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PHOTOGRAPH AND SCAN CREDITS

Front Cover

From the Skye Tournament in March — Francis Roads.

Above

Sue Patterson demonstrates Go at the Arundel Jubilee Showcase — Jil Segerman.

Photos in UK News were provided by Francis Roads and Tony Atkins.

All other photographs were provided by the article authors.

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COLLECTING GO XIII: GO SETS	Tony Atkins — Rear Cover

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EDITORIAL

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Welcome to the 160th British Go Journal.

Credits

My grateful thanks to the many people who have helped to produce this Journal, including the authors of the articles and letters: Tony Atkins, Bob Bagot, Paul Barnard, Matthew Cocke, Jon Diamond, Helen Harvey, Colin Maclennan, Toby Manning, Chris Oliver, Francis Roads, Jil Segerman, Paul Smith, Maria Tabor, David Ward, Nick Wedd and our anonymous cartoonist; and our hard-working proof-readers: Tony Atkins, Barry Chandler, Martin Harvey, Richard Hunter, Neil Moffatt, Chris Oliver, Isobel Ridley, Edmund Stephen-Smith and Nick Wedd.

Pat Ridley

Erratum

In BGJ 159 there was a mistake in the solution given to Problem 5, in which Black is to play and live: as pointed out by Richard Hunter, the given solution fails. For the correct solution, see the `sgf` file at www.britgo.org/bgj/issue159.

LETTERS TO THE EDITOR

Entry Fee Concessions

I was glad to read in the article *BGA Finances* in BGJ 159 that the Council intends to consult on concessions, certainly as regards the retired. Not minding my own business, I would guess that most retired Go players receive a professional pension as well as the old age pension. However, when one is queuing to pay at a tournament and slipping into Go

mode for the first round, one is more likely to be thinking of victory than generosity. Retired players could therefore be given a job by the inclusion of the word 'optional' on the line about the concession, or a jab in the ribs with *OPTIONAL*. After all, some of the smaller tournaments are finding it hard to break even.

Brian Timmins

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The `.sgf` files for problems and games printed in this journal appear on
www.britgo.org/bgj/current

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www.britgo.org/pubs

BGA NEWSLETTER JULY 2012 No. 182

Jil Segerman

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Deadline: for contributions for the next issue: 23rd August.

Distribution: Printed Newsletters in the Journal will alternate with copies emailed to members. The Membership Secretary, Paul Barnard (mem@britgo.org), will email you shortly, so that you can check that he has your preferred email address. Please, only contact him if you do not receive that email, or if you would prefer him to use a different address.

Greetings from the Editor

This is our first BGA Newsletter to appear within the Journal. I plan to publish the Newsletters every six or seven weeks. The aim is to alert members to topical items, with web-links replacing the more detailed information in past Newsletters.

Future Tournaments

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

Mind Sports Olympiad, Saturday 18th – Sunday 26th August

Belfast – Saturday 1st and Sunday 2nd September

Northern Tournament, Sunday 9th September

Cornwall Tournaments, Saturday 15th and Sunday 16th September

Swindon Sunday 23rd September

Shropshire, Saturday 29th September

East Midlands, Sunday 14th October

International Teams Autumn Match, Sunday 21st October

Wessex, Sunday 28th October (provisional)

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

Edinburgh Christmas, Saturday 8th December

London Open, Friday 28th – Monday 31st December

Tournament not yet decided: Coventry.

New Books

The GoGoD partnership of T Mark Hall and John Fairbairn is well known to British Go players for their GoGoD database and books. They have now branched into e-books and have recently announced their first two major titles for the Kindle – *The Life of Honinbo Shuei* and *Gateway To All Marvels*.

The Life of Honinbo Shuei is Volume 1 of a trilogy, *The Life, Games and Commentaries of Honinbo Shuei*. For more details, see the Go Books forum at

<http://www.lifein19x19.com>.

Gateway To All Marvels is a special edition of the 1347 Chinese classic Xuanxuan Qijing (or *Gengen Gokyo* by its Japanese name), which John describes as ‘... surely the most significant Go book ever produced. It has become the foundation for virtually every problem book since, as well as being the main source for early Go theory’. □

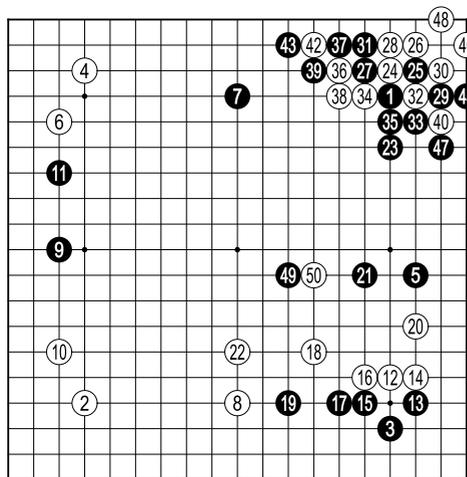
GAME FROM THE BRITISH PAIRS

Matthew Cocke

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This is a game from the British Pair Go Championship, played on Sunday, June 10th. Matthew Cocke and Natasha Regan, champions for the third successive year (see UK News), are Black; Ingrid Jendrzejewski and Alex Selby are White.

Commentary by Matthew, with contributions from Natasha, Alex and Oscar Selby.



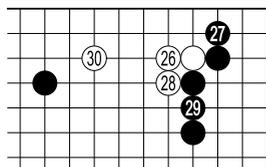
41 at 25, 44 at 32.

Diagram 1 (1-50)

- 14 This is a little heavy: playing at 15 is another possibility.
- 20 Maybe a little slow.
- 26 See Variation 1.
- 29 See Variation 2.
- 30 Crawling once at 31 is a valid alternative.
- 38 As Alex suggested after the game, extending at 39 instead would lead to an extremely complicated fight, which is why it was dangerous for Black to try and kill everything! See Variation 3.

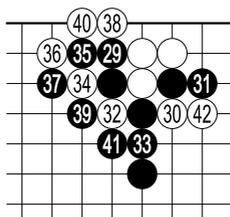
46 Because of all White's local ko threats, fighting the ko looks like a valid alternative.

50 This incursion is a bit dubious.



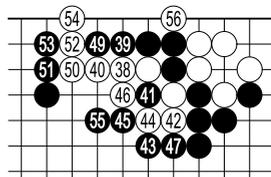
Variation 1 (26-30)

This may be simpler.



Variation 2 (29-42)

This variation is playable for White so Black should avoid it.



48 at 41.

Variation 3 (38-56)

- 63 Playing at 58 looks stronger.
- 65 Taking the stone would have worked well for Black – see Variation 4.
- 69 Playing at A would be better.
- 67 This is a very good multi-purpose move by Natasha.

69 Matt is getting carried away trying to kill stuff, a recurrent theme for this game. (But in this case it looks fairly sensible as Black is strong and in any case is attacking from a useful direction.) A sensible alternative is B.

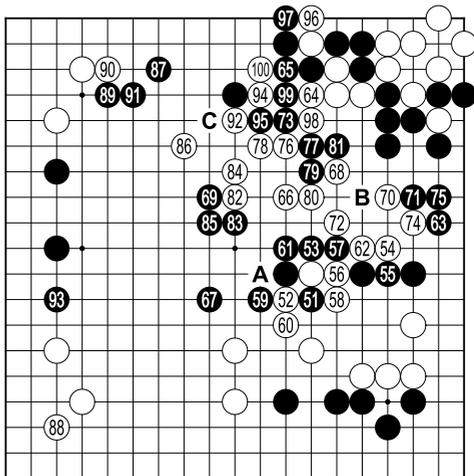
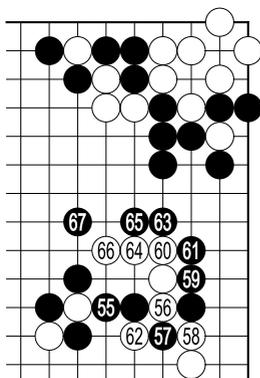
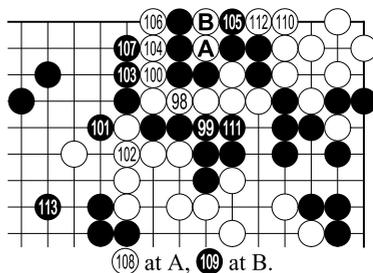


Diagram 2 (51-100)

- 76 This is a good move.
- 88 Ingrid has a good habit of playing a big move when not sure what's going on.
- 89 This is another good move by Natasha.
- 95 Maybe an overplay, but it's very complex. 99 would be a safer alternative.
- 98 See Variation 5.
- 100 Instead, C looks comfortable for White.



Variation 4 (55-67)



Variation 5 (98-113)

If White plays this way, it looks like Black can sacrifice the stones on the edge to take the centre group.

110 Instead, A looks quite strong.

112 See Variation 6.

115 Matt is in berserker mode – Black is ahead, so there is no need to try to kill this group. Natasha was worried!

117 Playing at B would be calmer.

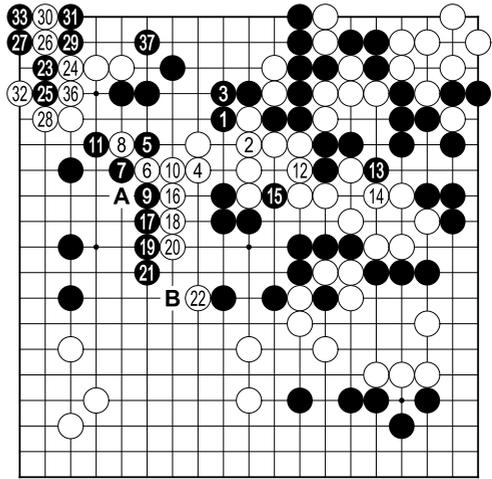
122 Stuff happened in the centre and both sides lived. (Moves omitted.) Then Black returned to the upper left corner.

127 This is an overplay, Black should play at 128, and White will play at 127 and live, but Matt REALLY wanted to kill!

135 Tricky life-and-death situation. In practice White needs to kill Black outright to keep the game countable, but that is a tall order.

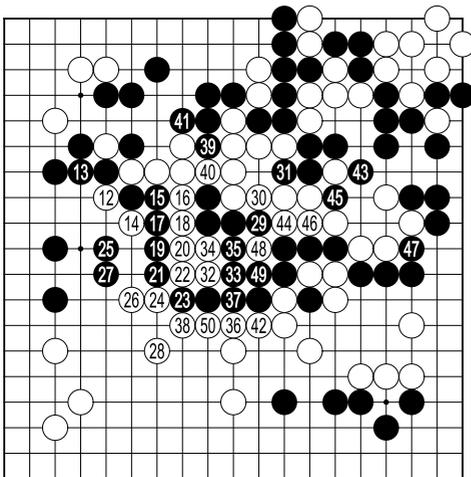
136 See Variations 7A and 7B.

137 Black is connected, so White dies. This is where White resigned in the game.



34 at 26, 35 at 30.

Diagram 3 (101-137)

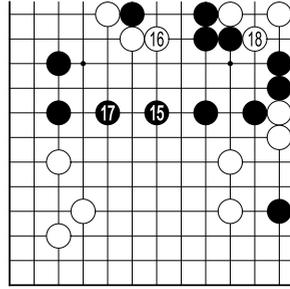


Variation 6 (112-150)

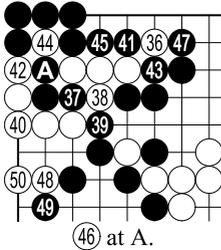
112 Cutting here looks promising for White. If Black tries to save the cutting stone then there is a danger of dying in the centre en masse.

115 See Sub-Variation 6A for a safer way of playing.

If White had cut with 112, as in Variation 6, it would probably be safer for Black to back down a bit and let White live in the centre, rather than risking the entire centre group.

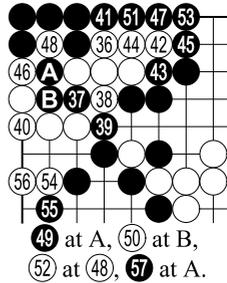


Sub-Variation 6A (115-118)



Variation 7A (136-150)

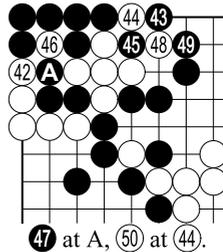
This looks like it might be a more-or-less unconditional life for White, though small.



Variation 7B (136-157)

This may lead to a ko – complicated. See also Sub-Variation 7B1.

This line also seems to be ko.



Sub-Variation 7B1 (142-150)

3-3 INVASION OF THE 4-4 POINT

Chris Oliver

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This article, aimed at double-digit kyu players, looks at a standard sequence for invading a corner. It introduces the main lines learners should know rather than all the possible tricks opponents may try to confuse them.

The 4-4 point is the most-used opening move in modern Go. Surprisingly for many beginners, the 4-4 point alone doesn't guarantee territory in the corner. A common additional move to secure the corner is the 4-3 point; the 3-3 point is less common. Conversely, the 3-3 point can be used to make territory inside an opponent's 4-4 stone:

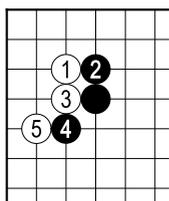


Diagram 1

White invades Black's corner with ①. Black's next move at ② (or ③) chooses the side on which to build a wall – often a critical decision. ③ strengthens; jumping could result in White's stones being cut and killed.

The proverb says 'At the end of two stones, hane', and here, the hane at ④ puts pressure on White and reduces the amount of territory White gains by continuing the wall along the side.

⑥ prevents White escaping on the left side or cutting at the triangle point.

⑦ gives White more space to make eyes. ⑧ prevents the white hane and means that each further white move along the edge makes only one point of territory.

⑨ threatens to escape into the space behind Black's wall, ⑩ closes the gap,

⑪ and ⑫ defend against significant cuts.

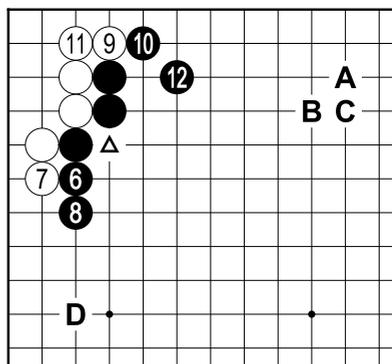


Diagram 2

The sequence normally ends here with White having sente, alive in the corner but completely enclosed. Black has a very strong wall, which works well in conjunction with black stones at A, B or C, but less well with stones around D; this is the main factor that will determine the side on which Black chooses to play ②.

The right time to play (or prevent) this sequence can be difficult to judge and depends greatly on the outside situation. The territorial value of the sequence is around 20 points, making it significantly more valuable than most small captures or monkey jumps. However, the influence of Black's wall on the outside can often be worth more than White's gains in the corner, so other approaches such as the 6-3, 6-4, 7-3 and 7-4 points should be considered, especially if the board is relatively empty.

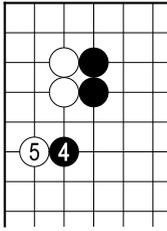


Diagram 3

There are several variations to the sequence above. For example, to take sente, Black can play 4 as in Diagram 3. White follows with 5 as shown and Black can then play elsewhere ('tenuki').

In the following variations, Black plays 'double hane'.

Diagram 4 shows another sequence for Black to take sente.

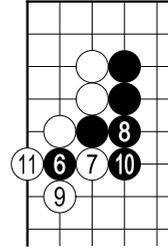


Diagram 4

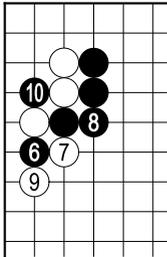


Diagram 5

Diagram 5: alternatively, Black can cut with 10 to take the corner in gote instead of taking sente.

Diagram 6: in this variation, after 12, White should play on the left side (or top).

If White makes the mistake of trying to save the corner with 13, the sequence to 16 shows how Black can chase down White's group.

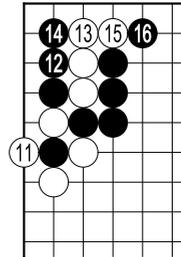


Diagram 6

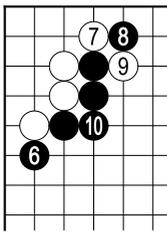


Diagram 7

Diagram 7: White plays this 7 if escaping to the top is better. 10 is necessary to prevent a double atari and so 8 can be captured, but Black has a good result.

These variations show an aggressive approach resulting in White escaping to the sides and so illustrate the concept 'the more you tighten your grip, the more will slip through your fingers'. (Go proverb? – *Star Wars* actually, but it seems appropriate.) □

UK NEWS

Tony Atkins

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Cambridge Trigantius

The Trigantius Tournament was held on 10th March at its now usual venue of St. Columba's Church in the centre of Cambridge. It was won by Andrew Simons (3d Cambridge), beating Alex Rix (3d London) in his last game. Also on three out of three were Sue Paterson (4k Brighton), Roger Daniel (5k Central London) and Richard Mullens (6k St Albans). Frank Visser won the prize for the furthest travelled (coming from Amsterdam).

Anna Griffiths won the quiz by identifying landmarks, visible and invisible; Simon Bexfield came an honourable second and also won a prize. Alistair Turnbull won the continuous 13x13 tournament. The Novices' Tournament was won by Anthony Ghica of Newmarket.

British Youth

The 2012 British Youth Go Championships returned to Bloxham School in Oxfordshire on 18th March. The modern library block served again as a great venue. It had 13 competitors aged from 6 to 18, with strengths from 2d to 30k. Tian-Ren Chen from Loughborough regained the youth title, the previous year's winner Mazhar Warraich not contesting it this year. Silas Yufu Shi (2d Loughborough) was the strongest player taking part, but he has Chinese nationality; he got a prize for winning all his games. To win the Castledine Trophy for another year, Loughborough Grammar beat Bloxham School with three straight wins.

Prizes and places went to:

Youth Champion: Tian-Ren Chen,
2nd: Adán Mordcovich

U18: Tian-Ren Chen (Loughborough),
2nd: Adán Mordcovich (Wanstead)

U16: Aidan Putman (Swindon)

U14: Thomas Meehan (Solihull),
2nd: Richard Showler (Bloxham)

U12: Dylan Zhu-Dong (Leamington)

U10: Anthony Ghica (Newmarket)

U8: Edmund Smith (Milton)

Open/Handicap Winner:

Silas Yufu Shi (Loughborough)

Skye



After a year's break, the second Skye Tournament was held again at the Tongadale Hotel in Portree, on the 17th and 18th March. Matthew Macfadyen (6d Leamington) was the best of the 30 players, again winning all six games. Second with four wins was Francis Roads (2d Wanstead) and third was Edwin Brady (1k St Andrews) with three wins. Colin Maclennan (11k Twickenham) won five games, and winning four were Ludan Fang (4k London), Quintin Connell and Wilf Dell (both 9k Glasgow). A large cheer went up at

prize giving when it was announced the event would hopefully be run again in two years' time.

Welwyn

The second Welwyn Garden City Tournament was held again at the Gosling Stadium, on 24th March. Andrew Kay (4d South London) was the best of the 22 players, being undefeated winner. Also winning three games were Ludan Fang (4k London), and Jon Robson (10k Swindon). Prizes were presented by Barbara Kime from the local Bridge club, whose room was used for the tournament.

Arundel

Paul Tabor (1d Epsom) was the surprise winner at the Arundel Tournament, held again in Arundel Football Club, on 31st March. Paul beat tournament favourite Andrew Kay (4d) in the second round and then beat Tony Atkins (who had previously beaten Jon Diamond) in the final. Unusually, despite 22 players taking part, nobody else won all three games. Jonathan Reece (2k Oxford) won the 9x9 side event and Jil Segerman, in a team with Roger Daniel, won the inventions quiz.

Thames Valley

Easter Monday, 9th April, saw the usual Thames Valley Team Tournament, this time at Burpham Village Hall near Guildford. Originally planned for three player teams, some quick mathematics decided that four teams of four was the best way of organising the day. The Wanstead team of Francis Roads, Adán Mordcovich, Richard Leedham-Green and Roger Daniel only lost one game to win the Broken Go Stone

Trophy. Second was the home team, West Surrey, with Bracknell third and Lottie's Lovers from Swindon fourth.

London International

The spring London International Team Tournament, held on 15th April at the Nippon Club, had 36 players in 12 teams and two divisions. The Open division was very closely contested this year, with Nippon (three team wins and eight individual wins) pipping Cambridge (three team wins and seven individual wins) in to second place; China (two team wins but eight individual wins) was third. This was a particularly surprising result as China won their first six games, whilst Cambridge only managed two.

In the handicap division South London Go Club won with four team wins and ten individual, beating Twickenham, with four team wins and nine individual wins, into second place.

In the Open division only Felix Wang managed to win all four games, whilst in the Handicap division Rippei Hayashi, Gerry Gavigan, Colin MacIennan, Dan Peace and Paul Langley all won four games and extra prizes.

British Go Congress

There was a pleasingly high turnout for the 2012 British Go Congress in Durham, held between 20th and 22nd April. It was last in Durham in 1996, and it was good to go back and explore again this ancient city, or sample it for the first time.

On the Friday evening, 30 players gathered in the magnificence of Durham School's dining hall for the British Lightning. This year

held as a five-round handicap Swiss tournament, the last round saw two former Durham players battling it out to win: Andrew Kay (4d South London) was ultimately victorious over Alex Kent (2d Bristol).

On Saturday morning 63 players congregated in the more prosaic concrete environment of the Students' Union for the British Open itself. After three rounds of Go, the BGA held its AGM. The meeting was so unexpectedly short that San Marco's restaurant, booked for a meal for 30 players, was not ready for the Go group when it arrived.

Sunday's games provided some unexpected results, as a player new to the UK, Malcolm Pang of Teesside, entering below the bar, looked set to win all his games when no one above the bar was able to do so. However, Andrew Kay fought to a narrow victory over Malcolm, and was declared the tournament winner by tie-break over Andrew Simons (3d Cambridge), who was also on five wins out of six. Richard Mullens (St Albans) and James Brownrigg (Chester) also won prizes for five wins.

Not content with winning the British Lightning and the British Open, Andrew Kay also won the Durham Lightning self-paired side event, was winner of the annual Stacey Grand Prix (36 points, four ahead of Andrew Simons) and was on the London team that won the Nippon Club Cup with a 73% win rate. His teammates there were Andrew Simons, Richard Mullens, Ludan Fang and Julia Woewodskaya. The Small Board side event was won by Alice Ambrose-Griffith of Durham.

Candidates

The Candidates' Tournament was held over the Bank Holiday weekend, 5th-7th May, at ISH in London; twenty-two players took part. The best players were Andrew Kay (six wins), Felix Wang (five wins), Desmond Cann, Andrew Simons, David Ward, Alex Selby, Nick Krempel, Chong Han and Francis Roads (four wins). Most of these would be playing in the Challengers' League on the Bank Holiday weekend in June, since there were eight places available after Matthew Macfadyen decided not to defend his title.

Bar-Low

Central London's Florian Borchers (3k) won the Cambridge Bar-Low, held in Trinity's Whewell's Court on 6th May. Second on tie-break was Roger Daniel (5k Central London) and third was Juan Leonardo Martinez-Hurtado (5k Cambridge), all on three out of four. The junior prize went to Melchior Chui (12k) from Cambridge. Eleven players took part.

Bracknell

Andrew Kay (4d South London) added a ninth title to his current collection by winning the Bracknell Tournament. Held on 20th May, it was as usual in the Woosehill Community Centre, with the usual real coffee and side events, but only using the downstairs hall because of falling numbers. Only one other of the 26 players won all three games and that was Daniel Peace (12k Oxford). Jil Segerman won the 13x13 with 2/2 and Jim Clare won the Go problem competition as the only entry (the Olympic sports quiz was just for fun). The Black Rabbits from Arundel won

the team prize and Paul Barnard won the caption competition.

Scottish

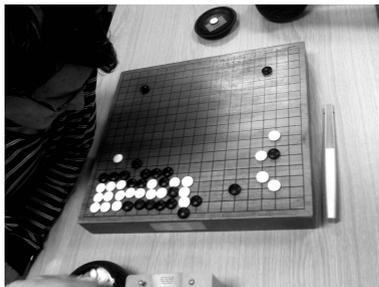
As the Mason's Hall in Dundee was not available on the normal weekend, the Scottish Open moved earlier by a week to the 19th and 20th May. Despite two players travelling from Skye and two from England, a combination of reasons caused an unfortunate drop of attendance from 23 to 9; this caused the bar to be a record low of 10 kyu. Matthew Crosby (3d Edinburgh) won all five games to take the title and David Lee (3d Dundee) was second with four wins. On the Friday evening before, it was one of the Skye players, John MacDonald (15k), who won the 13x13 event.

Separately, in the finals of the Scottish Championship, David Lee and Glynn Forsyth had played on KGS, as Glynn had moved to Australia. David won two games to nil.

Challengers' League

Eight of the nine best players from the Candidates' Tournament (it was Chong Han who was missing) spent the first four days of June at the Nippon Club in London's Piccadilly. Hopefully, the Jubilee celebrations were not too distracting to the players or to the kind hosts and referees.

Andrew Kay won his first six games to take first place, losing only to Alex Selby in the last round. His game against Andrew Simons in round five was the most entertaining; Andrew Simons made a wonderful dango in one corner with lots of exciting fighting to follow.



Andrew Simons tries out a new joseki against Andrew Kay

There was nearly a four-way tie for second place, but in the last round Nick Krempel beat Andrew Simons to take a fifth win and clear second. Felix Wang and Alex Selby shared the third spot with four wins. Andrew Simons and David Ward had three wins, Francis Roads two and Des Cann one.



Mirror Go is one thing, but Mirror Lunch?

So Andrew Kay will play the best-of-three Title Match against the 2011 defeated finalist Nick Krempel. These games were scheduled to be held over the summer and to be broadcast online as usual.

In recognition of Andrew's win and his ten current titles, he was promoted to 5d. Felix Wang also was promoted to 4d. The only other recent promotion was Alex Kent, to 2d in March.



British Pair Go

The British Pair Go Championship on 10th June was held again at the Foxcombe Lodge Hotel, in Boars Hill near Oxford, and again organised by Francis Roads. However this year, the 22nd, there were a few changes, such as an increased entry fee for some and only prizes for winners (other players receiving a certificate). One thing that was a change for the better from the previous year was the weather, being fine enough for the children to play in the garden and to have the group photo again.

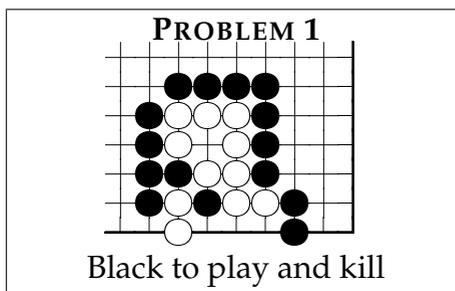


**Matthew and Natasha
Champions again**

Natasha Regan and Matthew Cocke retained the British Pair Go Champions title for a third year. They beat Jenny Radcliffe and Francis Roads in the final of the eight pair top group. Winning the fighting spirit prize were Jackie Chai and John Johnstone.

In the handicap group there were six pairs, including several children and a 5d Korean lady. Winners were Helen and Martin Harvey, playing in the handicap section as Helen was still recovering from injury. They beat the youngsters Rebecca Margetts and Oscar Selby in the final, proving that 26-stone handicaps can be overcome. The handicap fighting spirit prize was won by Yvonne and Paul Margetts.

Sam McCarthy and John Collins won both the best-dressed couple prize and the chemistry quiz.



BRITISH TEAMS – WMSG, LILLE 2012

Jon Diamond

president@britgo.org



The British team for the events at the forthcoming World Mind Sports Games in Lille, France during August is:

13th-16th	Men Chong Han Andrew Simons Paul Tabor Henry Manners	Women Vanessa Wong Natasha Regan Anna Griffiths
17th-19th	Team A Vanessa Wong Chong Han Matt Cocke	Team B Andrew Simons Jon Diamond Paul Smith Reserve: Alison Bexfield
20th-23rd	Youth Vanessa Wong Tian-Ren Chen Henry Clay	Pairs Matt Crosby & Martha McGill Simon Bexfield & Alison Bexfield

The observant will have noticed that we are allowed to enter five players in the Men's, Women's and Youth events, so if there are any people who wish to be considered for the remaining places, please contact me as soon as possible.

Since we have no sponsor this year, unlike Beijing in 2008, all our players are paying for their travel, accommodation and uniforms. We'd like to be able to help defray some of these costs, especially for those who are in financial need. If you'd like to help, please visit our WMSG donation page: www.britgo.org/wmsg/donation.

The logo shown above, designed by Jonathan Chin, will appear on the team's uniforms, in Red, White and Blue. □

PROFILE: PAUL BARNARD

Paul Barnard

mem@britgo.org



Paul became our Membership Secretary at the AGM in Durham in April.

I discovered Go in 1984/5 when I was in a house-share in Swindon. One of the other residents had a Go set and knew the rules but not how to play, and for months, games consisted of putting stones randomly on the board until fighting started. Eventually, I discovered the BGA and Go books, and I was awarded a shodan diploma in 1996. My first club was Reading.

After a few years in Devon, the Middle East and London, in 1991 I moved back to Swindon, where there was a Go club teetering on the brink of folding. Together with a few other local-ish BGA members with whom I made contact, we provided enough energy to keep the club alive and growing a little. Today, the club has

around ten members, meets twice a week and runs the annual Swindon Open Go Tournament.

Apart from playing in the local club, I enjoy teaching the game (I taught at the West Surrey tournament a few times) and playing in tournaments. I have attended 108 British tournaments, plus one in France, one in Romania and one US Congress. I was briefly a member of Houston Go Club during a three-and-a-half year stint in America. My favourite tournament is the Isle of Man Congress. I have not taken to playing online.

I am a chartered civil engineer, but haven't done any actual engineering for many years, having worked in project development, business development and project management over the last 15 years – often all three simultaneously. Taking redundancy from an international electricity generating company in April 2012 after 21 years, I now work on a part-time basis for a civil engineering contractor.

I met my wife, Stella, at the Central London Go Club in 1987. Not a player, she had wandered into the room just curious about what all the strange men were up to. She was just about to leave again when I insisted she sit down and learn the game. She didn't take to the game, but did take to me and we now have two children in their twenties.

VIEW FROM THE TOP

Jon Diamond

president@britgo.org



The British Go Congress in Durham was a great success, with even the rain mostly holding off, and attendance was up on 2011. The AGM was also successful, with Alison and Toby able to present accounts for both 2010 and 2011, despite our accounting failures for the last few years. I'm confident the finances are now under control, but unfortunately we've had to increase our subscriptions.

The AGM minutes are publicly available on the website, and the accounts are available if you write to the Secretary. Finally on this topic, I'd like to welcome Maria Tabor as our new Council Member; she will provide some balance to us retirees on Council.

Details of the World Mind Sports Games were eventually released at the end of May, so we've been busily trying to get our team together from the requests that I've had since then. It looks like there may be some spare places available in the Men's and Women's Individual events, so please consult the website for current selection details, and contact me if you're still interested in playing. Since we don't have a sponsor this year, we're expecting our players to

pick up the costs. If you'd like to help defray some of these there's a special donation page on our website for this purpose:

www.britgo.org/wmsg/donation.

Speaking of donations, please welcome David Carter as our Sponsorship organiser. He's already had some success for the London Open later this year.

The Pandanet European Team Championship has finished for another year, with an improved performance by our team, up from 7th to 5th in Division 2. Hopefully our captain Andrew Simons will continue for another year and ensure that we get promotion to Division 1. Congratulations to Matt Cocke and Natasha Regan for their performance at the European Pairs, and also Sam Aitken for his, as a late entrant to the World Amateur.

By the time you read this, two Korean professionals will probably have visited us at part of a European tour, at short notice. I hope some of you had a chance to meet them. We're also hoping for a visit by two Japanese professionals in October, and we will let you know their itinerary in due course. Hopefully, they'll be able to help with our Recruitment Drive.

Last, but clearly not least, there will be a new name on the British Championship trophy this year; just the eighth in nearly 50 years! Matthew Macfadyen has decided to take a break, and so the Challengers League was even more competitive this year. Andrew Kay and Nick Krempel will be contesting the Title in a three-game match over the summer. Watch the website for details. □

CONSIDERING THE POSITION: PART 2

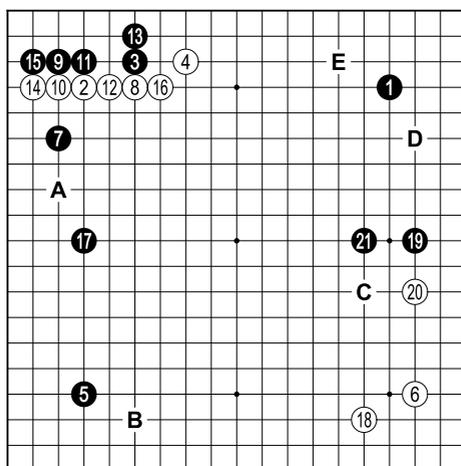
David Ward

dward1957@msn.com

This is the second instalment of 'Considering the Position', based on a Chinese translation of a Korean text by Cho Hun Hyun. Here is an example of the correct direction of play by White when possessing a strong wall.

I suspect most of our readers would prefer to play Black in the position shown below, but it is instructive as to how to make best use of the seven-stone wall in the top left. Walls are not primarily used for making territory, as this will often lead to an over-concentrated shape, but a wall without a base can easily become a weak group. White has to tread the fine line between these two considerations to get good value.

The starting position



How should White play?

Cho says 17 is a declaration of war and 18-21 are preparation for the battle. 21 has a secret aim to attack the seven stones on the top left.

Consider the possibilities A to E: what are the whole-board considerations and how should White play? The answers are on page 33.

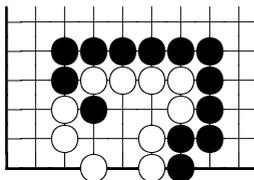
DOUBLE-DIGIT KYU PROBLEMS

We are grateful to the Dutch Go Journal and its Editor, Henk Mourik, for permission to use the eight problems below.

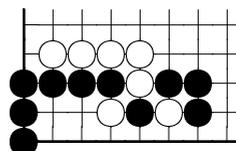
In each case, it is Black to play and find the best move. The answers are given on page 42.

Some are quite difficult, so don't worry if you don't get them all. You can learn from the answers.

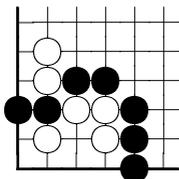
PROBLEM 1



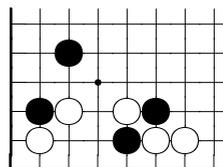
PROBLEM 5



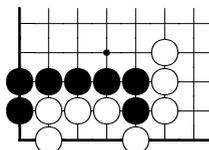
PROBLEM 2



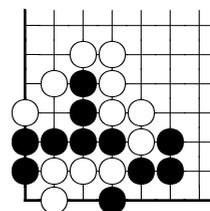
PROBLEM 6



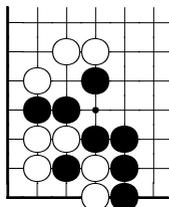
PROBLEM 3



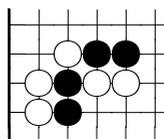
PROBLEM 7



PROBLEM 4



PROBLEM 8



THREE PEAKS TOURNAMENT — 20 YEARS

Bob Bagot

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November 2012 will see the 20th edition of the Three Peaks Go Tournament. The first was in November 1993, following the cancellation of the proposed Birmingham tournament. Tim Hazelden, the licensee at the Marton Arms Hotel in Thornton in Lonsdale, stepped into the breach and at short notice arranged a tournament at his pub. Tim was a former BGA treasurer and a strong 2d. There were only 24 at the first tournament, won by Simon Shiu, but it was sufficiently attractive to continue year after year. Thornton is a typical and beautiful Yorkshire Dales village near Ingleton. The title of Three Peaks was appropriate to the dominant mountain, Ingleborough, overlooking Ingleton. The Ingleborough Challenge in 1993 saw Simon Goss beat Alison Jones (now Bexfield) in sub-zero temperatures on the top of Ingleborough. I have no records of any other winners, but for many years a party of Go players climbed Ingleborough on the Saturday morning (and usually arrived late for the tournament!).

In 1995 Tim Hazelden died in a tragic road accident. The 3rd tournament became the first Memorial tournament and a fund was started to raise £20,000 for cutting equipment for the local fire service. Colin Elsdon, the co-licensee, wanted the tournament to continue and for many years, with Toby Manning organising, it raised money for the cutting equipment and other local causes.

Toby continued as organiser until 2003, but when Colin retired in 2005 the new owners at the Marton Arms were not so welcoming. To some

extent the tournament was a victim of its own success. In 2002, 66 players squeezed into the playing room, with an overflow in the bar. In 2007, Martin Harvey played his matches in his bedroom and Pat Ridley in his camper van. The playing room was also the breakfast room and a function room. In 2008 they could not give me a commitment that we could have the room and so we moved to the Station Inn near Settle. Within view of Pen-y-Ghent, another of the "Three Peaks", it had, if anything, better playing conditions than the Marton Arms. Unfortunately, The Station Inn was hit by the recession and closed in 2009. A third home was found at the Commodore Inn in Grange-over-Sands, where the playing room is probably the best of the lot. The link with the "Three Peaks" was now rather tenuous, but the name has been retained, partly for the recognition of a successful tournament and partly because we have a lovely little Three Peaks trophy. This is a miniature Goban, presented to the tournament in 1998 by Graham Telfer.

Over the years many strong players have won the Three Peaks. The first four years saw four different winners — Simon Shiu, Toby Manning, John Rickard and Alistair Wall. In 1997, Francis Roads had the first of his three wins, a record that has been equalled by John Rickard and Matthew Cocke and bettered by Tony Goddard (6d), who won four times from 2004 to 2007. In 2011, Matthew Cocke lost his first ever game at the tournament to Andrew Kay, who emerged as a new winner and current holder of the Goban.

The Three Peaks has always been one of the more successful tournaments, with numbers usually well over 50. While attendances are down at events in general, it still attracts over 40 players. One of these, Toby Manning, has been a winner, an organiser, a walks leader and, I suspect, an ever-present. I have no figures on this but maybe Brian Timmins or the Harveys are also ever-presents or nearly so.

It is likely to continue in its present venue. Grange is hardly by the sea (the sheep graze on the grassland of the bay) although those with good eyesight can see it. The tournament still makes a profit and in recent years has donated to the Friends of London Open and the Castledine-Barnes Trust. There are plenty of places to stay, so why not give it a try? It is always nice weather in Grange, even in November.

THE BGA ANALYST

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

Would it be helpful to have your games analysed?

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

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

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

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

ANGEL OR DEVIL?

Nick Wedd

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This article has two purposes. It introduces the 'Empty Triangle' cartoons of 'chidori' to readers who do not already know of them, and it describes why, in my opinion, the dilemma experienced by the girl in the cartoon below should never be a genuine one.



*why I sometimes take a lot of time
to make my move*

First, I introduce chidori. She is a Slovakian-born artist, now living in Prague. 'chidori' is the pseudonym she uses for her artwork (she also plays and chats on KGS as 'chid0ri').

Her web site

www.emptytriangle.com has, among her other work, a series of cartoons featuring the fluffy-haired girl you see above, who does not much resemble chidori herself. At the time of writing there are 73 of these cartoons: if

you have not seen them before, I recommend looking at them in order. They show Go and Go-players from the point of view of a sympathetic, but human, observer.

Now I will discuss the thoughts of the girl in the cartoon.

I believe that her dilemma, whether to defend or to attack, is very common among kyu players. I used to feel torn by it myself, but I now believe

that my dilemma was based on a misunderstanding. I will explain how, for me, this misunderstanding arose. The following account is largely fictional in its details, but is in essence accurate.

At a tournament, after losing a game, I showed it to a strong player and asked for his comments. He went through the game, and identified what he considered my most clearly bad move. He commented on it, 'This move is far too aggressive. It is deep inside your opponent's territory. He will probably answer by cutting it off from all your other stones, so that it is dead, and his group is even stronger and even bigger.'

Some time later, at another tournament, I showed another lost game to a different strong player, and his answer was something like, 'This move is far too defensive. It makes no territory, it destroys no territory, it threatens nothing. All it does is connect together these two groups, which are already connected together anyway.'

Now this was all good advice. It might have been even better if the first sentence, in each case, has been 'This move is completely worthless' – but that would have been undiplomatic, and might have put me off listening.

Unfortunately, like many pupils, I had a limited capacity for taking in information. As so often, all that I retained was the first sentence of each explanation: 'This move is far too

aggressive', and 'This move is far too defensive'. I was left thinking: that's weird. Sometimes my play is far too aggressive, and sometimes it is far too defensive. It must be really hard to achieve the right balance. For years afterwards, I believed that achieving this balance was an important aspect of playing Go better.

One day, I realised that the first teacher had not picked out my move for comment as an example of aggressive play, but as an example of stupid play; and likewise the second teacher had meant to draw attention to the pointlessness of my move, not its defensiveness. The way to improve at Go has nothing to do with a balance of aggressiveness and defensiveness; rather, it is about avoiding bad moves. So the fluffy-haired girl above is thinking along the wrong track. Instead, she would do better to ask herself three questions:

1. What does this move aim to achieve?
2. Is that a sensible thing to try to achieve?
3. Is there a reasonable chance that the move will in fact help to achieve it?

If the answer to 1 is 'I don't know', or to 2 or 3 is 'no', she should stop thinking about that move and consider a better one.

FELIX WANG V. FRANCIS ROADS

Francis Roads

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This game was played between Felix Wang (3d) and me (2d) in the 2012 Challengers' League. The comments are based on a post-game discussion with Felix, who had the black stones.

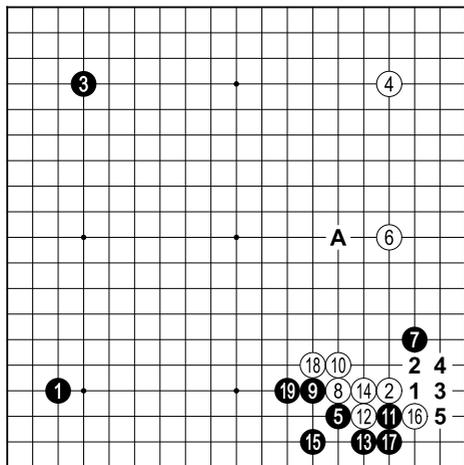


Diagram 1 (1 – 19)

⑳ I wasn't sure what to do here. I could expand my moyo at A in Diagram 1, leaving behind the 1-5 sequence for Black later, but I wasn't sure what to do about the stone at ⑦.

㉔ We agreed that this was the largest move, at the junction of two moyos. Felix considered a move there himself, but didn't want me to play at A.

㉕ B is joseki here, but this move worked quite well.

㉖ This is the way I like to play, making a large moyo in the centre right.

㉗ Felix thought I should have played at C, leading to the alternative sequence shown in Variation 1. This would more-or-less commit me to capturing the entire group.

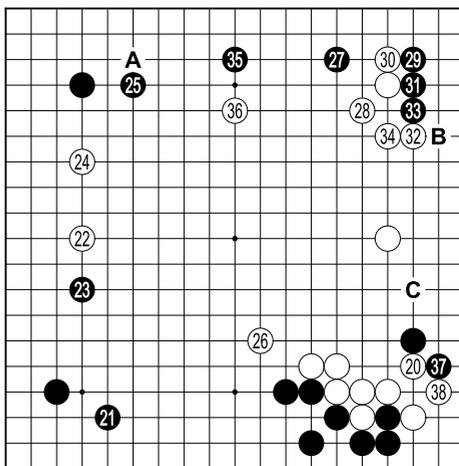
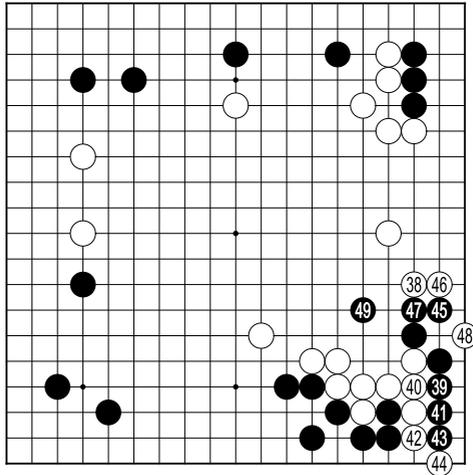


Diagram 2 (20 – 38)



Variation 1 (38 – 49)

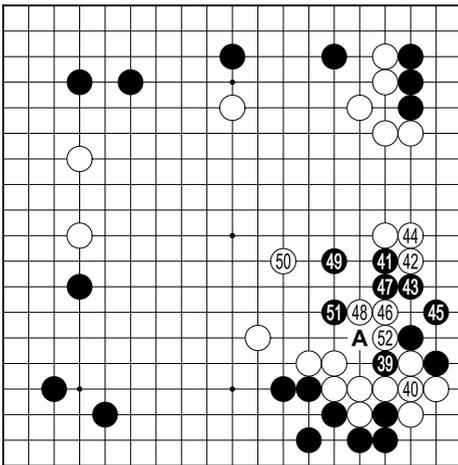
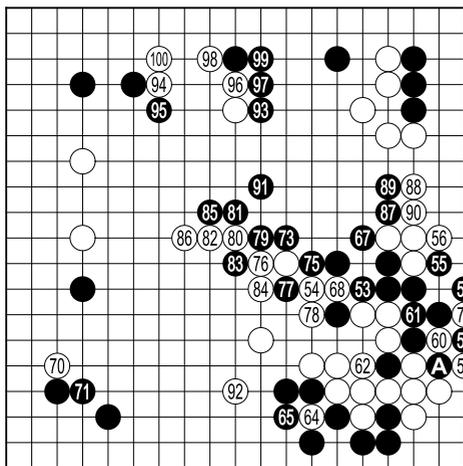


Diagram 3 (39 – 52)

⑤2 This move is very bad. I thought that a spare eye at 39 might be handy. However, this was a case where liberties were more important than eyes. I should have played at A.



63 at A, 66 at 60, 69 at A, 72 at 60.

Diagram 4 (53 – 100)

91 My bad move at 52 enabled Felix to take the initiative in getting his group out in good shape. I had little chance of winning now.

The marked stones were dead, so White resigned.

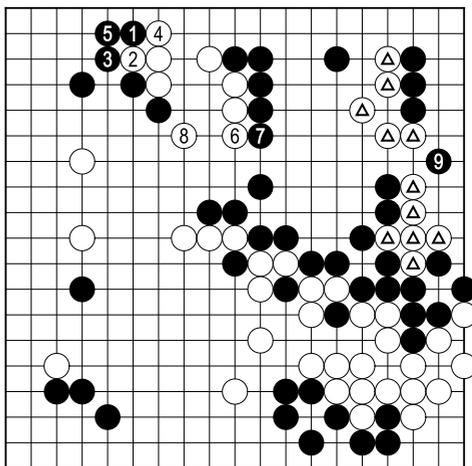


Diagram 4 (101 – 109)

ARUNDEL JUBILEE SHOWCASE

Jil Segerman

jil.segerman@gmail.com

Saturday, June 2nd was the start of the Queen's Diamond Jubilee weekend, and Arundel organised a showcase of local clubs and activities in the Town Hall. This was a big local event, with entertainment throughout the day, and special buses bringing people in from nearby towns and villages.



The town crier was there in a splendid uniform, and the mayor in a slightly less splendid chain of office. The exhibitors included gardening, swimming, poetry, zumba, kids' theatre group, at least two choirs and of course the Arundel Go Club.



Sue Paterson had organised a mini Go exhibition, and set up a table with Go

posters and space for two games. A great many people stopped by to talk, and we were both kept pretty busy. I lost count of how many people played their first ever 9x9 game, and we shall hope to see some of them at the next club meeting.

Sue and I also managed to play a 19x19 against each other, and although she is about four stones stronger than I am, I opted for an even game, hoping that with so many friends in the town she would get distracted and not notice my rip-offs. Sadly, that did not work out.



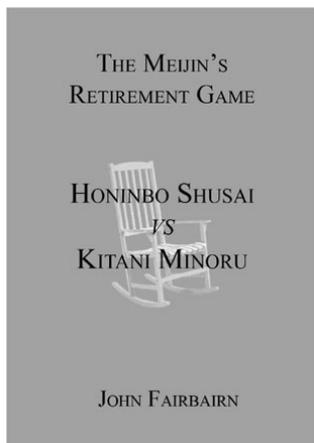
Incidentally the Arundel Go club is unique so far as I know, in that the meetings last all afternoon and into the evening (in some ways like the Central London Go Club), but there are other games besides Go, and a meal. There are some excellent cooks among the club regulars.

So it is well worth a visit if you are anywhere in the area, and if you decide to bring non Go-playing family, there is plenty for them to do: a castle, a boating lake, a bird sanctuary, beautiful country walks and interesting shops. □

THE MEIJIN'S RETIREMENT GAME

Helen Harvey

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Author: John Fairbairn

Publisher: Slate & Shell¹

ISBN: 1-932001-58-1

The book consists of 142 pages related to the famous game between Honinbo Shusai and Kitani Minoru, played in 1938. It marked the retirement of Honinbo Shusai and became a six month grind for both players, played over 15 sessions. The entire game was chronicled for a Japanese newspaper by the Nobel prize-winning novelist Kawabata Yasunari, but this did not appear in book form until 1954.

The initial 25 pages are a brief biography of Honinbo Shusai's life, with historical and cultural accounts and then a short chronological account of Kitani Minoru's life.

The actual game is commented over 73 pages, which covers the game's 237 moves with over 128 diagrams. It is a comprehensive account with very thorough commentary, detailed

moves and extensive variations. Most of the original commentaries on which the book is based were by Go Seigen, Kitani and Shusai.

There is a 27-page Appendix, addressing Kawabata's novel, *The Master of Go*. John Fairbairn summarises the novel chapter by chapter from his viewpoint as a Go player. You do not need a copy of the original novel or the translation to appreciate John's book, but he does recommend you read one or the other.

Overall, I thoroughly enjoyed reading the book and it was easy to follow the game commentary and numerous diagrams without the aid of a Go board. The interest was not just what happened on the Go board, but also what happened off it. Not wishing to spoil the story, I won't reveal the winner or summarise the events covered, which occurred before, during and after the six months of the actual game. Suffice it to say that these events were equally interesting to read about.

I found the author used clear and understandable language, and it was easy to follow the step-by-step moves and variations shown. As there was not much Go jargon used, less experienced players may also find it easy to follow.

I would say that some of the variations are rather long and drawn out. I did come across a point in the book when about 14 diagrams of variations were being shown. This felt over the top for me and a bit too deep – they were variations on life and

¹www.slateandshell.com

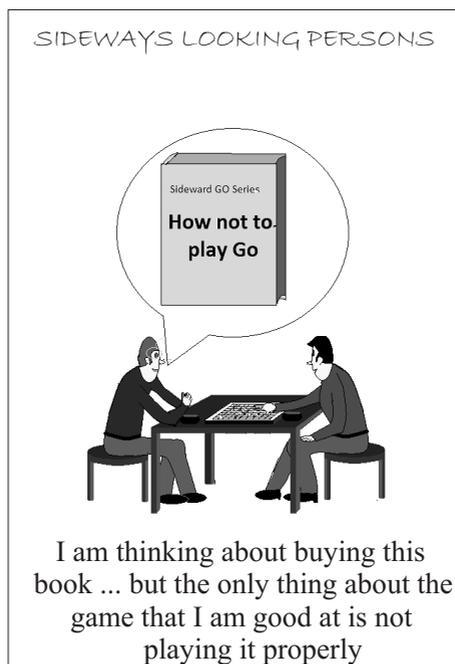
death of both players' groups with a ko. Even the commentary stated that this is a rather long and jaw-dropping digression, which shows us that not everything in Go is black and white.

Nevertheless, the book provides you with many possibilities to ponder over and the reader is given a good insight into the actual game. Great fun for the dan players and for some of the strong

kyu players, but perhaps, many kyu players might wish to skip over some of the variations.

To summarise, I found it a highly interesting read and I would recommend it. There is plenty in the book for all readers.

The review copy was kindly provided by Slate & Shell.



CONTRIBUTIONS TO THE JOURNAL

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

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

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

WORLD NEWS

Tony Atkins

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Pandanet Teams

The UK team followed up their first victory of the season in the B-League of the Pandanet Go European Team Championship with another win. This time, on 20th March, it was a four-nil win over Slovenia. Chong Han on board one was again the first to finish, when Leon Matoh resigned. Des Cann won a semeai by one liberty to beat Gregor Butala, and Alex Selby won against Tamar Cefarin without too much difficulty. Jon Diamond got into a contest of weak groups against Andrej Kralj and won after killing one of his opponent's in the yose.

The match on 17th April saw a two-two draw against Slovakia. On board one, Chong Han suffered in a tough game against Pavol Lisy 6d, under-20 European Youth Champion in 2011. Des Cann also lost against Maros Kral, however David Lee did well in his debut game for the team, with a comfortable win against Miroslav Poliak. Andrew Simons' game against Marian Hrdina was a three-and-a-half hour marathon, won by a fitting three-and-a-half points.

The ninth and final match of the season was against Denmark on 20th May. Chong Han won on board one against Kasper Hornbæk and Des Cann beat Thomas Heshe. Andrew Simons, however, looked like winning against Uffe Rasmussen but lost a group in time trouble. David Lee won the fourth game by forfeit as his opponent did not turn up.

This left the UK in fifth position with 10 points, behind Belgium on 11,

Finland 12, Israel 14 and the B-League winners Serbia on 15 points.

Ireland had a good end to the season as they drew with Norway, then beat Kazakhstan and Spain, both four-nil. All countries ended up with maximum points for two matches as Bosnia and Belarus failed to complete the season, and after the dust settled, Ireland was placed third with 15 points. Italy was second with 17 and Norway won the C-League with 18.

The A-League was dominated by Russia, which ended five points clear of Ukraine and the Czech Republic, with France in fourth. These four countries will play the over-the-board finals at the European Go Congress in Bonn.

European Cup

Many top European events continue to be part of the European Cup, buying in at one of five levels. The Level Three event at Nijmegen (Netherlands) in March was won by Rudi Verhagen, and in April Ondrej Silt won at Maribor (Slovenia). The first ever cup event in Estonia, at Tartu, was won by Matti Siivola.

Amsterdam made a change this year by running a Rapid Play on a boat on the second day of the tournament weekend. The Level Five cup event was dominated by Koreans; Cho Seokbin was first with Lluis Oh second, so the Cup points went to Lukas Kraemer in third.

At this point Csaba Mero was leading the points table with 51, Kraemer was second on 27 and Verhagen was third on 24.

WAGC

The World Amateur made one of its trips out of Japan with the 33rd edition, known as the GAC Trumpchi Cup, being held in Guangzhou (formerly Canton) in China. The venue was a modern Chess and Go Institute with very pleasant gardens.

Due to an administrative oversight, it looked like the UK would not be sending a player when it was realised that Matthew Macfadyen was not going, and it was too late to arrange flights and visa for a replacement.

Luckily, Sam Aitken had been living in China for a while and could easily get there, and the organisers allowed him to join in despite it being after the entry deadline. He did very well, winning four of his eight games to end 30th. He beat the players from Mexico, Norway, Belgium and Spain, but lost to strong players from Finland, USA, Russia and Canada.

Colin MacSweeney for Ireland won three to come 48th, beating South Africa, Brazil and the reserve player from China.

Qiao Zhijian from China was the winner, with Korea second and Chinese Taipei third. Top Europeans

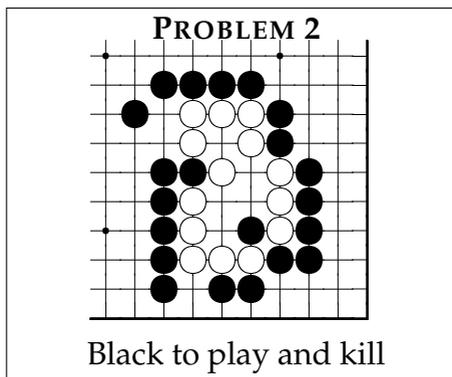
were Pal Balogh from Hungary and Juri Kuronen from Finland in fifth and seventh places.

European Pair Go

This year the European Pair Go Championship was held in France on the 2nd and 3rd June. The venue chosen was in Lyon – not in the modern bustling part near the stations or in the bland suburbs, but in the historic old town, pleasantly located near the river, old buildings and scenic Fourvière Hill.

Natasha Regan and Matthew Cocke finished a very creditable seventh out of 24. They won three of their six games, losing to a pair from the Czech Republic and two French pairs.

The tournament was won with a flawless record by the professional Russian pair, Svetlana Shikshina and Alexandre Dinerchtein. Second were the Czech Republic's Klara Zaloudkova and Jan Hora, who earned a seat at the International Amateur Pair Go Championships in Japan. Former European champions Natalia Kovaleva and Dmitri Surin from Russia were third, and the next three places were taken by French teams. □



PROFILE: MARIA TABOR

Maria Tabor

maria.tabor1989@hotmail.co.uk



Maria was elected to Council at the AGM at Durham in April.

I was taught Go at the age of 14 by my dad, Paul Tabor. Shortly after learning, I attended my first tournament, at the Isle of Man, where I was introduced to the friendly community of Go-players in Britain. This inviting atmosphere is what encouraged me to play in tournaments often.

Throughout the last eight years I've attended many BGA tournaments. In 2006 and 2008 I was U16 and U18s UK youth champion. My biggest achievement to date has been playing in the GB Women's Team in the 1st World Mind Sports Games in Beijing.

From 2010 to 2012, I was a part of the team that ran the Nottingham Go Tournament, which was great fun; I would recommend anyone interested

in the game to become a part of such a team.

The thing that interests me most about Go is the way that people's personalities are displayed in their games. Due to this, I believe that improvement in Go can be linked to self-improvement. For example, it is in my nature to enjoy problem solving, and in Go this results in my having a strong middle game. Combined with my keenness to over-achieve, it leads me to take a high-risk approach and start unnecessary fights, usually when I'm already ahead. Therefore, to improve I should work on reading the board, and not allow myself to over-try and unnecessarily fight into defeat.

I also believe the game of Go is important for all ages: it develops intelligence through problem solving; discipline, by increasing concentration and persistence; and team work, by encouraging those that learn to consider other people's opinions and game plans.

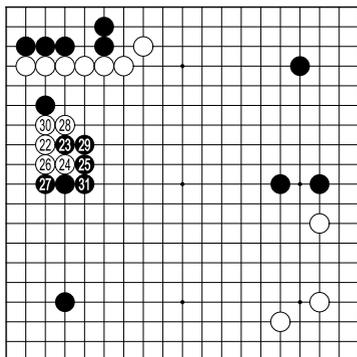
I believe it has the power to make the best of people, and so one should start teaching people as young as possible. As tournaments offer a perfect environment to test yourself as well as learn from your mistakes, in a friendly and supportive environment, it is vital to encourage new and young players to attend as soon as they feel comfortable.

CONSIDERING THE POSITION: ANSWERS

David Ward

dward1957@msn.com

Here are the answers to the questions posed in Considering the Position on page 18. '(DW)' indicates a comment by me rather than one translated from the book.



Variation A

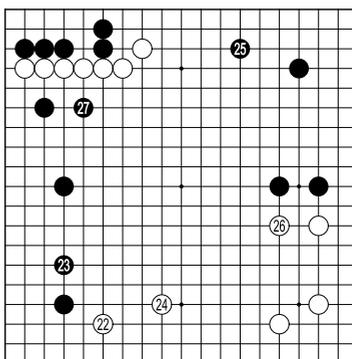
White enters too early. The result to 31 leaves Black thick, and White is not satisfied with the amount of territory.

A failure.

Variation B1

White would like to map out a large framework with 22 and 24, but after Black plays the vital point of 25 White is in trouble. If White continues with 26 then 27 looks keenly at the 'big dragon' in the top left: the white stones are now floating and a liability.

A failure.



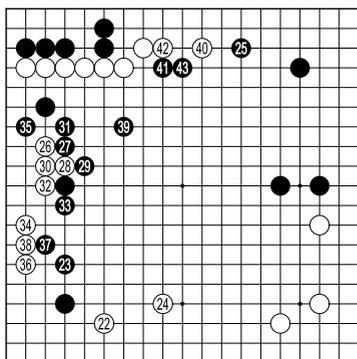
Variation B2

If instead White plays this 26, it's even worse.

After 27-34, White can live in a low position.

After 35, Black has a good position and attacks with 37 and 39

White lacks a good strategy.

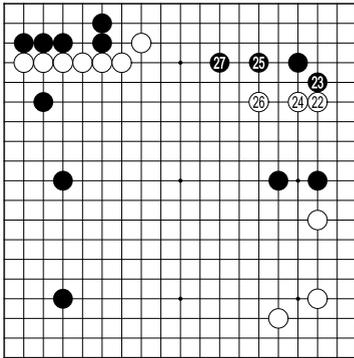
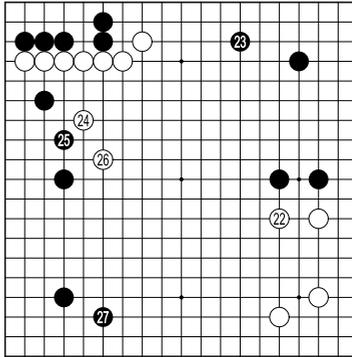


Variation C

②② ignorantly jumps to the centre at a bad time.

②③ is a vital point. ②④ and ②⑥ follow, but White suffers as Black takes territory in the last corner with ②⑦.

The result is a White miscalculation.



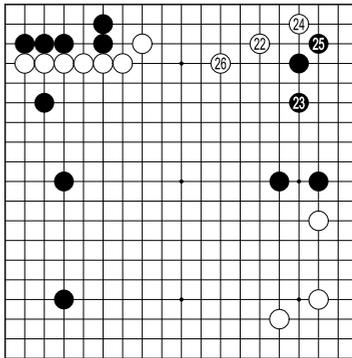
Variation D

Finding trouble. This is the worst choice: ②③ is vital, and after ②⑦ White is in danger of a splitting attack on the two white groups.

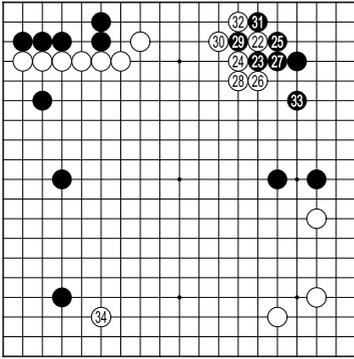
Variation E1

Good direction; ②② first looks to the top to settle the shape.

If ②③-②⑥, White is in a good position for the battle ahead.



(DW) I take the main point to be that after the top is settled, White will be able to attack very strongly without ever worrying about the seven stones on the top left, which will turn the wall from a question mark to an exclamation mark for the rest of the game!



Variation E2

Black may choose to go for more solid territory with 23-33, but importantly White is able to play the last large point of 34. White gets a full position and is satisfied.

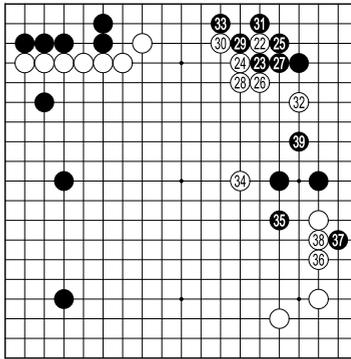
This is the correct line; best for White.

Variation E3

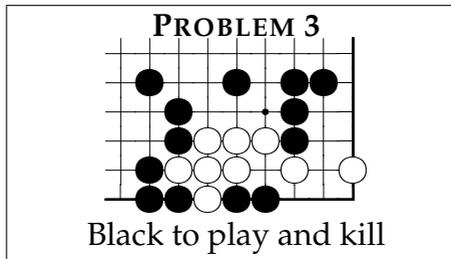
In the real game, White miscalculated and played this 32.

33 is a great move; 34 attempts to make up for the mistake by attacking the two black stones, but Black plays 35 to escape.

After the continuation to 39, Black has a thick position and can't be attacked. White's stones are not best placed.



Black won by resignation after 199 moves.



BGA MEMBERSHIP DRIVE - OCTOBER 2012

Colin Maclennan & Paul Smith

BGA Council members have been discussing how we can encourage more people to take up Go. We think the most important areas to focus on are universities and junior players.

There are some things we can do to help set up new clubs in these areas which are described below in this article; but we also welcome any other ideas for involving more people in Go. If you have an idea for an event which could be run by your club or in your local area this autumn please let us know.

University Clubs

We wish to encourage more clubs to form in universities. Only a few universities currently have Go clubs, but those that do are relatively successful.

To give new students a taste of the opportunities open to them, universities lay on "Freshers' Fair" events, usually just before the academic year starts, at which university clubs and societies introduce themselves and compete for members among the new students.

We would like to encourage as many of our existing clubs as possible to set up a Go stall at their local university Freshers' Fair, with a view to attracting enough new students to form a university club. We will do what we can to support any event clubs set up, for example by getting someone to visit and help on the day.

For clubs willing to give this a try, this is what they should do:

Step 1: identify a Go player in the university, staff or student, who is

willing to take the lead, nominally at least, in arranging a stall at the Freshers' Fair; some clubs may already have such a player among their existing members. If not, they will need to find someone by advertising on notice boards, or in university newspapers, or by word of mouth enquiry.

Step 2: apply to the university to run a stall at the Freshers' Fair in October 2012. Clubs may already have enough equipment to demonstrate the game at such an event, however I can provide some 9x9 laminated cardboard boards and plastic stones (five sets for £20) plus some *Play Go* booklets. These sets are useful at a busy event as interested students can try the game for themselves. Sign up as many students as possible as being interested in joining the new club.

Step 3: on the basis of the interest shown, apply to the university for funding to buy equipment. We have arranged with Pentangle Games to offer a 'Go club starter pack' consisting of five good quality 19x19 wooden boards and stones plus one or two books for beginners for a total price of £250. Of this, we will provide £50 in the expectation that the new club will be able to get the remaining £200 from the university.

Step 4: support the new club until it is self-sustaining.

Clubs that think they could set up an event at a local university are invited to email me with an 'expression of interest' or telephone me on 020 8941 1607.

Colin Maclennan

colin.maclennan@btopenworld.com

Clubs For Junior Players

The BGA runs two main events each year for junior players – the British Youth Go Championships and the UK Go Challenge. The numbers of players have gone up and down quite a bit in recent years, with the high point being 73 players at the British Youth a few years back.

What makes the biggest difference to the attendance is the number of active school and junior clubs that can bring a group of players to these events. For this reason we are very keen to increase the number of active clubs for juniors in the UK.

School clubs have been run by teachers, teaching assistants, school librarians, parents, visiting local Go players (if they have the time and enthusiasm to make a regular commitment) and even sometimes by school pupils. If you may be interested in starting a Go club in a school then we can help and we would be very interested to hear from you.

The Chess & Go Club in Cambridge is different in that it is run in the early evening, not in a school, with the help of local chess organisers. But it has also proved very successful, kept running for almost 20 years so far and regularly provided a good number of competitors for junior events. If we had five or six clubs like this in the country instead of just one we would be in a lot better position to run more and bigger junior Go events. There is an article on the BGA website¹ about how to run a club like this. If you would be interested in starting a junior club of this sort please get in touch, as there is a lot of help and advice available.

Some of the things we can do to help people starting a new junior club are:

- we can provide you with advice from other junior clubs on how to run and advertise your club;
- we can give advice on how to teach Go at the club including how to run ladders and tournaments and how to take part in the UK Go Challenge;
- we can provide some teaching materials such as puzzle sheets with certificates for reaching certain levels or kyu grading certificates;
- we can provide BGA publicity materials such as leaflets to help to explain to teachers and to parents what Go is about;
- we may be able to lend you some Go equipment to get you started, or help you to buy some cheap Go equipment;
- we may be able to provide a visit from someone with experience at organising Go for juniors;
- we can help you to arrange CRB checks for people helping at the club if necessary.

Many people, even some who initially doubted their teaching ability, have found it very rewarding to introduce Go to young people. If you are interested please get in touch with me on 01223 563932 or by e-mail.

Paul Smith

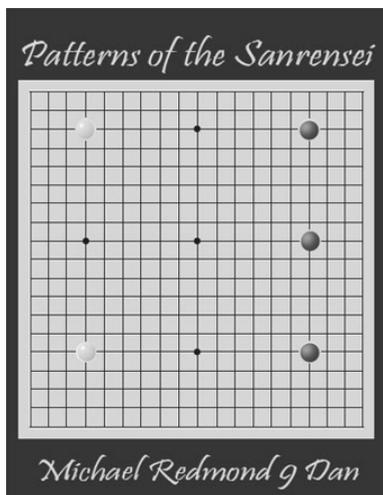
paul.smith25@ntlworld.com

¹www.britgo.org/youth/chessandgo.html

PATTERNS OF THE SANRENSEI

Francis Roads

francis.roads@gmail.com



Author: Michael Redmond (9p)

Publisher: Slate & Shell²

ISBN: 1-932001-63-8³

I discovered the San Ren Sei pattern (Black's moves in the diagram) in 1970, when I opened my copy of *Modern Joseki and Fuseki, Vol. 2* by Eio Sakata, then recently published by the Ishi Press. I was immediately attracted by it, and have been using it in tournaments on and off ever since. The opening was virtually unknown in professional even-game Go before the Shin Fuseki experiments of the 1930s, when the old ideas about taking a firm grip on territory in the fuseki were being challenged by the techniques of building strength and influence in the centre, often resulting in large side or central moyos. It has remained in professional use since

then, though in recent years it has been rather displaced by the Chinese fuseki, with its balance between territory and influence.

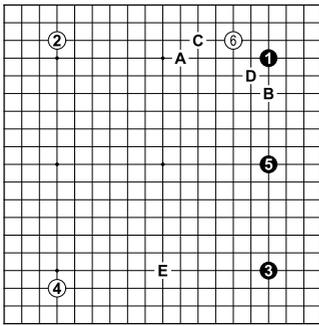
Michael Redmond, originally of the USA, is the only Western player to have reached the top level in professional Go. He too is a San Ren Sei enthusiast, and has shared his knowledge and experience with amateur players in this new book. It benefits from having been written by a native English speaker with a good understanding of the mindsets of Western amateur players. Translations, however well done, often read like translations.

The book is in two unequal parts. Part 1 classifies the fuseki into six basic types, and shows a few very commonly played variations for the first few moves, explaining the purpose of each.

The much longer Part 2 shows twenty of Michael's games in which one player, usually himself, chose to play the San Ren Sei. They represent all the patterns described in Part 1, and are analysed in some detail. Most diagrams cover only a few moves; some only a single move; and most are annotated, though the notes tend to become more sporadic in the endgame stage. The author includes some of his losses as well as wins, and is happy to criticise his own moves as well as his opponents'.

²www.slateandshell.com

³The eagle-eyed reader will spot that the picture above has the board position displaced one line upwards – but that is how it is on the cover.



It is interesting to see how the professional view of the San Ren Sei has changed in 42 years. In the line shown in the diagram above, Sakata's book recommends the two-point high squeeze at A. This usually leads to a Black wall facing outwards towards the other two stones, while White

takes the corner and side territory. B was a simpler alternative answer to ⑥. Nowadays, C is recommended if you want to play a squeeze, and D is preferred to B. Also recommended is the tenuki move at E.

The book's format with its numerous diagrams makes it suitable for reading when no Go set or electronic equivalent is available. It would be nice to be able to call it a useful pocket book, but its size (21 x 27 cm) prevents this. Nonetheless, I shall study it in detail, as should any other San Ren Sei enthusiast. You might also find it useful if you think you might be playing against one.

The review copy was kindly provided by Slate & Shell.

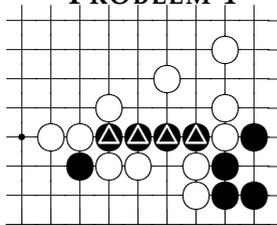
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PROBLEM 4



Black to play and rescue
the four marked stones

BGA ANNUAL ACCOUNTS 2011

Toby Manning

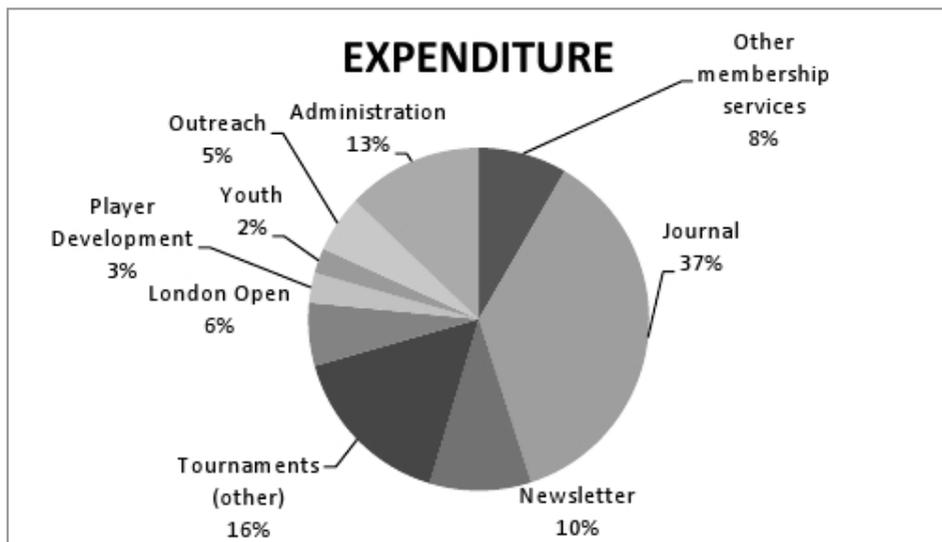
treasurer@britgo.org

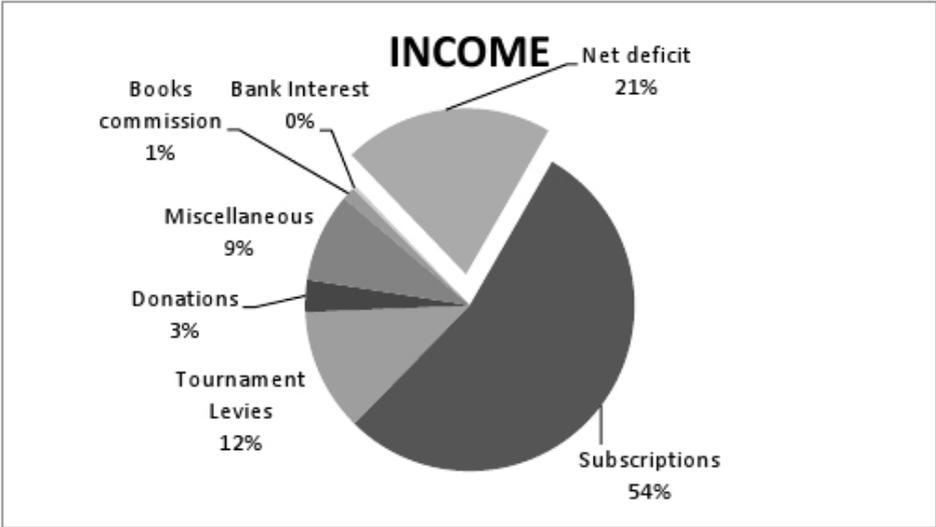
In the last Journal I wrote about the BGA's financial position, and its need for additional income (or less expenditure), and a proposal to increase subscriptions was passed at the AGM in Durham in April.

The two pie-charts here, which are derived from the 2011 accounts, show the position in more detail. The first one shows the BGA's expenditure, broken down into categories. Council has already announced that it will cease to publish the Newsletter, saving about 10% of the Association's total expenditure of £12,000; Council also intends the London Open to break even in future years, which will save a further 6%.

The second chart shows the Association's income needed to match this expenditure. It can be seen that there is a deficit of 21%; a further 8% (in the 'Miscellaneous' category) consisted of a one-off windfall income unlikely to be repeated.

Because the subscription increase will have little effect on the overall 2012 income, I am predicting a further loss for 2012, but the position in 2013 and onwards should show a significant improvement.





SIDEWAYS LOOKING PERSONS

**Honest Joe's
Second Hand Go Karts**

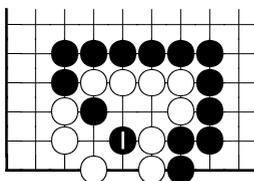
Now then, this is a nice little mover
... as used by professionals at
Lightning Go Tournaments

DOUBLE-DIGIT KYU PROBLEMS - ANSWERS

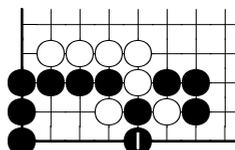
Here are the solutions for the problems on page 19.

Only the first move is given in each case; you should be able to work out the rest from there, but if you want to see some follow-up sequences, go to www.britgo.org/bgj/issue160.

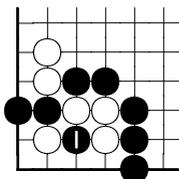
PROBLEM 1



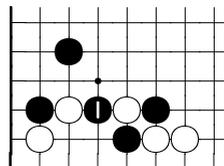
PROBLEM 5



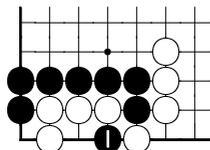
PROBLEM 2



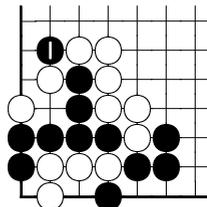
PROBLEM 6



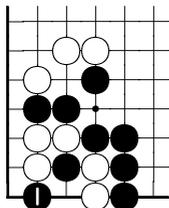
PROBLEM 3



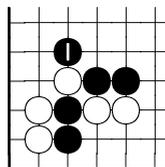
PROBLEM 7



PROBLEM 4



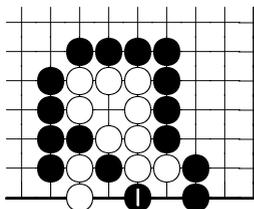
PROBLEM 8



SOLUTIONS TO THE NUMBERED PROBLEMS

The .sgf files for these problems, showing a fuller set of lines and including failures, are to be found at www.britgo.org/bgj/issue160.

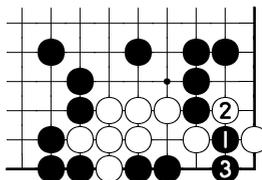
Solution to Problem 1



Dia. 1

This is the move that kills White. It would be suicidal for White block to the right of 1 to prevent the connection as it would be self-atari; capturing the other single stone allows this one to escape, leaving a false eye on the edge.

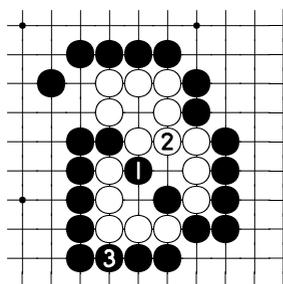
Solution to Problem 3



Dia. 3

The wedge is the correct first move. If White plays atari with 2, Black drops to the edge and the special property of the corner means White is stuck for a move. Capturing one of the pairs of black stones only makes one eye for White, of course.

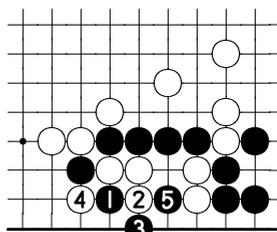
Solution to Problem 2



Dia. 2

This diagonal move catches White in bad shape. If White connects with 2 to avoid the snap-back, Black simply plays atari on the bottom half of the group.

Solution to Problem 4



Dia. 4

Black 1 threatens to catch White before White can fill the four liberties on the black stones. Black 3 next is the key move to keep White's liberties down. If White plays atari with 4, then 5 catches White short of liberties. If Black plays 3 at 5 instead, then White connects and has no liberty problems.

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BGA website: www.britgo.org

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

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

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

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Newsletter Distribution contact: mem@britgo.org

BGA on Facebook: www.facebook.com/BritishGoAssociation

BGA on Twitter: twitter.com/britgo

SOFTWARE ACKNOWLEDGEMENTS

The work of the authors and maintainers of the following public domain software used in the production of this journal is gratefully acknowledged:

- MikTeX: LaTeX compiler and packages.
- TeXnicCenter: editing text and launching MikTeX.
- Sumatra: viewing pdf files.
- GIMP: processing pictures.
- GoWrite2: producing Go diagrams from .sgf files.
- Ghostview: viewing .eps files.
- CGoban 3: viewing .sgf files.
- igo: producing Go diagrams in LaTeX.

COLLECTING GO XIII: GO SETS

Tony Atkins

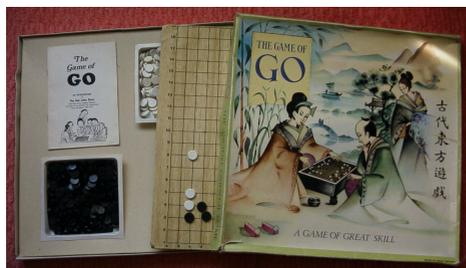
ajaxgo@yahoo.co.uk

Most Go players will have a couple of Go sets; perhaps a good quality playing board and one of the many sorts of magnetic set, such as a so-called pocket set with minuscule stones, the FridgeGo set or a normal travel set. However, some will also have Go sets they have been given or bought, either in shops or cheaply at jumble sales, and soon a collection of different sorts of sets is made.

Theo van Ees has a remarkable collection of Go Sets produced for sale in the West (including the first one made in the UK – see [BGJ 159](#)), which has been displayed from time to time at European Go events. There are even some modern Go sets in museums, such as that in the Museum of Childhood in Bethnal Green.

For more Go sets see britgo.org/history/gosets.

Widely available in the 1970s was the Ariel Go Set produced by Philmar. The board was thick card with a 10x10 board on the back; this is the reason some events have 10x10 side events today. The stones were flat plastic about 1 cm in diameter, but some of their sets are believed to have contained similar lenticular stones.



The box was illustrated with a rather lovely scene of a man and woman playing on a Goban, with a lady watching, located in a stylized oriental landscape. The rule booklet was by the late John Barrs.

Another set that was available in Smith's in the late 1970s was the one with the doweling rod stones. Although cheap to make, it was hard to play with and not a good promotion for the game. The board was card and folding, though claimed to be stout, and the picture on the box shows two robed figures playing a game that doesn't look a lot like Go. The rule booklet, by R. C. Bell, included the BGA's address.



(continued overleaf)

(Collecting Go XIII: Journals ...continued from inside cover)



The Go Pack from Carlton was, in 1998, on sale in book shops for £20 and included the rather nice book "The Game of Go" by Matthew Macfadyen, which was also sold separately for £7.99. The stones were small but lenticular. However some errors on the box unfortunately spoil what could have been a very nice product.

No collection would be complete without a set from Taiwan of Ing's sprung measuring bowls (with net carry bag), with each bowl containing exactly 180 stones, or the neat 13x13 set with exactly 84 stones in each bowl and no moving parts.



And of course, though like many I don't have one, the ultimate collectable Go set would feature slate and shell stones in wooden bowls, with a proper Goban as illustrated here.