

BRITISH

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## PHOTO CREDITS

Most Photos in the body of the Journal were provided by the article authors.

Front Cover: A teaching session for Gifted Children at Tameside Excellence Cluster Go Gala at Dukinfield Town Hall 29th June 2007.  
Sheila Wendes of Zen Machine.

Inside Front: Chinese opera star learning Go, 6th December 2007.  
Chinese-themed Thursday Late session in the Great Court of the British Museum (in association with the terracotta army).  
Alex Prachuablarb.

Inside Back: Guo Juan (with Shaoyou Ouyang) reviewing Ouyang's last game of the London Open 2007. Tony Atkins.  
Graph of Dan Creation Rate over Time, see article on page 44.

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# EDITORIAL

journal@britgo.org

Welcome to 144<sup>th</sup> British Go Journal.

## In This Issue

Hopefully something for everyone, though more by accident than design there is a teaching theme to many of the articles. Tony starts by bringing the news from home and abroad, as well as notes from his session at the West Surrey Teach-In. Sheila Wendes updates us on the important work that ZenMachine is doing in spreading Go to the young, and Peter recommends the Facebook Go app.

Edwin Brady shares his experiences of teaching newcomers at St. Andrews. Ian Davis also treats us to the simple rules for beginners to deal with the Monkey Jump, and for the more advanced a quick look at last years' fashion in high pincer Joseki.

Again, not forgetting our more advanced readers with time for deeper learning; there are two game reviews, one of the top boards at the London Open with a professional commentary, the other - a look at a club game between 'single figure kyu's.

## Isle of Man - 2008

Readers of GoTalk will have realised the changes needed to this year's IOM, resulting from the sudden decision by the original hotel venue to close. This occurred just as the last Journal went to press. The new venue is Cherry Orchard Aparthotel, Bridson Street, Port Erin, Isle of Man. See the changed dates and new entry form on page 14. Note: the Rail and Heritage passes are going fast.

## Call for a new Editor

As I said in my last editorial, I will not have time in 2008 to edit and produce the Journal single-handed to the standard that you've all come to expect. That said, I do not want to be known as the 'last editor' - so Journals will continue to appear from me alone, albeit less frequently, until a new or co-editor appears.

There is nothing especially difficult about doing this, it just takes a bit of time. I'm sure there is someone out there that would like to learn how it is done. So don't be shy, there will be plenty of support while you find your own way.

## Credits

My thanks to all the contributors, and Edmund Stephen-Smith for such fine attention to detailed Proof Reading.

As always, the remaining mistakes are all my fault.

All the .sgf files, and the answers to the other five problems, set in the last issue appear on the BGA website at <http://www.britgo.org/bgj/issue143>.

*Barry Chandler*



### **THE BGA ANALYST**

**dward1957@msn.com**

David Ward would like to remind the membership of the analysis service available to members.

### **NEXT ISSUE**

General Copy Date for next issue is May 2008. Publication dates in the near future will be when the page count reaches at least 36 and is less than 45.

# LETTERS TO THE PRESIDENT

## Go Master film and Go tournament at the ICA

Dear Ron,

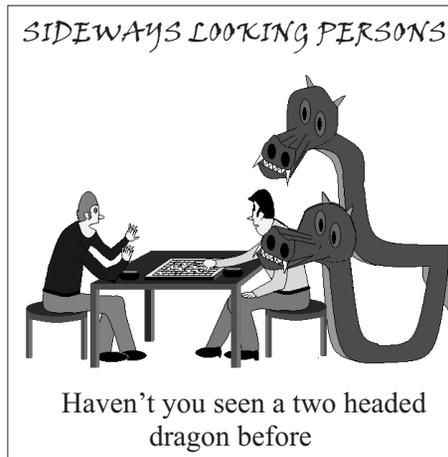
I found your details on the BGA website and am writing from the Institute of Contemporary Arts in London about a film we have coming up in March called Go Master, about the legendary Go champion Wu Qingyuan [ed: known to us as Go Seigen].

The film is being released on 28th March as part of the China in London season and will run at the ICA from 20th March until 10th of April.

To celebrate the release of this film we would love to have a Go tournament or beginners class here at the ICA on a weekend after the release date.

Would the BGA be interested in hosting an event like that?

Many Thanks  
Lucy Mitra  
Institute of Contemporary Arts



# UK NEWS

Tony Atkins

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## Fife

The 2007 Fife Go Tournament on 6th October in Cupar was the most successful such event yet, attracting 28 players from all over the UK. Again, the tournament was run as a Swiss handicap, and for the first time used AGA rules. The strongest player on 4 wins, and therefore the winner on tie-break, was Russell Ward, 7k, from Aberdeen. Also on four wins was Paul McKenzie, 13k. Prizes for three wins went to Gerry Mills, 1d, Michael Smith, 4k, Jonny Kiehlmann, 8k, Quintin Connell, 12k, and Alex Robertson, 20k. After the tournament several players enjoyed a curry and some informal Go in a local pub. The BGA bookshop was present, uniquely the first of two appearances in the same weekend.

## Milton Keynes

The following day, 59 players attended the Open University for the 19th Milton Keynes Tournament. Bei Ge was playing last year's winner Alex Selby in the Title Match in a back room, so there was a new tournament winner. This was the strong Chinese player, just moved to London, Shaoyou Ouyang; he beat David Ward, 4d, in the last round. Nottingham's Hui Wang, 4d, was equal second with David. Winning all three were Andrew Simons, 2d, Paul Tabor,

1d, Mark Todkill, 3k, Edwina Lee, 5k, Peter Fisher, 6k, Gary Gibson, 10k, and Dwayne McCormack, 11k. The best team was Wanstead. The MK Go winner was Reuben Margerison, 18k, with seven out of eight; runner up was Jonathan Englefield with a perfect five. As well as the baked potato lunch, after the prize giving everyone was given a tasty Milton Keynes concrete cow biscuit. After packing up, several players and organisers headed to a local Chinese buffet.

## Belfast

After a short interval of 15 years, the Belfast Go Tournament returned. 22 players took part in the rather rapid four-round event, held at the Crescent Arts Centre on 13th October. There was quite a cosmopolitan atmosphere with quite a few players from other countries, including a big group from Dublin, and the Romanian 5p, Catalin Taranu. The tournament was won by co-organiser Ian Davis, 1d. In second place, on tie-break, was Noel Mitchell, 2d, ahead of Claas Roever, 1k. Also on four wins was Costin Camarasu, 17k, while Arthur Cater, 8k, won three games. Many competitors were delighted to take a bye to play simultaneous teaching games with Catalin, who later moved on to Dublin before returning home.



## London International

The autumn team event was held at the ISH, home of the Central London Go Club, the day after Belfast. The home team failed to use their advantage this time and came last with 6 points. The winners

instead were the Nippon Club with 9 points. China and Friends with 8 and Wanstead with 7 took the other two places. Players winning all three games were Shaoyou Ouyang, Andrew Jones and Hiroshi Tamura.



## Wessex

The Wessex Tournament repeated its new three round format and venue of the J.N. Fear Institute in Keynsham near Bristol, on the day the clocks went back. Regrettably it did not get the support it deserved with only half the previous attendance at 24. As well as the BGA selling books, Bristol Club was selling off old sets and magazines to the delight of collectors. Winner was Reading's Jaeup Kim, 5d. He was the only player winning all three and beat Paul Christie, 3d, in the last round. Players winning the lower divisions were Ian Sharpe, 2k, Neil Moffatt, 5k, and Pauline Bailey, 17k. Peter Collins won the Fred Guyatt 13x13 competition and Reading won the team trophy.

## Three Peaks

Sheffield's Tony Goddard, 6d, made it four in a row at the Three Peaks by winning all five games again. The tournament was held as usual on the second weekend in November in the Marton Arms in the beautiful North Yorkshire countryside. It was the biggest for five years, 62 players taking part, meaning some games had to be played in bedrooms and corridors. Those winning four games were: Tim Hunt, 3d, Edwin Brady, 3k, Frank Visser, 5k, Andre Cockburn, 8k, Brian Timmins, 8k, Anna Griffiths, 9k, Justin Neeves, 12k, and Jiang Beck, 15k.

## **Wanstead**

After a year break, the Wanstead Tournament was back on 17th November with new organisers but the usual venue of Wanstead House, the community centre in East London. A rush of late entries saw 46 players take part. Winner was the strong Chinese, Shaoyou Ouyang. Trophies were awarded for three wins to Felix Wang, 3d, Jaeup Kim, 5d, Phil Beck, 1d, Roger Daniel, 4k, Fred Holroyd, 6k, Ed Wormington, 6k, Aurimas Jasulaitis, 8k, Richard Scholefield, 11k, and Michael Webster, 14k.

## **East Midlands**

The National Space Centre in Leicester was again the venue for the second East Midlands Tournament. It was held on the last Saturday in November, despite the entry form saying Sunday! The 54 players could look at the space exhibits for free between games and eat lunch under the jets of a rocket. Winner was a Chinese player from Nottingham, Hui Wang, 4d; he beat Worcester's Rujun Yang, 3d, in the last round. Some of the group from Aston School won all three: Hamzah Retah, 18k, and Mazhar Warraich, 14k. Also on three were Jonathan Green, 9k, and Alban Chauvin, 3k. Leicester Club won the team prize as two of their number won all three: Ben Ellis, 8k, and Peter Roberts, 18k.

## **West Surrey Handicap**

31 players took part this year on the first Sunday in December. Shawn Hearn, 6k from Bracknell, won all his games, beating Francis Roads, 3d, in the final. Previous winner Ken Kneller, 8k, also won all four games beating Andrew Bell, 25k, in the last round. As well as Francis and Andrew, Andy

Price, 11k, Mark Nubbert, 4k, Neil Cleverly, 8k, Chia Hung Lin, 6k, and Pauline Bailey, 16k, all won three. The prize in the 13x13 competition went to Xinyi Lu. The Monopoly board quiz was won jointly by Malcolm Hagan and Pauline Bailey aided by Gerry Mills. The James Bond theme tune quiz was won by Tony Atkins. On the previous day some 16 students at the Teach-in were taught various subjects by teachers Bill Brakes, Francis Roads, Tony Atkins and Paul Tabor. Melissa Ridderhof was the best at Pits card game.

## **Scottish Barlow**

There was a record turnout of 42 players this year for the 6th Scottish Barlow on 15th December in Edinburgh. Emerging top of the pile at the end to scoop the whisky was the Glasgow-based Swede Peter Dahlgren, 2k, followed by Piotr Wisthal, 1d, from Aberdeen. One other player achieved four wins: James Hadfield, 17k. Besides Piotr, a further nine players achieved three wins: Alex Robertson, 19k, Rosie Handford, 15k, Colin Morey, 9k, John Shafer, 9k, Jenny Radcliffe, 8k, Ron Bell, 5k, Jim Cook, 4k, Colin Bavidge, 3k, and Helen Harvey, 3k. Robbie Miller had defeated Neil McLean in the 2007 final a month before, and so this event determined who were to be the 2008 Scottish championship semi-finalists: Edwin Brady, Robbie Miller, Piotr Wisthal and John O'Donnell.

## **London Open**

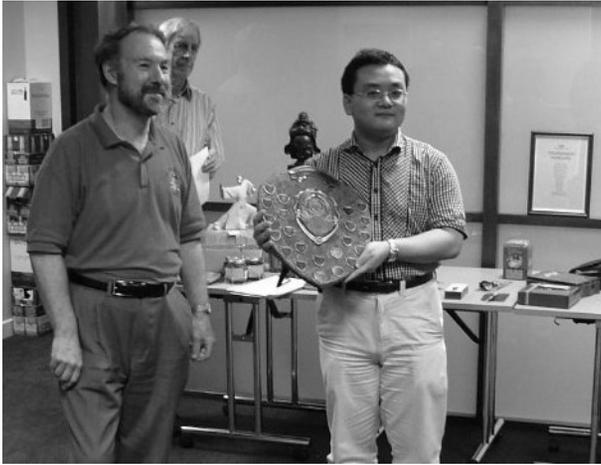
120 players assembled for the first day of the 34th London Open. A few expected players did not arrive and, although five more played in later rounds, the attendance overall was down on recent years. The event was held again at ISH, Great Portland

Street, on the last four days of the year, as normal. Unusual this time was the decision not to have the eighth round, so as to allow an early pack up in advance of New Year celebrations. As Toyota stopped sponsoring the old Tour, the new Pandanet Go European Cup was set up and this London Open was a Major in the first edition. Special guest was the teaching professional from Amsterdam, Guo Juan, and she was available to analyse games. In addition she presented a well-attended lecture on the third evening and also played some simultaneous games. Just before the prize ceremony she reviewed the top board last game to another packed room (available on her Audio Go Lessons website).

There were several side events as always, but no continuous event this year as it had proved unpopular. The first side event on the second evening was the Lightning. 42 players took part and the eight that won through from the group stage were: Davide Bertok, Jenny Radcliffe, Baron Allday, Antti Holappa, Anna Marconi, Jonathan Turner, Ting Li and Julio Martinez. In the semi-finals Julio beat Anna and Ting beat Jonathan. Winner of the tense 7-stone final game was Julio Martinez, 4k, from Barcelona, beating Ting Li, 6d, from Beijing. These two players received prizes of £100 and £50, donated by the Nippon Club. The third evening featured a Pair Go Tournament, with eight male-female pairs. Winners were Dominique Cornuejols and Toru Imamura. After the main prize giving, on the final day, there was an informal four-round Rengo tournament of twelve mixed size teams. Its final was won by Spain's Julio Martinez

and Lluís Oh, beating the UK's Jenny Radcliffe, Xinyi Lu and organiser Geoff Kaniuk. The final event of the weekend was the New Year's Eve meal, held at a nearby Indian restaurant.

In the Open it was the Chinese players (Shaoyou Ouyang and Ting Li) who would prove the toughest opposition to the favourite, the Korean from Berlin: Seoul-Ki Hong. The top board in round 1 was not broadcast live due to a technical problem, but after that games were broadcast over the Internet using Pandanet (IGS). On day 2 there were some tough games between the 6 and 7 dans. After four rounds Ouyang and Hong were unbeaten at the top. Also unbeaten were Paul Barnard, Xavier Chaumat and Piotr Radzikowski. On day 3, Ouyang beat Hong and then beat Lluís Oh to take a clear lead. Hong and Ting ended the day on five wins. The three players unbeaten by round 4 won one more game each and were joined by six more kyu players on 5 wins. On day 4 there was only one game in the Open, the last round. A huge crowd gathered to watch if Csaba Mero could upset Ouyang's unbeaten record, but he failed, allowing the Chinese 6 dan from London to be the worthy winner. Hong beat Ting in the crucial match for second place. Ting got third on SOS tie-break, the top three getting cash prizes. Winners of 6 games were Xavier Chaumat, 2k, Piotr Radzikowski, 6k, Peter Harold-Barry, 9k, Arnaud Delattre, 11k, and Edward Marshall, 12k. All players on 4 wins got a London Open certificate and those on 5 or more got a marble paper weight, but are too many to mention.

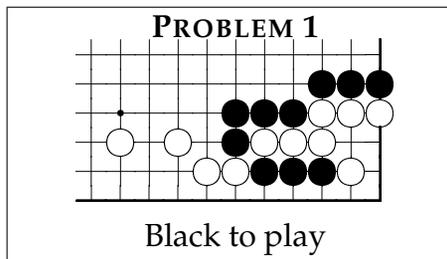


## Maidenhead

65 players attended the first event of 2008 on the 19th January. The 17th Furze Platt Maidenhead Tournament was held as usual at the comfortable headquarters of Hitachi Europe Ltd. Thanks to continued generous sponsorship from Hitachi all players enjoyed a free buffet lunch and all winning two games or more received a prize from the collection of interesting gifts and selected wines. Jaeup Kim, the 5d from Reading, won all three in the top group to win his fourth concurrent title. Other players winning three were Baron Allday, 1k,

France Ellul, 6k, and Nottingham's Robin Dews, 11k.

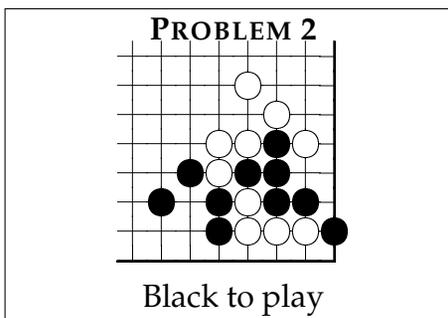
Those winning two were: Jon Diamond, Tim Hunt, David Ward, Tony Atkins, Phil Beck, Jim Clare, Paul Tabor, Michael Charles, Dylan Carter, Matthew Reid, Geoff Kaniuk, Sue Paterson, Martin Harvey, Carin Trygg-Monvall, Ron Bell, Fred Holroyd, Laurence Anderson, Jonathan Englefield, Elinor Brooks, Ian Price, Chris Chilvers, Colin MacLennan, Michael Goss, Pauline Bailey and Lydia Feasey. Kevin Wright won a special prize for winning one game whilst entering his first event at 30k. The team prize was won by Bracknell.



# PHOTO QUIZ



What's the connection between the Go set and the sword from the imperial Austrian navy?



# WORLD NEWS

Tony Atkins

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## **Korea Prime Minister Cup**

66 countries were represented at the second International Baduk Championships in the middle of October. This time it was held in Suwon, not far from the capital of Korea. Winner with a clear 8 points was Korean student Kang Chang-Bae. Hu Yu-Qing of China only lost to Korea to come second for a second year running. On 6 wins were Chinese Taipei, Japan, Frank Janssen of the Netherlands, Cristian Pop of Romania, Vietnam, Australia and Ralph Spiegl of Austria. Our representative, earning the right to play there at the Korean Ambassador's Cup, was Bei Ge. He took 19th place, as, like in the World Amateur earlier in the year, he won five games out of 8. Bei lost to Belgium, Australia and a 10-year old from New Zealand. Ireland's John Gibson won 3 to come 56th.

## **Pair Go Championships**

Korea was again winner of the International Amateur Pair Go Championships. The 18th edition was held as usual at the Hotel Edmont in Tokyo, in the middle of November. The Korean pair, students Kim Hye-Lim and Kang Chang-Bae, beat a Japanese Pair in the final. This was less than a month after Kang's win in the KPMC. Japanese teams came second, third and fourth. Fifth was Taipei and sixth was Russia's Natalia Kovaleva and Dmitriy Surin whose 4 wins was one of Europe's best ever

results (Hungary were 4th in 2003). France was 10th, Germany 13th and Finland 16th with 3 wins. Scoring 2 were Austria, Czechia, Spain and Poland. Gunn Larsen and Oystein Vestgarden of Norway won 1 game and the best-dressed prize. The US and China won 3, Canada, Thailand and Singapore 2, Costa Rica, Australia, Philippines 1 and Peru took the wooden spoon. There was no UK pair this year, but Tony Atkins was there as EGF President attending meetings with the sponsors.

## **Pandanet Go European Cup**

At the start of October, the Bratislava Casino tournament is one of the strongest in Europe as shown by the fact that Cho Seok-Bin could only come fourth. Best of the 127 players was Pal Balogh from Hungary retaining the title, but only on tie-break from Cornel Burzo (Romania) and Hong Seul-Ki (Korea). A week later Dmitrij Bogackij won at Kiev and later in the month Rustam Sakhabutdinov won Moscow on tie-break. At the end of November the Tampere Tournament in Finland was won by Miika Nikula and in December Banja Luka (Slovenia) was won by Serbia's Dusan Mitic. After our own Cup entry, London, Merlijn Kuin had increased his Cup score to 60. Second in the ranking was Balogh and third was Cho, with three events (Baku, Helsinki and Barcelona) and the Paris finals to go.

# JOSEKI FASHION

Ian Davis

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Last Issue I revealed how it was possible to move from 2 to 3 dan by learning a new joseki. However, at other ranks it can also be important to learn joseki. In this piece we will examine some of the basic lines around the fashionable, but ill-titled, large knight's move response to the two space high pincer on the high one space approach to the 3-4 point, which was so popular in Paris this year. We will examine 3 replies, notice how all these replies are on the 5th line, the so called line of groove.

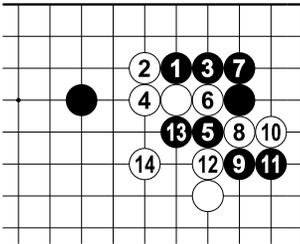
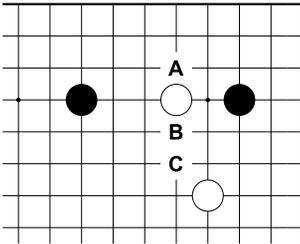


Diagram 1

A is not often seen here (❶ in Diagram 1). With the addition of the pincer and the knight's move it becomes dubious. For although it does have the advantage of being simple, it creates a very thick group for White. Also note that White has sente here. If White has the ladder he need not net with 14, and the result becomes yet more favorable to him.

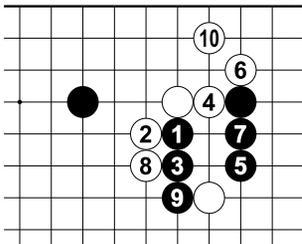


Diagram 2

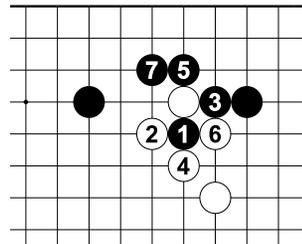


Diagram 3

B can become very complicated indeed (❶ in Diagram 2). As one of the ideas of learning joseki is to outsmart your opponent, this might be why this is the most popular approach. In Diagram 2 we show only the most basic continuation. This is an even result. Both sides will need to be aware of the complications that can occur outside of the main line. For instance, ④ at ⑥, can produce some hairy fighting. Black can also deviate. If you enjoy territory very much you can opt for it with ③ in Diagram 3. This produces a rather fat corner for Black. However White has a thick ponnuki in sente on the other side, which could well be bigger if its influence over the side goes unchecked.

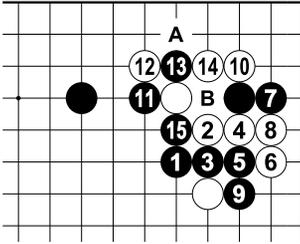


Diagram 4

The elephant jump of C is probably for those who like influence (1 in Diagram 4). It is natural for White to push through the gap. 7 is a finesse in the sacrifice of the corner for outside influence. After 15 White must decide whether or not to capture directly with A or indirectly at B. The correct choice depends on the outside.



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# ISLE OF MAN - 2008 - ENTRY FORM

## AMENDED - CONGRESS ENTRY FORM

Send to: Leo Phillips, 4 Ivydene Avenue, Onchan, Isle of Man, IM3 3HD, British Isles.  
Tel: 01624-612294; email: [leo@iomgo.org.uk](mailto:leo@iomgo.org.uk) or [leo@manx.net](mailto:leo@manx.net)

Cheques payable to Isle of Man Go Club. Cheques must be in sterling and drawn on a UK bank.  
Non-UK entrants pay in cash at registration.

I wish to enter the Isle of Man Go Congress, Sunday 17<sup>th</sup> - Friday 22<sup>nd</sup>. August 2008  
Name.....

Address .....

.....Tel.....

Email:.....No.of travelling companions.....

BGA member? Yes/No\* delete as appropriate.

BGA grade .....kyu/dan\* Club .....

Which of the Main and Afternoon tournaments will you be playing in?

	Full	Concessionary	Amount Payable
Both Main and Afternoon	£44	£22	
Main but not Afternoon	£38	£19	
Afternoon but not Main	£33	£17	
Neither Afternoon nor Main	£11	£6	
Friday Evening Buffet Dinner	£16	£16	
Additional Friday Evening Dinners – Quan ...	£16	£16	
Less: Early entry discount (before 31.5.08)	(£5)	(£5)	
Add: Late Entry Fee (after 31.7.08)	£10	£10	
<b>TOTAL PAYMENT ENCLOSED</b>			

Concessionary rates are available to all persons under 16 and all persons in full time education under 30.  
They may also be available to others on application to the Committee of the Isle of Man Go Club.

Do you wish to receive Isle of Man Rail or Manx National Heritage passes, and if so how many?

Isle of Man Rail passes ..... MNH passes .....

Please do not apply for passes unless you or your companions will be sightseeing.

Passes are subject to supply and will be allocated on a first come, first served basis  
except that a second pass will be provided only if the supply is not exhausted by first pass allocations,  
and so on. The deadline for application for passes is 10 August 2008. They are going fast.

With your consent, your name and address will be held on computer record to enable us to keep you informed  
about future Congresses and other Go events organized by the Isle of Man Go Club.

If you do **NOT** want your name and address to be held on our records, please put a cross here. ....

# ZEN MACHINE STEAMS ON!

Sheila Wendes

swendes@yahoo.com, www.zenmachine.co.uk

It's a while since The Journal has heard from us and I thought it would be a good idea to bring you up to date with how Peter and I have been spreading the word about Go to new audiences.

The gifted and talented cohort is still our mainstay, often taking the form of multi-schools events where a few pupils arrive from each of the surrounding schools to meet centrally and make up a group of about 60, having been chosen for their ability in maths, or SAT scores, or similar, and therefore in line for 'enrichment and enhancement'. We usually ask that the teachers include any students whom they suspect might have 'hidden

depths' for want of a better expression, or who show flashes of brilliance while generally not performing at all well. Some very able pupils are often bored with what's on offer and need a challenge. It doesn't matter much what the switch is that tells them the 'world is crazier and more of it than we think, incorrigibly plural'. Sometimes it is Go.

We are now accredited providers for YG & T - Young Gifted and Talented - who have taken over from NAGTY (The National Academy for Gifted and Talented Youth). The process took months to negotiate, what with references, checks, and so on - but now we are there on the website for all to access.



In 2007 we taught at museums, libraries, universities, festivals, colleges, youth clubs, as well as schools, like Leysland School (pictured).

I should maybe explain a little of what we do when face to face with our various audiences. We arrive in our estate car full of banners, posters, lots of PowerPoints, (Go in literature, quotes from the Hagakure, improvised Go sets, pictures of dinosaurs playing Go, etc.), films (a variety, including one from Yuki Shigeno of children in Indian orphanages playing with bottle tops on hand-drawn boards) and animation, information booklets, equipment for up to 120 participants to use, our demonstration board and large magnetic stones, kimono, Xbox and computer, Goban with slate and shell stones, a facsimile scroll from the Dunhuang cave written in classical Chinese (and although mostly untranslated as yet, we know it contains many Go proverbs), fans, dolls, Go newspapers, Go articles, music ... What we use to demonstrate with is dependent on our audience. An infant school, The Mathematical Association, or training for a team of G&T teachers will all be very different of course.

Scene setting is vital. We cover up clutter, arrange things as we want them, change lighting, open windows and stress the importance of the right attitude when learning. You have to get the theatre right.

Essentially, however, we begin by introducing ourselves, explaining what we do and showing them the simple rules of first capture. Simple but not easy! It is always a revelation to anyone beginning to play how hard it is to see the patterns at first. Doing it is very different from watching it being done. We make sure everyone tries it for themselves. Volunteers come up to play in front of the group and the pace is varied to keep everyone involved. Younger minds are at an advantage and often small

children will win against teachers and parents - very good for all concerned! A computer programmer at a corporate event commented, "Why is this so difficult? We think logically every day!" We talk about the BGA, the UK Go Challenge for schools, tournaments, websites, where to get equipment, and the problems with computer Go.

Teachers and parents are glad we emphasise the traditional politeness surrounding Go, mutual respect, and helping each other to clear stones away. One mother said to me, watching her sons in amazement, "They're twins, always fighting and arguing, and they've just shaken hands!"

Events can run from one and a half hours (a mere scratching of the surface and indication of where to discover more) to a weekend. A longer time with engaged and enquiring pupils is a joy. There is space to answer and discuss questions. After five years we are still getting new ones. There is time for them to make friends and look at the astrological and historical aspects of Go. There are breaks to refuel and practice playing. Usually we find that almost everyone plays through their lunch breaks. We end up with pair Go on full-sized boards with conferring and the discussions are great despite the games not being very subtle yet. Another mother said to me when picking her son up at the end of a long day, "He's still doing it - and it's not a computer!"

We have more recently heard about three ex-pupils who learnt how to play some while ago. One got to 7 kyu in a matter of months. One, now reading maths at Oxford, is playing at 1 kyu and another was getting professional lessons. There are plenty of Go clubs

flourishing in schools and awareness is growing. We almost hit our target of 20,000 introductions for 2007. It is now 25,000 for this year. There has been an unprecedented increase in interest so far this January - maybe because of the

Beijing Olympics - who knows?

Maybe Facebook and Second Life have helped.

Anyway we have plenty of bookings ahead of us to look forward to.

Recent feedback:

*Thank you for teaching us in an amazing and fun way.*

*I liked being able to do my own thing and experiment.*

*I liked meeting and playing new people.*

*Very interesting. Very challenging. I enjoy it more every time.*

*The teachers are kind and helpful.*

*It made me think hard because there are many different ways people can win.*

*We can provide children with some inner changes through Go. Your enthusiasm really touched my soul and I am sure some other teachers and students as well.*

*The only improvement would be to make the day longer!*

*(And for one conscript) - I thought it might be boring, but was proved wrong!!*

And finally, thank you to the Go players who have come and helped at events we've run.

Anyone wanting to come and have a look at what goes on is welcome to check our events list and give us a call.



Workshop at the Marlowe Academy, Ramsgate, Friday 8th February 2008.

# COMMON MISTAKES

Tony Atkins

ajaxgo@yahoo.co.uk

Part of the teaching sessions I conducted at last December's West Surrey Teach-In was a discussion of common mistakes and what can be done about them. The four groups arrived in descending strength order and it was interesting for me to find out what the players thought their common mistakes were. The strongest group admitted to knowing the most number of mistakes. The number of recognised mistakes decreased with grade. Clearly the bottom group (around 20 kyu) knew they make a lot of mistakes, but didn't know what they are.

A large number of the mistakes the top group admitted were down to carelessness. It is so important to keep focus during the game and not be put off by making or receiving a comment on the game whilst in play or being unsettled after a break away from the board. It is all too easy to miss the implications of a move, miss an atari, not look where it was actually played and assume otherwise, or play the second move in your planned sequence first.

Strategically they admitted to not being aware of the price to be paid by a course of action, did not know how to profit by threatening groups, and often ended up with lots of small groups whilst the opponent has all the real territory. They often got wrong invading and reducing a moyo, were not good at spoiling the enemy's plans and were reluctant to seal the opponent in and make them fight. If they are leading they often play too defensively, causing the lead to ebb

away.

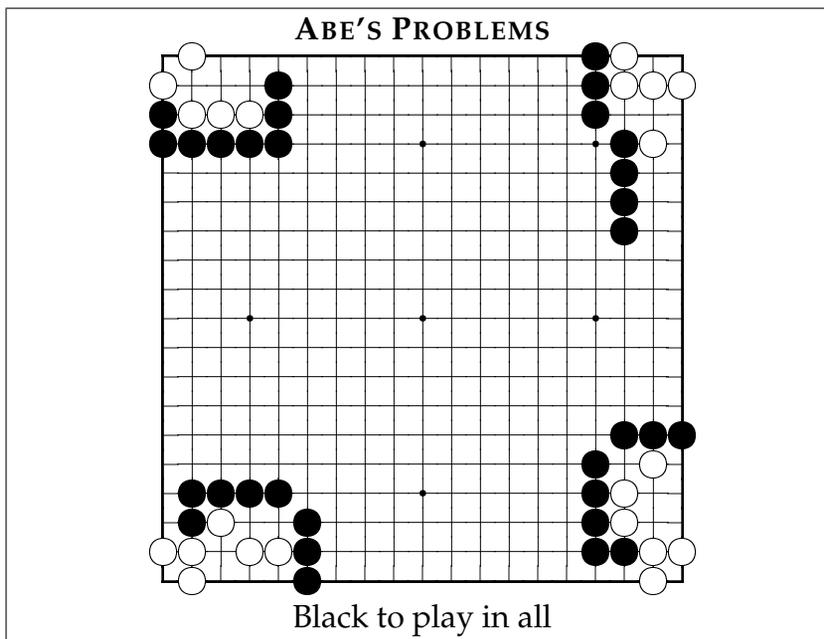
They often saved cumbersome stones and found it hard to give up groups with only four stones in them. Tactically they often made overplays, got confused in cross-cut fight, were letting the opponent get all the double sente moves and were not making sabaki. In corners they didn't know all about 3-3 invasions, often allowed two sente hane moves against a corner group and often didn't protect dangerous diagonals. They started kos incorrectly and often played ko threats that caused the end of the ko without connecting it. Wrong edge moves were often played.

The second group (around 8 kyu) also admitted carelessness: playing second moves first or forgetting earlier reading when the time came. Strategically they knew they were not switching about the board enough, were unsure when strategy verses tactics should be used in the middle game and often let the opponent take their territory away without compensation. Tactically they knew they were not efficient, not finding moves that lead to tesuji, and often added a stone to protect a group already alive. They often did not know key moves, how to make extensions from walls and often were worried by dead-shaped groups that were not actually surrounded. They frequently played a group out to its death, rather than leaving ko threats. In corners they were playing moves that were not one of the four standard moves and missing the key move (see below).

The 12-kyu group also admitted to playing the second move first, but were mostly worried by strategic issues such as not staying connected and defending not attacking. They knew they played non-joseki lines (as they only knew one joseki) and incorrectly handled 3-3 invasions.

The bottom group were mostly new to tournaments and their big worries were as follows:

not pressing the clock,  
knocking the clock over,  
spotting cheating or illegal moves,  
and holding the stones correctly!



The four standard moves for use in attacking corner groups, that were discussed, came to us from Abe 9-dan. He presented them in some problems during the kid's trip to Japan in October. They are: the diagonal move, the clamp, the placement and the throw-in. Each is the correct answer in one of the problems in the diagram. As well as in corner positions these

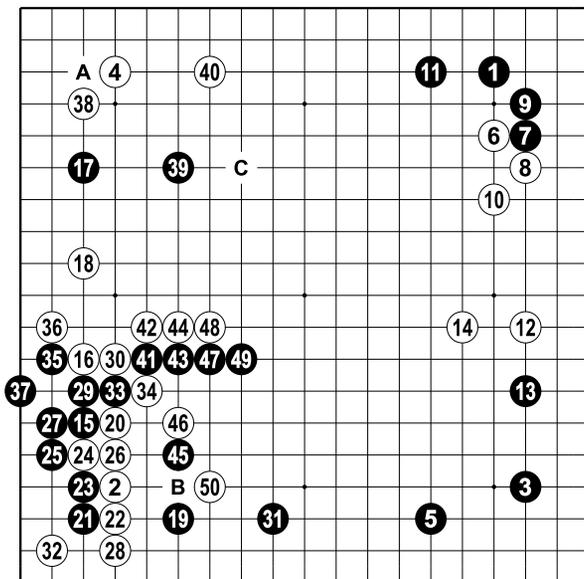
often come in other positions (for instance the problems elsewhere in this Journal) and as such are well worth knowing as tesuji.

As for the remedies to solve the other common mistakes? I will leave those as ongoing exercises for study by the reader (though sitting on your hands during a game is one I recommend)!

# GAME FROM THE 2007 LONDON OPEN

Alex Dinerchtein

qp@omen.ru



Date: 31-12-2007

Round: 6

Black: Shaoyou  
Ouyang, 7d

White: Lluís Oh, 6d

Komi: 7.5

Rules: Japanese

Result: B+2.50

Time: 90 minutes,  
Overtime: 20 moves  
in 5 minutes.

Figure 1 (1-50)

⑭ The opening is classic.

⑰ I would prefer to play at 18 and avoid the pincer. See Diagrams 1 and 2 - where either result is good for Black.

⑱ This pincer is perfect. See Diagrams 3 and 4.

⑲ The wrong direction of play. It's more important to attach at A.

⑳ White may also attach at B. See diagram 5, it's hard to say which plan is better.

㉑ Black has a choice. I would prefer to choose the joseki of Diagram 6 and make White over concentrated on the left.

㉒ White may also block from the other side.

㉓ A good plan. It helps Black to take sente.

㉔ Both sides can be satisfied.

㉕ It's easier for Black to sacrifice this stone. I would prefer to give up the left side as in Diagram 7.

㉖ Now Black's group is heavy.

㉗ A brave move, but it looks risky. Normally Black has to run away at C.

㉘ It's better to extend at 47 directly.

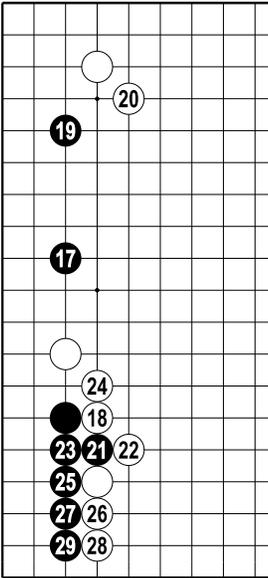


Diagram 1

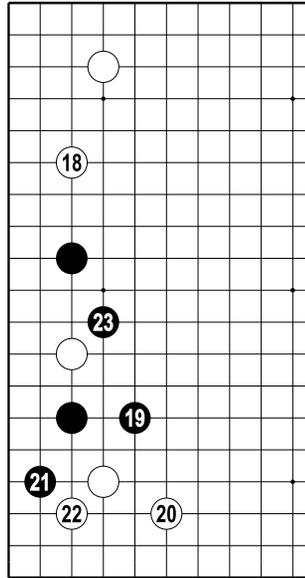


Diagram 2

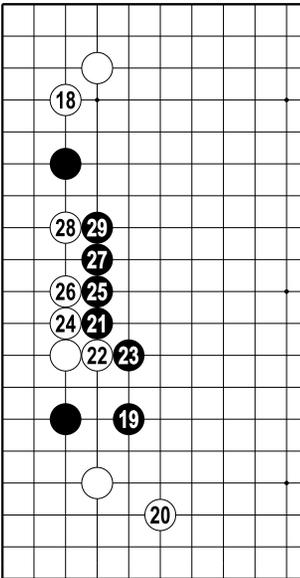


Diagram 3

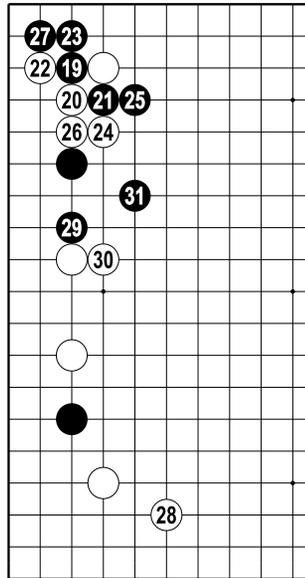


Diagram 4

Too passive for White to defend like this. This is the best way for Black

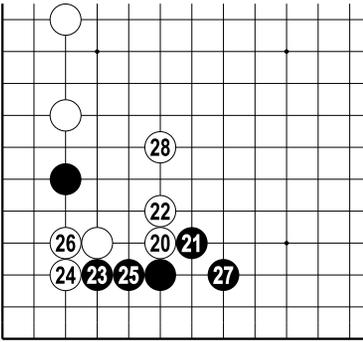


Diagram 5

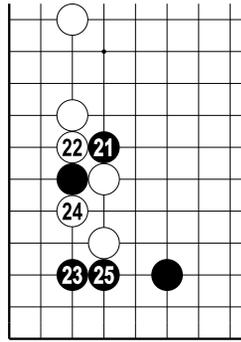


Diagram 6

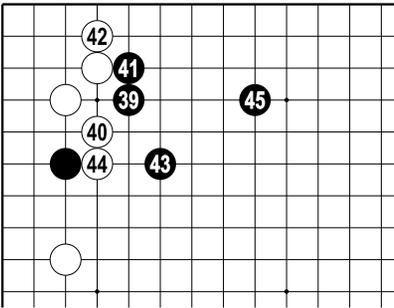


Diagram 7

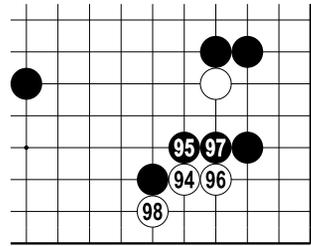


Diagram 8

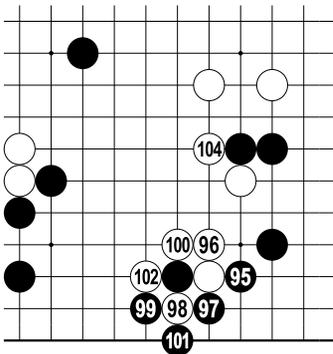


Diagram 9

103 at 98.

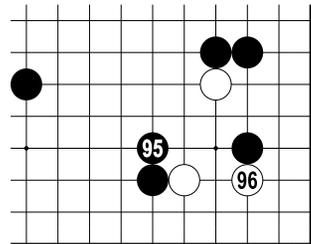


Diagram 10

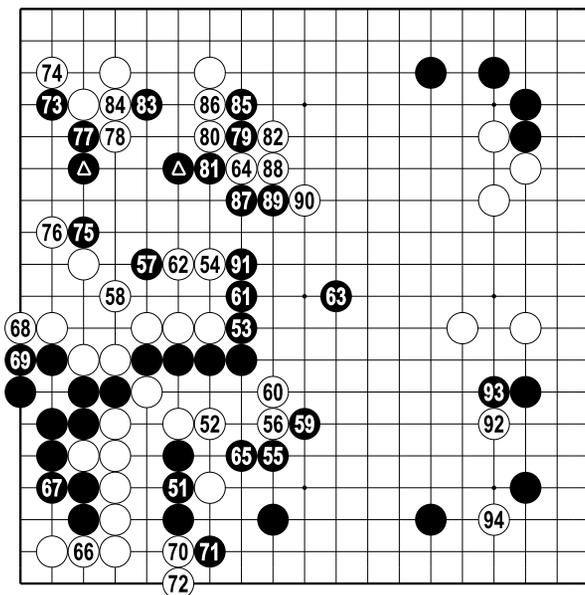


Figure 2 (51-94)

- ⑤② Now White's shape is very good. He is leading.
- ⑤③ A bad move, which makes the marked stones weaker.
- ⑥④ Now Black is in trouble. His position is very thin!
- ⑥⑤ The vital point.
- ⑦⑤ Black cannot win the game without saving these stones.
- ⑧① A greedy answer. I would prefer to extend at E and start the double attack (Black's group on the left and the central one).
- ⑨① The result is successful for Black, but he is still behind.
- ⑨④ The wrong plan and the losing move. Diagram 8 shows it was possible to live inside. If Black plays at 95 in Diagram 9, the difference with the real game would be huge. Even playing 95 as in Diagram 10, I cannot see a way of killing this white group.

In Figure 3:

- ⑩⑦ Black got a huge corner here and White's wall is almost useless.
- ⑩⑦ Now Black is slightly ahead. He played yose well and was able to keep his lead.

OTHER CONTACTS FOR ALEX

1. Go lessons - <http://breakfast.go4go.net/>
2. Weekly Go magazine - <http://gogame.info/>

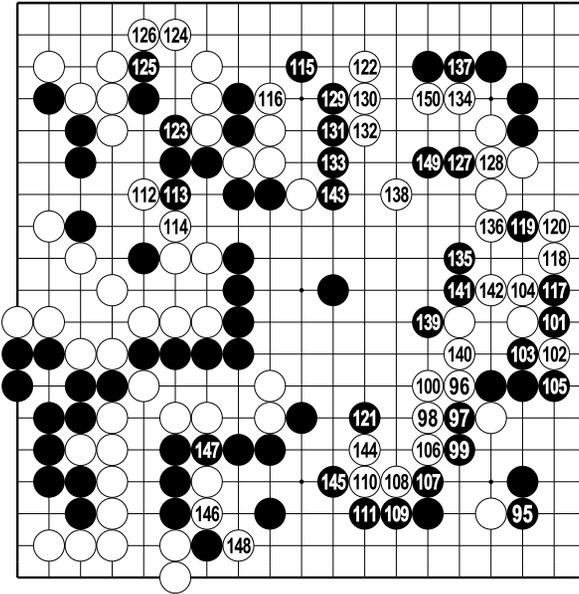


Figure 3 (95-150)

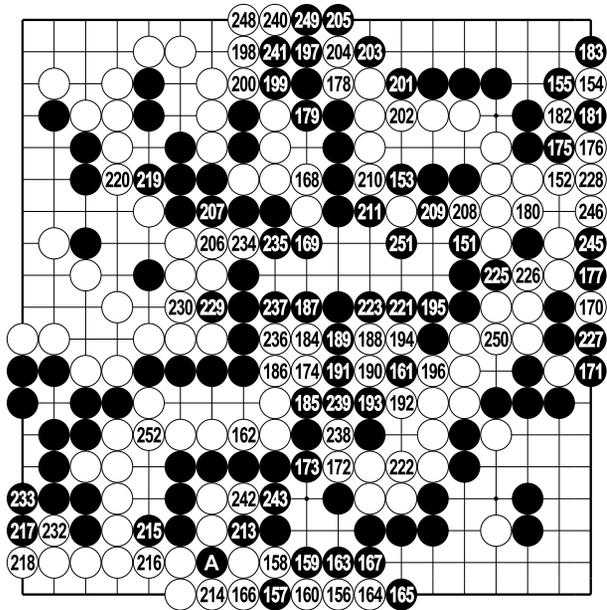


Figure 4 (151-252)

⊙212 at ●157, ⊙224 at ●161, ⊙231 at ●181, ⊙244 at A, ⊙247 at ⊙170.

# SFK GAME

Ian Davis

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Here is the record of a friendly game played at Belfast Go club. The contestants are single figure kyu players. To protect the guilty, their names have been switched.

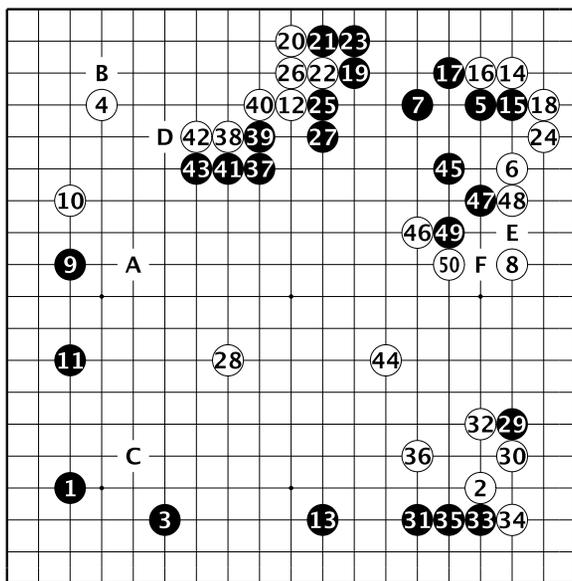


Figure 1 (1-50)

- ⑨ - This is an ideal point for Black, White should have prevented this move.
- ⑪ a little flat, better to jump to A.
- ⑫ James's moyo style, but does not take advantage of ⑦ being high.
- ⑲ After a good opening, Black makes a big mistake. Must be at ⑳.
- ㉔ simply huge.
- ㉕ removes some of the aji in White's top left. Might be better to peep at the gap of ㉖ and then invade at B.
- ㉘ James could have reduced James's potential at C instead. See Diagram 1.
- ⑳ doesn't seem to punish Black's invasion enough, probably a pincer was better to use ⑧.
- ㉑ interesting switch, but ㉓ should be at ㉒.
- ㉖ is slow, aims to build a moyo on the right, but this is open from the top.
- ㉔ Brave to allow Black the hane at D which could cause real damage. See Diagram 2.
- ④⑧ & ④⑨ trading mistakes. Should be E and F.

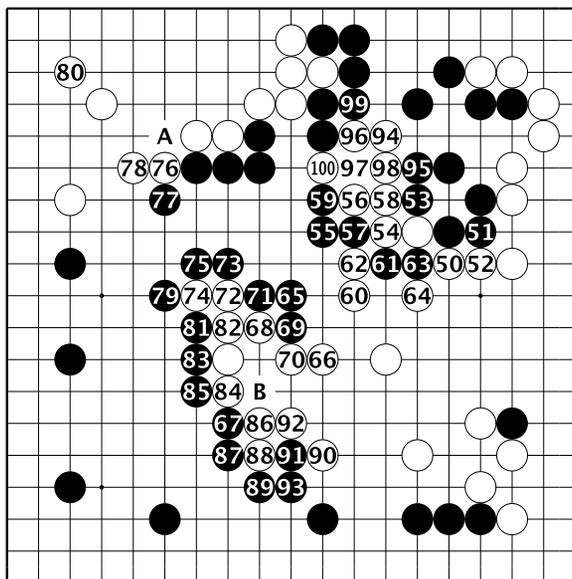


Figure 2 (51-100)

- ⑥1 a mistake, but at least ⑥4 is forced to stop the two stones gaining more liberties and living.
- ⑦3 Black is not gaining enough from this direction. Playing at A is still bigger.
- ⑧0 Gote? It is questionable if Black can live if he plays here himself.
- ⑧7 missing the squeeze play of B.
- ⑨5 the Empty Triangle doesn't seem to be sente.

See Figure 3.

- ⑩2 answers the half point ko with a very big yose move.
- ⑪1 should have been at ⑪4, threatening double atari at A, with some reduction.
- ⑫7 should answer at ⑬0 to be able to block both pushes.
- ⑭2 after this move Black failed to notice his stones were in atari, and the game ended. I blame myself for gossiping to him at the time. However the board feels better for White.

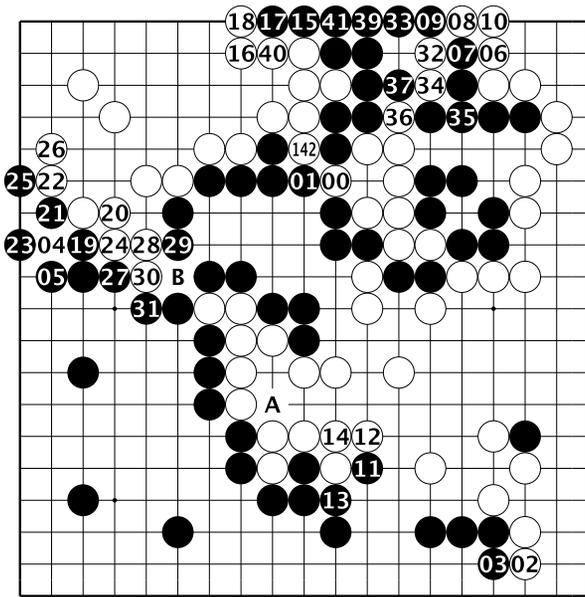


Figure 3 (100 - 142)

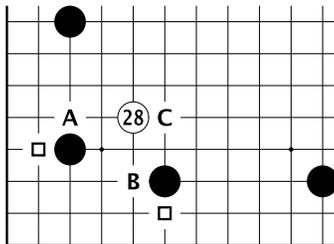


Diagram 1 - alternative ㉘

It can be difficult to find the best reduction move sometimes. Normally you want to play in the place your opponent would choose to create an impressive framework. As Black is strong outside, the two probes (marked points in Diagram 1) seem to be rash. Without support any invasion here would be a burden on White. ㉘ or C are better choices. ㉘ aims to follow up with either A or B and is thus hard to punish, because it is more flexible.

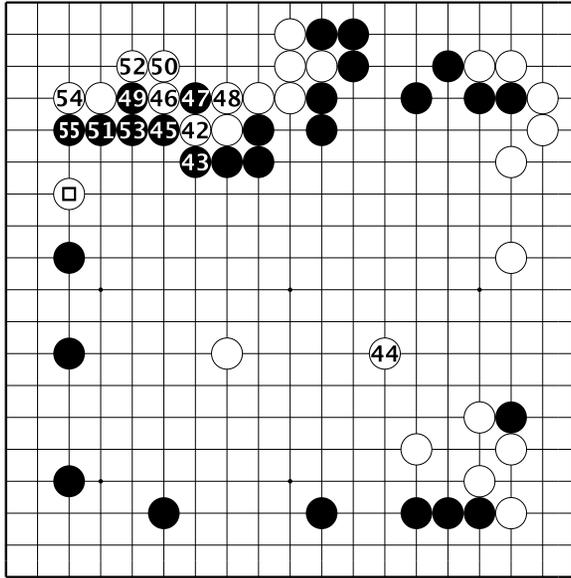


Diagram 2 - alternative ④⑤ - punishment

④⑥ is better at ⑤⑦ - a shape play.

After ⑤⑧ the marked stone is something of an imperial mint.



# TEACHING BEGINNERS

Edwin Brady

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At St Andrews Go Club, like, I hope, every other Go club in the land, we are delighted when a new player arrives. A constant supply of new players is essential to keep the club alive, since, as a student club, players leave every year on finishing their degrees. Sometimes these new players know the game already, and have found the club through the BGA website. In many cases, however, they are complete beginners, and have found the club from attending Freshers' Fair, by one of our occasional poster campaigns, or often because one of their friends plays and they would like to know what the game is all about.



We are delighted to see any of these new players, but I am particularly pleased when a complete beginner arrives. Teaching beginners, whether or not they become regular players, means more people knowing about Go. More mainstream knowledge can only be a good thing for many reasons. (If nothing else, it saves explaining to potential tournament venues that no, there are no Ouija boards involved. This really happened.)

Judging by some recent posts on the gotalk mailing list, people can feel that recruiting and teaching beginners can be hard work and requires a

long term commitment on the part of the teacher. My experience has been that this is not the case, and that teaching new players can be very rewarding. Obviously, if you are a relatively experienced player, it will be some time before they can play you with a reasonable handicap on a 19x19 board. Nevertheless, if you can explain the basics well and convey enough enthusiasm, you may find within a few weeks they are learning more about the game for themselves, by browsing the huge amount of information online or playing on a Go server.

In the rest of this article, I will describe my own approach to teaching beginners. I have found it to work well in practice in my experience with university students. You may not agree with all of the details, and you may find a different approach works better for you — nevertheless it is important to have some kind of structured but flexible plan for teaching, and I believe this is a good starting point. Above all the beginner must be made to feel welcome, and not like an interloper amongst serious strong players. Some will say something like, "Don't worry, I'll just watch," but it is no fun for a complete beginner to watch two shodans battling for an hour!

Absolutely anyone can teach a beginner, providing of course that they know the rules and some basic strategy themselves. It is much more important in any case for the teacher to be helpful and enthusiastic than absolutely right — as amateurs we can never be sure we are absolutely right anyway.

When I am teaching a single beginner, a typical introductory session might go like this: I introduce myself, and maybe we will have a quick chat about who we are and what we do. This has nothing to do with Go of course, but it is part of making the beginner feel welcome. Before starting to play, I explain that the point of the first few games is to get comfortable with the rules. It is much easier to understand the rules in the context of a game, rather than by abstract explanation, so I cover only the absolute basics before starting, i.e. the aim of the game, that stones go on the intersections, capturing, and how the game ends. I explain the terms 'liberty' and 'atari', but otherwise avoid technical terms.



In particular, I leave out such details as ko, throw-ins, life and death, seki, dame, etc. None of these will make sense out of context, and most will come up within the first couple of games. I explain the handicapping system, and set up a five stone handicap on a 9x9 board. I usually say before we start that there are a couple more rules but I will explain them as they come up, so that they do not think I am making the rules up as I go! I like to encourage fairly fast play for the first few games. Some beginners think very carefully then

make the wrong move anyway, and some can freeze completely, and need encouraging to make a move. Obviously thinking about moves is a good idea but it is hard to do so sensibly without some experience. In these games it can be tempting to capture all of Black's stones given an opportunity, but it is good to resist. The point of these introductory games is to make things comprehensible, not to win or lose, so I try to play accordingly. Aiming to win by a small margin, rather than by killing everything, makes it easier to show how territory is formed and how the game ends.

The end of the game is almost always a problem — most people have difficulty knowing when the game is over, and spend several minutes examining the board not knowing what to do. I generally ask what they are thinking and point out where the clearly defined territories and borders are and where there are still moves left to play. The end of the game should not drag on too long; it is entirely possible otherwise that the last few moves could take as long as the rest of the game!

Usually, at least one black group dies in the first couple of games. The beginner as a result is very keen to know how to prevent this. I leave the explanation of eyes until after a game or two because then it is much easier for the beginner to understand why I am explaining them and what they are for. The simplest way is to set up a three space big eye in the corner, and show the sequences when each side plays first. I often find it helps at this stage to set up a couple of simple life and death problems with various big eye shapes.

By now, I am usually being soundly beaten giving Black five stones, and sometimes giving Black four. I find it is a good time to explain some basic strategy: "If you connect all your stones, you will win." This whole process, from introduction to playing a few games, generally takes half an hour to an hour. By this point, if there are two beginners, or some other relatively new players, it is good to have them play amongst themselves as well as against stronger players. In any case, it is good to find other opponents, and now they have a good enough understanding of rules and basic strategy to call themselves 30 kyu at least.

If you have never thought about how to approach teaching beginners, I hope that this article has given a useful

starting point. The BGA website includes lots of further information for organisers and teachers. We usually keep a small stock of the promotional leaflets (the cartoon introduction and the BGA leaflet in particular) to give to enthusiastic newcomers. The Organisers Handbook, available online, is also a valuable source of information on teaching beginners and growing a Go club.

Finally, where can you find beginners to teach? If your club is in a university town, one of the best ways is to attend the Freshers' Fair at the beginning of the academic year, usually around late September or early October. If you would like advice on how to go about this, you can contact the BGA Student Development representative (me!) at [student@britgo.org](mailto:student@britgo.org).

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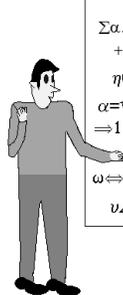
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*SIDEWAYS LOOKING PERSONS*



$$\Sigma \alpha \dots \eta \div (\delta \gamma / \delta \chi \beta \uparrow 42) + \pi \sqsupset \times \phi ((\Delta v) \cup \omega \dots)$$

$$+ ((\Delta \tau v \cup \omega \dots) \vee \xi \rightarrow \rho \infty$$

$$\eta \cup \iota \pm \eta \uparrow 2 K + i + i + \uparrow \rho \delta \psi \quad \pi \leq \theta \pm \psi$$

$$\alpha = \sqrt{\Sigma (\varepsilon - \gamma)} + \Sigma (\beta \pm \alpha \lambda) = \Delta \sigma \dots \mu = \omega \leq \beta$$

$$\Rightarrow 1.243 \times \sqrt{\varepsilon - \varepsilon} M \text{ was } a > b + c > d \uparrow$$

$$\infty - f(\tau + 2\chi) + \alpha \times \beta + 0 \div \rho = \psi \text{ here}$$

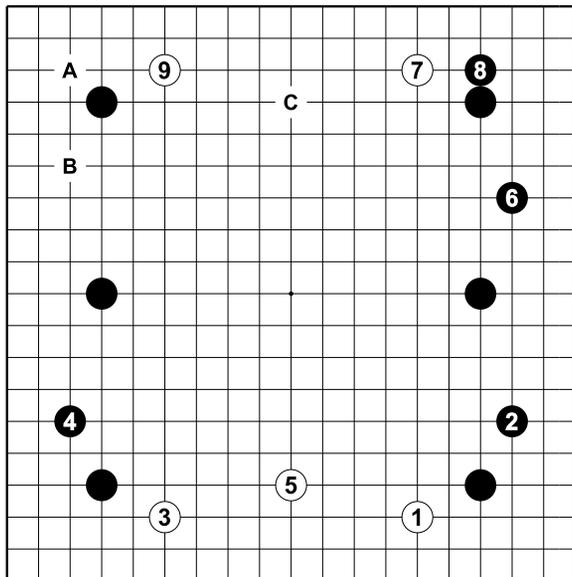
$$\omega \Leftrightarrow \Omega [2 \div \sqrt{4}] \quad \ominus \neg \tilde{N}(\theta - \lambda) \quad \phi \Leftrightarrow \kappa \psi$$

$$v \angle \varphi \{ \varepsilon + (\delta \div \kappa) \times (\gamma - \eta) \} \quad \text{QED } 2 + 2 = 5$$

... and so we have proved that it is best to play a two point sente play before playing a two point gote play

# PROVERBS FOR WEAK PLAYERS

The following position shows a common situation from a 6-stone handicap game. White has created a solid territory worth 30 points on the lower side, in return for which Black has created a fragile framework on the sides. In the top White has just threatened to kill the corner with 9. How should Black answer? Take ten minutes to decide.



While considering your response some earlier proverbs provided by Francis Roads in BGJ 35 (February 1977) are reproduced below to assist your deliberations.

## **WEAK PLAYER'S PROVERBS** by Francis Roads

As we all know, the 15-kyu player is the backbone of the Association, and the aim of this brief article is to help keep it that way.

Weak players have an unwritten code of Go proverbs similar to those used by strong players, but as far as I know this is the first attempt by anyone to codify them. Please note that those ten precepts are based not on any abstract theory, but on my actual observation of the play of some of the most experienced beginners in the country. Anyone who masters them can raise this strength from 15 to 20 or even 25 kyu very rapidly.

1. Handicap stones are a source of weakness, and need strong defence.
2. One small secure territory ensures success.
3. Ko fights lead to trouble and are best avoided.
4. Large moves are sente; small ones are gote.
5. It takes an elementary player to spot an elementary trap.
6. Your opponent is quite likely to allow you two moves in succession.
7. One point near your opponent's last move is worth ten points elsewhere.
8. Hurry to fill an opponent's liberty before he can fill one of yours.
9. After you have made a couple of dozen moves, it is time to start thinking about surrounding some territory.
10. Never pass.

A: 100% An excellent move, staving off certain death with a solid base in the corner, and preventing the damaging 3-3 invasion.

B: 75% Good thinking, but forgetting the proverb "Black keima in the corner is dead"

C: 25% Splitting White into two weak groups and forcing him to work harder to kill you is unseemly. Remember, it is bad manners to attack White groups.

### **MEMBERSHIP REMINDER**

BGA membership runs on an annual basis, based on quarter start dates. Whilst most members do run on calendar years, have you checked yours? Are your contact details up-to-date with the membership secretary?

Have you considered joining for 5 years at a time ?

Contact [membership@britgo.org](mailto:membership@britgo.org).

# A NEW FACE FOR GO

Peter Wendes

pwendes@hotmail.com

Most readers of the Journal will be familiar with internet Go, and have a preferred server if they wish to play online. However, some servers can be daunting for beginners and the less technically-minded, and so I'd like to introduce the Facebook Go application, which might be of interest to your friends and family who might be otherwise unwilling to pick up a Go stone. The BGA Facebook group already has over 100 members.

The Facebook social utility phenomenon has grown very fast recently, and the arrival of a Go application has made it a useful and user-friendly way to raise awareness of the game. Once you have a Facebook account, you can play games easily with your friends, or with anyone as a Public Game. Play is possible on 9x9, 13x13 and 19x19 boards, with or without handicap stones and komi, and a chat box is provided. There are usually around 800 active users, who have played some 50,000 games.

Those who would like to try their hand at Go promotion can gain Govangelist points by introducing people who have never played on Facebook before, while the very shy can simply play the GnuGo bot.

To use Facebook's Go application you must first register as a Facebook user at:

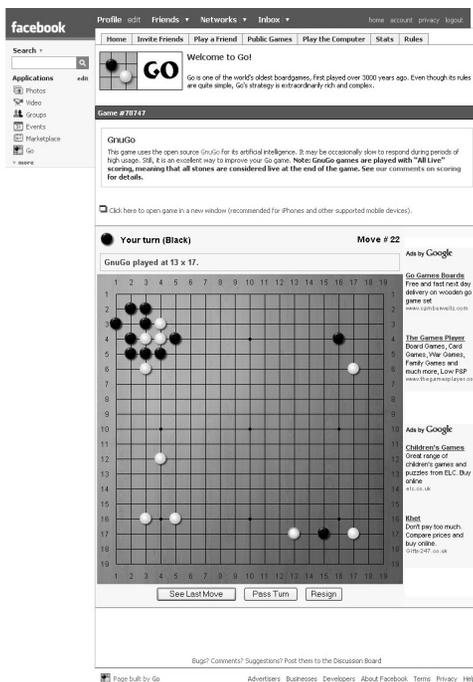
[www.facebook.com](http://www.facebook.com)

Once a user, to find Go, search Facebook for applications using 'game go'.

About 10 down the list is the Go application (the one by Kevin Lin).

To just see the Go application main page anyone can visit:

[www.facebook.com/applications/Go/6678261245](http://www.facebook.com/applications/Go/6678261245)

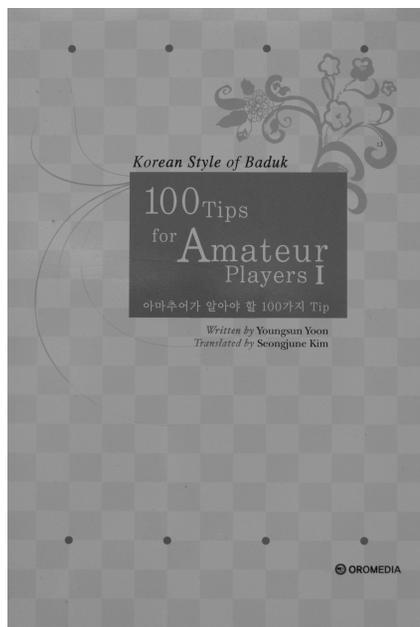


While there are plenty of more advanced Go servers available, I can recommend the Facebook application for ease of use. Some of our most Go-sceptical friends, who would never dream of sitting down to a face-to-face game are very happy to play a game, sometimes prompted or encouraged via the chat box.

# BOOK REVIEW: 100 TIPS

Tony Atkins

ajaxgo@yahoo.co.uk



Some of you will have met Youngsun Yoon at events such as the European Go Congress. She is a Korean 5p and is now living in Germany having married Rasmus Buchmann 2d last year. Her picture appeared on the cover of one of her previous books reviewed in the last journal. She says in the introduction to this new book that in her time in Europe she has started to get a feel for what the European players need to know but in general do not.

The full title of the book is '100 Tips for Amateur Players 1'. As it deals with 31 basic tips then we can expect two more volumes from her, from publisher Oromedia and translator Seongjune Kim, 6d, who used to live in Cambridge.

It contains three chapters. The first deals with some jeongseok (joseki) and variations we should know. The second deals with some opening positions and proverbs we should know. The third is described as 'training' and teaches some common tesuji.

The 190 pages of the book are well laid out, with one diagram on an introduction page and two on the explanation pages. It is bilingual with Korean text below the English, but this does not distract. There are one or two typos and some phrases that don't quite read correctly, but it is not full of unknown Korean technical terms and over all it is very clear and useful. Gerry Mills rates it as Intermediate and there is certainly something to learn for every kyu or low dan player.

Nowadays with so many books being published in English, I am starting to only buy books where I know the author, and at £12.50 from the BGA this is an author worth getting to know.

## BGA BOOKS

Price list: <http://www.britgo.org/bgabooks/bgaprices.html>

Gerry Mills can also be contacted on 07836 602167 (mobile).

# MONKEY JUMP

Ian Davis

ian.davis29@btinternet.com

The Monkey Jump is a play that can prove tricky for beginners. Some block correctly and concede around 8 points, some block incorrectly and lose more, some panic and shout "take your paws off me you damned dirty ape".

Really though, there is no need for such theatrics. Many years ago, downstairs in a smoke filled Go Cafe, a French player showed me a piece of advice which I have found to be very useful. It reduces the problem down to just two rules, and is therefore relatively easy to apply.

For a more complicated treatment read Richard Hunter's Monkey Jump Workshop, ISBN 0-9706193-9-1.

<http://www.slateandshell.com/libraryprod.asp?SSKey=SSRH002>

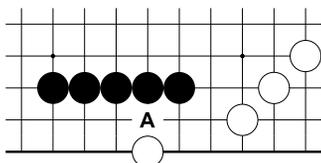


Diagram 1

Rule 1. Your opponent plays the Monkey jump below your stoneline. Your stones are 2 lines above the edge. In this case, attach at A.

As we see in Diagram 2, White cannot push through.

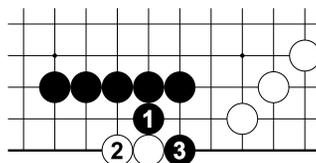


Diagram 2

So we expect White to play as in Diagram 3, which is gote for him.

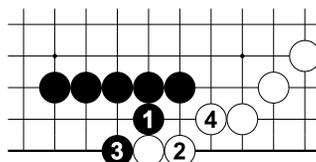


Diagram 3



# WORLD MIND SPORTS GAMES, BEIJING

**Ron Bell**

President@britgo.org

The first "Mind Sports Olympics" will be held at the Olympic venue in Beijing, China, from 4th-17th October this year. Five mind sports will be included: Go, chess, bridge, draughts, and Chinese chess.

The BGA Council has resolved to give high priority to this event and to send the biggest, strongest team we can. I will personally be leading the planning, together with Toby Manning who has already volunteered to help. I wish to take this opportunity to call for further volunteers to join the organizing team.

Accommodation in Beijing (in the

Olympic village) will be generously paid for by the host nation (China) but we will have to find the air fare and other expenses. Inevitably, most players will have to make a substantial contribution to expenses out of their own pockets - but we intend to aggressively seek sponsorship and institute a hardship fund with the objective that no player strong enough to be selected should be prevented from going on grounds of personal cost.

Players representing the UK must hold a British passport and must be members of the BGA.

The current published plan (which may change) is as follows:

FIRST WEEK. Three Individual events.

Scheduling clashes prevent anyone playing in more than one of these.

Men's Individual. 5 players maximum.

Women's Individual. 3 players max.

Open individual. 2 players max.

SECOND WEEK. Three Team events.

Men's Team. 6 players including one reserve.

Women's Team. 4 players including one reserve.

Mixed Pairs (Pair Go). 2 Pairs. (This may change to one.)

Those who play an individual event in week one can also play a team event in week two.

Professional players are allowed in all events except the Individual Open.

Our current intention is to enter the maximum number allowed in all events and the minimum numbers of players needed to do this is governed by the second week. It comes to a total of 8 men and 6 women. These same 14 players COULD also cover the first week's events.

However, if we tried to maximize the number of players, we could go for a completely different set of people for the first week, sending an additional 10 players and a total of 24. Please let me know whether you think we should go for maximum numbers or maximum strength.

Obviously, I don't know at this stage how strong you will need to be to be selected but Council has decided that it will be based on the official BGA Ratings List at a date yet to be specified rather than on a qualifying tournament (except possibly for Pair Go).

So get entering tournaments and get your grade up!

Anyone who would like to represent Britain in the World Mind Sports Games should let me know as soon as possible and say which event or events they would like to play in. Obviously, it doesn't make sense for beginners to consider asking - but the strength you may need to be for selection may be lower than you think (particularly, I guess, for women since there aren't enough of you in the BGA!)

## USEFUL WEB AND EMAIL ADDRESSES

Journal comments and contributions: [journal@britgo.org](mailto:journal@britgo.org)

Email for advertising related matters: [advertising@britgo.org](mailto:advertising@britgo.org)

Email for general BGA enquiries: [bga@britgo.org](mailto:bga@britgo.org)

BGA website: <http://www.britgo.org/>  
specifically <http://www.britgo.org/bgj/recent.html>  
for links to current issue .sgf files.

BGA email list: [gotalk@britgo.org](mailto:gotalk@britgo.org)  
used for general discussion and announcements - control from:  
<http://three.pairlist.net/mailman/listinfo/gotalk>

For discussion of how the BGA operates: [bga-policy@britgo.org](mailto:bga-policy@britgo.org)  
<http://two.pairlist.net/mailman/listinfo/bga-policy>

Newsletter Distribution contact: <http://SGBailey@iee.org>

**BGA Tournament Day mobile: 07506 555366.**

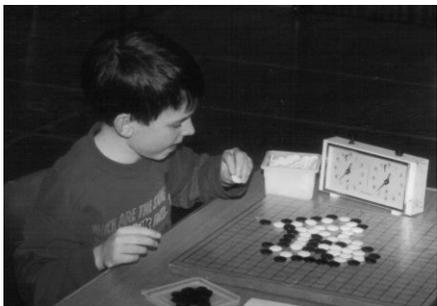
# 10 YEARS AGO

Tony Atkins

ajaxgo@yahoo.co.uk

The New Year London Open at Highbury Roundhouse had 146 players from 16 countries. In the semi-finals Shutai Zhang beat Matthew Macfadyen and Guo Juan beat John Rickard. Guo then won the final. Emil Nijhuis won the Lightning and Philip Marshall, 9k, the continuous 13x13.

Furze Platt was won by T Mark Hall for a second year running. The following day the British Youth Go Championships were held at Milton near Cambridge. The Under-14 champ, Tom Blockley, beat the Under-16, Francis Weaver, to be over all champion. Under-18 champ was Paul Hyman. William Brooks, 14k, won the Under-10 and Paul Blockley the Under-8. Brakenhale were the best team.



Oxford was back at St Edmund Hall and won by Macfadyen. Cambridge was a tie between Matthew Cocke and Des Cann. Japanese professionals Mr

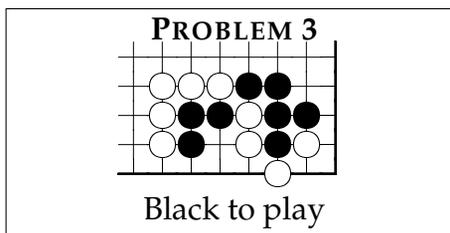
and Mrs Okada visited the Nippon Club in London. Also held there was a 24 player 6-round Challengers' Tournament that selected Edmund Shaw to play Matthew Macfadyen.

Alan Thornton won Bournemouth and the British Go Congress at British Aerospace near Chester was won by Matthew Macfadyen. Francis Roads was second, also taking the Stacey Trophy, and Des Cann won the British Lightning.

The Irish Open, held on St Patrick's Weekend, was the first visit of Yuki Shigeno, 2p. There was a party at the Japanese Ambassador's residence with Guinness, Liar Dice and even some Go. The Open was won by Matthew Macfadyen, Christoph Gerlach won the Rapid (beating Yuki in the play-off) and Scott Hopkins the Handicap.

On the continent, Shutai Zhang won Paris, the Under-18 Youth Champion was Dmitry Bogatsky and Under-12 was Ondrej Silt. Matthew Macfadyen was our rep at the Ing Cup in Cannes; he was seventh and Guo Juan was first.

The second LG Cup was won by O Rissei who beat Yoo in the final. Yoo also lost to Lee Chang-Ho in the Tong Yang Securities Cup. In Japan Cho defended the Kisei title against Yoda.



# SUMMARY ACCOUNTS

The full accounts will be presented at the AGM. Meanwhile, a simplified summary to give the members an idea of how the BGA finances operate.

## Income and expenditure statement

### Income

Subscriptions	7,900
Other (Levies, Books, etc)	6,700
<b>Total income</b>	<u><u>14,600</u></u>

### Membership services

Newsletter	2,100
Journal	4,600
Affiliations	500
	<u><u>7,300</u></u>

<b>Tournaments</b>	2,100
<b>Player development</b>	900
<b>Outreach</b>	3,500
<b>Administration</b>	1,200

<b>Total expenses</b>	<u><u>14,900</u></u>
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**(Loss) / Surplus for year** (400)

## Balance sheet

**Fixed assets** 1,600

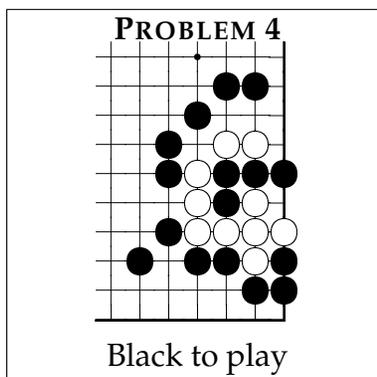
**Current assets** 30,900

**Current liabilities** 13,200

(mostly advance subscriptions)

**Net current assets** 17,700

**Net assets** 19,300



## ADVERTISEMENTS

Advertisements in the BGJ are  
£100 per page pro-rata  
for black and white.

Contact the Advertising Manager  
[advertising@britgo.org](mailto:advertising@britgo.org)  
for the colour cover rate, or any  
other advertising related promotion  
with the BGA.

Privately placed small ads,  
not for profit, are free.

Discounts are available for a series.

# UK CLUBS LIST

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

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

Please send corrections and all new or amended information to the Journal and Newsletter editors and Website maintainer via [club-list@britgo.org](mailto:club-list@britgo.org)

Recent changes are at: <http://www.britgo.org/clublist/update.txt>

All significant changes between full lists will be published here. The last full list appeared in BGJ #142.

Please subscribe to the email Newsletter for more frequent updates.

## **ARUNDEL - MONTHLY**

Sue Paterson, 01903 889825 or 07740 376209 (mobile). Last Sunday of the month from 14.00 onwards. 1 Town Quay, River Rd, Arundel, West Sussex BN18 9DF. Please ring first to confirm.

## **LONDON - CENTRAL AND NIPPON CLUB IGO KAI**

Now holding joint meeting on Saturdays 13:00-20:00.

CLGC: Jonathan Turner, [je\\_turner@hotmail.com](mailto:je_turner@hotmail.com) 07968 538881 (mobile).

Nippon Club Igo Kai: Kiyohiko Tanaka (KGS: matta), [gokichi@tanaka.co.uk](mailto:gokichi@tanaka.co.uk) 07956 594040 (mobile).

Nippon Club Salon, 2nd floor, Samuel House, 6 St Albans Street, [off Jermyn Street] London, SW1Y 4SQ. Behind Mitsukoshi Department Store on Lower Regent Street. Three minutes from Picadilly Circus Underground. At the entrance, ring the bell for Nippon Club to get in.

Ideal club for those players who wish to drop in after shopping in Central London. Open to Go players of all strengths including complete beginners. Board fee still £3.00 per player.

## **ABERDEEN**

New contacts: Aidan Karley and Russell Ward,  
[aberdeen-go-owner@yahoogroups.com](mailto:aberdeen-go-owner@yahoogroups.com)

<http://games.groups.yahoo.com/group/aberdeen-go/>

## **BRIGHTON**

Jil Segerman, additional number 01273 470346 (home).

**BELFAST** Ian Davis, [ian.davis29@btinternet.com](mailto:ian.davis29@btinternet.com), 07952 184010 (mobile).

Meets: Monday nights from 19:00. Table Top North society  
<http://www.tabletopnorth.org/>.

The venue is the function room of Belfast Boat Club (BT9 5FJ).

<http://uk.geocities.com/ian.davis29@btinternet.com/igo.html>

## LONDON - PUTNEY - \*NEW\*

Meets Thursdays, around 19:30, Queen Adelaide Pub, Putney. Corner of Oakhill Road and Putney Bridge Road. <http://www.thequeenadelaide.co.uk/>

Check with David Cantrell [david@cantrell.org.uk](mailto:david@cantrell.org.uk) 07979 866975 (mobile).

**EDINBURGH** Wednesday meetings now confirmed and regular.

## EPSOM DOWNS

Now meeting at Paul and Yvonne's new house. Contact Paul

[Paul@yuhong.demon.co.uk](mailto:Paul@yuhong.demon.co.uk) 01372 723 268 for directions.

**EXETER** (Previously Devon and Exeter)

David Storkey [DaveStorkey@netscape.net](mailto:DaveStorkey@netscape.net) 01392 461182, has taken over the running of the club.

Meets: first and third Wednesday of the month at 19.00, upstairs, Georges Meeting House, South Street, Exeter. Phone or email to confirm.

## Other Meetings

Go players in South East London are welcome at Charlton Chess Club. As well as chess, the club encourages other board games of skill.

Tuesday from 19:30 to 22:00. Charlton House, Charlton Road, London, SE7 8RE.

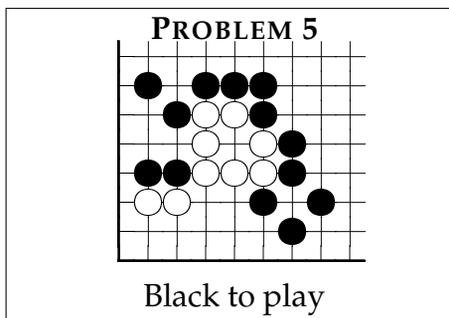
Tony Stebbings [charltonchess@yahoo.co.uk](mailto:charltonchess@yahoo.co.uk)

<http://www.communicate.co.uk/london/charltonchess/>

## FUTURE CONGRESSES

Volunteer clubs are required to host the British Go Congress over a weekend near Easter in 2009, 2010, 2011.

Contact council or Steve Bailey ([treasurer@britgo.org](mailto:treasurer@britgo.org)).



# DAN PROMOTION RATES

Ian Davis

ian.davis29@btinternet.com

Out of interest one day I decided to assess the rate of Dan creation for the BGA as a whole. Using the webpages and some old journal entries I was able to piece together most of the data, although by necessity I had to leave out some awards where the date was unknown. The graph is a scatter plot of annual data with 2 trend lines showing the 4 year moving average. One looks at the number of new BGA shodan certificates awarded each year since 1970. The second looks at

the number of new 'other' dan BGA certificates awarded each year. No distinctions are made between 'foreign arrivals' and existing British players.

Around 1978 appears to have been the high point for the BGA. There is a large trough around 1985 for some reason. Since 2000, the number of new shodan have been falling, but the opposite is true for other dan ranks.

The reader is left to interpret this data and draw their own conclusions.



## ANSWER TO PHOTO QUIZ IN ISSUE 143

As the proverb says: "If you cannot read Ladders, don't play Go".

It is a heart shape and can be seen as problem 1 in "The Treasure Chest Enigma" by Nakayama Noriyuki.

(published by Slate and Shell and available from the BGA at £17.50).



Guo Juan (with Shaoyou Ouyang) reviewing Ouyang's last game of the London Open 2007.

