

BRITISH

GO

JOURNAL

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Number 186

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## Guatemala 2018



Local church architecture



Boat on the Lago de Atitlan

## CONTENTS

EDITORIAL	2
LETTERS TO THE EDITOR	3
GO CONGRESS IN GUATEMALA	Mike Cockburn 6
WORLD NEWS	Tony Atkins 8
HELLO TO BERLIN	Jil Segerman 10
BERLIN GAME REVIEW	Francis Roads 13
PRESIDENT'S MESSAGE	Toby Manning 15
WANSTEAD GO CLUB GOLDEN JUBILEE	Francis Roads 16
WHAT'S THE POINT (FIVE)?	Chris Oliver 17
T MARK HALL FOUNDATION	Toby Manning 19
WESSEX GAME REVIEW	Martin Harvey 21
GO JOTTINGS 7	John Tilley 25
UK NEWS	Tony Atkins 30
BGA ANNOUNCEMENTS	34
SOLUTIONS TO THE NUMBERED PROBLEMS	35
ASSOCIATION CONTACT INFORMATION	40
COLLECTING GO XXXIX: GO MAGAZINES	Tony Atkins – Rear Cover

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# EDITORIAL

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Welcome to the 186<sup>th</sup> British Go Journal.

## In This Issue

Prominent this time are the letters to the editor, including an exchange about an old BGC (British Go Congress) and a long offering about the joys of the LOGC (London Open Go Congress) in its new venue. And we also have no less than three games reviewed in this edition, one review by a bot!

There are reports from Go players on their travels in far flung Guatemala and slightly nearer Berlin (thanks to Mike Cockburn and Sue Paterson/Jil Segerman respectively). Francis Roads tells us about the long history of his club in Wanstead, and Chris Oliver raises the polarising question: should we allow draws in tournament games?

John Tilley presents another of his entertaining Go Jottings, and this time I actually had a hand in writing the article since it is based on a game I played some two years ago against David Cantrell. The game is analysed by LeelaZero, software developed from DeepMind's AlphaGo.

Finally, Tony Atkins unveils the latest in his continuing series about collecting Go memorabilia with an article about Go Magazines which have appeared throughout the English speaking world for half a century or so.

*Bob Scantlebury*

## Credits

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

**Contributions:** Tony Atkins, Mike Cockburn, Martin Harvey, Richard Hunter, Liu Yajie, Toby Manning, Ian Marsh, Chris Oliver, Sue Paterson, Francis Roads, Jil Segerman, and John Tilley.

**Photographs:** *Front cover*, British Champion Sam Aitken (L). All other photographs in this edition were provided by the article authors or sourced from the BGA website.

**Proofreading:** Tony Atkins, Rich Bentley, Barry Chandler, Mike Cockburn, Brent Cutts, Martin Harvey, Richard Hunter, Pat Ridley, and Nick Wedd.

# LETTERS TO THE EDITOR

## Edinburgh BGC

I read with interest Francis's excellent article in the latest BGJ about the first British Go Congresses, of which I attended the last three: Woodford, Edinburgh and Reading.

There is, however, one significant inaccuracy in the account of the Edinburgh congress: I am sure it had eight rounds, not seven. I distinctly remember getting four wins out of eight and Allan Scarff commenting, using the phrase "even Stevens". As at the Woodford congress (organised by Francis) the previous year, there were four rounds on the Saturday. The three rounds on the Sunday left time for the AGM as people didn't have to get home.

At the end of the article there is a reference to the relevant page on the BGA website, which also claims that it had seven rounds.

## Jim Clare

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To be honest, my memory was also of eight rounds, but as my memory deteriorates I assumed that the website's version was correct.

## Francis Roads

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BGJ 18 advertised eight rounds, but in BGJ 20 the winner had a perfect 7/7!

As Reading won the team prize I give the vote to eight rounds by two votes to one. Also found the number of players in 1971 which was missing.

## Tony Atkins

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I suppose Mr Ku Dae-Yeol could have missed a round?

I find that I can remember the first few congresses I've been to and the most recent two or three just about, but the rest are a bit of a haze ;-)

## Jim Clare

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I have since found the original entry form and the attendees booklet that confirm eight rounds.

## Tony Atkins

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That was my memory. You can't believe everything you read on the Internet, even the BGA website!

## Francis Roads

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## London Open

Dear Editor,

I had the pleasure of attending the 2018 London Open Go Congress (LOGC). I thought people may read a view of the tournament and of my thoughts on the change of venue. Perhaps they may share their own views too.

I hope readers have had the chance to see the BGA's write-up of the event, at <http://www.britgo.org/news/2018/london>.

Helen and I have enjoyed every LOGC we've been to every 28<sup>th</sup> – 31<sup>st</sup> December, and find the ambience at this event ever enjoyable.

But what of the change of venue? People have been accustomed to the spacious luxury of the previous years. It was of course held, for many years, in the International Student House (ISH), at its central London venue at <https://oneparkcrescent.london/>.

That had so much space, which all attendees naturally enjoyed. But some of us wondered I believe whether the price the ISH was charging us was viable, long term. I don't want to be unduly out of step, especially as I've not attended as many BGA AGMs – nor studied the accounts – as well as I would have liked.

I appreciate that some people on Council enjoyed some success at curtailing price increases. And yet apparently the BGA was losing some money to persist with the venue, despite generous external sponsorship, which was nonetheless well arranged and very useful to the BGA.

(I say this, and yet I do realise that the easiest thing for members to do is appear to question the BGA's decisions, and yet I've turned down kind offers to join Council, which would give me a more legitimate voice!).

So, if this change of venue results in a profit, or smaller loss, I assume we may be using BGA membership money better, as not all BGA members live close enough to go to London, and I'm sure not all of those who do go are BGA members.

Hence my personal feeling was one of pleasure that in 2018 Gerry Gavigan and others were able to arrange for the London Go Centre (LGC) to be used instead – surely a great idea?

Having now made my first visit to the LGC (a long way from Manchester!), I am pleased to say that much of the event was most enjoyable:

ambience, location near tube station, restaurants and a 'lived-in' part of town, cheaper accommodation (we booked early and got a Travelodge for £29 per room per night), and organisation (many thanks to Gerry Gavigan, stalwart draw-master Jenny Rofe-Radcliffe, ably assisted by Joanne Leung and ghosts Richard Wheeldon and Tony Atkins).

I just love the reviews that one can get at such events, from Pro, dan (and some kyu) players – Tim Hunt, Alistair Wall, Andrew Kay, Alex Rix and Toby Manning and many others at this and other tournaments (e.g. Richard Hunter), all please take a bow! There were also pro workshops, side events and New Year's Eve meal, but I couldn't participate in any of these this year.

Was there a downside to the switching of venue?

Of course, it was smaller so there were fewer entrants, but hey – we just have to book early!

If I were being finicky, I'd question the fairness of all nearly all the prize-money going to dan players. After all, they always get the nicer playing area, nicer boards, nicer clocks, quietest room, and yet pay the same to enter. If they pay the same to enter, kyu and dan players should receive roughly equal prize money, in my book. The only kyu cash prizes, as far as I know, went to the Magic Grades (best 1k and best 10k). Why exclude other grades? Why not a prize for all those winning say 4.5 or more games, out of the seven rounds?

Having said that, I hasten to add that some dan-players – and I've already mentioned some – freely give their time to give people reviews and tips. And some dan players serve on Council and/or President, run tournaments, maintain the web site and edit the Journal, and help run their local clubs, or have done many of these things in their time – my full gratitude to those dan (and indeed kyu) players who do likewise.

There is an argument some put forward that high cash to the top N players brings benefits. Maybe so. Yes, more dan players will come – probably; but that benefits mostly dan players. More people in general will come to the tournament – perhaps; but wouldn't we fill this venue anyway?

But my lasting thought on the switch is that I thoroughly enjoyed the new venue and the organising team's efforts and, if the event is more financially viable at the London Go Centre, that's a nice bonus.

**Martin Harvey, 6k Manchester**



# GO CONGRESS IN GUATEMALA

Mike Cockburn

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**Hye-yeon joins in the Pair Go victory celebrations of Hector and Eun-Kyo**

The 2<sup>nd</sup> Latin American Go Congress was held in Antigua, Guatemala, from 13<sup>th</sup> to the 15<sup>th</sup> October 2018, sponsored by the International Go Federation.

The Congress was attended by three professionals: the well travelled Cho Hye-yeon (9p), who was also at this year's European Go Congress in Pisa, and newly promoted Eun-Kyo Do (1p) from South Korea, as well as Zirui Song (1p) from the US.

In addition to the 20<sup>th</sup> Ibero American Go Championship several additional events took place. These included: the Final of the Pandanet Latin American Team Championship (won by Mexico,

beating Chile 3-0), and also the 3<sup>rd</sup> Latin American Pair Go (won by local Hector Paiz 2k and Eun-kyo Do 1p), and the 2<sup>nd</sup> Latin American Youth Championship.

The main tournament was understandably smaller than the previous Mexican event with 43 participants from 12 countries playing six rounds over the three days. The eventual winner was the unbeaten Abraham Florencia (5d) from Mexico. Second was the youngster Juan David Ramirez (4d) from Colombia and third placed was Argentinean Santiago Tabares (4d) on four wins.



**Eun-Kyo Do, Cho Hye-yeon, Santiago Tabares, Abraham Florencia, Juan David Ramirez and organiser Jose Romero**

The Congress venue, Antigua, a beautiful UNESCO World Heritage site, was chosen more for its desirability as a tourist resort than being a centre of Go. Nestled amongst active volcanoes, its beauty is deceptive. Last June the nearby Vulcan de Fuego erupted causing considerable loss of life<sup>1</sup>. The city is also susceptible to earthquakes

<sup>1</sup>It since has erupted again

which can be seen by the dozen or so large colonial churches and monasteries which have been abandoned. Due to these factors the capital was transferred to Guatemala City in the 18<sup>th</sup> century.

Most Go players live in Guatemala City, an hour away. The tournament was smoothly run by Adrian Ramirez, Jose Romero and Hector Paiz. There are only a couple of dozen players in Guatemala, which was apparent as some of the equipment used was donated recently by Korean Baduk Association and clocks were lent by Mexico!



**Vulcan de Fuego**

Any Go players visiting Guatemala can find further information from:

igoguatemala@gmail.com or Jose Romero (jdromero@gmail.com) and in Facebook as 'Club de Go, Baduk, Weiqi de Guatemala'

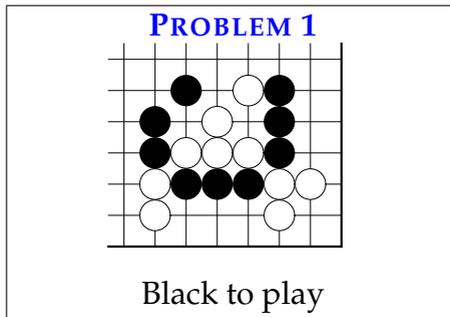
More photos can be found here<sup>2</sup>.

Details of participants:

43 players from 12 countries:

- 14 Guatemala
- 11 Mexico
- 3 Argentine
- 3 Brazil
- 3 US
- 3 Chile
- 2 Colombia
- 2 Europeans, UK and Germany
- 1 South Korea
- 1 Costa Rica/US
- 1 Ecuador

□



<sup>2</sup><http://congreso.fedibergo.org/fotos/lunes>

# WORLD NEWS

Tony Atkins

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**Sandy Taylor who won his game against Denmark**

## Pandanet Teams

The UK started the new season of Pandanet Go European Team Championship B-League with a draw against Denmark on Tuesday 2<sup>nd</sup> October. Alex Kent lost his game against Jannik Rasmussen after an early joseki error led to some bad fights. Sandy Taylor beat Mathis Isaksen by 1.5 points despite the server thinking otherwise and Toby Manning won a close game against Morten Eske Nielsen. Des Cann lost by resignation to Ruarir Powell after losing a big group.

The second match four weeks later was against a strong Serbian team. We lost all four games and dropped

to eighth position. Alex Kent was the only one to count his game, losing by 17.5 to Nikola Mitic. Sandy Taylor lost to Dusan Mitic, Des Cann to Milos Bojanic and Jamie Taylor to Mihailo Jacimovic, as each of our players came out worse in the fighting.

On 20<sup>th</sup> November Jamie Taylor was the only player to win against Belgium. He beat Lucman Bounoider, despite his best efforts to try to lose. On board one Alex Kent lost to Lucas Neiryndck, Jon Diamond lost to Jan Ramon and Toby Manning lost to Gabriel Mercier.

The result on 11<sup>th</sup> December against the Netherlands was similar. Jamie Taylor was again the only winner, taking an easy victory against Gerard Nederveen. Alex Kent lost to their top player Geert Groenen, Jon Diamond lost to Filip Vander Stappen and Des Cann lost to René Aaij.

These losses left us bottom of the B-League behind Denmark. At this point four teams had three wins: Serbia, Sweden, Austria and Belgium; Netherlands were in fifth place. Game records and short commentaries for the UK matches are available on the BGA website<sup>1</sup>.

In the D-League, Ireland started off with a draw against Georgia, with wins for Ian David and Kevin Farrell, losses for James Hutchinson and John Gibson. The second round was their bye, but in the third they beat Bulgaria. James, Ian and Kevin all won; Cian Synnott had the only loss. This left them mid-table.

<sup>1</sup><http://www.britgo.org/events/euroteams2018>

## Youth Teams

The UK Youth Team has again been in action in the European Youth Go Team Championship under team captain Alison Bexfield. She is aiming to rotate all the team in the matches and provide close games, yet with a chance of winning the match. This was achieved on 24<sup>th</sup> November when they met Croatia on KGS and won the match three games to two. Daniel Yang (1d) played the first board a few days early and secured a victory by just 2.5 points against Mirta Medak (1d). Our two under-12 players, Jianzhou Mei (15k) and Zoe Walters (16k), both showed how much they are improving by winning their games easily. Edmund Smith (3k) and Alexander Hsieh (9k) were our two losses against opponents of similar strength.

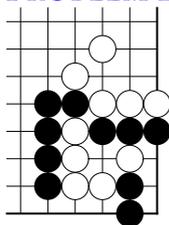
The team's second match on 15<sup>th</sup> December was against Germany.

This was lost by four games to one, the grade pairings being slightly in Germany's favour. Daniel Yang was our one victor, but Yeuran Wang, Edmund Smith, George Han and Yanyi Xiong all lost, the latter making his debut for our team.

## World Pair Go

The 29<sup>th</sup> International Amateur Pair Go Championships were held in the usual Tokyo venue, on 1<sup>st</sup> and 2<sup>nd</sup> December. Countries taking part included Brunei and Costa Rica. Winners this time were the pair of Jeon Yukin and Hur Youngrak from Korea, beating a Japanese pair in the final. Best of the selection of European countries taking part were Germany; their Jana Holman and Klaus Petri were 14<sup>th</sup> with three wins. The parallel 16-team 5<sup>th</sup> World Students Pair Go Championship saw Korea take the top two places.

### PROBLEM 2



Black to play and live

# HELLO TO BERLIN

Jil Segerman

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## The 21<sup>st</sup> 'Go to Innovation' Tournament

The good thing about being retired is that there is more time for adventures. Sue Paterson and I examined the European Go Calendar and decided that Berlin would be our next 'tournament-mixed-with-tourism' destination. I secured us a two-bedroomed flat near the venue at €32 each per night while Sue found flights at £75 each. We were all set.

The Berlin club's 'Go to Innovation' has been held annually since 2004. This year was an 8-round event, held over the weekend of November 16<sup>th</sup> – 18<sup>th</sup>. The organisation, led by Martin Sattelkau and Alexander Eckert, was efficient and friendly. The venue was a suite of rooms in the Gewerbezentrum (business centre) 'Manfred von Ardenne', a very pleasant modern building, which had a bistro with traditional German cooking.



**Tournament venue: the 'Manfred von Ardenne' business centre**



**Garden by the bistro**

There were 54 players ranging from 7-dan to 30-kyu. Sue and I were the only ones from the UK, and we were made to feel very welcome. Overall winner was Seong-Jin Kim from the Berlin club.



**Tournament winner: Seong-Jin Kim**

Due to generous sponsorship there were loads of prizes and there were small gifts for everyone who did not win a prize. I got a prize with only 4/8 wins. Sue only won 2/8, experiencing a death wish during the middle of several of her games (see game record in the following article).

The draw used a modification of the Hahn Point System (see below). After each game, both players record their territory count (including komi), and both numbers are fed into the draw program. Wins by large margins earn more points. The upshot of this is that it is better to lose by 30 points than it is to resign. This changes the feel of the game quite a bit as one continues to play on in a clearly lost game.

The only problem we encountered was getting access to the tournament venue, which was in a large high-tech industrial complex set in parkland. Our cunningly chosen flat was only metres away from one of the gates into the park. Unfortunately, our gate was locked at weekends. So on Saturday we set out towards the next nearest gate, a pleasant stroll through pretty woodland.



**The woodland path from our flat to the tournament**

But that gate also was locked. By this stage of our trip we had been to the Checkpoint Charlie Museum and knew that human ingenuity can overcome all physical barriers. We did not fancy the longish walk to the main gate, so undeterred we simply scrambled through a gap under the gate.

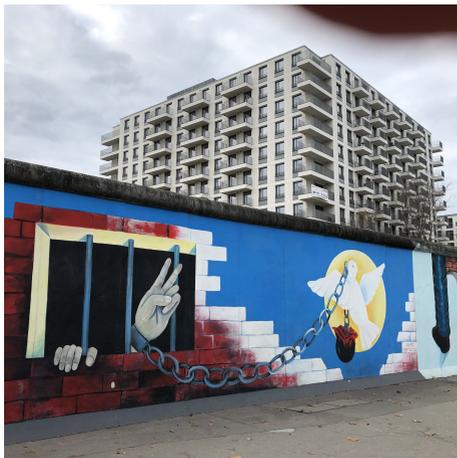
We had a good couple of days sight-seeing. The high point for me was a visit to the Reichstag Building. Outside is the preserved very grand 19<sup>th</sup> century facade, but the inside has been totally rebuilt, with the main parliamentary chamber in the centre, beneath a futuristic dome of steel and glass.



**The Reichstag dome**

From this dome there are fantastic views of the Berlin skyline, and one can look down into the debating chamber. The whole building is designed for low environmental impact. For example the central column inside the dome is covered with mirrors which deflect sunlight down into the debating chamber so less electric light is needed, and at the top there are heat exchangers which capture energy from the hot air arising from the debating chamber.

Also very interesting was the Checkpoint Charlie museum. It covers the period from World War II up to the breach of the Berlin Wall in 1990; mainly the political situation, and the extraordinary efforts of people to escape oppression, by the Nazis or the USSR regime. A remnant of the actual wall is preserved as the Berliner Mauer East Side Gallery, with paintings by artists from all over the world.



**'Dove of peace freeing prisoners'. Amnesty International's painting on the remnants of the Berlin Wall**

I would thoroughly recommend a visit to next year's tournament. Berlin is a great city to explore, and the people we met in the street were very friendly and helpful. The tournament was followed by a week of go-related meetings in the evenings, and then a larger tournament on the following weekend to coincide with the start of the Berlin Christmas Markets. We hope that the Berlin Club will run a similar pair of tournaments next year.

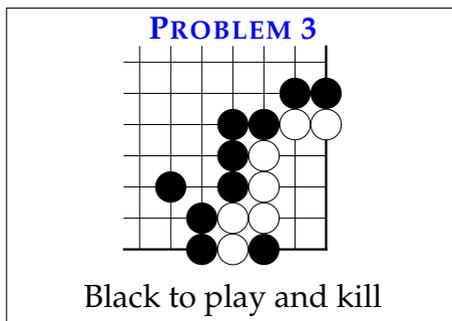
## The Hahn Point System

Thanks to Alexander for sending me this information. Here is where the details are to be found<sup>1</sup>.

In contrast to this link, the Berlin Tournament used a small modification:

- When you win with a difference of 0.5 you'll earn 60 points.
- When you win with a difference of 1.5 you'll earn 61 points.
- ... and so on until...
- When you win with a difference of 39.5 you'll earn 99 points.
- When you win with a difference of 40.5 you'll earn 100 points.
- The loser gets the difference to 100 points, e.g. if you lose by 2.5 points you'll get  $100 - 62 = 38$  points.
- As with McMahon, players get a start score. In this case it is the value of the GoR (as reported by EGD) divided by two (and rounded down).

Further discussion can be found here<sup>2</sup>.



<sup>1</sup><https://senseis.xmp.net/?HahnPointingSystem>

<sup>2</sup><https://lifein19x19.com/forum/viewtopic.php?f=45&t=11119>

# BERLIN GAME REVIEW

Francis Roads

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This is the game<sup>1</sup> referred to in Jil Segerman's article. Played at the Berlin Tournament, Black is Sue Paterson (5k) and White is Yvonne Limbach (4k). Comments are by Francis Roads.

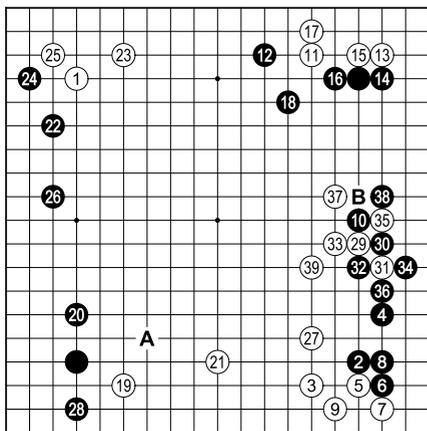


Figure 1 – Moves 1-39

- ⑤ Unusual choice of joseki, but no harm done.
- ⑫ A is an alternative here, building up the left side.
- ⑳ It is tempting for Black just to connect at ⑳, keeping the position simple. In this case there is the danger that the lower right group would come under pressure.
- ㉓ If the ladder at B had worked, this would not have been a good sequence for Black. But it doesn't.
- ㉙ There are various lines available up to here, but most lead to similar positions, with Black taking secure territory and White a thickish wall.

- ④① Good; the focal point of two moyos.
- ④② Quite a good way to limit the White moyo. An alternative might be a move such as C, building up Black's own framework.
- ④③ That shows the trouble with Black's last move; it limits White, but leaves a large gap in her own framework.
- ④⑤ Aji keshi; no hurry to play here.
- ④⑧ ④⑨ or ⑤③ give better attacking chances. Black would then be strong on both sides.
- ⑤④ This leaves a weak point at A.
- ⑤⑦ Again, aji keshi. This strengthens Black more than White.
- ⑥③ A good move, strengthening the upper left corner and exposing weaknesses at A and B.
- ⑥④ I'd prefer A.

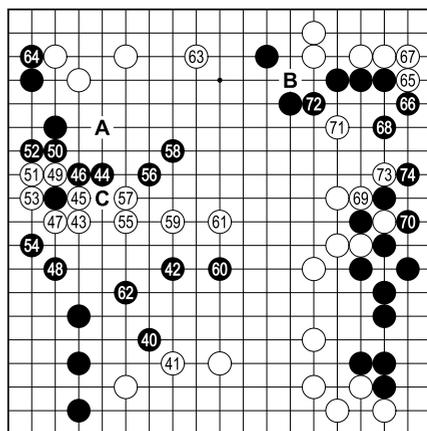


Figure 2 – Moves 40-74

<sup>1</sup><http://www.britgo.org/files/bgjgames/186-Berlin-2018.sgf>

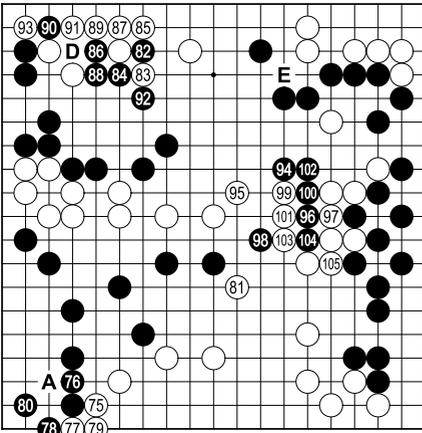


Figure 3 – Moves 75-105

- 76 A is often played in this position, so that 77 ends up being gote.
- 85 Just playing 86 concedes less.
- 92 D looks better; larger in territory, and making the group very strong.
- 94 Quite a good move, both indirectly attacking the right hand White group and reducing the effectiveness of a White move at E.

- 106 A mistake. Simply play 119, 133, or 125 and start to reduce the lower White moyo. Black would be slightly ahead on territory, but this move starts to squander the advantage.
- 111 Black is playing good stones after bad. A yose move such as A or 125 is better.
- 115 Black is digging herself into a pit here. Already the value of a yose play at 125 is reduced.
- 133 Last recorded move. The moral of this game is that when you have misread a position, abandon it as soon as possible. Don't make things worse by hoping for a miracle. 92 was also a missed opportunity.

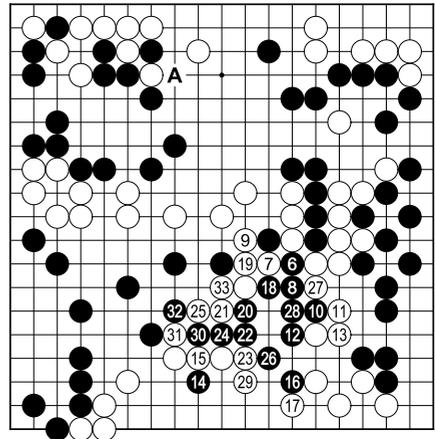


Figure 4 – Moves 106-133

White wins by resignation.

□

# PRESIDENT'S MESSAGE

Toby Manning

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## Digital Clocks

The BGA has bought some digital clocks. This means that we can re-evaluate time limits in Tournaments.

When I started playing in tournaments, many years ago, classic byoyomi was used; when the basic time was used an (un)willing onlooker was dragooned into timing each move manually, counting down the seconds. It was amazing how, when the cry 'byoyomi' went up, players who had finished their games would suddenly have something very important to do. Partly as a result of this, 'overtime' was introduced a couple of decades ago, and this has been used consistently since then.

However, overtime does not work well with digital clocks – there is no clock that will automatically handle overtime, and resetting them after main time has finished can introduce errors. We therefore need to consider what time limits should be when using digital clocks.

Old-fashioned byo-yomi works well with digital clocks, but a possibly better alternative is 'Fischer time'<sup>1</sup>.

With 'Fischer time' one has a fixed amount of time (say 45 minutes) plus an amount per move (say 10 seconds). So with this example after 12 moves you have 47 minutes (less what you have used) on your clock, and after 120 moves you have 65 minutes.

As most games last about 120 moves each, this means that your time is limited to 65 minutes – it cannot go on and on, unlike with overtime or byoyomi – but as a minimum you have 10 seconds for each move; there is no concept of 'sudden death'.

It is intended to try this system at the forthcoming Cheshire Tournament.

## Tournament Entries

For the first time in recent history, I believe, it has been necessary to turn away entrants to a Go Tournament.

For some years the London Open had been held at International Student House in central London. Although the venue had many good features, it was a bit larger than was needed and so was expensive: we really needed an entry of 120 to break even, but we were getting slightly less than 100.

So this year the BGA handed over responsibility to the London Go Centre, but space at the LGC is limited and it was necessary to cut off the entry at about 85. We do not know how many people were disappointed, but there were certainly some entrants who were turned away.

It is a general habit amongst Go players to enter tournaments late. This is perhaps understandable; entering too early can be seen to be aji-keshi. In reality though, Tournament Organisers are relatively relaxed about entrants withdrawing from tournaments provided they are actually informed. And early entry is very beneficial to Tournament Organisers, who have more opportunity to plan the event in a timely fashion. Perhaps our experience with the London Open this year will encourage earlier entry. And for those disappointed, there is always 'Not the London Open' at the end of May.

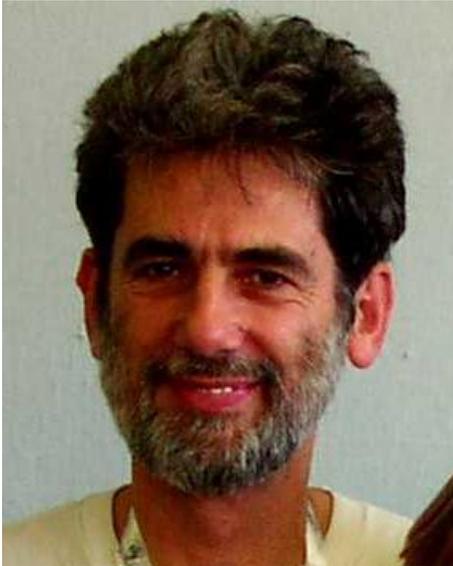
That reminds me: I must enter Maidenhead.

<sup>1</sup><https://senseis.xmp.net/?FischerTime>

# WANSTEAD GO CLUB GOLDEN JUBILEE

Francis Roads

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Having written in the last issue about the fact that 2018 represented the Golden Jubilee year of the British Go Congress, I have realised that it is also the jubilee year of my own club, Wanstead.

In 1968 the BGA was asked to provide an exhibit at the Daily Mail New Year Show, a revamping of the former Boys and Girls Exhibition. Three of the members who staffed this stall were Jeremy Hawdon, Wayne Walters and myself. Finding that we all lived in the Enfield area, we decided to continue meeting as the Enfield Go Club. Attendances were not brilliant, but an early recruit was one David Mitchell, whom I had taught to play at the school where I taught, and who

subsequently became one of the staff of the old London Go Centre.

In 1971 I moved to my present home in South Woodford, and the club moved with me, meeting to start with in my home as Woodford Go Club. I also started the Woodford Junior Go Club, but I abandoned that when I found that some youngsters were being dumped there without really wanting to be, parents using me as a free childminder. You couldn't do that nowadays without all the CRB<sup>1</sup> nonsense, of course.

For the last 40-odd years we have met at Wanstead House Community Centre. We have to pay for our room, which entails a table fee, but that does free us from the noise and bustle of a pub or cafe. And there is the essential bar on site. For a number of years we ran a tournament there, but declining attendance rendered it uneconomic. We also used to field a team against other clubs, but interest in that sort of activity has also declined. We have had ups and downs, especially in the matter of attendance, but currently we are doing reasonably well, with attendances around eight. As a London club, we get a certain amount of passing trade, but there is a loyal core of regulars.

Remarkably, the three founder members are still regular attenders. We look forward to our Diamond Jubilee in 2028!

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<sup>1</sup>Now re-badged as DBS

# WHAT'S THE POINT (FIVE)?

Chris Oliver

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'Twas the night before Christmas<sup>1</sup> and all through the house<sup>2</sup>, not a creature was stirring, not even a mouse<sup>3</sup> – until SDK Gary Ashworth suggested getting rid of the 'point five' in *komi*. . . Then there was some stirring, I tell thee.

While there was some opposition and significant debate, for me, losing the 'point five' is an interesting idea for a number of reasons – but first, a little story by the fireside, while the Yule log burns. . .

Historically, there have been a number of approaches to *komi* (the points allocated to White to compensate for the fact that Black moves first). However, *komi* was rarely used in professional tournaments before 1937, and has tended upwards since its widespread introduction at 4.5 points. Today 6.5 for Japanese counting (territory scoring) and 7.5 for Chinese counting (area scoring) are widely used, but other systems exist; current New Zealand rules specify a *komi* of 7 and allow draws where both players have the same number of points on the board (*jigo*). Allowing draws (*hikiwake*) was also used in some *jubango* (ten game series) in 1940s and 1950s Japan.

In old Meijin (5 points) and also current Ing rules (8 points), a set integer of *komi* is given, but the rulesets specify in advance that in case of *jigo*, the game would be awarded either to Black (Ing) or White (Meijin).

For the purposes of determining win/loss, this is the same in practice as adding or subtracting 0.5 from an integer *komi*. Interestingly, though, in Meijin, a win from *jigo* was counted as less than a 'straight' win, in the event of a tied series.

Alternative approaches which don't seem to have been used include the use of tie breakers for a drawn tournament games (potentially blitz 9x9 games), and a golf 'skins' style approach for multi-game series, where the win is 'pushed' to the following game – i.e. the winner of the following match takes two wins.

Statistical analysis of over 12,000 human games with 5.5 *komi* suggests a 53-47% advantage for Black. The Nihon Ki-in analysed over 15,000 games played between 1996-2001 with similar results, resulting in their decision to increase *komi* to 6.5, in 2002. Further statistical analysis of 8d+ games from GoBase<sup>4</sup> seems to suggest that 6.5 is marginally too little for White (wins 49.4%), and 7.5 too much (White wins 50.5%).

It is not clear what percentage of draws would occur if there was no 0.5 *komi*, though the percentages of games won or lost by 0.5 points in one of the above datasets would suggest it to be just over 3.5%. Whether a reliable non-random tie-breaking method could be used to resolve such results with less unreliability than 0.5% is unclear.

<sup>1</sup>A random Thursday in November

<sup>2</sup>The Shakespeare, 16 Fountain St, Manchester M2 2AA – one of the Manchester Go Club meets

<sup>3</sup>The management wanted me to be very clear on the lack of infestation of any kind

<sup>4</sup><https://senseis.xmp.net/?komi%2FStatistics>

Interestingly, though, the AlphaGo teaching tool allocates less than 47.5% win percentages for all Black opening moves<sup>5</sup> at 6.5 *komi* – suggesting that Black is behind from the start. The only game AlphaGo lost in the famous series against Lee Sedol [9p, S Korea] was when Lee had White. There are also some small sets of high level professional games suggesting progress towards White winning more often with 6.5 *komi* – in the 2016 8<sup>th</sup> Ing Cup game series between top pros Park Jungwhan [9p, S. Korea] and Tang Weixing [9p, China], White won the first four games out of five although the players alternated.

Perhaps it would be fairer to play *komi* as 7 – or even 6 at the highest levels – and scrap the 0.5, as Gary suggested ... it might even be more exciting.

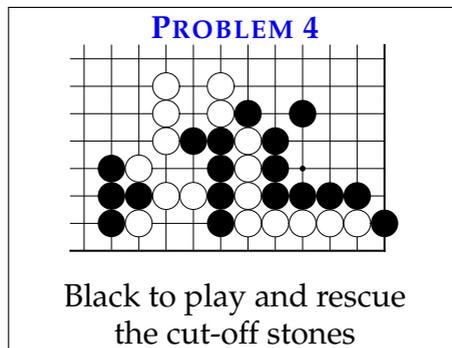
While some forms of tournament play call for a winner, allowing for a draw would still be feasible in multi-

game tournaments and would also open up the potential for multi-player league tournaments in the same vein as football (three points for a win, one point for a draw, zero points for a loss – and potentially with ‘points difference’ as a separator) or like rugby union (four points for a win, two points for a draw, zero for a loss, but with bonuses e.g. one point for losing by a slender margin, bonus points for large captures or for making a stealth bomber shape, etc).

While I am sure I have only muddied the waters as far as *komi* goes, the moral of this tale is to get down to your local Go club over the festive season – or make it one of your New Year’s resolutions. . .

A good chunk of the information from this article was drawn from the excellent Sensei’s Library.

□



<sup>5</sup>alphagoteach.deepmind.com allocates approximately 47% win percentage to Black 1 at 4-4, approximately 47% at 3-4, approximately 46.5% at 3-3 and tengen about 41.5%

# T MARK HALL FOUNDATION

Investing in the future of British Go

## Toby Manning

[finance@tmhallfoundation.org.uk](mailto:finance@tmhallfoundation.org.uk)

T Mark Hall left a large legacy to the Go Community, which is managed through the T Mark Hall Foundation, a Company Limited by Guarantee ([www.tmhallfoundation.org.uk](http://www.tmhallfoundation.org.uk)). This is separate from the BGA, but managed as per his will by the BGA's Officers and T Mark's life-long friend, John Fairbairn.

## Members

Anyone over 18, resident in the UK and who has been a member of the BGA for 5 years can be a member (shareholder) of the Foundation. If you wish to become a member please email [secretary@tmhallfoundation.org.uk](mailto:secretary@tmhallfoundation.org.uk).

## London Go Centre

The Foundation has a specific objective to 'undertake research to find a permanent London Go Centre which would be open most afternoons and /or evenings'. Initially we concentrated on researching the possibility of a Mind Sports Centre, to be run in collaboration with the English Chess Federation, and we undertook a feasibility study during 2016/7. This showed that such a centre might be feasible, but it would require further philanthropic support and significant management resources to get it off the ground, and probably also greater support from the chess community than finally seemed to be on offer.

Our work on this was knocked back with the untimely death of Roger Huyshe in November 2017. At the same time negotiations were

underway with the Young Chelsea Bridge Club over the use of their premises. These negotiations went well and so the London Go Centre was re-born; we are grateful to Gerry Gavigan for leading this process. The Foundation is providing significant financial support to the London Go Centre. We have covered the rent to the YCBC (and intend to continue to do so), and have made some capital grants for equipment. We hope to move the T Mark Hall library, currently stored by Barry Chandler to whom we offer grateful thanks, to the Centre in the not-too-distant future

## Bursaries

Another specific objective of the Foundation is to provide bursaries for young people (broadly defined as under 30) to enable them to study Go (or aspects of Go) seriously in the Far East for periods of up to two years. We have recently updated our guidance on these bursaries, which is available on our web-site. If anyone is interested we encourage them to discuss their plans with us at an early stage.



**Tony Atkins's Award**

### The T Mark Hall Award

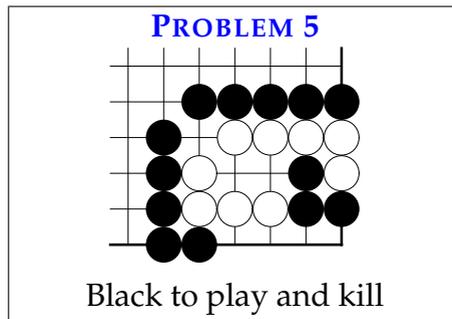
To ensure the name T Mark Hall is not forgotten, we have instituted an annual award to a person who, in our view, has made a significant contribution to British Go. Our first award, for 2018, has been made to Tony Atkins, who was BGA secretary for 16 years up to 2001, and since then has undertaken sterling work 'behind the scenes' in managing the BGA website and ensuring that equipment gets to tournaments and other events, not

to mention his work in European Go. He was much admired by T Mark.

### The AGM

The 2018 AGM of the Foundation was held during the London Open Go Congress at the London Go Centre (after this article went to press). We hope to hold the 2019 AGM at the London Go Centre during the T Mark Hall rapid play tournament in September (to be confirmed).

□



# WESSEX GAME REVIEW

Martin Harvey

Dear Editor,

Thanks for publishing an EGC game of mine recently. I gather you're keen on games to show in the Journal, so here's another<sup>1</sup>, which was an interesting fighting game played at this year's Wessex tournament.

As a 5 kyu, I'm so lucky to have dan-level players kind enough to review my games – as was the case here. Very often Alistair Wall or Tim Hunt are my personal favourites, and I find Richard Hunter explains things excellently, too, as he's kindly done here.

This is why I always try to record my games, live. I know many people advocate recording games at the end. I'm sure that's less distracting, and good training. However, my own priorities in a tourney game are not the chance to win and thus improve or advance my grade. Rather, I enjoy using them as a learning experience. I also try to think of questions, as I play, to remember to ask in a review. I find reviewers' comments on my real-life situations so illuminating.

Also, by not putting everything into winning, it relaxes me during the games. Whether they're going well or badly, I always remind myself that there's sure to be lots of tips to glean from a review. And I've heard it suggested (I never remember where!)

that – whilst reviewing a game on your own can help a lot – having a review from a stronger player adds 50% of value to the review. That's obvious really, as stronger players know more and – crucially – one can ask 'burning questions', which can lead to focused teaching on one's gray areas of Go. I also hope to be able to use the reviewer's style and tips to pass on to others.

An additional bonus, if one's feeling brave, is to allow one's game to be analysed at a tourney. Invariably players gather round, of varying grades. I get the impression that all of them get something out of watching. There's a lot on offer: the reviewer's style and content, amusing moves and discussion and, yes, some embarrassing play! Maybe I'll have enough material, soon, for my first 'How not to play like Martin' book (though I suspect there are many out there who could write chapters for me!).

**Martin Harvey**

*Black is Scott Griffiths and White is Martin Harvey. Comments are by Richard Hunter.*

<sup>1</sup><http://www.britgo.org/files/bgjgames/186-Harvey-Griffiths.sgf>

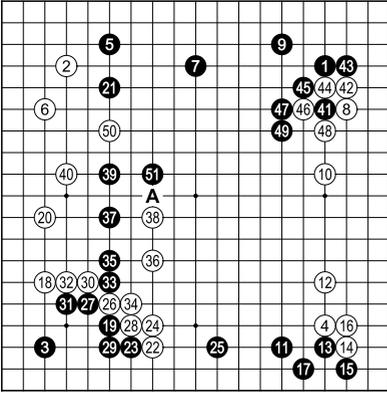


Figure 1: Moves 1 – 51

- ⑬ This attachment is unusual. It is normally played when there is a white pincer and Black wants to make shape in a confined space.
- ⑮ Attaching to the white stone at A is better here. Black is leaving behind weaknesses. (See Diagram 1)

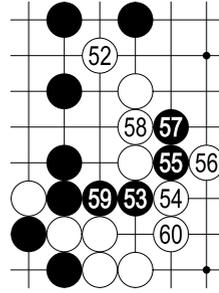


Diagram 1

- ⑮ White could attack at the weak point immediately if he is happy to fight. (See Diagram 1)
- ⑰ Dangerous. White has a strong wall here. ⑮ makes a huge difference.
- ⑲ The knight's move is either an attacking move or a flexible shape move to get out fast by sacrificing something. Here, the weakness at A is a burden. (Diagrams 2 to 5)
- ⑳ ⑮ protects the cutting point.

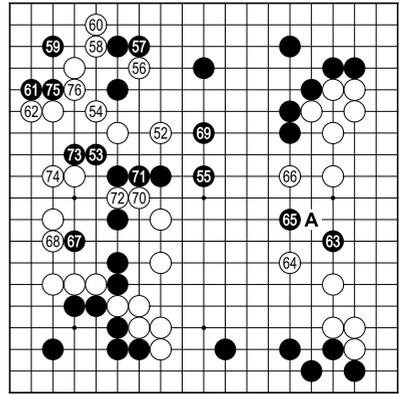


Figure 2: Moves 52 – 76

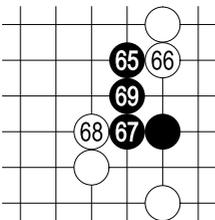


Diagram 2

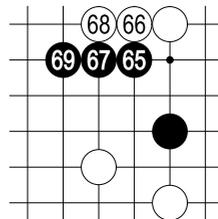


Diagram 3

- ⑲ My first choice: attach to the strong white stones.

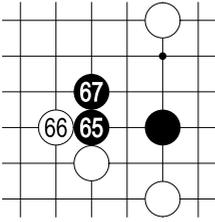


Diagram 4

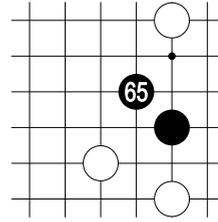


Diagram 5

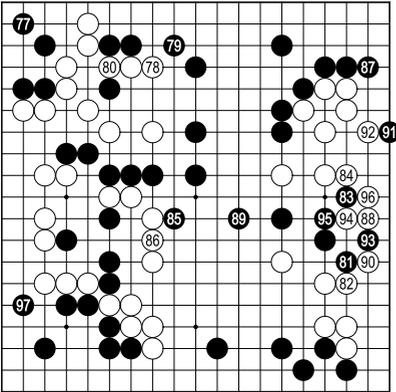


Figure 3: Moves 77 – 97

- 77 What is the status of the corner? This is a good point in the game for White to spend time thinking.

This position comes up in real games because it arises from a popular joseki. It is a standard book position, e.g. page 75, problem 105 in *Get Strong at Life and Death* by Richard Bozulich (Kiseido). Studying book problems is a good way to get stronger. Reading this out in a game is quite a challenge.

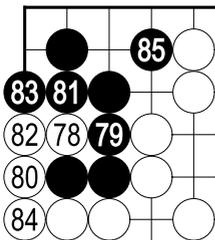


Diagram 6

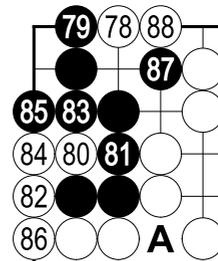


Diagram 7

- 78 White considered this attack and read out that Black lived. Indeed, that is the game sequence at 146.

- 78 The killing move. Black's invasion requires a weakness at A. When there is no weakness, Black should die.

- ⑨⑧ White thinks he is behind and thus needs to kill the whole black group. However. . .
- ⑨⑨ This is a critical point in the game. Again, White should take time to carefully consider his plan.
- ⑩⑩ White should capture the four black stones instead. (See Diagram 8)
- ⑩③ Black saves the cutting stones. (See Diagram 9)
- ⑩⑥ White should probably play safe and capture the two black cutting stones (see Diagram 10). Otherwise, White will have two weak groups (in the centre and on the right).

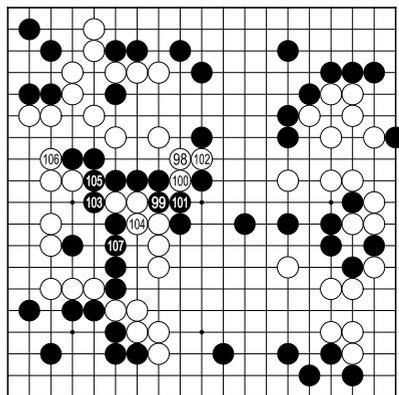


Figure 4: Moves 98 – 107

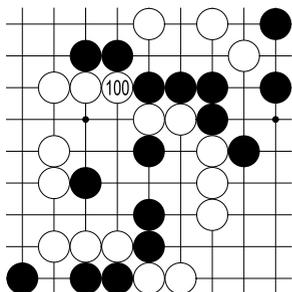


Diagram 8

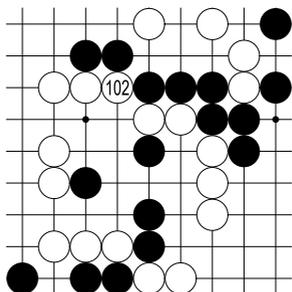


Diagram 9

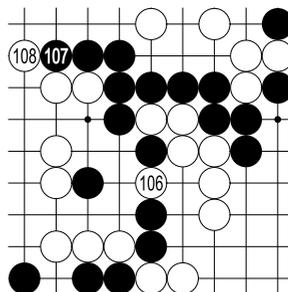


Diagram 10

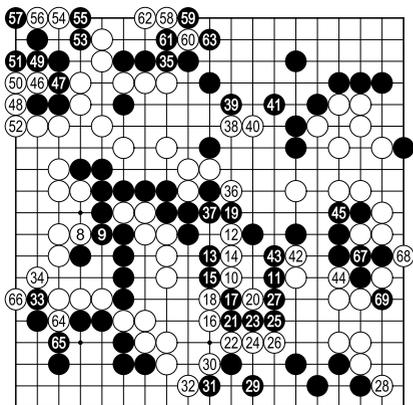


Figure 5: Moves 108 – 169

- ⑭⑥ This is the move that White read out earlier. It leads to Black living, but there is a killing move instead.
- ⑭⑨ White resigns.

# GO JOTTINGS 7

John Tilley

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## Learning with Leela Zero

Last autumn (2018) at the Winchester Go Club it emerged that no-one had tried Leela Zero for reviewing games. I had heard about Leela Zero but hadn't tried it, so I thought it would make an interesting evening for a club meeting – it was a real eye opener.

Leela Zero is however just an engine for playing Go rather well – you need a front-end. I suggest you try GoReview Partner (GRP) – it will get you up and running quite quickly. For the record I have a Windows 10 Surface Pro 4 (one year old) and a Windows 7 desktop that is almost 10 years old, so quite modest hardware.

Professionals often say that in order to become stronger you must review your games and Leela Zero with GoReview Partner can really help.

You can find the free download here<sup>1</sup>.

The documentation is excellent – there is also a Youtube introduction here<sup>2</sup>.

We looked at a few SDK (Single Digit Kyu) games at the club and then it struck me that perhaps the Editor could contribute a game for an article in the BGJ – so Bob sent me an SGF file. The beauty of GRP is that you can run it overnight on fairly old hardware – I gave it 100 seconds a move – you can then play through the analysed game.

I suggest that you take the option to convert the output from GRP to an ordinary SGF file – that way for

each move in the game you see just one suggested Leela Zero move. I think this is clearest for SDK players and you can use your favourite SGF editor too. Leela Zero will give you the percentage chance of winning for each move, after that move is played; so when you step through a game the closer your moves are to Leela Zero's the better – large differences indicate something needs investigation.

Leela Zero and GRP can't explain, in ordinary English, why any given move is not so good – so the key question is how useful is this to an ordinary player?

The Editor commented 'So first impressions are that I like it very much and I need to start recording my games again (I gave up as I thought it was too distracting) so that I can have them reviewed by GRP'.

We found that it's a great way to analyse games with a group of players at the club – once you see the Leela Zero move, the penny might drop – 'You played a big point, not an urgent point'. In fact for many SDK games the urgent point seems to get ignored for 20 or 30 or even 50 moves! Other common mistakes are not playing forcing moves, playing too near thickness and making too deep an invasion into your opponents territory.

<sup>1</sup><http://yuntingdian.com/goreviewpartner/>

<sup>2</sup><http://yuntingdian.com/goreviewpartner/grp-documentation/doc.htm#software-purpose>

There are three files that you can download from the BGA web-site.

1. The SGF file that Bob sent me, namely Cantrell-Scantlebury.sgf<sup>3</sup>
2. The Reviewed SGF file from GoReview Partner – this took some 3 hours to produce; it is Cantrell-Scantlebury.rsgf<sup>4</sup> – note that you can access all the analysis, variations, % chances of winning using GRP to play through this file. Read the online documentation – I really like all these features.
3. However, as previously suggested, I recommend that you convert the RSGF file to SGF using GRP. You can then play through this SGF file – Cantrell-Scantlebury.rsgf.sgf<sup>5</sup> – it shows just one suggested Leela Zero move for each move in the game and % chances of winning. I used SmartGo to play through this game – I find the interface clean and there is not too much information – which I would recommend for a SDK.

I am hoping that you will at least download the SGF version of the reviewed file and look at the % win-rate. Here is a screenshot showing SmartGo (Diagram 1). Diagram 2 shows Leela Zero's brief comments on move 58 – I displayed the previous move Black 57 to show the context – in fact Black 57 was the move that Leela Zero would have played. The comment on White 58 shows a large swing to Black; before playing 58 White had a 49.07% chance of winning, after playing 58 White's

chance of winning has dropped steeply to 31.95%. White should have played 'A'.

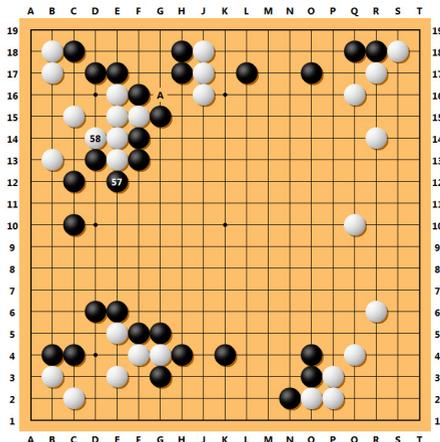


Diagram 1

Move 58

White to play. In the game, white played 58  
For this position, Leela Zero would play: A

White Value Network win probability:

- before d14: 49.07%
- after d14: 31.95% (-17.12pp)

Diagram 2

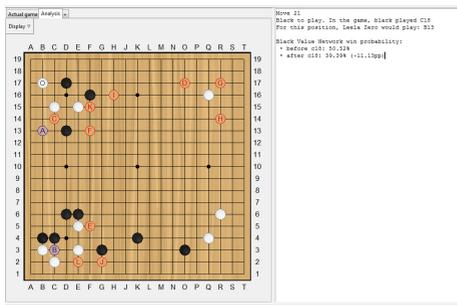
If you chose to play through the RSGF file with GRP, you would see several possibilities for each game move. In the image below, GRP shows the alternate moves suggested by Leela Zero – each marked on the board. You can hover your mouse over these moves to see a suggested sequence – this is a really nice feature. The two blue coloured stones show a better than 50% chance of winning, the red

<sup>3</sup><http://www.britgo.org/files/bgjgames/186-Cantrell-Scantlebury.sgf>

<sup>4</sup><http://www.britgo.org/files/bgjgames/186-Cantrell-Scantlebury.rsgf>

<sup>5</sup><http://www.britgo.org/files/bgjgames/186-Cantrell-Scantlebury-Leela.sgf>

stones a lower chance. A table view shows all these moves, number of playouts made in the analysis and % win-rate.



56, Black’s moves weren’t ideal – White was let off the hook. The single green bar indicates a move where Black played a better move than Leela Zero.



GRP will also produce a graph showing the ‘win-rate delta’ – see diagram for White’s win-rate. Each vertical gray bar shows the % chance that White would have had if Leela Zero’s move had been played, the red bar shows how much worse the move that White actually played was. In this game White’s position started to go downhill from move 56 to 74, it improved as Black’s moves weren’t optimal, but then it dropped off and Leela Zero resigned at move 115.

Here is the game. I have chosen to break the game into three figures and I have made a brief comment on each figure.

**Black** Bob Scantlebury 8kyu

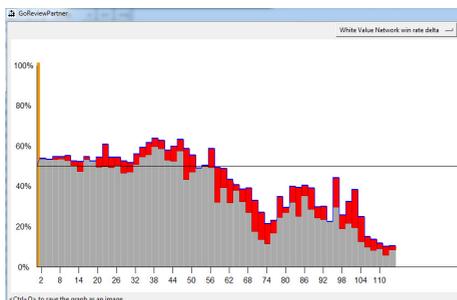
**White** David Cantrell 6kyu

Black won this game after 230 moves, Leela Zero felt that White was sufficiently far behind to resign at move 116 – interesting.

I have not attempted to write a detailed commentary. I said earlier that playing through a GRP analysed game makes for an excellent session at a Go Club.

What is interesting is to analyse the moves suggested by Leela Zero by using a spreadsheet. You can export a CSV file from GRP. I edited the one provided as not all columns are supported by Leela Zero and I added a column for ‘win-rate % difference’. You can download this from the BGA website.

I started my analysis by looking at the moves suggested by Leela Zero – a simple sort on the column suffices. Leela Zero suggested that Black play



Note that each gray bar shows one White move, so the bars are moves 2, 4, 6 and so on.

The next diagram shows Black’s win-rate delta – note that when White’s position started to drop off from move

E2 on 19 separate occasions. This is food for thought. Black played 58 moves in this game, so on 19/58 or 33% of the time Black failed to make this forcing move. Also note that on six of these occasions Leela Zero showed a drop of more than 10% in win-rate difference. In the same corner we have Black not playing at C3 on 8 separate occasions. This is something to focus on – so play through the game using GRP on the RSGF file and look at the suggested sequences in this corner.

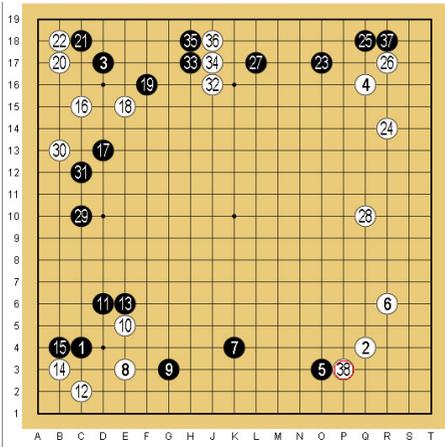


Figure 1 – Moves 1 to 38

Looking at Figure 1, White’s lower left corner is quite small and early on Black can play C3 to force White B2; later on in the game Black can play E2 – if White F2 then Black cross-cut threatening White’s stone at 10.

Looking at Figure 1 with White 38 on the board, White’s three stones 32, 34 and 36 are heavy and White must settle them as quickly as possible, before Black can start a profitable attack. The key word here is ‘profitable’.

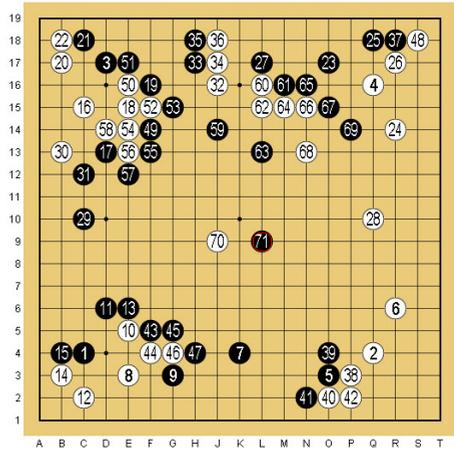


Figure 2 – Moves 39 to 71

White has both corners on the left side, however he is confined to the corners giving Black central strength and influence. White’s three stones at 32, 34 and 36 have escaped to the centre but this group (now eight stones) is not settled. White is thin on the right side and I thought that if Black played 71 at P12 White is in trouble – he has a weak group and thin side.

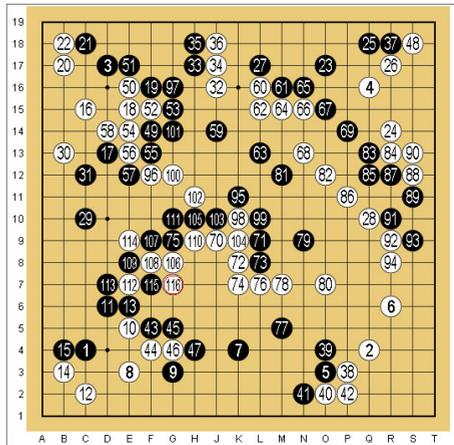


Figure 3 – Moves 72 to 115

Black breaks through into White’s thin right side and captures three White

stones – 96, 100 and 102. Black has a comfortable territorial lead.

Leela Zero decided that White should resign at move 115.

### Downloading GoReview Partner

On the GRP website there are two versions of Leela Zero; one uses a graphics card the other just the processor on the PC – a graphics card should be much faster. I use Windows; there are instructions for Linux and Mac. On my desktop machine I use the version with a graphics card – if you aren't sure then try both or if your IT skills aren't that good, get some help! There is no snazzy idiot-proof install program – you need to create a directory and unzip the downloaded GoReview Partner into it. The download contains the front-end (GoReview Partner), Leela Zero, the neural network and all the necessary files.

Leela Zero is open source, so if you are interested you can look at the source code, or if you have a powerful enough machine assist in training the neural network.

It is interesting to look back to just over three years ago when AlphaGo shocked the world of Go in October 2015 by beating Fan Hui, a Chinese professional 2 dan player, and the European Champion, 5-0. It then went on to defeat Lee Sedol, one of the strongest professional Go players in Korea, in March 2016.

AlphaGo then ran on a network of computers at Google.

Further research and development turned AlphaGo into AlphaGo Zero – which defeated the Chinese Champion Ke Jie 3-0. Google DeepMind wrote several papers and based on these a freeware version of AlphaGo Zero became available – Leela Zero – in October 2017. Leela Zero can play on a home computer, but its strength depends on the hardware available – a good graphics card and a time limit of say 10 seconds a move will give most serious Go players a run for their money. The progress from that first match of October 2015 is quite remarkable.

□

## CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal is **25<sup>th</sup> February**.

Contributions are welcome at any time. Please send them to [journal@britgo.org](mailto:journal@britgo.org). The Editor will be glad to discuss the suitability of any material you may have in mind.

The BGA website has guidelines at [www.britgo.org/bgj/guidelines](http://www.britgo.org/bgj/guidelines) for those wishing to contribute material.

# UK NEWS

Tony Atkins

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## British Championship

On Saturday 13<sup>th</sup> October the second game of the British Championship, between Andrew Simons and Sam Aitken, took place at Andrew's house in Cambridge. After a fighting game, Sam Aitken won by 4.5 points to level the match. The game was relayed, with a commentary by Matthew Macfadyen, on KGS. Just over a month later on Sunday 18<sup>th</sup> November the third and deciding game took place at Geoff Kaniuk's in Cambridge. After a long game involving a big ko fight, relayed with audio commentary by Andrew Kay on KGS, Sam Aitken won by 14.5 points to win the match and take the title for the first time. Congratulations go to him and thanks go to all the game recorders (Matt Marsh, Sam Bithell, Phil Beck and Matthew Reid), the commentators and those providing the venues.

## Belfast

This year the Belfast Tournament was the Handicap version and was held on Saturday 29<sup>th</sup> September at the usual Belfast Boat Club venue. Ten players from 2d to 30k took part. Winner by tie-break was Piotr Gawron (4k Dublin), from Daqun Wang (2d Belfast) and Gurmeet Singh (20k Belfast).

## Swindon

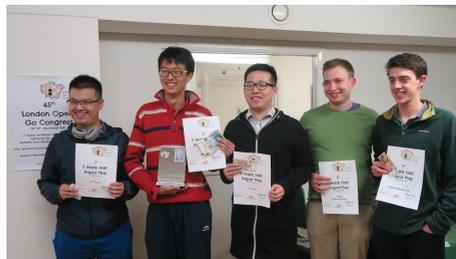
Also on the 29<sup>th</sup> September was Swindon, which, although spanning 25 years, reached its 20<sup>th</sup> edition. A clutch of late entries pushed the

attendance up to 27. As in recent years the venue was the back room of the Conservative Club in Swindon's old town, with the weather bright and sunny if players wanted to wander to the Town Gardens between games.



**Swindon Tournament**

Winner was London's Chao Zhang (5d). Chao beat Christian Scarff (1k), Simon Shiu (3d) and then Alistair Wall (1d) in the final. The only other player to win three games was Jil Segerman (10k Arundel). The third trophy that was awarded went to young Ryan Zhang (25k London) who won the 13x13 and the Fighting Spirit Prize.



**T Mark Hall Rapid Play Winners**

## T Mark Hall Rapid Play

For the first time ever there were three events on the same day in the UK.

The third on 29<sup>th</sup> September was a new event at the London Go Centre to remember its benefactor. 22 players came along to play and, before the prize ceremony, Francis Roads said a few words to inform or remind the players who T Mark Hall was, how he liked fast games and how the London Go Centre was a consequence of his bequest to Go.

Winner of the tournament was Tunyang Xie (4d China) who won all five games. Second was Peikai Xue (1k London) on four wins and Zhanqi Kang (2d Winchester) was third. Lower down those who won four games were James Taylor (11k Warwick University) and Caleb Monk (20k Kings College Juniors), and others, such as Maks Gajowniczek (5k Central London), were rewarded with certificates.

## London International Teams

The London International Teams Autumn edition was held at the London Go Centre the following day. 18 players in six teams came together to battle in reduced handicap games for the trophy and a cash prize. Two strong teams of Chinese dominated the event. It was Team China that won two matches to come first, their Tunyang Xie (5d) winning all three games. Team Mango was second with one win and six games won, with their Peikai Xue (1k) winning all three. The team London Organisers was third, ahead of Nippon Club and Cambridge; Epsom came sixth.



**Jason Lu, Winner, Northern  
Tournament**

## Northern

On a fine autumn day, 21<sup>st</sup> October, 41 players, including players from as far away as Dundee and a large number of local pupils, gathered at the excellent venue of Cheadle Hulme School (CHS) for this year's Northern tournament, thanks again to the school and teacher Mike Winslow. There was even an Indian restaurant nearby for nine of the players to retire to afterwards.

The overall winner was Manchester's Jason Honghao Lu (2d). He collected a fifty pound prize and the Red Rose

Trophy from organiser Chris Kirkham. The previous year's winner, Eric Yangran Zhang (3d Manchester), was runner-up. Also receiving prizes for winning all three games were the school's Tom Bradbury (3k), Joseph Curtis (19k) and Rahul Surapaneni (28k), Lancaster's Ai Guan (4k), Bob Scantlebury (8k) from Chinley and Chester Club's Tony Pitchford (11k). Modest prizes also went to youngsters Eden Stanbra (30k CHS) and Rohan Neelala (15k Manchester Grammar School) for showing Fighting Spirit. Martin Harvey ran a self-paired 13x13 competition for which prizes went to Rahul (most games and best percentage wins) and to Sam Barnett (27k CHS).



**Chao Zhang receives the Wessex trophy from Ian Sharpe**

### **Wessex**

Twenty-nine players took part in the 49<sup>th</sup> Wessex Tournament on 28<sup>th</sup> October, held, as for the previous ten years, at St. Mark's Community Centre in Bath. Chao Zhang from London was the easy winner, collecting the trophy from organiser Ian Sharpe. Chao's young son Ryan also received a special prize for being the youngest and fastest player. Three other players on three wins also won

prizes: Toby Manning (1k Leicester), Eric Hall (6k Swindon) and James Taylor (8k Warwick University).

### **Three Peaks**

The Three Peaks Tournament on the 3<sup>rd</sup> and 4<sup>th</sup> November was held, as the previous two years, at the Wheatsheaf in the centre of the picturesque Yorkshire village of Ingleton. Thirty-four players took part, but six played just the Saturday. The tournament ended in a tie as both Matthew Cocke (5d Epsom) and Chao Zhang (5d London) ended with four wins out of five. Chao had beaten Matthew but had lost to Peikai Xue (1d London), who was third (just ahead of Wanstead's Alistair Wall (1d)). Chun Yin Wong (8k) from Lancaster was the only other prize winner for four wins. Bob Scantlebury (8k) won the prize for being the first to enter and a prize this year was given to the youngest competitor, Ryan Zhang (30k), who is only five.

### **Coventry**

The 2018 Coventry Tournament was held on 24<sup>th</sup> November in its usual University of Warwick location. This year 38 players took part and local player Philip Leung (4d) won the event for the third time in a row and the fourth time overall. This is particularly noteworthy as Philip was also the event organiser. Honghao Lu (2d Manchester University) and Peikai Xue (1d Central London) were first and second runner up respectively, with two wins out of three, both only losing to the winner. James Taylor (8k Warwick University) and Rowan Borrow (15k Cheadle Hulme School) were the other prize winners for three wins.

## Youth Championship

The 2018 British Youth Go Championship on Saturday 1<sup>st</sup> December featured 57 competitors, aged from 5 to 18. This is believed to be the second largest such event (the largest was in 2005 with 74). There were two minibuses from Cheadle Hulme School and groups from two new clubs, Rednock School (Dursley) and Sheffield Chinese School. The event would have been bigger, but the Edinburgh team had to withdraw through illness and there were no locals from the host, King Edward VI (Aston) School.

This year, due to an easing of the qualifying rules, there were no non-British players in an open group and 15 players, ranked 35k to 40k, played in their own section, a 5-round tournament on 13x13 boards followed by two rounds of 19x19 for the practice. The top group result was determined quickly, so they played dan level adults in the last round in teaching games.



**Tom Bradbury**

Congratulations go to the new champion, Tom Bradbury of Cheadle Hulme School. Daniel Yang was runner up and Jayden Ng was third. The best school or youth club

(winning the Castledine Trophy) were Cambridge Chess and Go, beating Cheadle Hulme School, and the best junior school was Harpenden Academy, beating Sheffield Chinese School. Thanks to the DeepMind sponsor and the large entry, all the winners went home with cash and chocolates or appropriate Go-related prizes. Winners of four games were Alexander Hsieh and Hilary Bexfield, and the Fighting Spirit prize went to Auden Oliviere. In the 13x13 section the winner was Abdul-Ghani Farooqi, with runners up Annie Walters, Lawrence Baker and Jacob Rubert.

### Section Winners (Runner-Up)

- U18: Tom Bradbury (None)
- U16: Jayden Ng (Rowan Borrow)
- U14: Edmund Smith (Caleb Monk)
- U12: Zoe Walters (Rahul Surapaneni)
- U10: Daniel Yang (Emily Oliviere)
- U8: Yanyi Xiong (Ryan Zhang)

## Edinburgh Christmas

Despite wintry weather, which was actually better than expected, 17 players came together at the hall of St Columba's by the Castle Episcopal Church on Saturday 15<sup>th</sup> December for the Edinburgh Christmas Tournament. Local player Boris Mitrovic (2d) won all four games to win the event including beating runners-up local player James Richards (1k) and previous winner Alistair Wall (1d). As well as Alistair visiting from London, so did Roger Daniel (6k); he also won three games. However furthest travelled were two Greek players from Athens, come to see the Athens of the North.

# BGA ANNOUNCEMENTS

## FUTURE EVENTS

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

**Cheshire**, Frodsham, Saturday 2<sup>nd</sup> February  
**Trigantius**, Cambridge, Saturday 9<sup>th</sup> March  
**Irish Go Congress**, Dublin, Friday 22<sup>nd</sup> – Sunday 24<sup>th</sup> March  
**Welwyn Garden City**, Harpenden, Sunday 24<sup>th</sup> March  
**British Go Congress**, Manchester, Friday 5<sup>th</sup> – Sunday 7<sup>th</sup> April  
**Candidates' Tournament**, Location TBA, Saturday 4<sup>th</sup> – Monday 6<sup>th</sup> May  
**Bar-Low Tournament**, LGC, Sunday 5<sup>th</sup> May  
**LGC Self-paired Tournament**, LGC, Monday 6<sup>th</sup> May  
**Nottingham Kyu Training Day**, Saturday 11<sup>th</sup> May  
**Oxford**, Saturday 18<sup>th</sup> May  
**Challengers' League**, LGC, Saturday 25<sup>th</sup> – Tuesday 28<sup>th</sup> May  
**Not the London Open**, LGC, Saturday 25<sup>th</sup> – Monday 27<sup>th</sup> May  
**Scottish Open** Location TBA, Saturday 25<sup>th</sup> – Sunday 26<sup>th</sup> May  
**British Pair Go Championships**, Hatfield, Saturday 8<sup>th</sup> June  
**Durham**, Saturday 15<sup>th</sup> – Sunday 16<sup>th</sup> June  
**27<sup>th</sup> Welsh Open**, Barmouth, Saturday 22<sup>nd</sup> – Sunday 23<sup>rd</sup> June  
**UK Go Challenge Finals** July

LGC: London Go Centre

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## OFFICIAL VACANCIES: CAN YOU HELP?

Vacant posts are listed at [www.britgo.org/vacancies](http://www.britgo.org/vacancies).

**We need volunteers for:**

- Regional Youth Representatives (Scotland, North East)
- Deputy Webmaster

If you are interested in any of these, please contact our President: ([president@britgo.org](mailto:president@britgo.org)), or any member of Council.

# SOLUTIONS TO THE NUMBERED PROBLEMS

The SGF files for these problems, showing a fuller set of lines, are to be found at [www.britgo.org/bgj/issue186](http://www.britgo.org/bgj/issue186).

## Solution to Problem 1

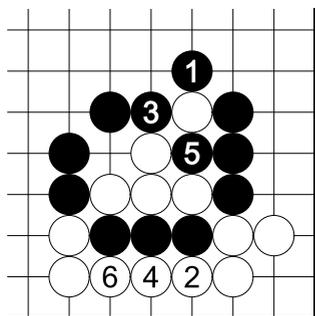


Diagram 1a (failure)

❶ Black can try to seal White in.

❷ However, Black loses the capturing race.

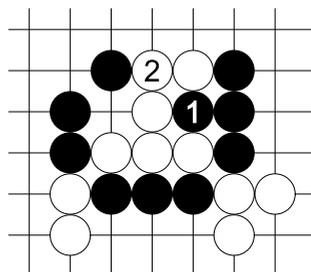


Diagram 1b (failure)

❶ This clearly fails.

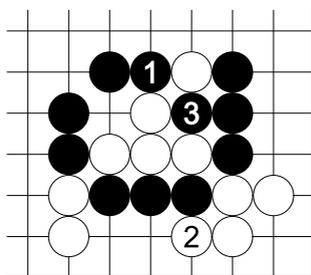


Diagram 1c (correct)

❶ Black should play here, trap four white stones and win the capturing race.

## Solution to Problem 2

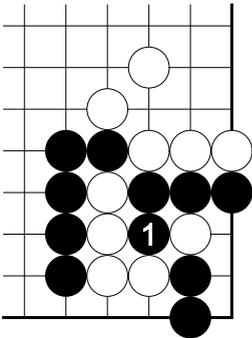


Diagram 2a (failure)

❶ This clearly fails.

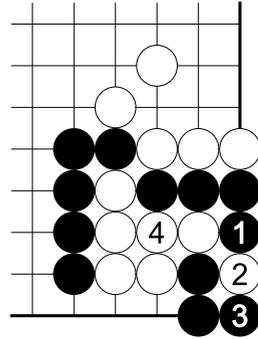


Diagram 2b (failure)

❶ This looks better, but Black runs out of liberties.

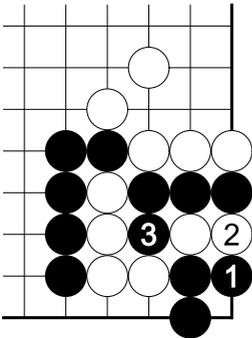


Diagram 2c (correct)

❶ Making the corner eye is the correct play. Now White is short of liberties.

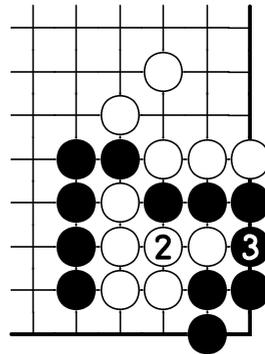


Diagram 2d (correct - variation)

❷ One eye beats no eye.

### Solution to Problem 3

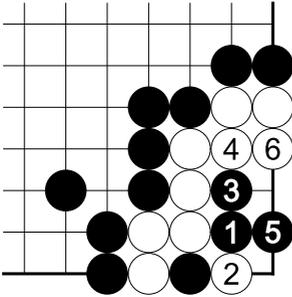


Diagram 3a (failure)

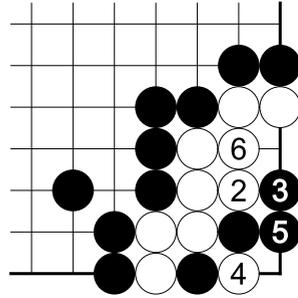


Diagram 3b (failure)

❶ This might work, but it ends in seki.

❷ White can also make seki here.

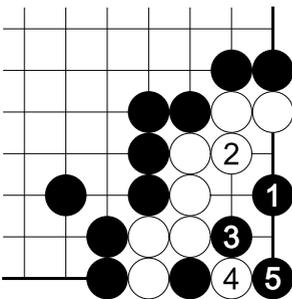


Diagram 3c (failure)

❶ This looks like a vital point but it is also ko, or seki.

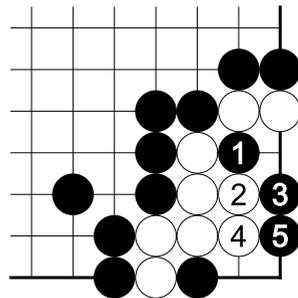


Diagram 3d (correct)

❶ This is the correct move even though it looks like White can give up two stones.

❷ This traps the two stones in a snap-back shape and also kills the corner.

## Solution to Problem 4

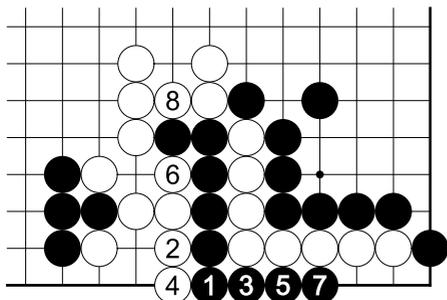


Diagram 4a (failure)

- ❶ This threatens to link out, but doesn't win the semeai.

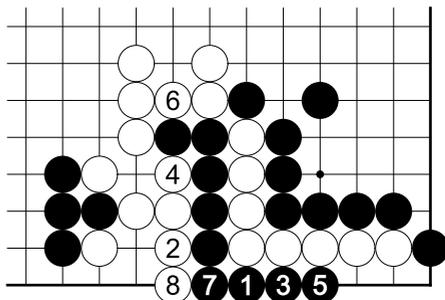


Diagram 4b (failure)

- ❶ This also loses by one liberty.

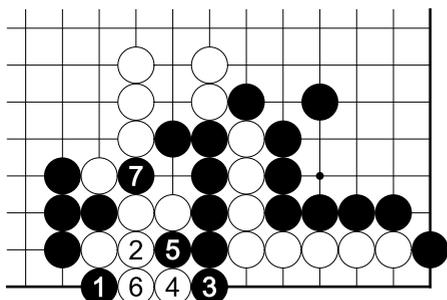


Diagram 4c (correct)

- ❶ This is the correct first move.
- ❸ Again this threatens to connect out...
- ❹ ... but this move fails.
- ❷ Snap-back!

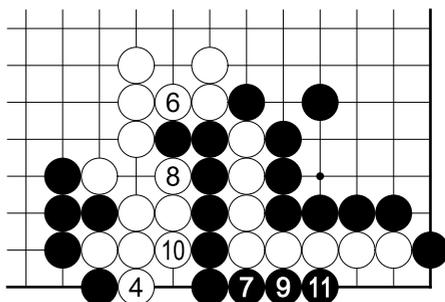


Diagram 4d (correct – variation)

- ❹ If White stops the connection, then Black wins the semeai.
- ❺ Black is two liberties ahead, so he can play elsewhere with ❺ and still win.

## Solution to Problem 5

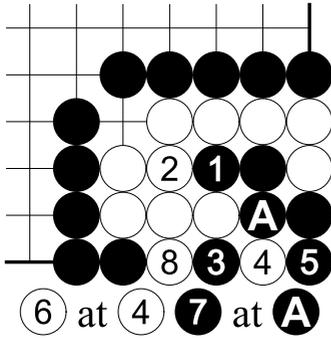


Diagram 5a (failure)

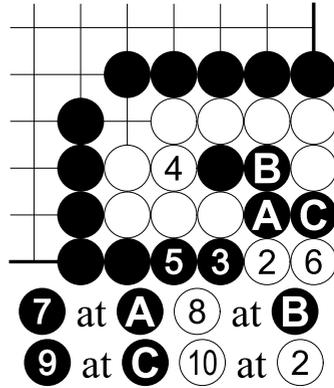


Diagram 5b (failure)

- ❶ This looks good as White can easily lose a semeai.
- ❷ However, White can play here and win the race.
- ❸ This works too.
- ❹ If Black plays here, White can still win the race...
- ❺ ... snap-back.

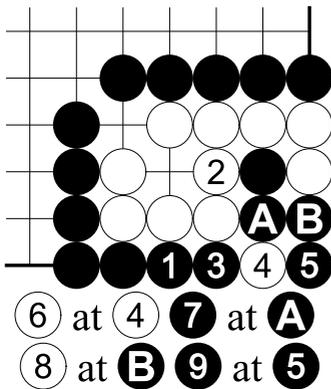


Diagram 5c (correct)

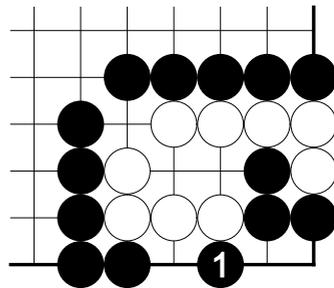


Diagram 5d (correct - variation)

- ❶ This is the correct attack.
- ❷ Black plays 'under the stones'.
- ❸ White now has to win the ko to live.
- ❹ This also works.

## ASSOCIATION CONTACT INFORMATION

*Association contact page:* [britgo.org/contact](http://britgo.org/contact)

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*Our Facebook page:* [facebook.com/BritishGoAssociation](https://facebook.com/BritishGoAssociation)

*Follow us on Twitter:* [twitter.com/britgo](https://twitter.com/britgo)

*Gotalk general discussion list:* [gotalk@britgo.org](mailto:gotalk@britgo.org) (open to all).

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

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

# COLLECTING GO XXXIX: MONTHLY AND QUARTERLY MAGAZINES

Tony Atkins

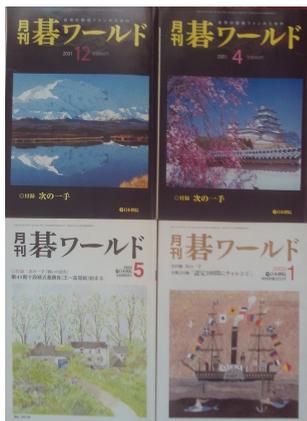
[ajaxgo@yahoo.co.uk](mailto:ajaxgo@yahoo.co.uk)

The most famous monthly English language Go magazine was 'Go Review' (or 'Go Monthly Review' to use the longer title it sometimes used). Famously it was used as a prop in a television drama by actor and Go player Michael Culver. The Nihon Ki-in published 164 editions between 1961 and 1977, though the last few years only saw quarterly publication. The covers shown are the original Go kanji design and, below, the later Go bowl design. Content included games and problems, interviews, Japanese corporate adverts, world news and club lists. Early editions also featured articles in German.



'Go World' was the replacement magazine. This was published by the Ishi Press and later Kiseido, under the guidance of Tokyo-based Richard Bozulich and John Power. One hundred and twenty-nine editions were regularly published on a quarterly basis until 2012, except for a hiatus in 1992, which was later covered by a book. The covers always showed a Go art work, often a Go print, either in a centre panel or later full page. Material covered included teaching material, as well as games and news from the Japanese and world professional scenes. All the editions of this renowned publication are available on disk from Kiseido.

Two Japanese language magazines that were published monthly by the Nihon Ki-in for many years were 'Kido' and 'Igo Club'. 'Kido' was published from 1924 and was a thick publication covering all their professional activities, including player details and also club information (as in their annual year book). There was also a similar publication 'Igo Kansai' from the alternative Osaka-base Ki-in. 'Igo Club' was aimed at kyū players.



'Monthly Go World' should not be confused with the earlier English language magazine and is a glossy Japanese language publication published since 1999 to replace 'Kido' and 'Igo Club'. Its covers are often not Go-related and feature Western art works, tourist locations and so on. It has within colour pictures of professionals, games and tuition, professional and amateur news.

Two Korean equivalents are 'Baduk' and 'The Baduk Guide'. Their covers feature professionals, often dressed up (for instance Yi Chang Ho as Santa Claus). Humour is also obtained by including cartoons, sometimes featuring the professional players. Both have colour sections and the usual range of technical content. China, of course, also publishes its own magazines.

