the parallel Leksand Open, ahead of Ali Jabarin (6d) of Israel.

The other two members of the European SportAccord team are Svetlana Shikshina (6d Russia) and Ilja Shikshin (7d Russia), who previously qualified by winning the 2013 European Pair Go Championship.

European Teams

The two days before the opening of the European Go Congress now see the over-the-board finals of the Pandanet Go European Team Championship. The top four teams from the online A-League had their expenses to Olsztyn paid to play in the three-round final. Unfortunately a clock problem on board two of the Czech Republic against Ukraine in round one meant that game had to be replayed. As Russia had beaten Hungary, but drawn with the Czechs and the Ukrainians, the Czech Republic (having also beaten Hungary) could win if they won this last game; if the game went Ukraine's way Ukraine would be second to Russia on tie-break. So Jan Hora (6d Czech Republic) and Bohdan Zhurakovskiy (5d Ukraine) were the focus of everyone's attention, in Poland and on Pandanet, with Hora winning the game by resignation and hence the Championship for the Czech Republic team for the first time.

European Go Congress

The European Go Congress is the biggest event of the Go calendar. Indeed 594 players took part in the European Open, from which the top Europeans split off to compete for the European Championship. The venue was Faculty of Humanities at the University of Warmia and Mazury in Olsztyn, in the beautiful lake district of Poland, from 27th July to 11th August.

The European Go Championship was won by Fan Hui (7d) who had recently gained French nationality.

He beat Slovakia's Pavol Lisy (6d) in the final to take the title. Fan Hui also took the Open title; there were not many strong Korean players taking part this year.

Best placed of the 17 British players in the Open was Andrew Simons (4d Cambridge), who won six out of ten to take 38th place. Andrew Kay was 58th with five wins. Pleasingly, most British players won half their games, and moreover Brian Timmins (9k Shrewsbury) won six games and Boris Mitrovic (1d Edinburgh) won seven.

Ilja Shikshin (7d) of Russia stopped Fan Hui from winning the Weekend Tournament. Boris Mitrovic won three out of four, and Brian Timmins and Alberto Adriasola (3k London) also each won three out of five in the Weekend Tournament. Ilja also won the 9x9 and Lightning. Romania's Cornel Burzo (6d) won the Rapid on tie break from Poland's Mateusz Surma (6d).

World Youth

The 30th World Youth Go Championship, sponsored by the Ing Foundation, was held in Pruhonice, near Prague, in the Czech Republic from 13th to 19th August. As usual the four big oriental Go countries dominated the results, with no European winning more than two wins out of five. Under-16 winner was Wang Zejin (1p) of China, with Japan second, and Under-12 winner was Seki Kotaro (6d) of Japan, with China second. The Korean and Taiwanese players took third and fourth in both sections.

WAGC

The World Amateur was held in Sendai in Japan on the first four days of September. It was held there as an encouragement to the local population

following the tsunami in 2011, and moved from its normal spring date to allow for adequate preparations. The venue was the 5th floor of the AER Complex.

This year the winner was Choi Hyunjae of Korea, winning all eight games. Hu Yuqing of China was second, having only lost to the winner. The group on six wins was Artem Kachanovskyi (Ukraine), Ilja Shikshin (Russia), Pavol Lisy (Slovakia), Kwan King Man (Hong Kong) and Nikola Mitic (Serbia). Japan came eighth, Chinese Taipei ninth and Canada tenth: 56 countries took part.



Andrew Kay, UK representative

The UK sent the British Champion, Andrew Kay. He ended 24th with four wins. He lost to the tournament winner, beat Turkey, lost to John Walch of Switzerland and then beat New Zealand. In round five he beat Indonesia, then lost to Ofer Zivony of Israel and Charlie Akerblom of Sweden, and finally beat Slovenia. He was interviewed by John Richardson for RANKA Online, and the transcript may be viewed at ranka.intergofed.org/?p=9381.

James Hutchinson for Ireland also won four and took 31st place. He beat Belarus, Portugal, Bulgaria and Italy, but lost to France, Sweden, Lithuania and Denmark.

VIEW FROM THE TOP

Jon Diamond

president@britgo.org



We'd like to apologise about the change of the date for the British Congress/European Youth Championship next year. This has been forced upon us by Butlins, who decided, after agreeing the date, that they would make this an Adults-only weekend, which was clearly unacceptable for us.

We hope you'll all still come to Bognor Regis at the slightly earlier date in the year than usual: **Friday 28th February – Sunday 2nd March**. The European Youth Championship continues on to Monday 3rd March, and we're hoping to organise a teaching day on that day, in parallel. So please put this date in your diary.

Toby Manning is organising this, and we need more helpers than usual (obviously), so if you would like to help, please let him know. We'd also like you to encourage all the children you know, and any schools, to get involved with learning to play Go and come along. There is no entry fee for the European Youth for those staying at Butlins! If you have any

contacts who might be interested, please get in touch with Toby, who will be more than happy to organise some assistance.

We've been doing a bit more marketing recently, with stands at the London Anime Convention and the Mind Sports Festival in Cardiff, and also helping to organise the Sino-British Weiqi Cultural Exchange. This last was arranged at rather short notice, with a visiting Chinese party that included a top professional, but I think we managed to put on a good show.

Hopefully we'll be able to capitalise on these events with some new members, as well as increasing the number of Go players. We've also found some new sponsorship opportunities, so watch this space... If you think there are some events near you at which we could have stands or demonstrations, please let me know.

You may also have heard of the signing of a contract between the European Go Federation and the Chinese. We will let you know details of the implementation when we have them.

Our new Members' Area went live on the website on 1st August and we've had no complaints (we've had a few comments about access), so I guess it's working well for you. (After some heated discussion on Gotalk, the Ratings List is still public.) We'd be grateful for comments – so you know what to do!

Now I'm off to Korea to play in the Korean Prime Minister's Cup, and hopefully my skills are still up to scratch. Wish me luck...

PLAYER DEVELOPMENT

Roger Huyshe

roger.huyshe@btinternet.com

Having had my arm twisted (see [BGJ 164](#), Summer 2013) into chairing the Player Development Committee, I leave the fancy stuff to the dans, but would like to bring a couple of other strands to your notice.

BGA Youth Teaching Online

If you are of school age and keen to improve your Go, then you might like to join our group. Online teaching was run for some time by Paul Smith, and I took over in April this year. We took a break for the summer holidays and are now ready to restart at the beginning of October. The sessions are run on KGS and are currently aimed at 9-16k; if you are keen but a little weaker, do not let that put you off. If you are stronger, then you will get more value from the [Shodan Challenge](#).

Last season, the sessions were run fortnightly early on Friday evenings,

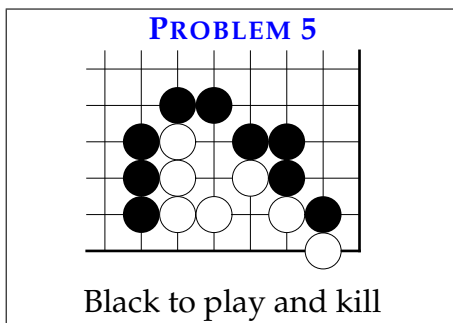
but the timing will be decided democratically according to who is in the group. I'm deliberately keeping the youth group separate from any adult DDK (Double Digit Kyu) initiative.

If interested, please reply to me, at the address above.

DDK Development

There has been occasional correspondence on GoTalk and in the journal about how to attract more DDK players to tournaments or provide teaching sessions, but most of it has been unevicenced theories put forward by strong players. It may be that most DDKs are simply happy to play at their local club, but if you are a DDK and want more, please write in and let us know what would help. We want to hear from you.

~ ~ ~



DYLAN CARTER VS. TOBY MANNING

Li Ang 3p

lyonweiqi@gmail.com

Dylan Carter won the Welsh Open this year (see UK News for a report), in spite of losing his penultimate game¹ to Toby Manning. This article is based on a review by Li Ang 3p, with additional comments by Dylan (DC) and Toby (TM). Li Ang's website is at www.lweiqi.com. He teaches on KGS as Lyonweiqi.

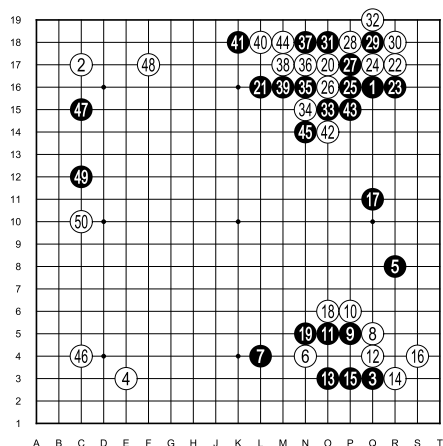


Diagram 1 (1 - 50)

Black: Dylan Carter (1d)

White: Toby Manning (2d)

Komi: 7.0

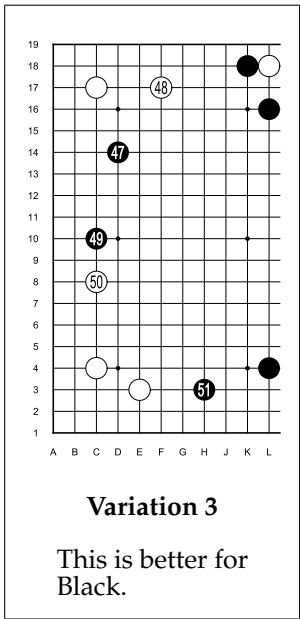
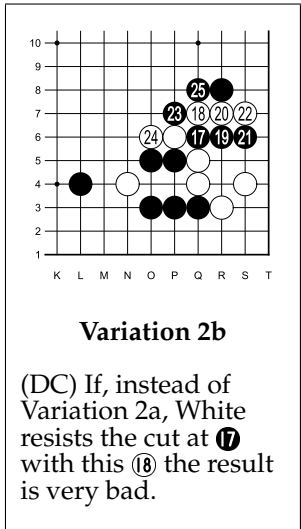
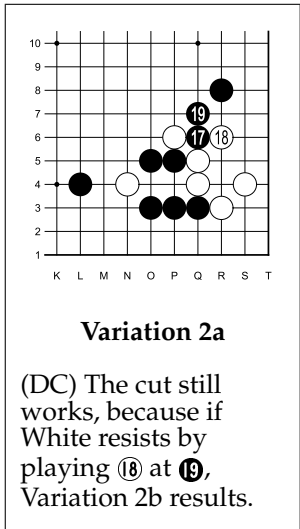
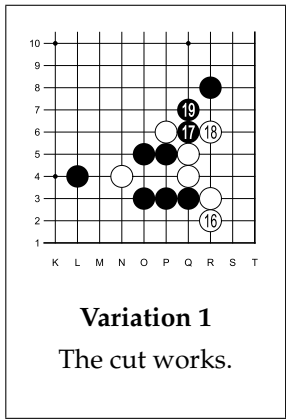
Date: 23rd June 2013

- ⑤ (DC) This is similar to the Chinese fuseki where the 'magic sword' joseki becomes favourable for Black due to the stone at L4. This fuseki emphasises this. It is a subject in itself. The fuseki used in the game after ⑤ was taught in the recent professional tuition weekend by Michael Redmond. I researched afterwards and have adopted it in many a game. Li called this the Rin Kaiho Fueski. Since Toby was at the weekend, he grinned in recognition. ☺
- ⑥ White should enclose at ④ first.
- ⑧ (DC) Due to the position of ⑤, this approach is incorrect and should be a tsuke² at ⑫: Black hanes above ⑭ and White crosscuts. Playing out the magic sword makes a later cut at Q6 severe – see Variations 1, 2a and 2b.
- ⑭ (TM) The order of moves is wrong here: White should play ⑯ before ⑭; then the cut at Q6 does not work.
- ⑯ White needs to play at R2 – see Variation 1.

¹The SGF file is at www.britgo.org/files/bgjgames/165game2.sgf.

²Tsuke: attachment.

- ①⑦ Black missed a good opportunity here – see Variation 2b.
- ④① (TM) A play at ④② is better. A black play at H17, J17, K17, J16 and K15 (if a ladder is favourable) all threaten to bring out the black stones by playing atari at ④④, so the play at ④① is aji-keshi³ and should be left for later. After ④④ I am seeking to pull out the white stone at ③④, but patience is required.
- ④⑦ (DC) See Variation 3 for the correct fuseki choice.



³aji-keshi: A move that loses aji.
aji: The latent possibilities that exist in a position.

- 51 Black needs to counter-attack here, as in Variation 4.
- 55 See Variation 5.
- 59 See Variation 6.
- 66 See Variation 7.
- 71 See Variation 8.
- 83 Black should still play at G3 (as in Variation 8), though his position is very thin.
- 84 (TM) I should first exchange F2 for G3 as a play at F2 is sente for both players. With the move at 84 I was preparing (finally) to play 86.

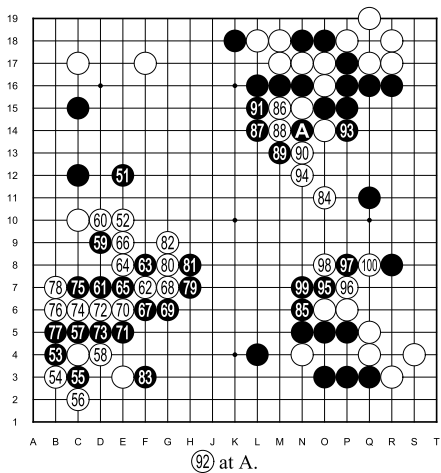
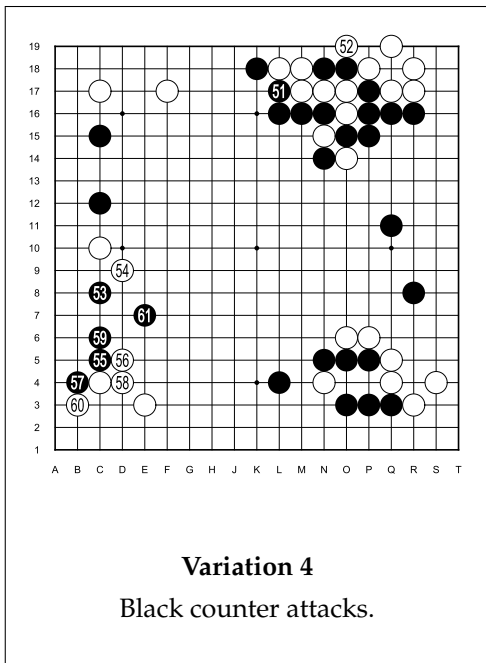


Diagram 2 (51 - 100)

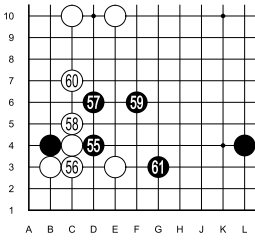


- 85 Black can attack the weak white stones in the bottom left corner first – see Variation 9.

(TM) Although this move prepares for the cut at Q6, it is not the biggest move on the board. Black should play where the weak groups are, in the upper left quadrant.

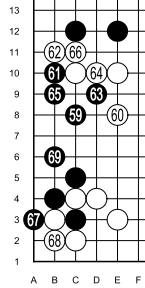
- 86 (TM) At last! But perhaps I should first attack the stones on the upper left (with, for example, E15).

(DC) E15 looks better. Black can handle this 86 fight.



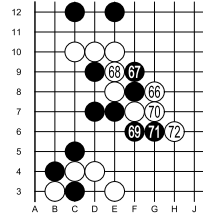
Variation 5

(DC) The sabaki⁴ makes Black lighter, and in context with the right, the bottom is big.



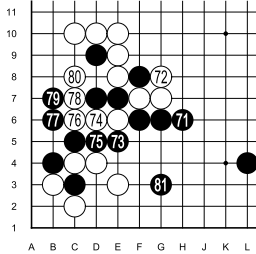
Variation 6

This is much better for Black.



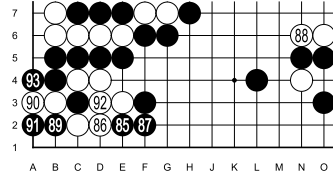
Variation 7

With this sequence White could have made Black heavy.



Variation 8

(DC) Because White did not play as in Variation 7, Black has the opportunity to play this sequence, which fixes his shape somewhat.



Variation 9

Ⓢ White needs to play at D3 here, but if he plays to prevent black at N6 instead, Black can easily kill, as this sequence demonstrates.

⁴'Sabaki' is difficult to translate simply, but in this case 'Making a light, flexible shape which makes it difficult for the opponent to launch a severe attack' fits the bill.

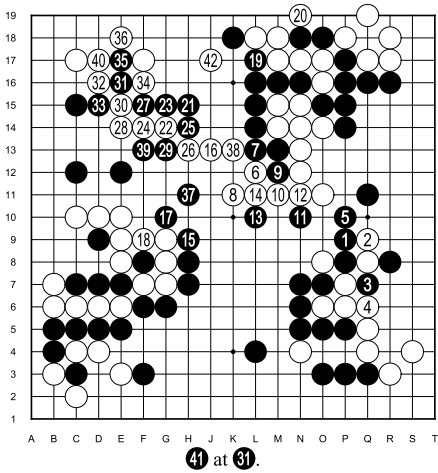


Diagram 3 (101 - 142)

123 (TM) This may be more effective at 134.

133 Black should connect at 134.

(TM) This is the only way to make eyes for his group – and even then it is difficult.

134 After White cuts, Black is doomed.

140 (TM) I played this to preserve the threat of D13, but a play at J16 to finish off the fight is better.

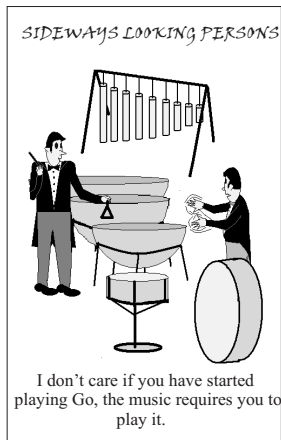
142 (DC) This is decisive – the Black stones here are dead.

White won by resignation.

106 (TM) White answered the moves 95 to 103 because they all threatened to create a powerful reception for the White group 84, 90 etc. if it was chased downwards. However, although playing 106 to capture 103 would have been worth about 30 points, it was more important to settle the fight above.

115 (TM) This is Black's final mistake. The move is not sente, and as a result Black now finds it very difficult – perhaps impossible – to live with his group on the upper middle.

~ ~ ~



ALL THERE IS TO KNOW ABOUT SHAPE IN 20 MINUTES

Francis Roads

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At the recent Isle of Man Go Festival I gave my lecture entitled *Knee Jerk*; a warning against always playing the same move in a given tactical situation regardless of the surrounding position. In the course of it I revised another of my lectures, title above, which an attendee said that he had found helpful. So, here is the said revision. The original material is covered in BGJs 62 and 63 in 1984¹, so younger Go players may be forgiven for having missed it.

My five principles of good shape may be remembered if you hold up a hand:

- **L** is for little finger; **L** is for liberties, and good shape maximises them.
- If you have a ring on your next finger, its shape reminds you of **Eyes**; good shape maximises eye-making potential.
- Your middle finger extends furthest from your palm, and good shape extends **Influence** as far as possible into the board.

- **F** is for forefinger; **F** is for flexibility, which usually means not connecting your stones solidly, so that one or more may be given up without losing the lot.
- And your thumb is opposable, and any move which **Denies** good shape to the opponent is thereby good shape for you.

Of course, these five desiderata are sometimes in conflict one with another; that is where judgement comes in.

My full lecture, and the articles in 1984, then go on to illustrate these principles with examples.

If you don't feel like holding up a hand in the middle of a game to remind yourself, the initial letters of **Flexibility, Influence, Eyes, Liberties** and **Denial** spell **FIELD**.

And that is all there is to know about shape.

~ ~ ~

Erratum in BGJ 164

Front Cover: the front cover was unfortunately printed with the wrong Journal number and date (Number 163, Spring 2013). Readers should have received with their copies of BGJ 165 a self-adhesive label with the correct number and date to place over the incorrect information.

¹Available online at www.britgo.org/bgj/bgj062.html and www.britgo.org/bgj/bgj063.html

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/issue165.

Solution to Problem 1

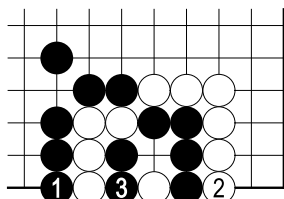


Diagram 1

- ① catches White short of liberties, White losing the capturing race if he plays at ②, or getting captured if he plays at ③.

Solution to Problem 2

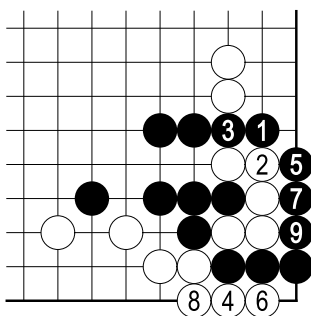


Diagram 2

- ① is the move that kills the white group.
- ③ White is disconnected and, because of the corner, cannot win the capturing race.

If White plays ② at ③ instead, ③ at ② also kills.

Solution to Problem 3

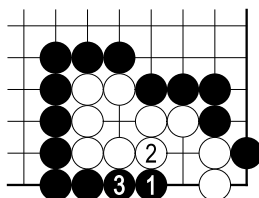


Diagram 3

- ① threatens to escape or catch White short of liberties.
- ③ After this, it's futile for White play to the right of this stone because that makes only a false eye, so White would have only one true eye.

If instead White descends with ② at ③ to prevent Black connecting out, Black can play ③ at ② in the diagram to atari the stones on the left. Trying to save them by connecting leaves White still in atari.

Solution to Problem 4

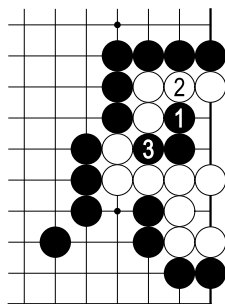
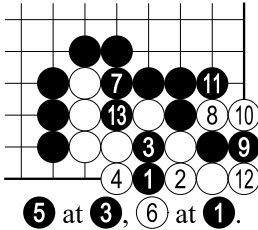


Diagram 4

- ① The threat to escape is the move that works.
- ③ Now White is short of liberties.

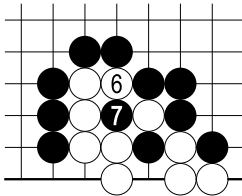
Solution to Problem 5

Diagram 5a



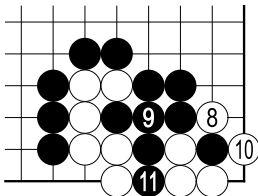
- ③ This looks suicidal but...
- ⑤ ... Black throws back inside.
- ⑦ This threatens to make the eye false.
- ⑨ prevents White from making more than one eye on the edge.
- ⑪ This would be better than the immediate atari of ⑬ if the surrounding position gives White the possibility of escaping along the edge. If White seizes the chance to play at ⑬ with ⑫, Black can capture the stones on the edge.

Diagram 5b



- ⑥ White should actually play here rather than take the stone.
- ⑦ Now it is a ko. If White wins the ko, capturing ③ after ⑦, his group can live; if Black wins the ko, he can kill the group.

Diagram 5c



- ⑧ However, if White plays this as a ko threat...
- ⑨ ... Black can continue the ko fight in the hope of capturing all the White stones. However, he also has the option of playing here to give up the ko and take the left half of the group in exchange for the corner.
- ⑩ White makes two eyes for his residual stones.

~ ~ ~

CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal may be found on the front page of our website, at www.britgo.org.

Contributions are welcome at any time. Please send them to journal@britgo.org.

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

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

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BGA website: www.britgo.org

Gotalk general discussion list: gotalk@britgo.org (open to all).

BGA policy discussion list: bga-policy@britgo.org (open to BGA members only).

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

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

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COLLECTING GO XVIII: GO BRANDING

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As anyone who has tried searching for Go online will know, Go is a common English word much used in company and product names. As well as spotting grids that can be used as Go boards whilst travelling around, it becomes habit to spot the name of our game being used unintentionally by companies to promote their service and products.



Indeed after the launch of *Go Fly*, the British Airways low cost carrier that traded as *Go*, the BGA approached the company for sponsorship because of the same name, but sponsorship is not what low cost airlines do.

That company is no more but there are still several airlines with Go in their name.

A company that tried to sell the BGA its services was *Go Business Mortgages*, whose website is 'gowithgo'.



A shop in Reading is called *Go Green* and uses the familiar 'Go' in a green circle logo, as seen out on the roads on the old stop-go sign. A London gospel music festival was called *Go Festival*, and its other associated events also had 'Go' names.

Confectionary products include the *Leo Go* chocolate bar found on the continent, *Go Gel* energy bar, *Tropicana Go* drink, and a range of products that are branded as *Go Ahead*.



(Collecting Go XVIII: Go Branding ... continued from inside rear cover)

First Great Western's travel magazine was until recently called *Go to*. A coach belonging to Stagecoach in Bedford advertised 'Go for fun' and other Go messages on the side.



A bus in Bracknell recommended travellers to 'Go for great choice', whilst around Newcastle and elsewhere the *Go Ahead* bus company provide services. Best of all, just outside Edinburgh Waverley station a sign seemed to invite folk to play Go online!

