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PHOTO AND SCAN CREDITS

Front Cover: New Year's Eve Rengo at the London Open – Kiyohiko Tanaka.

Above: Go (and Shogi) Shop – Youth Exchange in Japan – Paul Smith.

Inside Rear: Collecting IV – Stamps from Tony Atkins.

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EDITORIAL

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Welcome to the 151st British Go Journal.

Changing of the Guard

After 3 years and 11 editions, Barry Chandler has handed over the editor's reins and can at last concentrate on his move to the beautiful county of Shropshire. Jon Diamond, in his View from the Top, thanks him for his many hours of hard work on the Journal.

Your new Editors are Fred Holroyd and me (Pat Ridley). We plan to edit alternate editions, and it is my honour to kick off with this one. I am delighted to say that Barry has offered to continue contributing as Journal Consultant, and I will certainly be most grateful for his ongoing help — he has helped enormously already. Our anonymous cartoonist neatly summarises the view from the Editor's chair on page 6. Editors from earlier days may look on this with envy — or possibly relief.

At such a breakpoint it is natural to take stock of the role and nature of the Journal, perhaps particularly in the light of the ever-growing number of other methods of delivering information to our members: the Newsletter, the BGA web site, Facebook, Twitter, RSS feeds and more to come, no doubt. As your new Editors, Fred and I will always be grateful for your views on what you would like to see in your Journal, either through private communication or perhaps as Letters to the Editor. We have one such letter from Geoff Kaniuk, responding to the call in the last Journal for views on where and when the solutions to problems are published — do we have any more views on this topic?

As ever, the quality of the content depends on the contributions that you, the members, send in. Please keep sending us interesting games, problems and Go-related experiences for inclusion in the Journal.

Credits

Behind the scenes, there is a team of people involved in helping to prepare articles for publication and proof-read the drafts, and making regular contributions. My grateful thanks to our anonymous problemist and our anonymous cartoonist, to Ian Davis for his help with game diagrams, Barry Chandler for his work on the article on the History of Go in Europe and to all those who have contributed items: Tony Atkins, Matthew Crosby, Jon Diamond, Guoro Ding, Geoff Kaniuk, Colin MacLennan, Simon Goss, T Mark Hall, Graham Philips, Franco Pratesi, Francis Roads and Paul Smith; and helped with the proof-reading — the above plus Martin Harvey, Fred Holroyd and Isobel Ridley.

My thanks also to T Mark Hall and GoGoD for permission to reproduce the article on the Origin of Go in Korea from the GoGoD Encyclopedia.

Pat Ridley

LETTERS TO THE EDITOR

Please Publish Solutions

I am extremely grateful to our retiring editor Barry Chandler for all the hard work he has put into the journal and (with a goodbye wave) for asking for feedback on the question of the current practise of publishing solutions to problems on the web [BGJ 150 Editorial].

I have long felt that the web is certainly useful for publishing solutions, especially if the game diagram can be interactive and where there is more space to discuss some of the obvious lines which in the end don't work.

However, when I think I have mastered the solution to a problem, I am impatient to get feedback immediately on whether I really have succeeded. So I find it frustrating to have to remember to hunt around on the web for the solution at some time in the future. I would find greater enjoyment if the solution was published in the same journal as well as later on the web.

Whilst on the subject of problems, whilst I find some of the Sideways Looking Persons amusing, they do take up an awful amount of space and I would much rather that space be used for more problems.

Geoff Kaniuk

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

<http://www.britgo.org/bgj/current>

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

<http://www.britgo.org/bgj/issue150>

UK NEWS

Tony Atkins

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Edinburgh

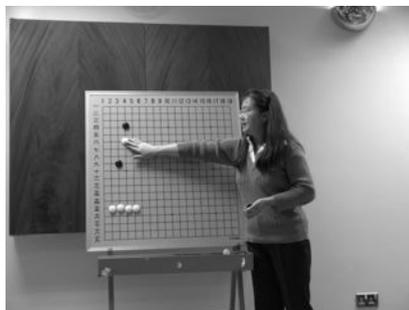
The emergence of several Scottish-resident dan players killed off the previous Scottish Barlow tournament, so the 2009 event on 12th December was billed as the Edinburgh Christmas. The Quaker Meeting House in Victoria Terrace remained the venue, and 39 players made their way through the icy fog from as far away as Skye and Brighton to take part. The only player to win all four games and take the new title was Alex Kent (1d Durham). On three wins were Yohei Negi (3d St Andrews), Matt Crosby (3d Edinburgh), Glynn Forsythe (2k Glasgow), Rab Fulton (2k Glasgow), Ron Bell (4k Borders), Eugene Hung-Chik Wong (4k Aberdeen), Andrew Thurman (7k Durham), David Cantrell (10k London) and Gregor Welsh (14k Durham).

Shortly after the event Piotr Wisthal beat Robbie Miller 2-1 to retain the Scottish Champion title and qualify for 2010, when he will play David Lee. Yohei Negi will play Matt Crosby in the other semi-final.

London

The 36th London Open was held again at ISH, Great Portland Street, as usual on the last four days of the year, and was again a major in the Pandanet Go European Cup. The top one or two games in each round were broadcast live on Pandanet, but unfortunately the planned webcam was not in operation. Special guest was again the teaching professional from Amsterdam, Guo Juan.

In all, 115 players took part, with 106 of them playing in round 1.



Guo Juan lectures at the London Open

There was a good number of strong players battling on the top boards, including some keeping British interest alive. In the first round the top board clash was between the young British star from Hong Kong, Vanessa Wong, and Kana Nakao, who lives in Oxford; Vanessa won by just half a point. After two rounds she was still unbeaten, as was Matthew Macfadyen. Also on two wins were Zi Wang, Xi Gao, Wei Wang, Yangran Zhang and Matthew Crosby.

On the second day, Zi beat Matthew Macfadyen, and Wei and Xi both won. Matthew Crosby, who got the lucky down float in the draw for round 3, then played Zi on the top board in round 4. In a tough game on board 2 Wei beat Xi by 8.5. Other top players winning were Macfadyen, Yanqi Zhang and Wong. In the evening Pair Go Tournament, the best of the 16 pairs was Yanqi Zhang and Wei Wang. Second, losing the final, were Alice

Bradley and Andrew Simons. Also on three wins were: Jenny Radcliffe and Yohei Negi, Guo Juan and Geoff Kaniuk, Kirsty Healey and Matthew Macfadyen.

On day three, the top board clash was between the two Wangs, both Chinese 6d. In an exciting overtime shoot-out, Zi killed a corner group to win. Also winning were Vanessa Wong, Andrew Kay and Matthew Macfadyen. In round 6, Zi won his 6th game by beating Vanessa. There were wins too for Macfadyen, Wei and Xi.

In the evening there was a choice between a lecture by Guo Juan and playing the Lightning Tournament. The best four of the 32 or so players who entered survived to the knockout stage. In it, Yanqi Zhang beat Zi Wang, and Emeric Lemaire (3d Lille) beat Harald Kroll (3d Essen). In the final, Emeric beat Yanqi to take the title.



Zi Wang - winner with 7 out of 7

The final round of the Open was held on the Friday morning. Zi had played all the very strong players, so had to play Andrew Kay. Andrew lost, so Zi Wang won the tournament, as expected. The battle for second place was on board 2 between Macfadyen

and Wei, won by Wei. The group on 5 and in the tie-break for third was: Wong, Macfadyen, Zhang and Xi. Vanessa Wong and Matthew Macfadyen tied, but were given the plaques in that order. Yanqi Zhang got the one for 5th and Xi Gao had to settle for 6th. Alavaro Parra (2k) from Spain won his first 6, but lost the last round to a 3d. Also winning 6 was Hichem Aktouche (3k) from France.

Guo Juan gave a public game analysis and then the prizes were presented by Christopher Read from sponsors Winton Capital Management. All players on five or more wins got a paperweight, and those on four got a certificate. This was followed by an informal Rengo event before the trip to a restaurant for the now traditional New Year's Eve evening meal. Afterwards people could play Go for fun until the early hours, or in a couple of cases the quite late hours!

Maidenhead

As usual the first event of the year was the Maidenhead Furze Platt Tournament on 23rd January. Once again it was at the headquarters of Hitachi Europe and as usual got a good attendance of 60, as the snow of earlier in the month cleared with a week to spare. Jon Diamond (4d Silver Springs) was judged the 19th event winner on tie-break from David Ward (3d Cambridge) and Tim Hunt (3d Milton Keynes), all winning 2 games. Players winning all three were Phil Beck (1d Cambridge), Geoff Kaniuk (3k Cambridge), Francisco Divers (5k London), Xinyi Lu (5k Maidenhead) and John Collins (12k St Albans). In addition all on two wins won a prize thanks to generous sponsorship from Hitachi. Team winner was the Central London team with 75%. There was no

prize awarded in the 13x13.

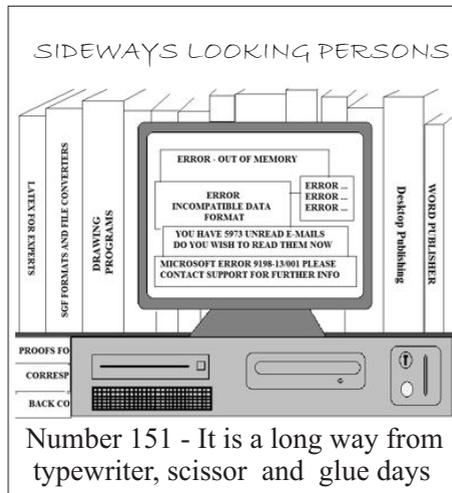
Wanstead

The following Saturday, Wanstead Tournament returned to its old early year spot, but kept the same Wanstead House venue in East London. Thirty-two players took part and were able to visit the local pubs and cafés at lunchtime. Matthew Macfadyen (6d Leamington) got his first tournament win of the year. Other players winning all three were: Mike Cumpstey (3k Manchester), Eric Hall (5k Swindon) and Gary Gibson (7k Wanstead).

Cheshire

Last year as the British was held in Chester, the Cheshire Tournament was replaced by a training day and the trophies were awarded based

on results in the British. This year it was back on in Frodsham at the Community Centre on 13th February, alongside the Chess tournament for the tenth time. In the section containing the top eight players David Ward (3d Cambridge) was the winner, beating Sam Aitken (3d Warwick) in the final. In the 20-player Handicap Section, the winner on a perfect five was Justin Neeves (7k Manchester). Winning four were Jack Ley (8k Warwick) and Brian Timmins (9k Shrewsbury), and Jamie Taylor (5k York) was the top junior, winning three games. Some players were surprised to find tournament organiser, Tony Atkins, selling the refreshments at lunch time, but he claimed to be well practiced as he had done the same all of the evening before for the Chess players.



VIEW FROM THE TOP

Jon Diamond

President@britgo.org



The BGA relies on a few people to support the many activities that we have. The last three months have made this very obvious and I encourage you all to volunteer to help fill these gaps.

Eagle-eyed observers will have noticed that the previous issue of the BGJ was Barry Chandler's last as Editor. Unfortunately, this change happened at short notice during the last stages of editing, so I wasn't able to pay tribute to Barry's three years as Editor then, but I do so now. During his time the BGJ has gone from strength to strength and he's earned a well-deserved rest — with the big project of his new house in prospect.

Gerry Mills has said that he's retiring after 16 years as our Bookseller, and at the age of 80. I think that's another well-deserved retirement. He's been

a rock of support for the BGA and provided a mail-order service and book stands, with knowledgeable advice, at countless tournaments. His last as Bookseller will be in November, so please thank him personally when you see him. We certainly do. I fear that we won't be able to find someone to do the job as comprehensively as Gerry has, so please volunteer if you feel that you can help with just part of what Gerry does.

David Hall has also retired as a distributor of old BGJs, also after a long time. As all old ones should shortly be available online, we've taken this opportunity to review the role. We'll be using most as give-aways at tournaments and for publicity purposes in future, with only limited supplies of early back numbers available — please watch the website for details. A number of Council members are also retiring this year — Edwin Brady as Secretary (but he's still volunteering to be a Council member) and Xinyi Lu, Graham Philips and Joss Wright as Council members. I hope we'll have managed to fill all these vacancies at the AGM by the time you read this.

I'd like to thank all our volunteers and especially those retiring for their support to the BGA and hope they'll continue to help in other ways in the future.

Finally, I'd also like to thank John Fairbairn and T Mark Hall for their donation of a trophy for the Online League (the GoGoD Shield), that we'll be able to present to the first winners, Cambridge, in Edinburgh. □

JAPAN-EUROPE GO EXCHANGE: GAMES

In the previous Journal you will recall the article by Paul Smith on the Japan-Europe Youth Go Exchange in October 2009. Here are a couple of the games played by two of our most promising youngsters, Tian-Ren Chen from Loughborough and Mazhar Warraich from Aston (both 15), against professionals.

Mazhar Warraich 2k v. Koda Akiko 3p

Five stones handicap. Comments by Koda Akiko.

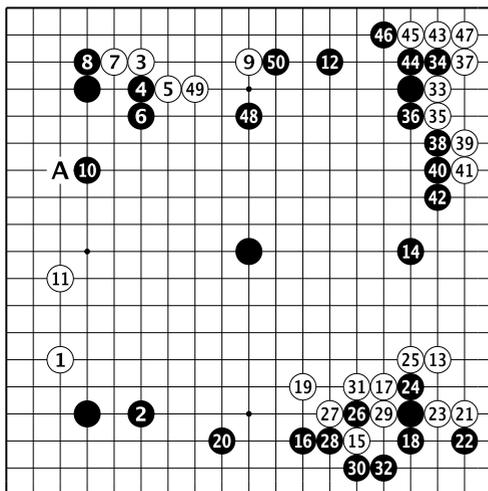
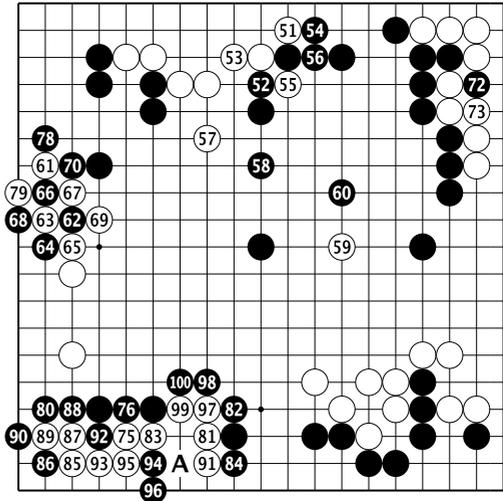


Diagram 1 – Moves 1 to 50

- ⑩ Interesting, usually this would be one space lower (at A).
- ⑬ At 25 is better, or simply coming out diagonally.
- ⑳ Up to this move black makes a good recovery.
- ㉓ Better at 37.

- 62 This is good if there are enough threats.
- 78 Not so good.
- 80 Should be at 88 and then white cannot live.
- 84 At 101 would be a severe attack.

Up to 101 White gets a good result, but after this Black plays very well and in the end wins by 5 points.



71 at 63, 74 at 62, 77 at 63.

Diagram 2 – Moves 51 to 100

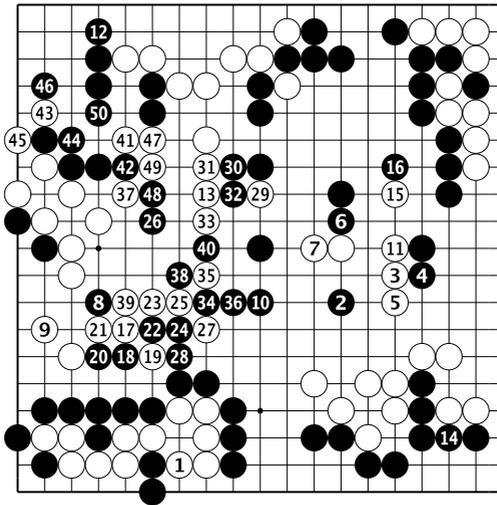
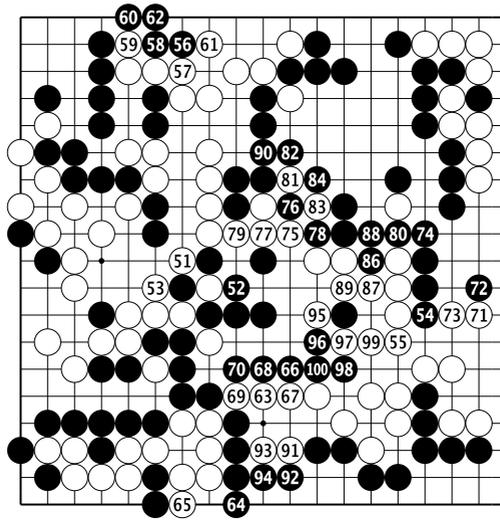
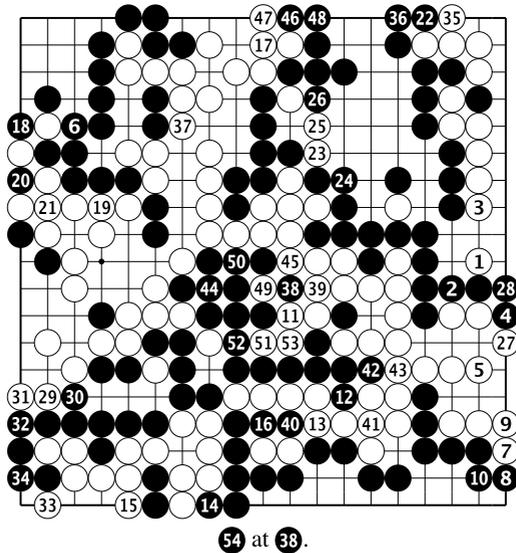


Diagram 3 – Moves 101 to 150



85 at 76.

Diagram 4 – Moves 151 to 200

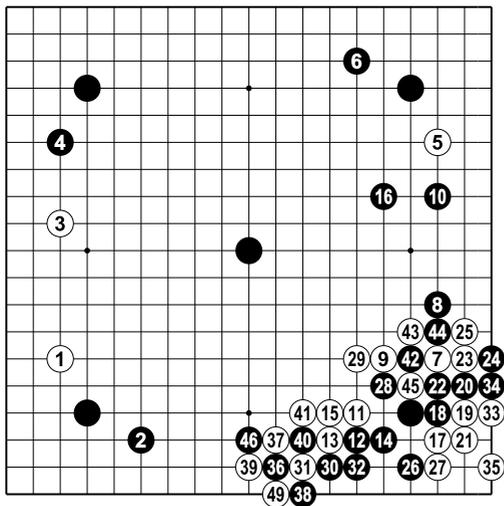


54 at 38.

Diagram 5 – Moves 201 to 254

Tian-Ren Chen 2k v. Ishikura Noboru 9p

Five stones handicap. Comments by Ishikura Noboru.



④⑦ at ③①, ④⑧ at ④②, ⑤⑩ at ④⑤.

Diagram 1 – Moves 1 to 50

①⑥ This is normally at 19. 16 as played shows that black is a strong fighter.

②⑧ The sequence up to this move, where black makes two kos, is very good indeed.

⑦② At 224 would be more normal/safe.

⑦④ This is best.

⑦⑧ This could be played at 83.

⑧②, ⑧④, ⑧⑧ All very good moves by black.

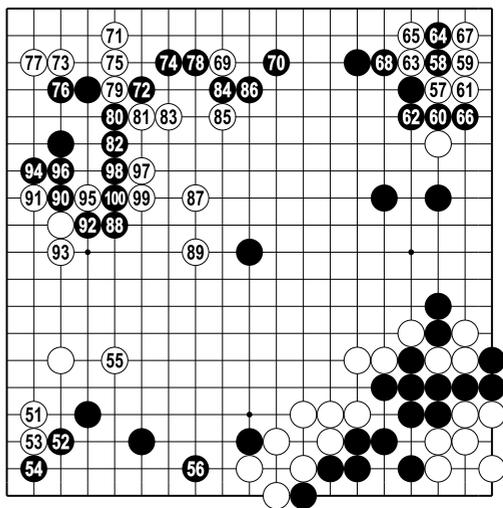


Diagram 2 – Moves 51 to 100

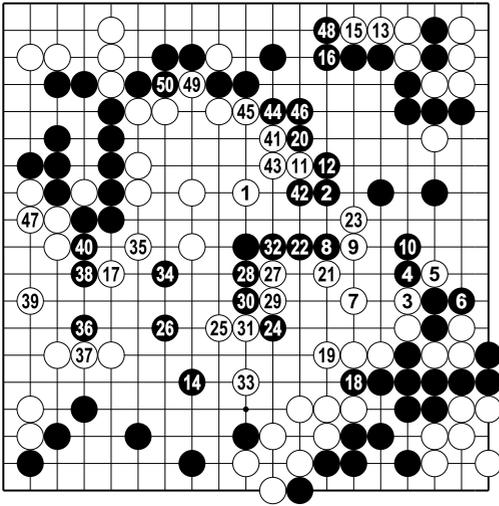


Diagram 3 – Moves 101 to 150

- 102 At 122 is better (Tian suggested this after the game).
- 104 The winning move! Black's territory is very big.

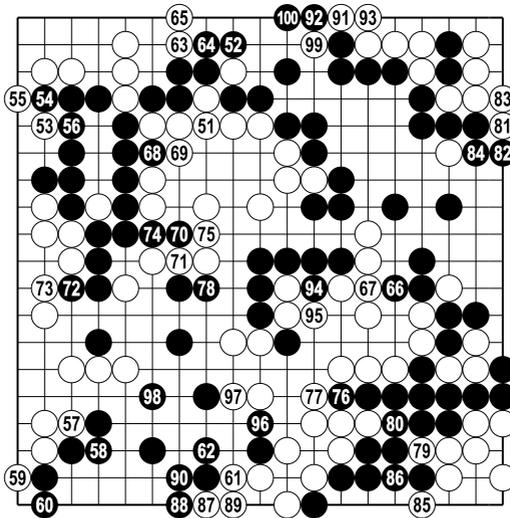


Diagram 4 – Moves 151 to 200

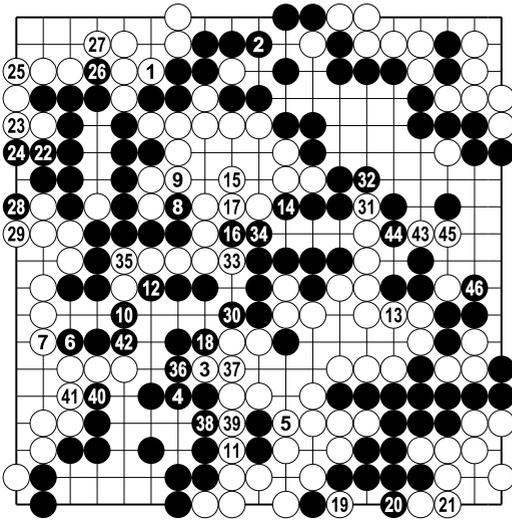


Diagram 5 – Moves 201 to 246

Black would win by about 6 points if white played normally (playing at 244 instead of trying 243).

White resigns at 247.



COUNCIL PROFILE - GRAHAM PHILIPS

Graham Philips

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I first came across Go just 4 years ago, and fell in love with the game enough to both be a happily active player, and also to want to contribute to the Go community in this country and in general. It seems from traffic on GoTalk that it would be useful for those interested to see more of the people representing their interests on the BGA council, so this biography seems to make sense, especially for those I haven't already met in person. You may have already found me on KGS, DGS and OGS as "topazg".

I've been a long time hobby chess player, but it was always just a thought-provoking pastime while I did my more "serious" hobbies of open-source web software. Being interested in game AI, I decided to write a chess engine that could quickly overtake my meagre playing abilities, competent enough to play like I wish I could without my tendency to blunder and lose concentration.

Sadly, I quickly realised that jumping in at chess was a deep end with a learning curve too steep for the spare time I had, so I settled for Connect 4, which turned out to be too far the other way. In seeking a new challenge, I encountered an article in Chessbase talking about Emanuel Lasker's interest in Go, and I decided I'd explore that instead, having never heard of it before.

To begin with, I needed to develop code that would correctly implement the basic rules of the game before embarking on a playing engine, and having read up on the basic concepts of placing stones and scoring I created a simple web-platform to test out the logic and play a few games. Having got a proof of concept working, I found that playing the game very badly against my brother-in-law was actually great fun, and we made it into an online turn-based Go server for a fun project. Going live in November 2005, it had picked up twenty or so players by the turn of the year, and went from strength to strength into what is now known as OGS (some of you may remember seeing me in my OGS T-shirt in some tournaments in 2007!).

Since then Go has become a real hobby of mine, and I have managed to attend a few tournaments over the course of the last 3 years. Being the stubborn, opinionated, outspoken person I am, I couldn't help but throw my oar in far too often at the 2009 AGM in Chester, and somehow got myself shoehorned into the council. That said, I do think those who speak loudest should also be prepared to put action behind their words, and I'm

thoroughly enjoying the challenge it presents. I'm co-ordinating the Shodan Challenge this year, and I aim to get more dan players involved in the mentoring side for next season along with improved kyu player

participation (particularly Double-Digit Kyu players), as the increased sense of community and supporting fellow Go players makes the project a valuable asset to the British Go Association. □



PENTANGLE

PUZZLES AND GAMES

Pentangle Puzzles and Games (formerly Payday Games) is the main supplier of books and equipment to the BGA. We have a much wider range of Go equipment than is available via the BGA which can be purchased via our website www.pentangle-puzzles.co.uk.

As wholesalers, we are able to offer discounts to clubs and schools, please contact us for more details.

We had a major clear out of stock over the summer and still have some bargains available. If you would like details please contact us via info@pentangle-puzzles.co.uk or send a large stamped addressed envelope to Pentangle, PO Box 5, Llanfyllin, SY22 5WD.

WHAT IS SENTE REALLY WORTH?

Colin MacLennan

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In Yuan Zhou's excellent little booklet 'How not to play go', he identifies "not taking sente seriously enough" as one of the characteristic errors of kyu players.

Sente is something I have been thinking more about as I struggle to improve my game, but the more I think about it, the more elusive the concept becomes. Just what needs to be bigger than what for a move to be sente? I have been trying to set up some simple rules to help me decide whether a move is sente, and whether I should make it. What exactly should I be assessing to find the right move?

Of course I can't really assess the value of all the moves available to me and to my opponent. But at least I can make an educated guess at what is bigger than what. And here is my main point. I am much more likely to make best use of my limited reading ability if I know what the key variables are, and which ones I should be focussing on.

For a move to be sente there has to be a penalty for not replying to it. If not replying to my move is going to mean a big loss, my opponent will reply.

So my first rule of sente is fairly straightforward. Find a move that enables me to really punish my opponent if he or she does not reply.

In other words, it is the size of the follow-up move that really matters. Of course, it is not a sufficient condition that there is a big penalty for not replying. A move also has to be worth making for its own sake – it gains some territory perhaps, or it strengthens my position more than the reply does for my opponent. If it

doesn't do that, then it is better left, perhaps for use as a ko threat later.

However, the problem I soon encountered was that even when I made a move I thought was sente, my opponent would reply, not to my sente move, but with a sente move of his or her own! I then had to decide whether to reply to that move and allow my opponent to reply to mine, or to go ahead and follow-up my sente move, allowing my opponent to do likewise. Which is right must depend on the size of our respective follow-up moves.

So now I have a second rule of sente. For a move to be sente, the size of its follow-up must be bigger than the follow-up to any sente move my opponent has.

But if it's not, does that mean I should not have made my sente move in the first place? Should I have instead played a defensive move to pre-empt my opponent's best sente move allowing him or her to pre-empt mine? Well not necessarily. That depends on how big the move itself was in the first place.

Let's try to clarify this with some notation. Let's say that I am playing black and that my best sente move has a value to me of b if my opponent replies, and a follow-up value to me of B if my opponent does not reply. Let's use the corresponding notation w and W for white's best sente move. By best, I mean the move with the biggest follow-up.

So my first rule of sente says find a move where b is significant and B is large. And the second rule of sente says check that B is greater than W .

But what if B is not greater than W ? Does that mean the move should not be played? That I should instead defend against W allowing my opponent to defend against B ? Not necessarily. That depends on the size of the moves in the first place (b and w). Why? Because if b is bigger than w and we both make our sente moves and then defend against each others' follow-ups, I will be ahead by the amount b exceeds w .

So now let's amend and express the rules of sente as follows:

Rule 1: If b is significant and B is greater than W , go ahead and make the move.

Rule 2: If B is not greater than W still OK, provided b is greater than w .

Rule 3: If b is not greater than w don't make the move. Defend against w .

But what if, after I have defended against my opponent's sente move, he or she plays another sente move somewhere else? Do I have to defend against that move? Well yes I do if that W is also bigger than my B . In fact I have got to keep defending until my opponent works down his or her

schedule of sente moves, until his or her best W is smaller than my best B .

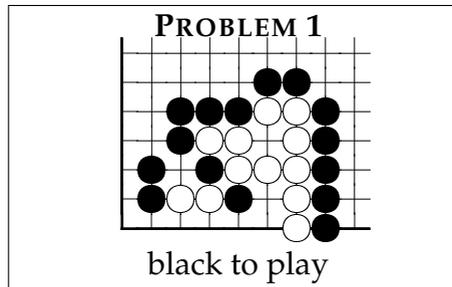
What happens if a move is sente for both me and my opponent - a double sente move? Here the relevant factors must be the size of our respective sides of the double sente move and their follow-ups, say db and dB for me, and dw and dW for my opponent. But what must be bigger than what for the double sente move to be better than my best other sente move?

Presumably the key variable here is the size of the follow-up to my side of the double sente move plus the size of the follow-up to my opponent's side of the same double sente move, ie $dB + dW$. Why add them together? Because by playing the double sente move I not only create a follow-up move for myself dB , I also frustrate my opponent's follow-up dW .

So now we have a fourth rule of sente;

Rule 4: If there is a double sente move available, its value is $dB + dW$. If this sum is bigger than B , then the double sente move is the one to play.

Does any of this make sense? Can some more experienced player come in here and help me with my Rules of Sente?



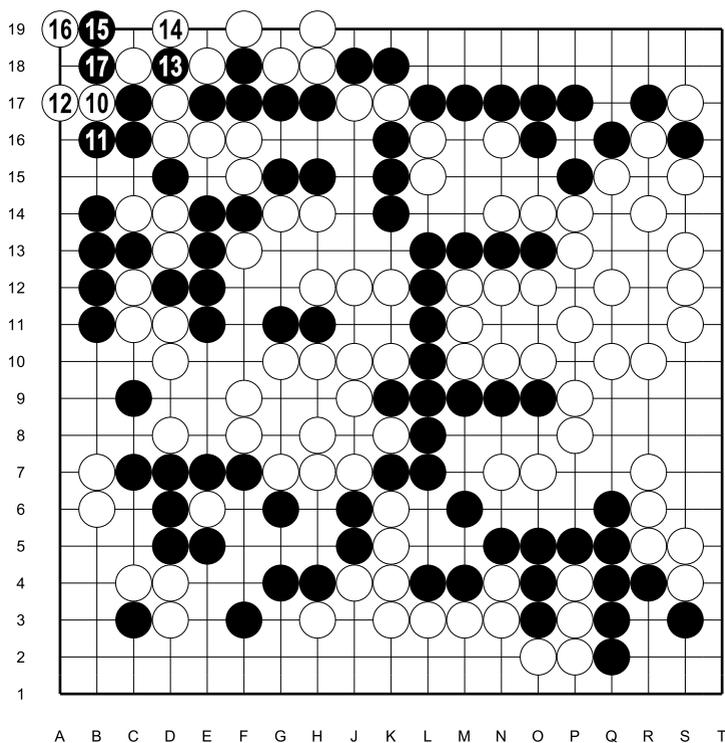
NO ESCAPE?

T Mark Hall

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For those of you who do not play on the internet Go servers, you will probably not know what an "escaper" is. They start a game and find, or believe, that they are losing, so break their connection and, eventually, default the game. It is as if you are playing a casual game at the club and your opponent gets up and walks out.

Recently, I had such an experience and this is the position when my opponent left. I was Black. The diagram below shows the last few moves (210 to 217).



The problem is that White has missed something fairly important. White to play – what could she do?

For the answer, turn to page 42.

CLIVE ANTONY HENDRIE

1955-2010



Clive Hendrie died on Thursday 28th January at the Thames Hospicecare in Windsor after a 15-month battle with cancer. He was 54.

Clive took a degree in mathematics at Merton College, Oxford and undertook postgraduate studies there before joining ICL (later to become Fujitsu) as a software engineer.

About ten years ago he left Fujitsu to work for BlueArc. His colleagues there describe him as well liked and respected, innovative and very hard-working, often working during weekends or into the small hours. He himself said that he loved his work there.

A bachelor all his life, Clive had a large circle of friends, meeting people several evenings a week and keeping in touch with long-standing friends who lived elsewhere. He was well-informed and well-read and could converse interestingly about almost anything. He learned a number of languages, becoming quite proficient in Japanese. One of his great interests was music. He had a large and wide-ranging collection of records and CDs and knew a great deal about it. There was usually some music open on his piano and, although he was shy about playing it to others, when he did so he did it well. Recently, he joined the Bracknell Choral Society, where he particularly enjoyed singing bass in Handel's *Dixit Dominus*. In

his younger days he was keen on sports too. He walked, jogged, played cricket, and he came on our annual skiing trip for several years until his knees rebelled.

Clive was already a leading light of the Bracknell Go Club when I met him in 1984. Since 1985 he was the Bracknell tournament organiser, and since 1992 he was also club secretary. He used his home to host many of our meetings and to store equipment and books. He was a good, consistent 2-dan who could play a variety of Go styles: any game with him was quite different from any other.

In the Go club, we often called him "Uncle Clive", because of the photos of his two nieces that he always kept in his living room. Occasionally, if he played a particularly devastating tesuji or said something especially funny, this would become "evil Uncle Clive", spoken in a pantomime voice. It amused him and us, but was the complete opposite of the truth. In the 26 years of our friendship, I never heard him speak unkindly of anyone, nor anyone say anything critical of him. The strongest negative emotion I ever heard him express was one of mild exasperation. Even that was often tinged with amusement.

In a departure from tradition, Clive asked that there be no eulogy at his funeral, but instead wrote something to be read out. It was a statement of his enjoyment of his life and especially of appreciation of the friends and family with whom he had spent happy times. To me, this says more about who Clive was than anything else could. He is going to be greatly missed by many people.

Simon Goss

ORIGIN OF GO IN KOREA

Games of Go on Disk

www.gogod.co.uk

There are no accurate records of when Go arrived on the Korean peninsula. It is only possible to infer that it came along with other Chinese elements. There are two theories. One is that it came with migrations that began in late Shang (or Yin) neolithic times (11th c. BC), when the sage Qizi—Kija in Korean—led a tribe of 5,000 followers to avoid fighting raging in China. They settled in north central Korea, in the Taedonggang River basin, and called themselves the Han. In due course the Chinese settlers became the Three Hans, the tribal states of Ma-han, Chin-han and Pyeon-han.

The other, much later, route would be about 109 BC when the Chinese under the Han Emperor Wu invaded the northern and central parts of the peninsula and established four separate colonies or commanderies known to the Chinese as Lolang, Chenfan, Hsuantu and Lintun.

Various tribal leagues arose among the native Koreans, and in due course the Chinese influence was reduced to Lolang. During this period Chinese influence was probably resisted, but the leagues eventually formed into competing kingdoms known as Koguryo, Paekche and Shilla. Each cultivated relations with China, Koguryo being the first to introduce Buddhism and Confucian statecraft, followed by Paekche. But Koguryo also fought fiercely with Sui and Tang China and held sway over not only most of modern Korea but also vast tracts of Manchuria. Paekche, a small state occupying the south west corner of Korea, was of relatively little consequence, but Shilla, in the

even smaller south east corner and a relative latecomer, was to become a major player by using amicable relations with Tang China to get help to fight against the other two. It all ended in tears when Shilla realised that China's intentions were to take over the country, and so Shilla successfully turned against China, as a result of which it ended early in the 8th century with Shilla holding hegemony over almost all of the Korean peninsula. Indeed, remnants of the Koguryo tribes even invaded China and led a migration there, founding the state of Parhae in Manchuria.

The period when Koguryo, Paekche and Shilla competed is known as the (Korean) Three Kingdoms Period (c. 100-668 AD) and the period when Shilla held sway, called the Unified Shilla period is reckoned as 668-935. This latter period was something of a golden age, very like the contemporaneous Tang dynasty in China, a time of affluence when the government attempted to set up an ideal state built on a mixture of (mainly) Buddhist and Confucian principles. This was also the period when a scholarly class emerged, with a quasi civil service examination beginning in 788. Korean writing was, however, in its infancy.

The interchange of officials and merchants with China proper ensured that the links with Chinese culture were maintained, and there are also references in later Chinese books such as the History of the Old Tang Dynasty and the History of the Later Zhou Dynasty which tell us simply that: "The peoples of Koguryo,

Paekche and Shilla love Go”.

But the earliest reference to Go in Korea is not until Kim Pu-sik’s History of the Three Kingdoms (Sam-kuk Sa-ki) which records the wars between these three kingdoms of Koguryo, Paekche and Shilla who eventually merged to create modern Korea.

It is an incidental reference only. Koryon, the king of Koguryo in the north, had designs on Paekche in the centre. A priest in Koguryo called To-lim, who was reputed to be a champion of Go, volunteered to act as an agent provocateur. He knew that the king of Paekche, Yogyong, loved Go. Koryon therefore pretended to accuse To-lim of a serious crime. To-lim fled and sought sanctuary with Yogyong. Their shared interest in Go made this a formality, especially when To-lim proved in a practice game to be a great master.

In time To-lim became a trusted servant of Yogyong. He was soon offering advice in other areas, and urged Yogyong to spend valuable resources on dykes and other civil works. When this advice was followed, he next urged the king to build sumptuous palaces. Once he was satisfied that Paekche had spent its way into trouble, To-lim found a way to escape back to Koguryo. There he was able not just to report to Koryon that Paekche was bankrupt, but also to pinpoint the weak points of the various works he had helped build.

Koryon, who lived to 98 and so is better known by his epithet the “Long Life King”, invaded Paekche in what is now Seoul and was able to wrap up victory easily, killing the Paekche king into the bargain. This event is dated 475 AD.

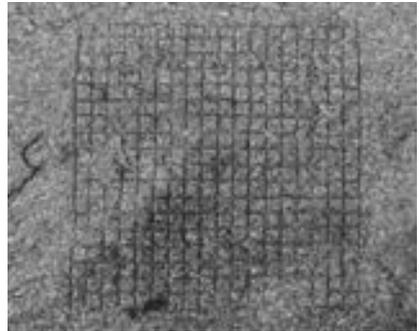
The next reference is not until a famous poem dated 737 in Shilla

in the south, and the first physical evidence within Korea itself is a stone board dated about 880 at Hae-in Temple (but the Go sets still in the Imperial Repository in Nara, Japan, are believed to be of Korean origin and are much earlier).



Discovery of an old stone Go board in Kongri Gorge, near Chungju

The stone board is famous because the great scholar Ch’oe Ch’i-weon supposedly played on it.



Detail of the stone board shown being discovered above. The handicap points, each marked by four dots can still be made out. It was used for sunjang Go. This board was discovered in 1991 by Go scholar Yi Seung-u (Sungwoo Lee) of Cheongju, to whom the photographs are due, and his three brothers. They therefore dubbed it the “Rock-carved Board of the Four Old Men.” There are many such boards in Korea. □

EARLY GO IN WESTERN EUROPE - PART 2

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Some new information about weiqi activity in Great Britain was recorded in the fourth diary of Zhang De-Yi; we have already encountered him in a previous article in the BGJ as the interpreter for the diplomatic mission sent to England in 1876 by the Qing government.

Zhang Meets Falkener

We have kept our account of this diary, separate from the first article, because it contains useful documents on Edward Falkener.



In the Oxford Dictionary of National Biography we read: "In 1892, at the age of 78, Falkener published 'Games Ancient and Oriental and How to Play Them', a pioneering (and somewhat misleading) study of board games with suggested reconstructions, four of which were manufactured and advertised for sale in the book." This is the only information available to us about Falkener as a writer on board games. It is fortunate that this rare book has been reprinted by Dover several times since 1961, allowing its spread among interested players.

As far as weiqi or Go is concerned, a useful detail can be read in Falkener's

book on games. After listing the literary sources for his chapter on 'The Game of Enclosing' (see page 26), and in particular directly after the references to Hyde and Giles, he adds: "Playing with Chinese and Japanese gentlemen 1865, 1872, 1889." We have yet to find any new details on these three occurrences, but Zhang De-Yi describes a fourth one, occurring in 1877, by the way, the same year of the pioneering article published by Giles in Temple Bar.

Further information about Falkener can be found rather easily, because he was a renowned architect and archaeologist. He was born in London in 1814; as an architect, he became a member of the architectural institutes of Berlin and Rome and in 1895 was elected honorary fellow of the Royal Institute of British Architects.

On the other hand, his archaeological activity is mainly connected with a long tour through most countries of Europe and the Middle-East that he performed from 1842 to 1849. Everywhere he made careful studies of the architectural remains and even excavated a house at Pompeii in 1847. He also had the opportunity to build a rich collection of Arab metalwork, pottery, and arms, which unfortunately was destroyed in a fire in 1858. In 1877, the year of interest here, he had lived for two years with his family at Glan-y-mor, St Clears, Carmarthenshire, Wales, where he died in 1896.

In the same year, 1877, the Chinese Embassy in UK started its activity in London, with Sir Samuel Halliday Macartney (1833-1906) working as Secretary, and thus in a leading position there. On the occasion of the visit of Chinese diplomats that we have seen in the previous article, Falkener wrote to Halliday Macartney inviting anyone in the Embassy who knew how to play weiqi to attend a dinner banquet at 5 pm on July 4, 1877. As a consequence, Zhang and Falkener met there, and on two further occasions in the following weeks, as recorded in the diary. In particular, Zhang wrote the following comment on these visits in his diary: "He was good at all kind of board games but had little knowledge about weiqi, thus he made such a plan."



On July 4, 1877 they first met at Clothworkers Hall in Mincing Lane, in the old town. Of course, Mincing Lane was somewhat different at the time compared to nowadays as most old buildings were destroyed in the Blitz of 1940-41, including Clothworkers Hall. In 1958 it was rebuilt in the same

place in the City of London and can still be found to be among the most popular livery companies. "Today the Clothworkers are more involved with charitable work. The Clothworkers Hall is available for hire and can cater for up to 224 people dining, and receptions for up to 300 people."¹

Zhang - together with another Chinese, Li Xiang-Pu - arrived there two hours late because earlier he had to attend a tea party; however, in the morning he had sent Falkener a message to inform him of this delay. There were 26 people at the banquet, and the food was delicious. After dinner they had some cherry drink (mixed with liquor) from a foot-tall silver container called a 'loving cup': starting from the first seat, everyone had to directly drink from it, then to pass it to the next one to drink, to denote friendship. Falkener showed all the rooms to Zhang and Li, and they smoked, and drank tea and coffee. It was later than 11 pm when the two Chinese came back to the Embassy.

Falkener invited Zhang and Li again to the Clothworkers Hall on July 25, 1877. On that day there was the handover ceremony of the committee of an association in which Falkener was an influential member. Overall, 186 people took part in the celebration dinner, including 14 foreign guests. Zhang was invited to give a speech as a representative of the foreign guests.

A week later, on August 1, 1877, Falkener visited Zhang at the Chinese Embassy, at 11 am. He brought a complete Go set with him. The set apparently came from Japan: the stones, less than 200 pieces, were small; the board was about 7 cm thick and provided with the traditional four

¹<http://www.allinlondon.co.uk/directory/1339/565.php>

legs. Notwithstanding the presence of the four legs, it was a more ordinary model than the two prestigious game sets described in Falkener's book, see below.

Zhang wrote a useful additional comment: "He knew a little about the opening stage of the game, and he said that he had learned it from books." In the same diary, there is one further small piece of information related to weiqi. Zhang visited the British Museum to check their collection of more than 10,000 Chinese books and he found books of "Qin, Qi, Shu, and Hua", namely of the four performing arts: playing musical instruments, weiqi, calligraphy, and brush painting, respectively.

That is all the information about Falkener and weiqi in the fourth Zhang diary, but it allows some important deductions. If nowhere else, Falkener had the opportunity to read some Chinese weiqi books in the British museum. He apparently had Japanese connections too, since he owned (or borrowed from somewhere) a Japanese Go set.

When Falkener published his book on board games, some fifteen years later, he wrote that "the Japanese pile their games one upon another as ornaments in their rooms. I have two piles of these games, the ornamentation of which is very similar. The lower board is that of Go, the Game of Enclosing;...". Thus, not only did he own a couple of complete series of

Japanese board games, but he knew how much these sets were treasured in their native country.



It is regrettable that Falkener never met the second Chinese ambassador, Zeng Ji-Ze, and did not further put into practice his knowledge of weiqi with expert Chinese players in England. He thus missed the opportunity to learn the game well enough, something that he apparently intended to achieve. He could have introduced the game to European players before the known pioneering contribution of Oskar Korschelt in Japan, 1880-81.

In any case, he may have played an essential role within the unknown fellowship of native players, from which Horace Cheshire emerged later on. Another comment may be useful, concerning his dependence on Giles. It is true that his book depends on Giles' article too, which was certainly published fifteen years earlier, precisely at the time of the events described here; however, Falkener's research on weiqi was already active in Great Britain before the publication of Giles' text.

The manuscripts of Zhang's diaries were beautifully written. In 1951, Zhang's descendants donated these manuscripts to the Beijing Library, and they were photo-lithographically reprinted in the late 1990s. Thanks to an unknown contributor, the Chinese text is now accessible to everyone as a PDF file on the Internet.

APPENDIX II.

Unlike the Chinese who use paper chess-boards, the Turks who carry their chess-men and chess-cloth in a bag, so as to be always ready, and Europeans who deposit them in closets till wanted; the Japanese pile their games one upon another as ornaments in their rooms. I have two piles of these games the ornamentation of which is very similar. The lower board is that of *Go*, the game of Enclosing; the next is the Chess-board; the next is a game which I have not been able to ascertain, but I believe it is played with a dozen men on each side, black and white, and with diminutive dice only $\frac{3}{16}$ of an inch square, the fritillus, or dice box for which is japanned to correspond with the board, and is $1\frac{1}{2}$ inches high, with an internal diameter of only $\frac{5}{16}$ of an inch. The board itself has twelve oblong divisions on each side, with a space between the two sides. Above this game is a box to hold the pieces.



XXIII.

THE GAME OF ENCLOSING.

Chinese
WEI-KI.

Japanese
GO.

T'ao hua ch'üan ("The book of Peach flower"), in 8 vols.	} Quoted by Mr. Giles.
Hsien chi wu k'u	
Trigantius—De Christiana Expeditione apud Sinas	- 1616
Semedo—Relatione della Grande Monachia della China	- 1643
Hyde—De Ludis Orientalibus	- 1694
Giles (Herbert A.)—Wei-ch'i, or the Chinese game of war ¹	1877
Playing with Chinese and Japanese gentlemen	1865, 1872, 1889

Mr. Giles, our Consul in China, who is a proficient player, and an enthusiast in the game, informs us that "several voluminous works have been entirely devoted to elucidating its principles, and many shorter treatises on the subject have appeared in collections of miscellaneous writings. Most of these are adorned with cuts showing advantageous positions, and giving problems to be worked out by the student."

He tells us that the game, like all other Oriental games, boasts of great antiquity. It is said to have been invented by the great and excellent Emperor Yao,² 2300 B.C., but the earliest record of the game is in 300 B.C.

¹ Published in "Temple Bar," Vol. xlix, No. 194.

² K'ang Hsi's Dictionary.

SUPERKO'S KITTENS III

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This is the final article in the superko series, and we now finally get to meet the notorious Triple ko, Quadruple ko and extended family of multiple independent ko positions. As in the previous superko article, the rules framework is the BGA tournament rules found in our AGA-style¹ rules. Just as a reminder, we are concerned with the rule which says you should not make a play which repeats a position you created by an earlier play.

In this article I want to consider the situation where the players refuse to make any move other than to capture a ko. So play would continue till eternity if there was no superko rule to instill some sense into the proceedings.

Recording the game

Several players have said that when you see the possibility arising that there might be a serious battle involving several ko positions, then you should start recording the game. This can be a messy business on a recording sheet, because you have to note ko captures in the margins, and you soon genuinely run out of space on your recording pad.

Well, then how about recording each move by its co-ordinates? This ought to be very accurate, as all you have to do is write out a list with move numbers and move co-ordinates. It is true you will get a precise record if this is done with care, but just by looking at the list, will you be able to tell that a move has repeated a board position? The answer will generally be no, and especially so if the move that

happens to repeat the board position is not the same as one of the earlier moves played. Examples of this have been seen in BGJ 148, and indeed are abundant in the multiple ko situation.

Neither of the methods mentioned so far enables us to detect the repetition reliably. One might despair, saying that what is really needed is a picture of the whole board taken at every move. Just scan though all the previous pictures at each new move to see if there is a repeat. This is routinely achieved by computers when you play on-line for example, but is not feasible for a real life over-the-board game.

Nevertheless this idea does contain the seeds of a way forward. Instead of a visual picture of the board we can work with a much simplified representation. After all, in a multiple ko situation where the players are only capturing one ko after the other, we don't care about the details of the rest of the board. All we need to know is the *state* of each ko. The following diagram shows how the state of a single ko cycles round.

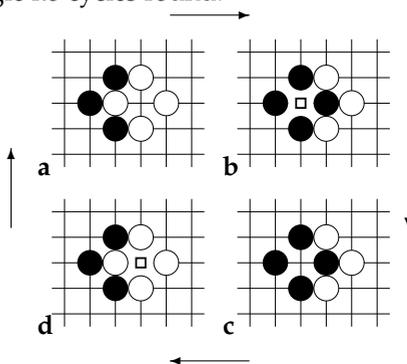


Diagram 1. The four ko states

¹<http://www.britgo.org/rules/aga>

We start at **a** with the ko in the state ‘Black can capture’. When Black actually *does* capture, the simple ko rule gives us the new state ‘White cannot capture’ as shown in **b**. Note the appearance of the square mark (familiar to KGS players), which indicates that a ko ban is in force at that position. Next, after an intervening move, the ko ban on White will be lifted and the state then changes to ‘White can capture’ as in **c**. Once White *does* so, the state will be ‘Black cannot capture’ as in **d**, and after one more move to lift the ko ban on Black, we will have come full cycle round to **a**. The arrows on the side of the diagram show the cyclic order in which the state changes occur. We can number the states 1 to 4 thus:

Description	State
Black can capture	1
White cannot capture	2
White can capture	3
Black cannot capture	4

Table 1. State numbering

Each ko capture simply adds 1 to the state of the ko to get the state after the play. Whenever a ko ban is lifted by moving elsewhere, the state again increments by 1, but after state 4 we cycle back to state 1:

Move	State change
Black captures	1 → 2
elsewhere	2 → 3
White captures	3 → 4
elsewhere	4 → 1

Table 2. Cyclic state changes

By playing elsewhere (and in this context we mean either player

captures some *other* ko), any ko ban in *this* ko is lifted.

So much for a way of recording ko states – let’s see now how this works out in practice.

Triple Ko

Here is your archetypal triple ko taken from a page on multiple ko in Sensei’s library².

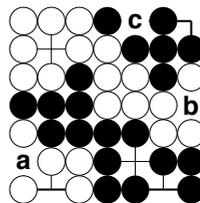


Diagram 2. Triple ko

In order to represent the state of the board at each move we need to record the state of *each* ko shape. In a triple ko, the three shapes can be labelled **a**, **b**, **c**, and we have three states to record. We start with the state ‘Black can capture in **a**, Black can capture in **b**, and White can capture in **c**’ as illustrated in Diagram 2. This state is succinctly written as 113. If Black now *does* capture in the first ko **a**, the state changes to 213. White can only capture in **c**, and by doing so lifts the ko ban in **a**, so we get the state 314.

We can carry on like this for each play in the sequence and will do so in a moment. The board *state* however is not featured in the superko rule, which talks only of board *position*. The board position is easily derived from the state by removing the ko ban. Just add 1 to the state for a ko ban (either 2 or 4) and remember that 4 + 1 → 1.

²<http://senseis.xmp.net/?MultipleKo>

We can now record the full sequence of moves for the triple ko in the following table.

The column headed **State** shows the representation of the ko state. The column headed **Board** shows the representation of the board position, and both show the situation *after the move*:

Move	State	Board
○ White creates	113	113
●① captures ko a	213	313
○② captures ko c	314	311
●③ captures ko b	321	331
○④ captures ko a	431	131
●⑤ captures ko c	132	133
○⑥ captures ko b	143	113

Table 3. Triple ko move record

This table shows that ⑥ repeats the board position that White created at the start of the sequence, so White will violate superko. Triple ko is a one-way street when the players refuse to back down: if Black makes the first capture, White *will* repeat.

Quadruple Ko

In quadruple ko, the players are cycling round four independent ko shapes **a**, **b**, **c**, **d**. It does not matter how the four ko shapes are arranged across the board; for illustration we use the Diagram 3 below inspired by a quadruple ko discussion in Sensei's Library³.

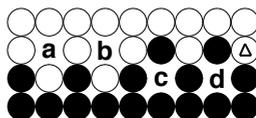


Diagram 3. Quadruple ko seki

Black can capture in kos **a** and **b** and White can capture in **c** and **d**. The start position shown is represented by 1133 and was created by White when she played △.

Suppose next Black captures at **a**. The first few state changes are: 1133 → 2133 → 3143 → 3213, and it is now White's turn again. In each state there is always a ko ban in force, White always has *two* options and Black always has only *one*. Black is in trouble, but nevertheless White needs to exercise care, for the possible outcomes are:

Cycle Length	Who Repeats	Cycle Count
8	Black	2
8	White	2
6	Black	4
6	White	2

Table 4. Outcomes for quadruple ko

Text files containing the full move trees for all the multiple ko situations discussed in this article are available in a superko⁴ page in britgo.org.

These can be examined for the fine detail, but the move-tree in the following Diagram 4 is sufficient to show that White can force Black to repeat. Each branch in the tree ends with the move that results in a repeat.

³<http://senseis.xmp.net/?QuadrupleKoSeki>

⁴<http://britgo.org/superko/kittens.zip>

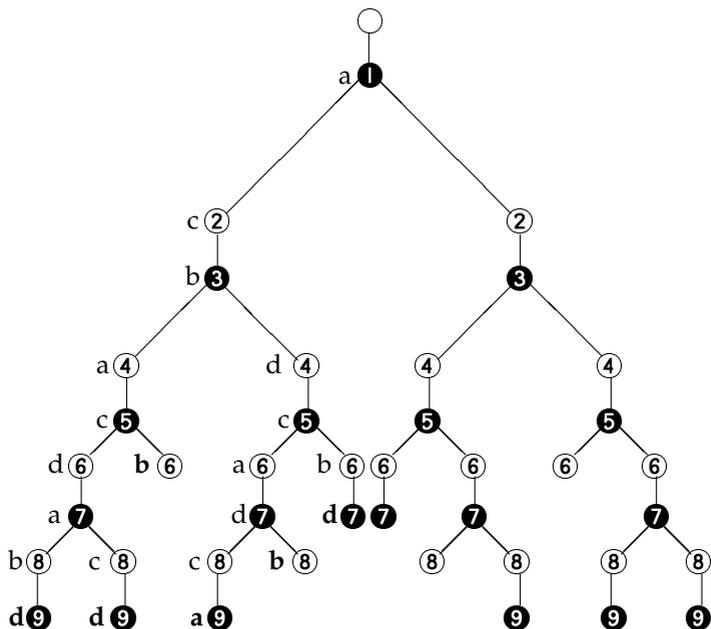


Diagram 4. The move tree for quadruple ko

In all the variations ending with a white move, White has repeated the initial starting position (created by White). There are two variations ending on 7 and these repeat the position created by Black after 1 (these are triple ko sequences). All but the outermost two of the variations ending on 9 are also triple ko. Now remembering it was Black who started the above tree, we see that White always has two options and can drive Black to a repeat, avoiding any possible repeat herself. For example, just follow the leftmost variation in the above tree if you want to drag things out for 8 moves. Or you can follow one of the triple-ko sequences ending in 7.

We have seen above what happens when Black makes the first capture. What now if White makes the first capture? This happens if Black decides he has nothing to do and passes after

⊙ in Diagram 3. Lets follow White's progress in the table:

Move	State	Board
○ White creates	1133	1133
1 Black passes	1133	1133
2 captures ko c	1143	1113
3 captures ko a	2113	3113
4 captures ko d	3114	3111
5 captures ko b	3211	3311
6 captures ko a	4311	1311
7 captures ko c	1321	1331
8 captures ko b	1431	1131
9 captures ko a	2131	3131
10 captures ko c	3141	3111

Table 5. Quadruple ko White repeat

White's last move repeats the position she created after move 4. You will notice that each of White's moves was

forced, so the tables have been turned. There is however one difference – when Black made the first capture it was possible for White to go down the wrong branch and repeat. In this case it turns out that no matter *which* branch Black takes, White will repeat.

To sum up. If Black makes the first ko capture, White can force Black to repeat, but if White makes the first ko capture, White will repeat regardless of how Black moves. Consequently neither player will want to make the first ko capture, and so the position will be left as *seki* with each side getting 2 points of territory.

Quintuple Ko

In triple ko, the maximum cycle length is 6 moves; in quadruple ko it is 8. So in quintuple ko it is 10, right? Well, yes if White makes the first ko capture after creating the initial position 11133. On the other hand if Black makes the first capture, one can expect the maximum cycle length to be bigger than 10, because as we will see in a moment, *each* side has two choices at every move. However, I was quite unprepared for the combinatorial supernova that hit my screen when I first did this calculation!

Using the starting condition given and kos in **a**, **b**, **c**, **d**, **e**, Table 6 shows the first few moves.

Move	State	Board
○ White creates	11133	11133
❶ captures ko a	21133	31133
❷ captures ko d	31143	31113
❸ captures ko b	32113	33113

Table 6. Quintuple ko symmetry

After *every* move the opponent is

left with two choices, as every state contains a permutation of 1133 and the remaining state is a ko ban. This is much more complex than quadruple ko. It has the effect that the move tree doubles in size after every move, provided that no board states or positions have been repeated. Starting from one state, variations later meet in some other state and then branch out again to eventually hit a repeat. This gives a huge number of variations ending in move repeats:

Cycle Stats	Black	White
Number	1984	2760
Max. depth	18	20
Mean depth	10.2	11.1

Table 7. Quintuple ko statistics

This shows that White has many more ways to repeat than Black does, so White seems to be in trouble. Indeed, despite the fact that she always has two choices, Black can nevertheless force White to repeat.

One can construct a tree diagram similar to Diagram 4, but in this case the tree has 100 branches and is too big to be shown here. It is listed in the published⁵ details.

Things are very different if White starts first, for this leaves her with only one option at each move and once more White will repeat no matter what Black does.

Conclusion

To return to the main theme of this series, what should the referee do when players dispute a superko situation? In the case of multiple independent kos there *are* positions where some disputes could be

⁵<http://britgo.org/superko/kittens.zip>

resolved by the referee, *provided*, as always, that the exact starting board position is agreed by the players. For example, in a triple ko where Black makes the first ko capture, it is *guaranteed* that White will repeat at move 6. In the case of quadruple ko, however, there is no *guarantee* that Black is forced to repeat because White may have taken a wrong turn down the move tree. So, as we have seen in the previous articles in BGJ 146 and 148, we again cannot make any definite rules on how to resolve the dispute – there are just too many provisos. The recording method used in this article is clearly useful for the multiple independent ko situation, but other superko positions are harder to record manually.

In BGJ 148 I sought feedback from readers on several options proposed to guide the referees. One of the options mentioned, “Let both players win”, brought very swift and firm negative responses expressed thus: “Never ever allow the sum of scores to exceed 1, as the players may collude to share the top prize.”

I agree. The same argument can be applied to the idea of awarding a jigo for an unresolvable superko situation. Players could collude, for example, to exclude a third player from a chance at the top prize in a three-way tied situation.

Awarding a loss to both players seems to be grossly unfair when we are sure that both parties are playing in good faith. The dispute arises just because they have no record, so

cannot prove anything. We are left with the following set of options:

1. The game is voided. The players *may* be paired again in a future round.
2. The game is voided. They are *forced* to play the next round if there is one.
3. They are asked to play a re-match if there is enough time before the next round.
4. The game is stopped and counted ‘as is’ with all groups on the board deemed to be alive.

Our AGA rules are clear: if you *do* repeat a board position you created earlier, you should take the move back and pass, handing a stone to your opponent. The above options only come into play when the players land up in a dispute, there is no record and they cannot agree whether superko has been violated or not.

In my (personal) view, the best advice we can give the referee in this situation is option 1 above – just void the game. In practice this means the players are removed from the draw for the round and the tournament carries on with whatever is next – be it another round or final prize giving.

Superko is easy to monitor by computer but clearly can become immensely difficult to monitor by human beings – even by professional players. All of this is a tribute to the rich variety and depth of the game.

FRANCIS IN JAPAN – NOVEMBER 2009

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In mid-October I received an unexpected email from the Japan Pair Go Association. Would I like to attend the 20th Anniversary International Pair Go Tournament from 13th-17th November in Tokyo, to receive an honorary award for my efforts in promoting Pair Go in Britain? All I've done is to run the tournament for the last seven years, but you don't turn down an expenses-paid trip to Japan. So I rearranged a few commitments in London, and booked my flights. Here is a Japan diary.

Monday 9th - Tuesday 10th

Panic at Heathrow Terminal 3. The fire alarm goes off. I dutifully obey the instructions, and head for an emergency exit at the end of a long corridor; and then notice that I am almost alone. Those in the know have hung about just outside the central concourse. We are soon back in. Probably an unattended bag.

Thirteen hours in the JAL plane to Narita Airport, where I find I can book train tickets in the terminal. Matthew Macfadyen and Kirsty Healey are the BGA's competitors in the tournament this year, and they have decided to spend a few days beforehand at the seaside resort of Atami, on the Izu peninsula. I have decided to join them, but in my jetlagged state make a mess of booking trains, and end up at Tokyo station waiting an hour for an express, when an earlier stopping train would have got there sooner.

It is raining heavily at Atami, so take a taxi to the Aiola Hotel where I find that I have a Japanese style room with tatami mats, etc. And

little actual furniture. Atami is a spa town with hot springs, and the hotel has an onsen or hot pool. This turns out to be the only place where you can get a shower, so I observe the Japanese custom of showering and then plunging naked into the rather hot water.

Wednesday 11th

I have learnt a little Japanese, and you certainly need it here in Atami. In Tokyo I sometimes got answered in English, but here it was gratifying to find that people preferred my elementary Japanese to their elementary English.

I had intended to make contact with Matthew and Kirsty. What I hadn't expected was for them simply to walk into the hotel restaurant where I was enjoying a substantial Japanese breakfast. Out of the many hotels in Atami they had selected the same one. The rain was still heavy, so they practised their Pair Go against me all the morning. When it eased up in the afternoon we were able to go for a stroll down to the harbour.

Atami is nothing like a British seaside resort. No Victorian waterfront architecture here; like most of Japan, it's concrete blocks. But it is a pleasant enough place. Matthew draws our attention to Brown-eared Bulbuls and similar ornithological items, as is his wont (I couldn't honestly see what colour their ears were). But soon the rain returns, and so back to the hotel for more Go. Later we get very wet searching for a suitable restaurant.

Thursday 12th

The weather has eased, and we decide to go for a walk up the hill to Atami Castle. Kirsty spots a narrow path through the woods. I think it looks unpromising, but it does indeed bring us out above the castle. We have lunch there, and admire the sea views and the autumn colours.



Atami Castle

We return down a road which tunnels through the hill. I notice a bit of Victorian-looking engineering outside a hotel, with pipes and a tank issuing steam. It turns out to be the apparatus with which they heat their onsens geothermally.

Friday 13th

Time to return to Tokyo, on a sensible train this time. Tokyo station is the stuff of nightmares, with trains coming in on at least four levels over and underground and from all points of the compass. There are three types of urban trains, and the tickets are not interchangeable; you'd better know which type you want. We make it to the Hotel Edmont at Iidabashi, register our presence, and are duly welcomed by representatives of the Japan Pair Go Association.

There are plenty of old and new Go friends here from around the world, so time passes quickly. Tony

Atkins is here now, in his role as EGF secretary, having spent a few days using his Japan rail pass. Edmont is a huge international-type hotel which probably has quite a lot of stars. What it doesn't have is public internet access, which was available when I was there in 2004 with Jackie Chai as competitors. Apparently that's old-fashioned now; you get an ethernet cable in your room, and are meant to have brought your own laptop. I haven't.

I am a poor sleeper at the best of times, but I don't usually expect to be woken by my bed shaking. It was a small earthquake; apparently too small even to be mentioned on the news.

Saturday 14th

At 10:00 we have a welcome ceremony, and then the first game in the five-round tournament is played. Honorary visitors like Tony and myself don't have much to do now, but we are expected to be present, so we kibitz. At midday lunch bentos are brought in, and then we are sent off to put on our National Costumes for the Friendship Game in the afternoon.

Last time I was involved I put on my Morris dancing kit and did a dance for them; this time kit but no dance. Matthew and Kirsty dress as if for the Ascot races.

The Friendship Game involves pretty well everyone present. There is a draw for both partners and opponents. I draw a Japanese 8 kyu as my partner, and we find ourselves outclassed by a Japanese pair of dan strength. Next comes the Special Game; a game between two strong pairs with commentary.



Vietnamese Pair in costume

In the evening comes a reception and the award ceremony, which seems to be the main reason why I have been flown out to Japan. There are seven Japanese and five overseas individuals to be honoured for their contribution to Pair Go development. I had previously been asked to make a short speech on behalf of the five overseas people. We are presented with our inscribed plaques (no, I haven't translated mine yet, though it seems to have my name on it, written in kana) and a ceramic clock. I make my speech, telling people what a good idea Pair Go is, and it seems to go down OK. There is a similar Japanese one on behalf of the seven Japanese honorands.

Sunday 15th

The Sunday is when the remaining four rounds of the tournament take place. There is also an open Pair Go tournament in adjoining rooms, with pairs from all over Japan, and some from overseas. This all lasts until mid-afternoon, and once again it seems

that my main function is to kibitz. The final game between the two top-ranked pairs is deliberately delayed so that we can all go and watch it progress on a demo board, with commentary by Michael Redmond, 9p. Then we have, yes, another reception with the prizegiving ceremony. Kirsty and Matthew have come 19th overall, but they did win the prize for the best-dressed pair.



The Award Ceremony

Monday 16th

Not finished yet. Part of the proceedings is a presentation by Pandanet, one of the tournament's sponsors. They run a Go server, and would like everyone to use it instead of KGS or whatever. Not being an internet player myself this rather washes over my head. Then there is a final lunch, where we all sit round in a large square. Each country is invited to say something about the weekend, and Kirsty makes a suitably forceful contribution about how Pair Go has improved the atmosphere at British tournaments generally.

The afternoon is free, so Matthew, Kirsty and myself visit a local

Japanese garden. Their gardens are one of the things which I most admire about the Japanese, and this one does not disappoint. In the evening M & K go off to an all-night Go club; all right for youngsters.

Tuesday 17th

Time to leave Hotel Edmont, and decamp to nearby Weekly Mansion, where I have booked four nights through the internet. This is unlike any hotel I have previously visited. No servicing of rooms, no food available, no communal area, and no reception after 18:00. What you do get is a rather more spacious room than at the mighty Edmont, and a small kitchen! It is more like renting a studio flat than a hotel room.

I return to Edmont where I have arranged to meet Mr Sekiguchi, a friend whom I have met at European Congresses, and visited twice before at his home in Yokohama. He takes me out for a rather early Japanese lunch, and the inevitable game of Go. He has another appointment, and I return to the Mansion for a much-needed restful afternoon after the last few hectic days.

I tackle Japanese TV. My Japanese is nowhere near good enough to follow what is being said, but I am able to follow sumo and, would you believe, curling, which like some other aspects of Scottish culture is popular in Japan. (Whisky's another.)

Wednesday 18th

Like Edmont, the Mansion has no public internet access, so I ask for directions to a suitable café. This turns out to be Starbucks. "Dekinai" (not possible) says the young waitress, using the plain form of the verb,

instead of the polite "dekimasen" that I was taught to use. Apparently the polite forms are dying out amongst the younger generation of Japanese.

I still need to send some emails, so I hit on the idea of returning to Edmont and asking there. They direct me to a place one station stop away at Suidobashi. It is raining hard again, and the receptionist insists on lending me an umbrella, despite the fact that I am no longer a guest at the hotel. I walk past the internet café the first time. It is on the fifth floor of an anonymous looking building; no English in sight. Anyway, it works and is cheap.

Then on to meet Mr Ichikawa, another friend from European Congresses whom I visited last year. I find the correct part of Tokyo station, and he whisks me off to his Go club, for games with him and his friends. One big change which I have noticed in Japan over recent years is the decline in public smoking; not a whiff of cigarette smoke. A most welcome improvement.

Later we all troop off to a Japanese-style Italian restaurant, where he treats me to an enormous dinner. The style of service is more Chinese than anything, with seven small dishes served consecutively.

Thursday 19th

I thread my way through the Tokyo underground system to Senzoku, where my cousin Vernon runs a language school with his Japanese wife. Regrettably he is no Go player, but takes me out for yet another Japanese repast. I am intrigued to find that he is not recession-hit. Apparently the demand for English language and culture is resisting the

downturn. They are busy preparing for Christmas, which the Japanese celebrate with commercial if not religious vigour.

In the evening I present myself at the Nihon Ki-in, hoping for some games in the main hall, which is open daily for amateur play. I arrive at 18:00, thinking that the evening would be a peak period. It is not; there is hardly anyone left. I am charged half price, and they find me a young opponent to whom I give seven stones and beat three times.

Friday 20th

After some indifferent weather, today is sunny, so I betake myself to the vast Ueno park. This is where Tokyo keeps many of its main museums, but I am in outdoor mood after all the rain, and in any case want to get back to the Ki-in at a more sensible time.

Which I do, at 14:00. What is your grade, they ask. When I claim three-dan, they want to know if it is a KGS or Nihon Ki-in grade. Neither, I reply, it is a British Go Association grade. That is what I think I said, anyway. They promptly write me down as five-dan. They find opponents for you, at around the same grade. Playing at this inflated grade I win 3.5/5 games. Whenever I leave Europe I start winning easily, and I do wonder who has got their amateur gradings right, Europe or The Rest Of The World.

Saturday 21st

Time to leave Weekly Mansion. I return to Ueno. I had found out the

day before that luggage lockers were available, and that I could make them work. So my bag stays there, and this time after a good wander in the park, I decide to tackle a museum. I decide on Tokyo's science museum. Not quite like ours in London; much smaller, for one thing. There are two buildings, for World Science and Japanese Science. And very different they are too. World Science is full of interactive this and that, in as many languages as you want. Japanese Science is all explained in Japanese. It was interesting to know just what science they had during their two centuries of isolation.

Time to start homeward. There is an airport train from Ueno, and surprisingly at Narita Airport station there is a baggage check. A shuttle bus takes me to the Edmont-like Excel Tokyu hotel. "When's your flight tomorrow?", they ask. For an 09:50 flight they book me the shuttle at 07:20; a bit pessimistic, I think.

Sunday 22nd

And so it proves. Check-in is almost immediate, and I am left hanging around the departure area for two hours, awaiting my 13-hour flight to London.

This was my fourth visit to Japan. I have got to love the place, and I have many friends there, both Japanese and Western. And I have done my best to fly the flag for British Go. Thank you, Japan Pair Go Association, for inviting me. □

BOOK REVIEW: CREATIVE LIFE AND DEATH

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In her preface to 'Creative Life and Death', Hye-yeon Cho hopes that we can 'learn many wisdoms and share our hearts through Baduk'. The sentiment sets the tone for this book, which overflows with the author's enthusiasm. She presents some fifty problems, ranging in difficulty from amateur 1d to 7d (slightly weighted towards the lower-dan problems), and accompanied by around four hundred detailed answer diagrams. It is almost worth buying this book for the English translations alone – the answer diagrams feature several charming, often obscure turns of phrase such as 'White is crossing a brook with delight', 'Black builds a 6-point huge mansion!' and 'Black lives in peace. It's so cool!'. The book is nicely presented; every diagram

is clear and the pages are generally well laid out. However, in some cases the answer diagrams begin on the page adjacent to the problem, rather than overleaf, which may annoy some players. A further potential irritant is the fact that the problems are randomly ordered (the very first is 7d difficulty); however, I personally don't mind this approach and enjoyed working through the book in order.

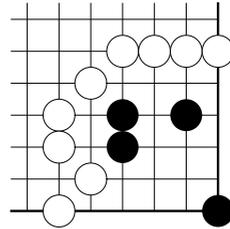
The answer diagrams are very thorough and generally well-balanced, with around five diagrams for the easier problems and anything up to sixty for the hardest. Even if an answer cannot be found initially, the reader can congratulate himself for at least dismissing the main lines of an incorrect solution presented in the answers. The problems themselves are interesting and pleasing. Hye-yeon seems to delight in burying the key tesuji deep amidst a trail of lesser tesujis; many of the harder problems feature a final twist even after several neat tricks have been found. They are definitely dan-level problems and require plentiful thinking time, but they do tend to be rewarding. The problems are probably all solvable for dan level players, and the numerous answer diagrams should make them accessible for SDK (Single-Digit Kyu) players who are prepared to consult the answers mid-solving. These diagrams are ordered with common wrong answers first ('to make fun for the readers') and slowly work up to giving the correct sequence, so this approach is plausible and even encouraged by the author.

The only fault with the problems is that a lot of them are blatantly artificial (as with problem 10, see below). About a third of the problems have that fake feeling about them - quite a fair chunk of what you've paid for. Again, the reader should know if this is likely to bother him. Personally, I found it somewhat off-putting at first, but given that I was reviewing this book, I persevered with them and it turns out that they're still enjoyable to read.

This book has fewer than fifty problems spread over more than two hundred pages, and there are plenty of better alternatives for players who just want to work through lots of tsumego quickly. It is, however, a good choice for any player looking for harder problems that he can devote a bit of time to, or who would like his interest in Go re-awakened through some of the problems' more

fascinating twists. The problem presented is given as 2-star difficulty (2-3 dan) and admittedly one of the more artificial-looking in the book. However, it seems fitting, as the caption accompanying it is 'It's fun to read?' The answer to this question will probably determine whether or not you will like the book.

(Editor's note: a second volume has now been published.)



Problem: Black to Play

Solution on page 42.



BOOK REVIEW: MASTERING LADDERS

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'Mastering Ladders' by Thomas Wolf is a slim volume, with 30 pages of theory and 72 problems. However it is supplied with a CD with a staggering 256,000 ladder problems in sgf format (did you think 1001 Life and Death problems is a lot?). The author presents a set of rules for deciding whether a ladder will work or not, based on a set of 6 imaginary diagonal lines drawn on the board, and guidelines to simplify their application.

Every serious Go player knows that ladders are an important basic technique, affecting choice of joseki and middle game fighting sequences, and there will be few who haven't heard the proverb "Don't play Go if

you can't read a ladder". Many will also have read Kageyama's popular book 'Lessons in the Fundamentals of Go' which, while stressing the importance of reading ladders, is very disparaging of attempts to apply shortcut techniques such as those presented in this book.

It is worth asking how practical are these techniques to apply in the time constraints of typical weekend tournaments. For relatively simple ladders, where the question is whether stones in the vicinity of the obvious path of a ladder do or do not break it, they should speed up decision making and help avoid some costly mistakes. For more complex ladders involving several twists and turns, I have severe doubts. Applying the rules and guidelines, you can see how a ladder can be turned away from a potential ladder breaker. Then you may need to draw 6 more lines in your imagination in the new direction to decide if stones in the new path alter its toxicity, or lead to yet another change of direction – and so on. And anyway things are different when there are stones near the edge of the board and the guidelines break down: then you have no choice but to read it out, just as Kageyama says. You would have to be very confident of your memory of the rules and the accuracy of your reading if you didn't want to risk a disaster. I tried drawing up a decision tree to summarise the rules, and even without addressing the edge effects, it had 8 Yes/No questions (4 in the longest path). I can see how all this could be useful to a Go-playing computer program, but for mere humans remembering all this

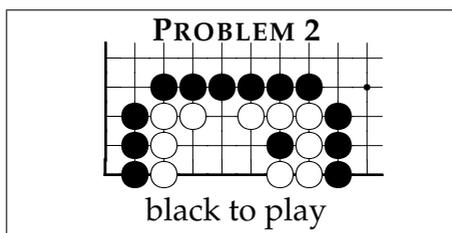
would require a very good memory and a lot of practice.

The production quality of the book is good (the misspelling of names apart – see later). The text and the diagrams are clear and not over-dense.

Most of the 256,000 problems on the CD, you will not be surprised to learn, were computer generated. If you solve 10 a day you should still be working on them in 2080, should you be so lucky as to live that long, so perhaps that's not the idea. Fortunately strong amateurs, including our own Matthew Macfadyen and Charles Leedham-Green (both names unfortunately misspelled, assuming their spellings on the Rating List are correct), have selected 268 of the most interesting ones. The point of the rest of them on the CD is not clear to me, except as an academic exercise or research tool (the book appears to be a by-product of the development of the GoTools software). The author has a website with a program that can be used to work through the problems. However, the problems themselves are not available on the website and there does not appear to be a way of loading them from the CD, so to use this you must enter the positions yourself. This seems like a missed opportunity, but there are many free and commercial Go game viewers you can use for loading and working on them locally.

Also on the CD are 110 professional games drawn from the GoGoD database where ladders played an important role, including cases where an advantage had been gained even when deliberately playing out a broken ladder.

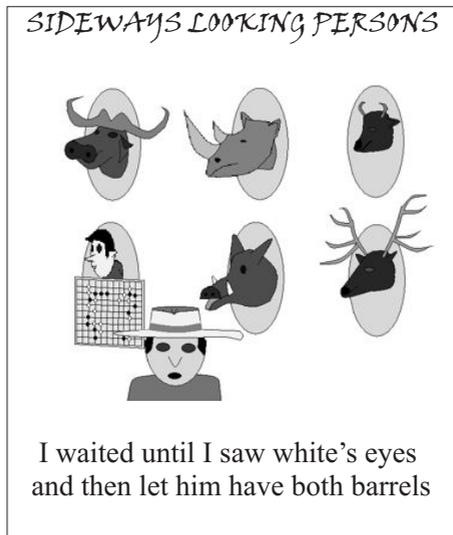
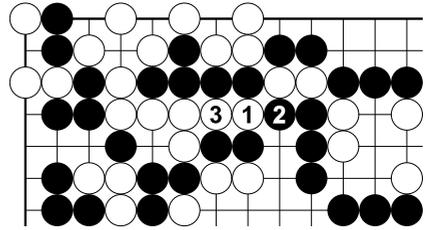
In summary, I think there is some value in these guidelines, for simple situations at least, and the discussion of sacrifice/squeeze tactics and the appearance of ko in solutions is entertaining and instructive. The book has at least opened my eyes to the possibility of successful ladders in situations I would previously have dismissed without much further thought. This is a narrow subject, pursued in depth, so in my opinion this is not a book that should be high on the priority list for a beginner whose money would probably be better spent on more general instructional material, but it should hold some interest for more experienced players. It also sounds like a dry subject but actually I discovered it can be quite fun. Ladders can take on all sorts of complex and artistic shapes (see Nakayama's 'The Treasure Chest Enigma' for some famous examples). My guess is that reading it will improve your handling of ladders in your games at more or less whatever strength you happen to be, and anyway it will be entertaining.



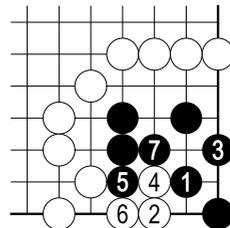
No Escape? –continued

... continued from page 18.

After 217 White disappeared, but should have looked at the board before she quit. There is dame-zumari (a shortage of liberties) at the bamboo joint. She loses a couple of stones in the corner, but saves the majority of her group by capturing above or below 2 – see diagram below. (If 2 at 3, 3 captures below 2.)



Solution to problem on page 39





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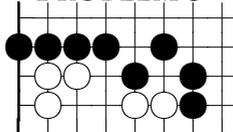
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PROBLEM 3



black to play

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Glossary of Japanese Terms

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

<http://www.britgo.org/general/definitions>
<http://www.britgo.org/bgj/glossary.html>
or search <http://senseis.xmp.net/>.

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

Collecting Go IV

This time we have four issues from the Republic of China (also known as Chinese Taipei or Taiwan). They all feature Go from ancient artworks.



The first is the 3 dollar stamp from a set of four. It shows a game under a shady tree, with the usual gang of spectators and also someone pouring tea. The other three stamps in the set show men in other courtly pursuits.

The second is the 5 dollar stamp from a set of two. This time it is ladies who are playing whilst a man fans them. The other stamp in the set shows a lady swatting a fly.



The third stamp is part of a continuous strip of five 1 dollar stamps that show a typical palace scene, with different activities in different rooms. Again it is the women playing and again a crowd of onlookers.



The fourth Go design spans two stamps (the second and third) in a double strip of ten 2 dollar stamps. The theme is 100 children, much like the famous 100 birds theme; they take part in a variety of pursuits such as swimming, music and Go.





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