

BRITISH

GO

JOURNAL



Number 163

Spring 2013

Price £6.00

FOUR LINE GO

Tony Atkins

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Back in 2010, Cho U 9p, the holder of four of the top titles in Japan, started to teach his four year old daughter to play Go. To make it more attractive to her, he used a 4x4 board, designed like an apple tree, and red and green stones, representing apples. His daughter liked it, so he proceeded to get the set published. This appeared in 2011, made by Gentosha Education with the support of the Nihon Ki-in. It was priced at ¥1429 plus tax (about £10). The BGA was introduced to the set by Kobayashi Chizu, 5p, when she visited the UK in 2011.

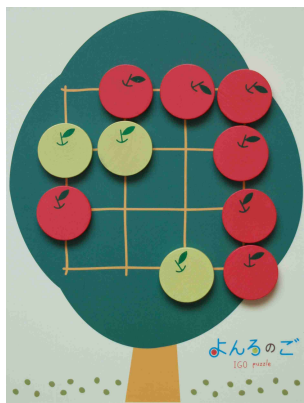


The 'Yonro no Go' set, booklet, apples and board

The set is nicely packaged in a stout colourful box and is called the 'Yonro no Go Igo puzzle'. On the back the contents are illustrated, and there is a short profile of Cho U. The board is hard card, 145 x 190 mm, with the four-by-four grid hand drawn onto the apple tree. There are 12 wooden apples (ringo) of each colour, which are almost exactly an inch across (25.4 mm), and have a stem and leaf painted on to show they are apples.

With the set comes a 64-page glossy booklet that is well designed and written with the Japanese furigama that tell younger readers how to pronounce the kanji characters. The rules are broken down into easy steps with problems between each step, pictured on the apple tree board, so the reader can practice. The answers are always overleaf. From how to play and capture, the reader is talked through suicide, ko, escaping capture, snapback and damezumari. There are 64 problems in all. It would form a good introduction to any young child and even to their non-playing parents.

In addition, a larger book was produced with 100 problems, the latter ones being quite challenging, even for established players. Also available is an 'app' for, appropriately, Apple products, where animals or stones replace the apples. The apps are available in English.



Problem 89: Red to play and win

The solution is on page 39. Hint: it involves a sacrifice.

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EDITORIAL

journal@britgo.org

Welcome to the 163rd British Go Journal.

This Issue

With a bit of luck and a fair wind, this issue will arrive with you around 1st April, in time (just) before our AGM at the British Congress at Stevenage – it includes useful information from Toby Manning on our finances for you to read in preparation. If you haven't already, you might still have time to enter the Congress, which starts on Friday 5th April with the British Lightning.

Credits

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

Articles; Tony Atkins, Jon Diamond, Toby Manning, Martha McGill, Chris Oliver, Jil Segerman, Andrew Simons, David Ward, Li Zixiao and our anonymous cartoonist, Sideways-Looking Persons.

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

Pat Ridley

PHOTOGRAPH AND SCAN CREDITS

Front Cover

Outdoor 9x9 Go board — Peter Wendes

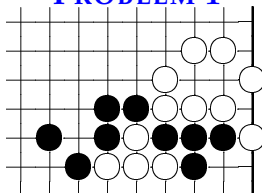
Above

See *Korean Prime Minister's Cup* — Toby Manning

Permission to use the photograph in *World News* from the RANKA web site was kindly given by

All other photographs were provided by the article authors.

PROBLEM 1



Black to play and
rescue 4 stones

Errata in BGJ 162

1. *UK and Ireland Clubs List*, page 41: the entry for Dublin is confusing. It should say 'The Dublin Go Club meets from about 20:30 onwards on both playing days' (**not** from 20:30 to 21:00).
2. *Fighting is Good For You* – It has been pointed out that unfortunately the new BGJ article included a typo that was in the online version of the game record from BGJ 63, though not in the original article. It should say 'few weaknesses' not 'a few weaknesses'! There is also an error in that game record where the label for one of the points mentioned in the comment for move 98 was made above move 195 not above move 95. Also there is an error in the original article (move 70): where it says "...connecting at 68", it should have said "...connecting at 78". The game file from BGJ 162 has been reworked, also with some other changes to make reading the game easier!

The corrected game file is at

www.britgo.org/files/bgjgames/162game1.sgf

EXPLANATION OF JAPANESE TERMS

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

www.britgo.org/general/definitions

www.britgo.org/bgj/glossary.html

or search senseis.xmp.net/?GoTerms.

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

THE SNAPBACK

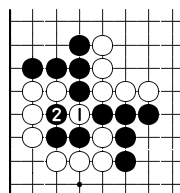
Chris Oliver

thechroliver@hotmail.com

'Attack! Attack! Attack-attack-attack!' is a common cry of Manchester Go fanatics (or perhaps it's another sport; I'm not quite sure). This article, aimed at Double Digit Kyu players (DDKs), looks at a method of attack called the snapback and also explores issues of life and death.

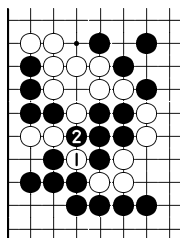
The snapback is satisfying to play against an unsuspecting opponent and exceptionally frustrating when deployed against you. Most DDKs find snapbacks hard to spot, both on the offensive and defensive. In Diagrams 1-3, the position is shown just before the snapback, just after Black has made a capture. Some readers may find this confusing, but playing the sequences out on a board or using an *sgf* editor will help¹.

Diagram 1 shows a snapback. White 'throws in' a stone at ①, which is then captured by ②. However, by capturing the white stone, Black's group is reduced to a single liberty, allowing White to capture the whole black group immediately by playing ③ at ①. In this case, this results in White cutting the two black groups off from one another – potentially important in a real game. Obviously an earlier black play at ① saves the black stones and connects.



③ at ①

Diagram 1



③ at ①

Diagram 2

In the second diagram, White's position looks precarious, but a white play at ① sets up the snapback which keeps the white stones connected.

¹Or use the *sgf* for this article at www.britgo.org/files/bgjgames/163-snapback.sgf

The third example (which can also occur in the middle of the board) is a rather odd case as snapbacks go, as it is the player on the receiving end who actually makes the snapback. In this particular situation, Black cannot break the connection with ① alone, because White has the snapback at ② which restores the connection between the two groups. Black gains just a single point in sente with this sequence – but White must respond urgently; if Black can add a stone at ③, White's stones will be cut off from each other, forming two groups with only one 'eye' each.

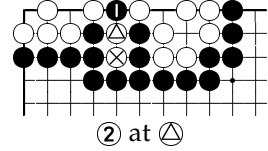
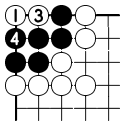


Diagram 3

The two marked stones are captured by ①. White recaptures immediately.

The first move in Diagrams 1 and 2 is referred to as a 'throw-in'. For those of you who got the earlier football reference, please don't become confused and hurl a Go stone at the board (or your opponent); although you may well bring the game to a premature end, for reasons beyond the scope of this article, this is considered bad etiquette.

Throw-ins can also be used to threaten groups in a different way (called a nakade) – by destroying their eye-shape – a matter of life and death. To bastardise the words of Bill Shankly 'The game of Go is not a matter of life and death – it's much more important than that'. In Go, life and death is a hugely important, and also exceptionally complex aspect of the game. However, a key point is that any group needs two 'eyes' to survive. An eye can be loosely described as 'an area of the board completely surrounded by a white or black group' (although the true definition is more subtle).



② elsewhere, ⑤ at ①
⑥ elsewhere, ⑦ at ③

Diagram 4

This is a very simple example: after the placement of ①, Black is dead. If Black plays ② at either ③ or ④ in the diagram it is self-atari. If Black plays elsewhere with ②, White can play a throw-in at ③ as shown and Black cannot save the group. Of course White only need capture the black group if the white stones themselves are threatened with capture from the outside.

With some changes to the position from Diagram 2, we can see how even a fairly large space inside a group can be vulnerable to a throw-in. Readers should recognise that the 'bulky five' shape before ① in Diagram 5 is already a killing shape, but what happens if Black takes the single stone? The snapback is not enough to save White's group. The shape after ③ in Diagram 6 (below) is sometimes referred to as 'rabbits six'²; it is the largest empty shape which can be killed if there are no defects on the outside (assuming one defends correctly). After ④, White cannot make two eyes and it's just a matter of time before Black can fill all of the white group's liberties. However White has a lot of liberties, which may become important if one of the surrounding black groups becomes involved in a capturing race.

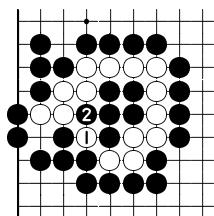
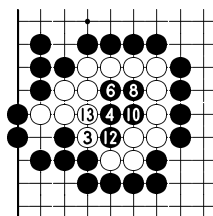
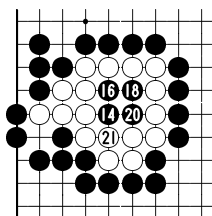


Diagram 5



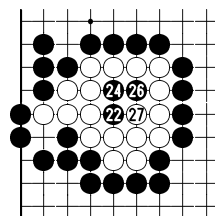
⑤, ⑦, ⑨ and ⑪ elsewhere

Diagram 6



⑮, ⑰ and ⑲ elsewhere

Diagram 7



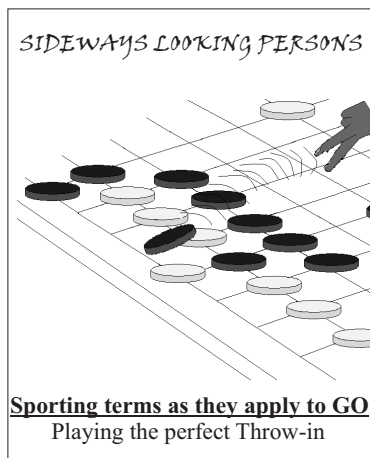
㉓ and ㉕ elsewhere

Diagram 8

Now we are back to the shape of Diagram 4, and you know the rest.

These examples of nakade lead on to a wealth of study on living and dead shape, which anyone seeking to improve to Single Digit Kyu and beyond should learn. A search on the Go Wiki *Sensei's Library*³ would be a good starting point.

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²Upside-down, it looks like a rabbit's head in the background of an 8-bit console game – also known as *flower-six*, resembling flowers in a vase.

³senseis.xmp.net

VIEW FROM THE TOP

Jon Diamond

president@britgo.org



I'd like to welcome back Michael Redmond, 9p, to the UK. He was last here in 2002 for the Kisei Title Match game played in London. This time we've managed to organise a more extensive teaching trip around the country for him, thanks to the support of the Nihon Kiin, visiting more clubs than I can ever remember a professional visiting before. I hope many of you have an opportunity to meet and play him – his final appearance will be at the British Go Congress in Stevenage.

I'm glad to be able to report that our finances are now in good shape, and will be even better shape next year, due to the many actions that Council has taken, which regrettably

included a significant increase in the subscriptions a year ago. Toby has written an article about this elsewhere in this issue. I'm also glad to say that we've been able to hold subscription fees unchanged this year.

I hope that we'll be able to increase the amount we spend on outreach this year and I'd like to especially thank everyone who's made a donation to the Association, which we hope to spend on this activity. All donations are welcome!

By the way, if you've got a good idea on introducing people to Go, or developing Go activity in your area, and need some support (equipment or funding) please get in touch with one of our Council members. As an example of this, I'm pleased to say that we're supporting the activity by Alison Bexfield in creating two new clubs (see [Newsletter](#)) in the Letchworth area – hopefully she can reproduce what Cambridge have done in focussing one of the clubs on getting primary age children to play and continue playing.

Finally, I'd like to thank all the Council members who've served over the past year. I'm delighted to say that not many are retiring, but I'd welcome anybody to join Council who wants to help us, and especially to direct activities in areas where they think we're not doing enough. Please contact me now!

BGA NEWSLETTER NO. 188

Jil Segerman

newsletter@britgo.org

The next Newsletter will be distributed by email. The deadline for contributions is 6th May; please send them to the email address above. If your email address has changed please advise the Membership Secretary on mem@britgo.org.

IN BRIEF

- BGA News Pages: for the full stories see www.britgo.org/views/newsletterfull. If you prefer to scan the headlines and pick-and-choose what to read, see www.britgo.org/views/news.
- Congratulations to Andrew Simons on his promotion to 4d and to Michael Webster for his promotion to 2d.

FUTURE EVENTS

For April to September, the Tournament Calendar (www.britgo.org/tournaments) features:

Lecture/Demonstrations with Michael Redmond 9p:

Tuesday 2nd April, Swindon

Wednesday 3rd April, Chester

Thursday 4th April, Leamington Spa

British Go Congress, Stevenage, Friday 5th – Sunday 7th April

– includes **BGA Annual General Meeting, 19:00 Saturday 8th April**

International Team Spring Match, Sunday 14th April

Birmingham, Saturday 20th April

Candidates' Tournament, Edinburgh, Saturday 4th – Monday 6th

Bar-Low, Cambridge, Sunday 5th May

Bracknell, Sunday 12th May

Challengers' League, Friday 24th – Monday 27th May (provisional)

Scottish Open, Glasgow, Saturday 25th – Sunday 26th May

Arundel, Saturday 1st June (provisional)

British Pair Go, Boars Hill, Oxford, Sunday 9th June

Durham, Saturday 15th – Sunday 16th June (provisional)

Welsh Open, Barmouth, Saturday 22nd – Sunday 23rd June

UK Go Challenge Finals – not yet decided

Milton Keynes, Saturday 6th July

Mind Sports Olympiad, London, Saturday 17th – Friday 25th August

MSO Small Board, Saturday 24th August

MSO Open, Sunday 25th August

Isle of Man Go Festival, Port Erin, Sunday 18th – Friday 23rd August

Northern – not yet decided

Cornwall, Penzance, Saturday 14th – Sunday 15th September
Shropshire – not yet decided

CLUB CHANGES

These are the changes as shown on the club web-pages, following the full listing in BGJ 162:

Bath: location changed to various, see club website.

Birmingham: has a new website, www.brumgo.co.uk.

Brighton: not meeting currently.

Dublin: end time midnight.

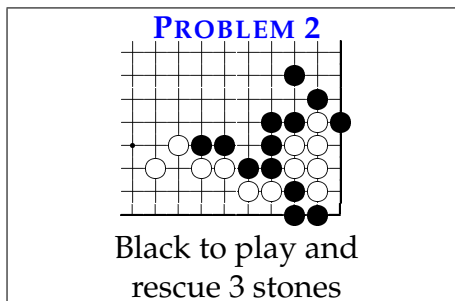
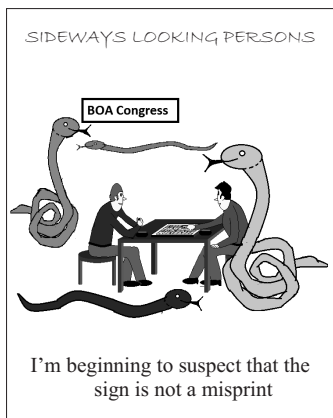
London City: contact now Richard Mullens - see website at www.citygoplayers.org.uk.

London East: for email follow the link on the club website www.wansteadgoclub.org.uk.

Letchworth Garden City: is soon to have two new Go clubs.

- Letchworth Junior Chess and Go Club: This is aimed at 8-12 year olds and will meet on a Thursday evening during term time, 18:30 – 20:00.
- Letchworth Go Club: This will be for those 18 and over and will meet on a Thursday evening during term time, 20:00 – 22:00.
- Expected to start meeting in the middle of April .
- Both will cater for all standards of player and will make beginners especially welcome. Each week there will be some teaching activities as well as social games.
- Venue central to Letchworth – the Central Methodist Church Hall on Norton Way South in Letchworth.
- The club has a website www.leitchworth-go.org.uk.
- Contact alison@bexfield.com.

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BGA FINANCES 2012

Toby Manning — Treasurer

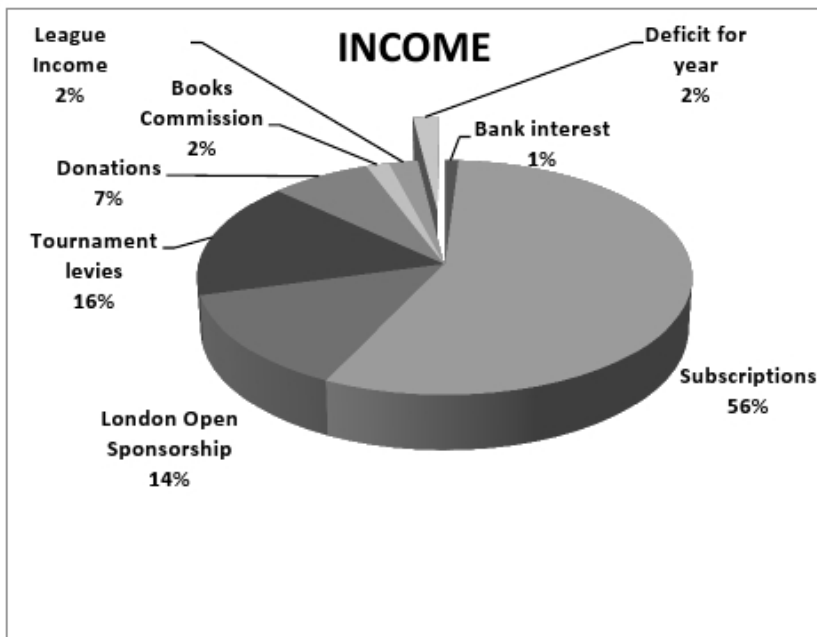
treasurer@britgo.org

In BGJ 159 I reported on the 2011 finances, and the reasons we had to increase income to cope with significant financial losses; in addition I explained that Council was taking action to reduce expenditure, primarily by terminating the Newsletter. Nevertheless, at the time I predicted a significant loss for 2012.

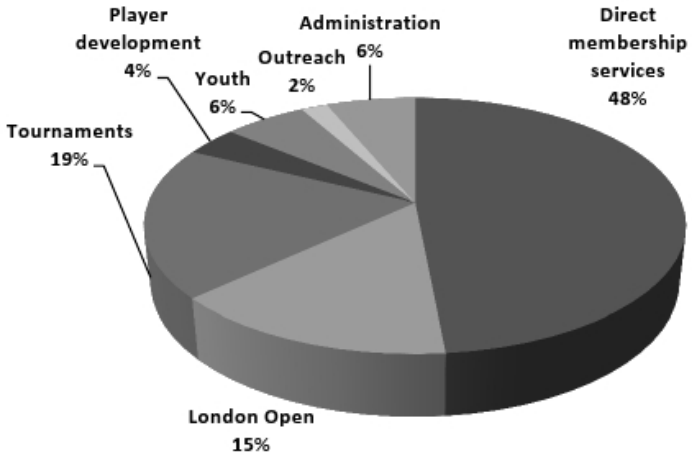
I am pleased to say that I was wrong: after a loss of some £2500 in 2011, the equivalent 2012 figure is a loss of £224 (this figure, and those in the pie charts below, is subject to audit). The main reasons for this reduction were a significant increase in donations (up from £476 to £866) and a greater than expected reduction in expenditure. Most of our donors wish to remain anonymous, and we respect this, but their generosity is nevertheless appreciated.

As neither the 2012 increase in subscription rates, nor the increased levy, is fully reflected in these figures the resources available in 2013 will be greater than in 2012, and Council will be considering how to utilise these. I am not recommending a further increase in subscriptions or levy rates at this time.

The London Open Go Congress is budgeted to break even: however, the lower than expected entry meant that it showed a loss of £117 on a turnover of £6,000. The deficit is considerably less than that in 2011 (£714). On behalf of the BGA, may I repeat our thanks to the Nippon Club, Xinyi Lu's parents and Andrew Jones for obtaining sponsorship for this tournament.

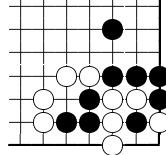


EXPENDITURE



~ ~ ~

PROBLEM 3



Black to play and
rescue 3 stones

ANGLO-FRENCH YOUTH MATCH

– ARIANE OUGIER VS. HENRY CLAY

Andrew Simons

ajcsimons@gmail.com

Introduction by Martha McGill: as reported in [BGJ 162](#), on the afternoon of Wednesday 31st October, a match took place on KGS between a team of French and a team of British youth players. The French fielded a team of eight. The British team originally consisted of four players, each set to play two games: Henry Clay (1k), Melchior Chui (12k), Peran Truscott (13k) and Oscar Selby (14k).

In the event, Peran's computer and KGS took against each other, so he was not able to join us. Heavy snow also made for a rocky start, delaying the French players (who were travelling from a youth camp to a college in Grenoble for the match). The French finally defeated the elements, and to avoid disappointing two of their players, Oscar Selby went above and beyond the call of duty. He played both boards three and four, for a total of four consecutive games – and he still managed to finish before anybody else!

Round one was played even, and round two with handicaps of grade difference minus one. After the first round the score was 2-2, with Henry and Oscar both killing large groups for comfortable wins. In round two Henry won again, coming very close to death only to turn the tables and kill his opponent instead. On board two Melchior had an easy win, playing Black in a 4-stone game. The match ended in a 4-4 draw. It is hoped that a rematch will take place in 2013, perhaps also with the participation of a German team.

[Below is Henry's first game, reviewed by Andrew Simons.](#)

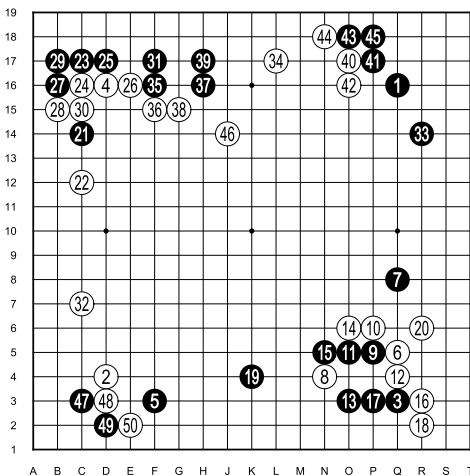


Diagram 1 (1 - 50)

Black: Ariane Ougier (3k)

White: Henry Clay (1k)

Time: 30min 15/5min
Canadian.

Result: White won by
resignation.

⑥ The calm move for White here would be C6, or more aggressive, a pincer such as H3 or J4. With this move White refuses to let Black control the flow of the game and create a framework, such as the popular Kobayashi opening at K4, or Chinese at R9.

⑦ As White ignored F3, the most natural move would be to double approach at C6, but this is another good choice. However Black should remember that

White ignored F3, so should aim to either get sente to double approach in the lower left, or else do something nasty to White if he tenukis from this corner to answer in the left.

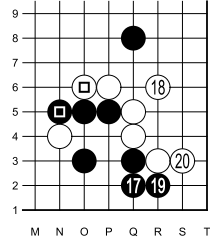
⑭ This is usually considered a mistake in joseki order; R3 should be played first. However, pros play this way and it usually reverts to the joseki result in the game.

⑰ See Variation 1.

Variation 1

⑰ This descent is considered the punishment for O6.

Q2 is another joseki choice when White plays R3 before O6. Compared to the solid connection at P3, Black has more and White less of the corner, but White has solidly defended the cut at R6 and has an aim at N3. However, now White has made the marked exchange, which is bad as it damages N4 and so makes N3 harder to play.

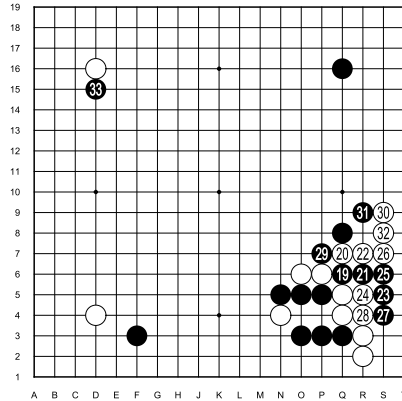


⑱ White can play this, the most severe move, because the ladder to the top left is good for him. S4 is the easy way.

⑲ A mistake: even though the ladder is bad, Black should cut and use a ladder breaker attachment see Variation 2.

⑳ A good move. White has a big corner and strong shape to the outside too now. K4 is a bit of a trick as it also threatens to cut, see Variation 3.

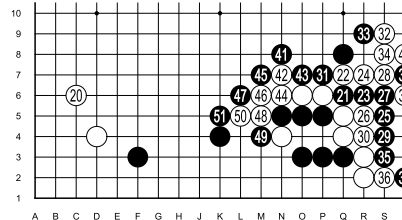
Variation 2



⑳ Black threatens the O7 ladder. It's very complicated.

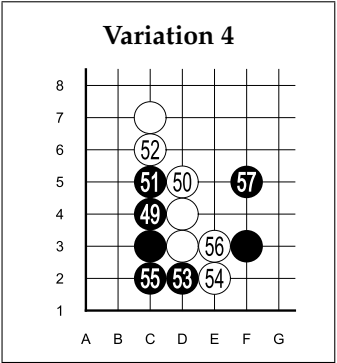
Variation 3

⑴ Normally N4 stops this ladder from working, so Black has to ladder to the top left instead – but K4 makes it work again.



- 21 Black should double approach D4 now: White gained in the lower right corner, so Black must gain in the lower left to compensate.
- 31 A joseki, but the problem is that it is gote.
- 32 Now White helps his D4 stone and has a comfortable game. As this isn't C6, it is easy for black to invade at 3-3.
- 33 Because White has such a strong shape at R6, Q8 is quite weak and this indirectly helps it as well as the corner.
- 34 It is hard for me to know the best move here. I am tempted to play D3 instead to make a big corner and aim at H3 later. Black can't turn the entire top side into territory in one move, so I don't think this is necessary.
- 37 The hane at G15 is better.
- 40 White could also consider Q18. If Black answers at R17 then White O17 makes a perfect alive shape, so Black will probably resist at P17 or N17. It could end up that White lives in the corner and sacrifices L17.

- 45 Black gets good corner profit and the white group is rather weak.
- 46 As this doesn't actually connect to the weak group, I might play D3 instead.
- 47 A huge move.
- 49 This hane is usual with C7 at C6, but now the standard sequence is as in Variation 4.



- 58 P9 would be more solid, and with the weak group on the top side making Q11 strong, would be sensible. The problem is the territory is open at S11. Maybe White could try something like R13 to close that gap in sente, but the weak group on the top is a big problem.
- 61 It's hard for me to comment on this fight.
- 65 But this move definitely feels bad, making White stronger - see Variation 5.

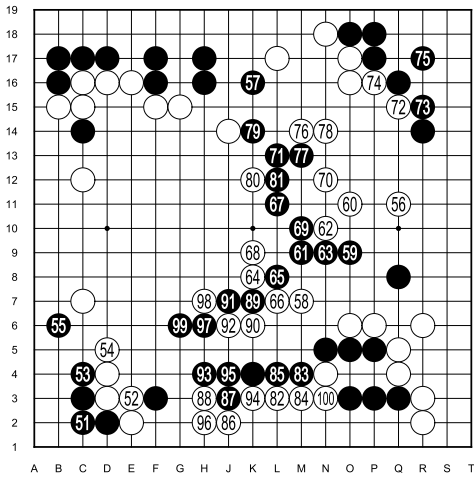


Diagram 2 (51 - 100)

- ⑦⑧ Although this stops L14 being Black's sente, it leaves a double peep at P12 that could be trouble. A block at N13 would be more solid.
- ⑧⑩ This looks like sente for a tesuji to cut at M11, but it isn't really as Black can resist at K10 or K11.
- ⑧⑫ Because White played R2 Black's group has less eyespace and this invasion has more power: if White lives or connects out then Black may have to worry about her own eyes.

Variation 5

⑥⑨ Perhaps Black should play like this.

- ⑧⑨ This cut didn't work well for Black: probably best to live first as in Variation 6.

Variation 6

- ⑧① This N3 is quite big for points and eyes for both Black and White. In the game, White got this move in sente for the M5 cut, so it was free profit. This kind of reverse sente move is bigger than it may look at first.

- ⑧⑨ Losing these two stones is too big, but saving them at H7 is also probably an overplay with the weak group below. If Black had lived with N3 first, then later this cut aji could be used.

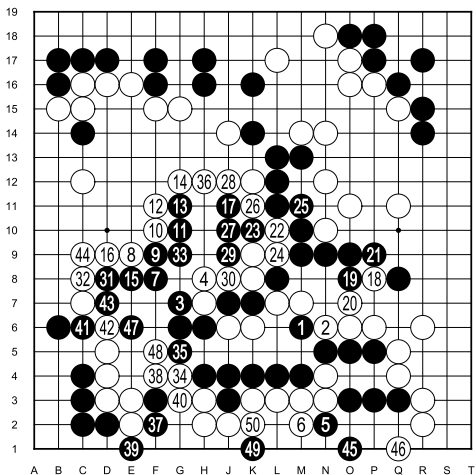
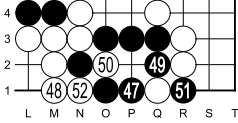


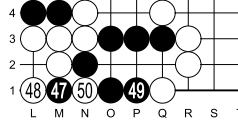
Diagram 3 (101 - 150)

- ⑩① Black's in trouble now.
- ⑩⑦ J10 seems to make a stronger connection here.
- ⑩⑫ White finds a sharp cut here, though it feels to me like it's possibly an overplay with the weakness in the surrounding shapes (N13, P12).
- ⑩⑬ The big black group is dead now.
- ⑩⑭ This is a famous tesuji that means Black has no eye (see Variation 7), but a mistake (see Variation 8).

Variation 7

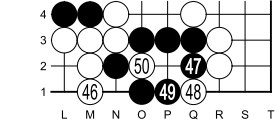


Variation 8



Ⓒ However Black can make a ko, which is a headache for White.

Variation 9



Ⓒ So this would be safer to avoid the ko, and also kills the eye. It also ensures White's eyespace.

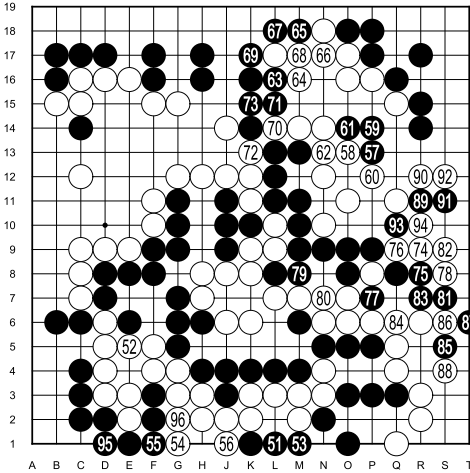


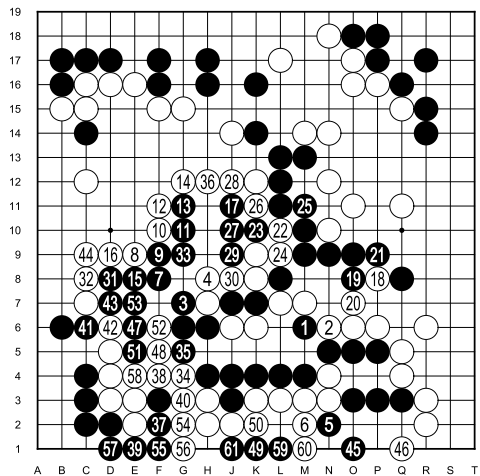
Diagram 4 (151 - 196)

Ⓒ Black has a chance to make the white group a seki (which ⑤0 at L1 would have prevented) but it's useless as the outside group is dead – see Variation 10.

Ⓒ Black's last chance before resigning is to kill this group, but even if she succeeds it's not actually enough. There is a danger with situations like this that you struggle and actually end up dying bigger; so if White wants an easy big win instead of a harder even bigger win, she could just play yose at S8 and let Black kill the group.

Ⓒ Now it's just desperate flailing about, and White wins by even more. End of comments.

Variation 10



'GO' WORD WATCHING

Sideways-Looking Persons

Recently the Times newspaper used the word 'Weichi' in its multiple-choice word definition puzzle. The answer was of course 'A board game, commonly known as Go in the UK'.

Here are some further multiple choice 'Go' word definition puzzles.

1. Which of the following words for Go is best for use in a Google search?
 - a - Go
 - b - Baduk
 - c - Weichi
 - d - Weiqi

2. Which of the following definitions for Baduk is correct?
 - a - A misbehaving country.
 - b - A 1992 film.
 - c - A fish species as in Bom-BaDuk, (known as Bombay Duck).
 - d - Old fashion degree level, (contraction of BA Duke).

3. Which of the following definitions for Atari is correct?
 - a - A 1960s TV series featuring a cross-eyed lion.
 - b - A 'home' computer developed in the 1970s.
 - c - A Sicilian coin.
 - d - Zoroastrian concept of holy fire.

4. Which of the following definitions for Ko is correct?
 - a - A 2011 film.
 - b - A digging stick.
 - c - An ancient Chinese weapon, the dagger-axe.
 - d - A common Korean family name.

The answers are on page [33](#)

UK NEWS

Tony Atkins

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London Open

As usual the last four days of the year were the days of the London Open. Again the venue was ISH on the Euston Road, with its on-site accommodation making it convenient for those coming from out of town, including the continent, to stay over.



Referee Nick Wedd watches a game

There were 103 players in the Open. Lukas Krämer (5d Bonn) won the tournament with a perfect seven out of seven and took the most European Cup points. Second was the UK's own Matthew Cocke (5d Epsom), who only lost to Lukas. The third player to win European Cup points was Volkmar Liebscher (3d) from Germany, who topped the group with five wins on tie-break from Lucian Nicolaie (2d Romania). Next placed was David Armel-Wolff (4d Switzerland), who won five out of five. Winning six out of seven was Joerg Sonnenberger (6k Germany). Winning five were Boris Mitrovic (2k Edinburgh), Michael Plikk (3k Norway), Laurence Ogden (4k Manchester), Timofey Arsenov (4k Russia), Carl Roll (5k Nottingham),

Richard Wheeldon (6k South London) and Marwan Jabbour (8k France).



London Open winner Lukas Krämer with Rongrong Zhang

Guo Juan, the teaching pro at the London Open, won the London Pair Go Tournament again. This time she played with French 6k Claude Brisson. They beat Andrew Kay (4d South London) and Klaudia Kleczkowska (1k Poland) in the finals. Sixteen pairs took part in the event, held on the second evening. At other times, Guo Juan was busy reviewing games and gave a couple of informative lectures.

On the third evening, the London Lightning was won by Yuanbo Zhang (4d China). He beat Wen Hao Goh (1d Singapore) in the final. The Rengo, held as usual on the afternoon of New Year's Eve after the prize giving, was won quite comfortably by Andrew Kay, Klaudia Kleczkowska and Andrew Simons, but none of the teams finished on zero wins. After this there was the usual restaurant trip before returning to ISH for drinks and games to see in the New Year.

The tournament is very grateful for the generous sponsorship of Makinson Cowell, as well as the Nippon Club, the Central London Go Club and other sponsors. The players were very grateful to Martha McGill and Jenny Radcliffe, and the other organisers, for organising such a successful event.

Grands Prix

Two Grand Prix competitions ended with the London Open. Congratulations go to the top three players in the 2012 Youth Grand Prix, who receive cash prizes thanks to the family of the late John Rickard. First was Edmund Smith with 748 points, second was Adán Mordcovich with 611 points, and third was Oscar Selby with 590 points. Just missing out on a prize in fourth was Anthony Ghica with 459.

The other was the first 'DDK Grand Prix', for Double Digit Kyu players. It was run on the same basis as the Youth, with points for playing a tournament and points for wins, with a maximum of 100 per event. The top player who started in the 10k – 19k range was Colin Maclellan, 1063 points, and the top player who started in the range 20k-40k was Edmund Smith, 626 points. They receive vouchers to Guo Juan's Internet Go School as prizes. Also scoring lots of points in 2012 were Patrick Ridley and Oscar Selby.

Maidenhead

Thirty-eight players braved the snowy conditions on 19th January to attend the Maidenhead Tournament. About ten entrants could not come on the day and another ten did not enter because of the conditions, but nevertheless the organisers

were pleased with the attendance at Hitachi Europe's comfortable headquarters. The winner was Matthew Cocke (5d Epsom). Also winning all three games were Paul Margetts (3k Epsom), Malcolm Hagan (7k Winchester) and Robert Scantlebury (8k Sheffield). The 13x13 side-event winner was Rebecca Margetts (35k Epsom). Epsom also won the team prize with nine out of twelve. Joe Doyle (11k Cambridge) was awarded a prize too, for getting a jigo at his first ever tournament.

Cheshire

On 9th February the winter weather kept away from the Cheshire Tournament, held in the Frodsham Community Centre. Also as usual, it ran alongside the Chess tournament, which had 125 players this year. Toby Manning (2d Leicester) won the Cheshire Open, beating Tony Atkins (1d Reading) in the final. Also winning two out of three were Roger Huyshe (3k Shropshire) and Chris Kirkham (4k Manchester). In the 14-player Handicap section, Dave Horan (9k Chester) was the winner, winning all five games including narrowly winning his last on time. Winning four were Brian Timmins (8k Shropshire) and John Green (4k Leamington). The fighting spirit prize was awarded to Gary Ashworth (4k Manchester).

Oxford

St Edmund Hall was the venue for the Oxford Tournament on 16th February and, as is often the case, warm early spring sunshine greeted the players. There were in all 92 players, which included a lot of Cambridge students there for the varsity match, arranged for the following day, and a

large number of novices, who could also battle for their own prizes at the bottom end of the draw. Prize vouchers were again supplied by Hoyles, who had a bookshop there as usual, and there were also software vouchers.



Kelda and Edmund) with 10 out of 15. In the Novices' Tournament, played in between the main rounds, the first prize was won by Isabelle Margetts, who played 12 games in this tournament alone. The prize for second place was shared by Anthony Ghica and Rebecca Margetts. The youth prizes were awarded to winners and runners up as follows: Under-18, Siu Fung Cheung and Melchior Chui; Under-15, Roella Smith and Oscar Selby; Under-12, Edmund Smith and Kelda Smith; Under-9, Hilary Bexfield and Isabelle Margetts. After the event a large group of players went off to the Simon Eve Memorial Dinner at Sojo's restaurant.

Li Shen (5d), now a student at Cambridge, returned to tournament Go at Oxford and won the event for the third time. He had previously won when only a boy in 2003 and 2005. Others winning all three games were Paul Smith (1d Cambridge), Jonathan Reece (2k Oxford), Philip Smith (5k), Andrew Russell (6k Birmingham) and Daniel Peace (11k Oxford).

The Free Entry Draw was won by Peter Harold-Barry, who wisely registered in early December. The team prize was won by the Smiths (Paul, Andrea, Roella,

Varsity

The 2013 Oxford-Cambridge Match was held in St Edmund Hall the day after the Oxford Tournament. The match consisted of two rounds, with reduced handicaps (though most of the games ended up even). The playing strengths ranged from 5d (Li Shen) to 12k, and the teams were quite closely matched. After round 1, the score was Oxford 4 to Cambridge 6, but the 7 - 4 result in round 2 led to the final result of a narrow overall win for Oxford, 11 boards to 10.

~ ~ ~

PROBLEM 4

Black to play and rescue 5 stones

KOREAN PRIME MINISTER'S CUP

Toby Manning

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I was fortunate enough to be nominated by the BGA to represent the UK at the Korean Prime Minister's Cup¹ this year, so had the opportunity to spend a week in Korea.

The event was held in Gwangju, an unremarkable town in south-west Korea. This meant that, after a 12-hour flight and an overnight stop to try to recover from jet-lag, we had a five-hour coach journey.

The tournament itself was held over a weekend in a local indoor sports stadium. The KPMC took one-half of the playing area; in the other half were local tournaments (children on Saturday and separate men's and women's tournaments on Sunday).

The KPMC was a six-round tournament held over two days, with time limits of 45 minute and three periods of 30 seconds classic byoyomi. Although entry strength was between 8d and 9k (with a median strength of 3d), it was an even-game tournament with the first round seeded, so players had at least one game, and often two, where there was little doubt about the outcome. Although there were a number of professionals around, the tight timetable (three games on each day) meant it was not easy to get a game analysis.

Seventy countries were invited, but only 66 were able to accept: instead of reducing the entry to 66, the Koreans identified four ghosts to make up the numbers! I ended up in 31st place, defeating Norway, Denmark and a Korean ghost representing Morocco, and losing to New Zealand, Vietnam and Thailand. The event was won by

Korea, followed by China, Canada and Japan.

We were treated very hospitably by the Koreans, with traditional Korean food (although without the traditional delicacies of dog or live octopus). They had a team of five interpreters/organisers, who were very helpful. Add in the formal opening and closing ceremonies – traditional in this sort of event – and the overall organisation was very good.



Lining up for Go in the Park

On the day after the Tournament, we were taken to a country park in a bamboo forest before returning to the airport. I then took another day off to visit Seoul, highlights being one of the Royal Palaces (a scaled-down version of Beijing's Forbidden City) and a superb national museum.

Go is big in Korea: while channel surfing on the TV before departing for the airport I saw two separate channels covering Go (at 10:30 in the morning), while in Seoul I saw a number of people playing Go in a park, although of course the Koreans would call it Baduk.

¹See World News in [BGJ 162](#) for a report.

CONSIDERING THE POSITION: PART 4

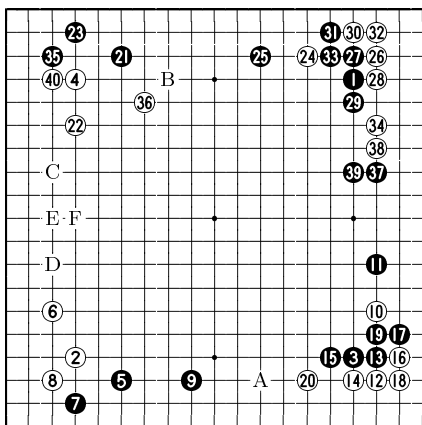
David Ward

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This is the fifth instalment of 'Considering the Position', based on a Chinese translation of a Korean text by Cho Hun Hyun, and in turn translated into English by Li Zixiao ('Purple Cloud', aka Dani Ward).

'(DW)' indicates a comment by me rather than one translated from the book.

The starting position¹



Moves 1 – 40

(DW): The game I have chosen looks very proper, even quiet; a bit old-style, but it is instructive. I suspect many readers will have come out of a similar opening and thought 'Well, what do I do now?' Here there are six alternatives, A-F.

The moves 37-40 have allowed White to block on the left side. However, Black has benefited from the exchange of 38, 39.

Black has a dilemma; whether to strengthen the black position or to reduce the white position – there are many choices.

The answers are on page 34.

¹The sgf file is at www.britgo.org/files/bgjgames/163-considering.sgf.

WORLD NEWS

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SportAccord

The second SportAccord World Mind Games was held in Beijing again, in the middle of December 2012. The European team was selected partly at a qualifier held in Lille just before the World Mind Sports Games and partly at the European Women's Go Championship in Brno in September.

As the new European Women's Champion, the UK's Vanessa Wong was selected, and she narrowly missed out on a second trip to China when the organisers did not accept her as representative of Europe in the Bingshen Cup.



**Vanessa Wong and Jan Hora
Pair Go partners**

At the event, the format was different from the first edition, with individual rather than team events. Best of the 16 men was Korea's Choi Chulhan (9p), who beat Kang Tong-yun (also 9p Korea) in the final. The top European player was Csaba

Mero, who beat Jan Hora. Jan, like Ilja Shikshin, failed to win either of his two games. Top female was China's Li He (3p), who beat Rui Naiwei (9p China) in the final. Korea's Choi Jeong was third. Natalia Kovaleva of Russia was fifth, winning two games out of four and then losing a play-off to Australian Joanne Missingham, who is a pro in Taiwan. Vanessa Wong won one game out of three, beating the other European, Rita Pocsai.

The players paired up for Pair Go. Vanessa and Jan lost their two games, as did the Hungarians, Rita and Csaba. However Natalia and Ilja won two games, beating the Canadians as well as the Hungarian Pair. Choi Jeong and Choi Chulhan won the title for Korea, ahead of China and Japan.

European Cup

After sponsorship stopped, the European Cup restarted in summer 2011 and ran until the end of 2012. The prize fund is now entirely raised from the fees of the participating tournaments. As expected, Csaba Mero won the Cup with 60 points; second was Ondrej Silt with 37 and Pal Balogh was third with 34. Next came the London Open winner Lukas Kraemer, followed by Martin Li, Rudi Verhagen, Pavol Lisy and Jan Simara. Also in equal eighth with Jan were two British players who scored points at the 2011 London Open, Andrew Kay and Chong Han.

UBERDUDE VS. BREAKFAST – 3D BEATS 3P

Andrew Simons

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This game was played between Andrew Simons (Uberdude) and the well-known Russian professional Alexander Dinershteyn¹, 3p (breakfast) on the online 'turn-based' Go server OGS (www.online-go.com) between 1st May 2012 and 9th February 2013. The time controls were a leisurely three days added per move up to a maximum of seven days. breakfast had challenged several of the top OGS players in an attempt to get to the top of the rating list and won all his other games, but with this win Andrew, rather to his own surprise, maintained the top spot. *The comments below were kindly provided by Andrew.*

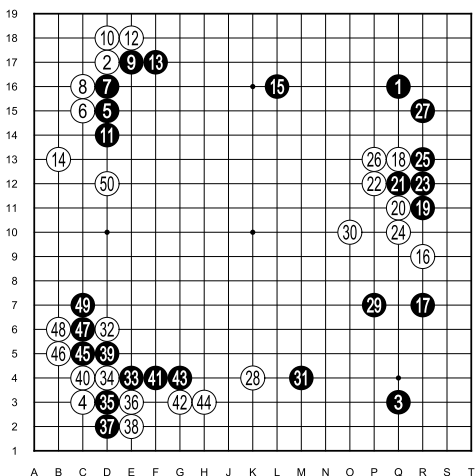


Diagram 1 (1 - 50)

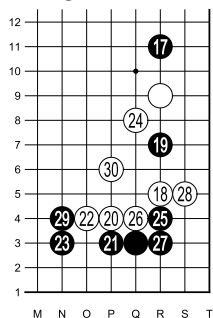
Black: Uberdude (8d)²

White: breakfast (8d)

⑩ breakfast follows his usual style of playing for territory.

⑮ I thought about playing the Chinese opening on the right or an enclosure from the corner like N17, but decided I should extend from my wall to make sure it doesn't become a weak group. This seemed to make a good balance with Q16. D11 is another continuation, but C3 makes the left side low and uninteresting.

⑰ I chose the checking extension from below rather than above to induce making solid territory at the top right. I didn't like the sequence in Variation 1, which is a sort of joseki for this situation, as White gets a rock-solid group on the right side and R11 ends up too close to it, and the top right corner being open at 3-3 is annoying. Maybe Yu Changhyeok would play something exciting like Q10 here to develop the top side moyo.



Variation 1

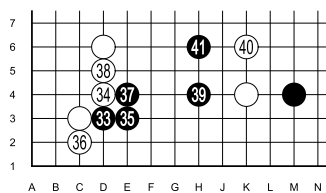
⑱ This was an interesting move – high to counteract black thickness on top side. If just R12 then black R14 makes some nice profit whilst keeping the pressure and White probably jumps to P12 or P9.

¹Readers of the BGJ will have seen several different spellings of his name in Roman script over the years – this one is taken from his profile on OGS.

²These are OGS ranks.

- 19 Defending at the top with O16 seemed passive, given I already have L16, so I invaded to stop White making easy points here.
- 20 White chooses the simple answer instead of making a double approach to the corner, which is probably an overplay with L16, but complicated. Or maybe White can try something clever like R16 to try to block R11's connection to the corner in sente.
- 21 I have both ladders so can wedge.
- 27 This result seems OK for both: Black gets some territory and White some thickness which reduces Black's top potential. White's thickness doesn't have eyes yet and has a cutting point at P11, though, so he has to be careful about using the R5 gap. This kind of 'thickness facing thickness' position I find hard to judge: is White's thickness making Black's less useful or vice versa?
- 29 Afterwards I thought I should have peeped at O11 first: I don't think White can resist or Black just cuts.
- 30 A solid move. I thought White might tenuki to take the big point at D6 and allow the O11-O9 attack, so was happy to get the P7 jump in sente to strengthen the corner against the R5 invasion. But now I can't play O11.
- 31 It was hard to decide where to play now. Maybe this move would be better against C3 but I wasn't sure whether to play D4 or D6 or what else. My corner is still thin with weak points at O3, R3 and R5, so this doesn't make much real territory, but my plan was: if White plays D6 then I play D3 and build a group on the lower side and attack K4. If K4 is weak, then White won't have a chance to invade the lower right, and I can encourage him to play moves to help K4 that also help my corner.

33 But then I changed my mind and didn't play D3 because I had recently seen this move in a pro game and it looked cool and can revert. There was some logic to this over D3: the variation I wanted is shown in Variation 2. But maybe in that line, White switches D5 to E5. This is stronger on the outside but gives Black D2 in sente. 33 prevents White from choosing E5. However, it enables White to choose the E3 cut variation of the game, which means K4 becomes strong and thus turns M4 into a bad move.



Variation 2

- 36 White resists my plan to attack K4.
- 42 White could also play E6, and then I play F2 in sente and can attack K4; but compared to the D3 variation, I have less eyespace on the side and White has a bigger, stronger corner.
- 43 This feels like aji keshi (e.g. losing the H3-K3 combination and solidifying the connection to K4), but I thought I needed it to strengthen my group. Also later if White has played C2 then he could maybe answer at H4.

- ④5 White could think about cutting at E5 here as I can't capture it. Rather annoyingly, had I played the O11-P11 exchange earlier then the ladder would be good for me! The idea of G3 was that it discourages the cut as I get B5 in sente and then E6 and F6 atari, and can then either play G6 atari too before D7 – or else leave the aji of the ladder and aim for a ladder breaker like N10.
- ④6 So White opts for territory.
- ④9 I now thought I was losing as White got a big corner in sente and connected to K4, making the M4 thinness a problem. My thickness isn't that great and could even be attacked later.
- ⑤0 And White can play this nice point in a good rhythm.

⑤1 Giving White D12 in sente was painful (if White had played elsewhere I wanted to play D11) and this move feels rather slow and submissive. I could be greedier and play F18 for better yose, but White can't actually monkey jump to H19 here due to F19 and then C14 and C17 leaves him short of liberties. But if I don't defend, then after D12 a White invasion of the top is quite severe, so I thought I'd better sit tight and be patient.

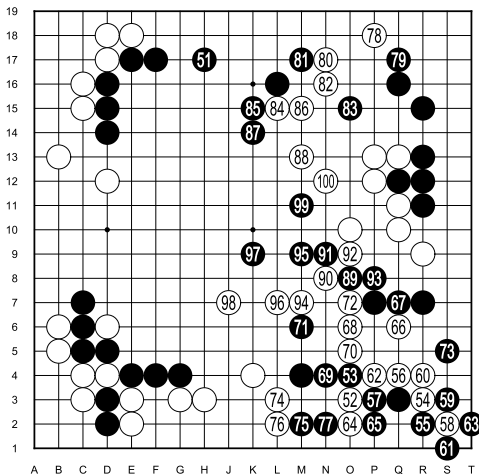
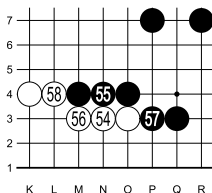


Diagram 2 (51 - 100)

⑤2 And now the thin M4 problem comes back to haunt me. White is in control.



Variation 3

⑤4 If White played as in Variation 3, he can connect to the left and make some extra territory, but I would be content to keep a big corner and have sente to play O16 at the top. Therefore he tried to destroy my territory.

- ⑤5 R4 instead of this seemed too slack territorially and would have made it easy for White to settle.
- ⑤8 Classic double hane technique for sabaki.
- ⑦0 It was very hard for me to judge this result (which is what I expected when I played R2) and I still don't know for which side it was good. On the one hand, Black has kept the corner territory and White has made no points

(compared to, say, living in the corner with a tripod group, which was one variation I thought might happen here if he starts at R3 and I hane at R4), but Black has lost all the points in the Q6 area and connecting to R7 on the second line is miserable.

My original plan was for this sort of result but that Black would get sente to play O16. However, as White hadn't yet exchanged L3 for M2 I worried about White pulling out his two stones at M2 and attacking M4. It's pretty risky for both, but is possible because I gave White a stone at H3; more downside of G4.

- 71 Originally I was going to play this at S5 directly and then expected White to jump here or O7 (with L3 first) and then I get sente for O16.
In fact maybe I can play O16 now: if White blocks at S4, Black can come out at O7 and maybe the fight is possible with O16, also making the white group at O10 weaker. But very dangerous.
- 78 White having sente for this made me pretty depressed, as I had hoped for sente to close the territory at O16. But at least with M6 I have some aji at O8.
- 79 Not Q18 to avoid giving P17 in sente.
- 83 Maybe I should just jump at L14, but I thought that made it too easy for White to connect.
- 86 Not exchanging M16 for L17 left me with some shape problems at the top.
- 87 But on the flip side, this is a nice nobi.
- 89 If I can't make something of this cut aji then I expect to lose. In hindsight, this attack went rather well and I think is what turned the game around. So perhaps the result in the lower right corner was OK for me, as although White reduced my points by a lot, he made a heavy group which I could attack later.
- 99 Playing this in sente was possible because of O15, making White's connection thin.

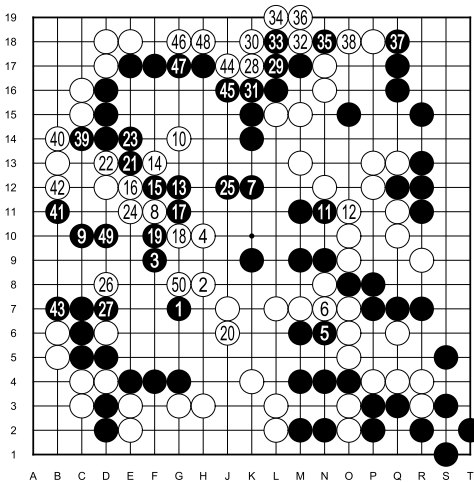


Diagram 3 (101 - 150)

- 101 It was nice to get this cap in a nice rhythm to bulk up the eyespace of my E4 group.
- 102 With all these moves I am trying to force White to connect submissively on dame at L6 (or else I cut at K5).

- 109 I also considered G13 to close the top, but decided this group was weaker so I should help it (even though it doesn't make much territory with B7 open). This also aims at C12 and other weaknesses in White's knight's moves and stops White making a few points and a base here.
- 110 This move surprised me – I didn't expect White to go in so deep, but play just the honte move H12 or maybe G13. I guess he counted and decided they weren't enough: I wasn't sure.
- 111 This move was partly played to gain thinking time (even with three days per move I sometimes got short of time as I repeatedly put off playing a difficult move), but also this might not be sente later with the G12 fight, and in some variations it is needed to keep the K9-K12 connection.
- 113 Maybe we can call this the winning move, punishing the G14 overplay.
- 114 I didn't actually read this answer: H12 was the fight I spent time reading and it just about seemed to work for me.
- 115 After this cut White has to defend against K5.
- 120 This was a nice move, I only expected L6, but this is better as it has more effect on the F6 area.
- 121 I get some nice profit.
- 124 But this is sente for H12 and my shape is pretty sucky.
- 125 Maybe J11 is better (it makes some eyes in the K11 area), but it leaves a troublesome double peep at J13 (coupled with K16 aji). If I had found a time to get L14 in sente then it's safer. Perhaps I can play L14 now and offer a trade.
- 126 This was a very sharp move and gave me a big headache, as suddenly I worry about the life of this group. I only expected White D9, to which I planned this D8 (example of the 'my opponent's key point is mine' proverb) and then sacrifice C10 for sente to have the big yose at N18.
- 128 I expected White to continue with the sente reduction at D8, reducing that group to just 2 points.
I had forgotten about this move: when I played K14 I knew White had it, but then it was only yose so irrelevant; now it is very big.
- 137 I have this or J17 in sente. As I thought White jumping into the corner at R18 was the biggest, I chose this, but maybe J17 is bigger. At this time I didn't anticipate the G14 area eyeshape getting so low, and J17 would have made spare eyes on the edge as well as stopping white points there.
- 143 I was happy to turn my shaky two-point group into a safe ten-point one.
- 147 Resisting at J18 didn't seem much better and I wanted sente.
- 149 So I spent two gote moves to make some points here, and White two gote moves to make points on the top. The white points/eyes on top did mean he could allow the N13 cut later without dying.
Q14 is also rather big and good aji. At the time I counted this as bigger, but White played better yose than I expected over there, so maybe it is better.

157 Probably S7 is better: it allows White a point and eye in sente at Q5, but stops S8 being sente.

168 Pro power yose!

174 With this move White was trying to humiliate me into an overconcentrated shape: if he had played it earlier then I wouldn't have needed to defend at S17.

179 So out of fighting spirit I played these sente moves before connecting. Also I thought White might have taken the reverse sente here after I connected at R18.

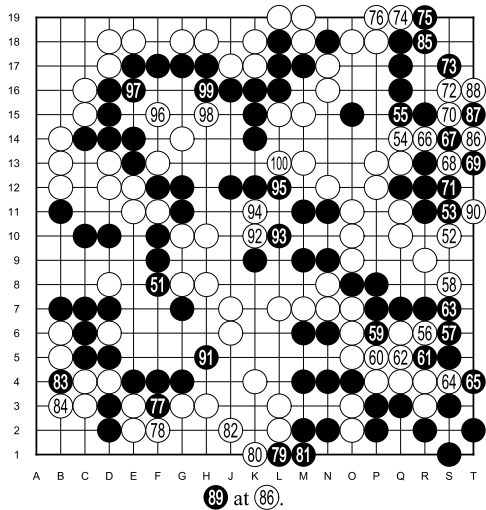
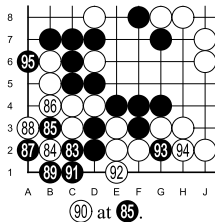


Diagram 4 (151 – 200)

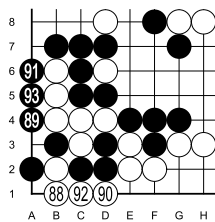
183 At the time I thought standard tesuji was the best yose for ko threats (though we did not have a ko this game). In fact this is wrong in this position due to aji in the corner: Black can play the sequence in Variation 4 to set up a common ko shape. At first it appears not to be a ko as White has an extra liberty at B6, but Black can also gain an extra liberty of his own with the G2 cut, so it becomes an approach ko.

Therefore to avoid the ko 188 must descend as in Variation 5 rather than capture, and his territory is reduced by four points, with a ko for a further four; a huge difference from the game.



Variation 4

185 Andrew Kay suggested T10 instead now. If White answers it is a good exchange, destroying the eye he made here in the game. White may ignore and capture at R18, and a trade results when Black plays R10 to capture S10 and S8, also turning a lot of 1st line dame into territory. Compared to defending and then White T11, this gains four points for Black at the cost of losing sente, so whether it is correct endgame depends on the size of remaining moves and *tedomari*³ considerations; it does appear to be so.



Variation 5

³ *Tedomari*: usually used to mean the last big move in the opening or endgame.

- ①91 J11 instead to make two points/eyes at K11 and L10 would avoid the *semedori*⁴ headaches of the game. But this stops White's G6, which is big sente.
- ①96 I knew this group had bad shape, but was only expecting/hoping for White to get C13 in sente once the F18 liberty is gone, so I have to defend at H15, which makes an eye at J15.

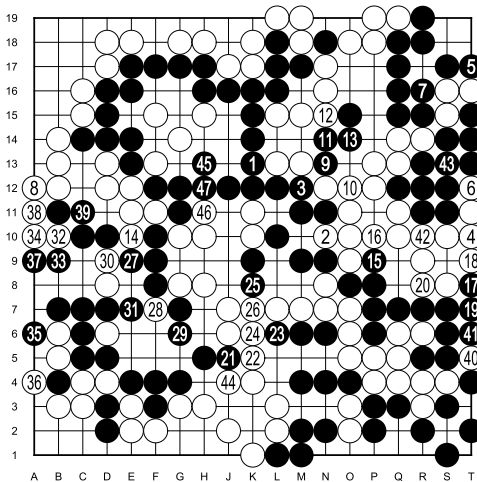


Diagram 5 (201 - 247)

- ②00 I forgot this move was better than A11 as has B10 follow up.
- ②12 White doesn't miss this.
- ②28 Is this hoping for the mistake of E7 allowing White G6? Black gets the same amount of points as if White just played H7 on the outside.
- ②35 Stops A7 and A5 ko.

- ②44 H13 or H14 to set up *semedori* seems to be one point better, but Black still wins by 0.5 that way.

Maybe White was hoping Black would forget about the *semedori* and just plays normal yose, and then White unleashes it and wins.

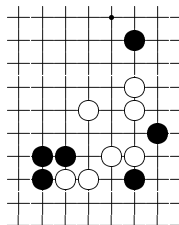
- ②45 Now Black wins by 1.5.
- ②47 Black won by resignation.

⁴ *Semedori*: being forced to play extra stones to remove a captured group from the board.

PROBLEM 5

Black to play and live in the corner.

This is difficult, so there is a hint available on page 32.



ANATOMY OF A RADIO INTERVIEW

Toby Manning

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In October I went to Korea to play in the Korea Prime Minister Cup. Before going I had a five-minute interview on Radio Leicester: this article is an account of what happened. I hope that this can serve as encouragement for others to get similar publicity.

I started with an analysis of the target market. I decided to make it a local rather than a national target, and went for the local TV, Radio and newspapers.

I then wrote a Press Release (see www.britgo.org/press/samples). This is an important document: it needs to be both eye-catching and informative. There is a fairly standard form for these. It starts with a summary of the main story (in a couple of paragraphs) and follows with a quote. It then follows on with some background information ('Notes for Editor') to help the press write the story. I emailed the Press Release to the target market.

Some newspapers will use the Press Release directly, without referring back to you, and the quote makes it seem as if they have actually done an interview. The fact that the same quote may appear in different publications is immaterial: you are the only one who will notice.

To go with the Press Release, I had some photographs taken of me playing Go. These were of good quality (digital camera, not cheap mobile phone). I put the photos up on a web-site; the Press Release stated 'These photographs are available at [web site address] and may be used freely without attribution'. This ensured that there were no copyright issues.

BBC Radio Leicester took the bait. They asked me to come into the studio for an interview: I could have done it using a telephone, but the sound quality is much better in the studio and it is easier for the presenter. Also, of course, if you turn up at the studio in person it is harder for them to ignore you. As part of this request I spoke to their 'researcher', giving him background information,

I turned up at the studio at the appointed time. The presenter was sitting at his desk, and I sat facing him. After the preceding item (some publicity about the James Bond film *Skyfall*) he then introduced me with material that had obviously been provided by the researcher. 'This year has been a great one for games and sports: after the Olympics, Paralympics, Andy Murray Grand Slam and Ryder Cup triumph we turn to the Mind Sport of Go, and local man Toby Manning who is going to Korea...' He then asked me to say a few words about Go, followed by a question about how I started playing and a bit about the Tournament: I emphasised that it was hard work (with six games in two days).

The whole interview took less than five minutes.

So was it worth it? I do not know. About three hours of preparation plus travel to and from the studio seems a large investment for five minutes, but it all helps: I am now waiting for someone to say that they heard it.

Local Radio has a large amount of time to fill. Most of this is with 'music', but anything of local interest is grist to their mill and helps fill in

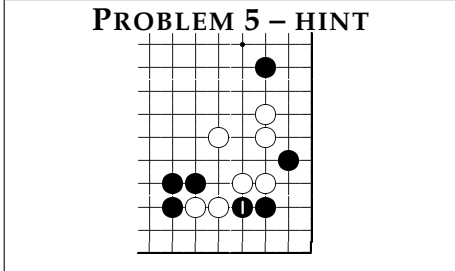
the hours. The presenters are there to help you: think 'Richard and Judy', not John 'Rottweiler' Humphrys. It does not seem difficult to get on to local Radio provided you have a suitable piece of news. If you stumble or get lost they will help you out – it is in nobody's interest for the

interviewer to make you look a fool. It is live – but I was talking about a subject where I was an expert, and it did mean that they could not edit it.

So don't be frightened: it was not as horrifying as it sounds, and was actually quite fun.

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The .sgf files for problems and games printed in this journal appear on www.britgo.org/bgj/issue163
Links to electronic versions of past issues of the British Go Journal, associated files, guidelines for submitting articles and information about other BGA publications appear on the BGA website at www.britgo.org/pubs



'GO' WORD WATCHING - ANSWERS

Sideways-Looking Persons

Here are answers to the *Go Word Watching* quiz on page 17

1. Go has the most Google hits but Go the game is swamped by other meanings of the word 'go'. Wei qi is the best for general use, but Baduk is best for Korean specific searches
 - a - Go = 12,650,000,000 hits.
 - b - Baduk = 1,350,000; Paduk = 336,000.
 - c - Wei chi = 2,770,000; Weichi = 628,000.
 - d - Wei qi = 3,500,000; Weiqi = 1,890,000.
2. Some Go words like Baduk have very few other meanings, although Baduk is the title of a 1992 Iranian film where Baduk = Slave Child.
Answers a, c, and d are made up, with BomBaDuk being a phonetic spelling.
3. Some Go words like Atari have few other meanings. although the alternative meaning may produce a significant number of hits.
 - a - the TV series is Daktari.
 - b - Correct – Atari is a 1970s Home Computer named after the Go term.
 - c - The old coin is a Tari.
 - d - The holy fire is Atar.
4. Some Go words like Ko have many definitions and need further search qualification.
All the definitions are correct, and there were many more to choose from. Three are shown below.
 - a - Ko is Tamil for King.
 - b - A Maori word as used in scrabble.
 - c - A weapon most commonly used in the Qin dynasty.

Ko is also spelt Koh, Go, and Goh.

CONSIDERING THE POSITION: ANSWERS

David Ward

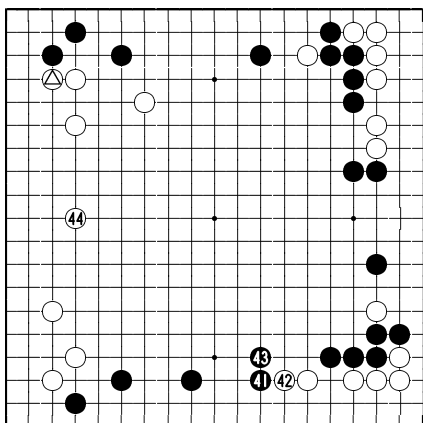
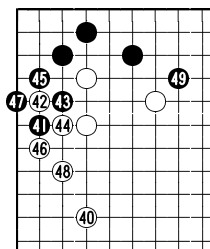
dward1957@msn.com

Here are the answers¹ to the questions posed in Considering the Position on page 22.

'(DW)' indicates a comment by me rather than one translated from the book.

First, if instead of blocking with ㉔ White maps out the position immediately, then in the sequence ㉔-㉘ Black gains territory and White reforms the position.

Black gains sente and with ㉙ is very satisfied.



Variation A

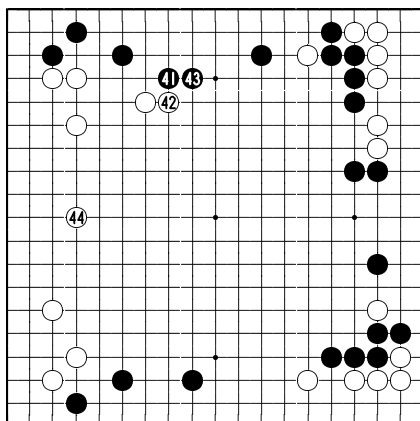
Back to the starting position (with ㉔ marked by a triangle).

Black falls behind after ㉔.

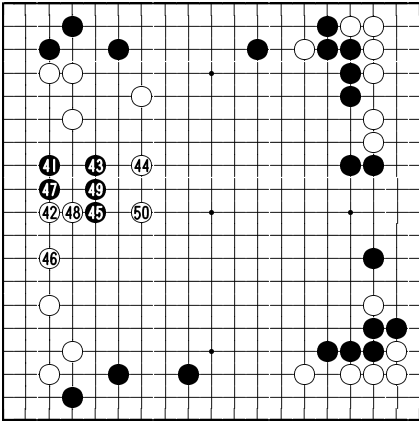
Variation B

No good for Black. This is too defensive on the upper side - described as 'low level thinking', turning position into territory.

㉔ is the key point.



¹The sgf file is at www.britgo.org/files/bgjgames/163-considering-x.sgf.



Variation C

'Innocently running away' – (lacking guile).

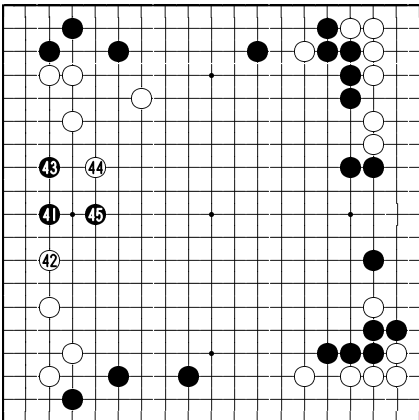
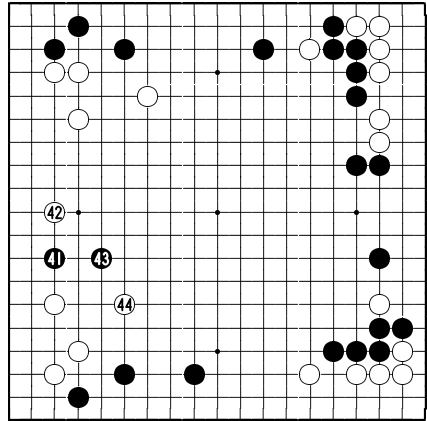
This is the wrong point. ④② is severe, ④③ runs away and ④④-④⑤ attack severely. Black ends up 'being beaten up badly' by White.

Variation D

'Blacks position naturally disappears' (DW – like the Cheshire Cat!).

④② is the key point for attack and ④④ chases Black. As a result of running away, Black's position on the rest of the board will be diminished.

Black's best strategy is to settle the position quickly, but this is still not good.



Variation E1

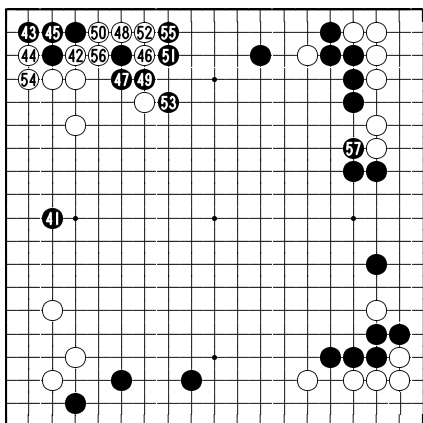
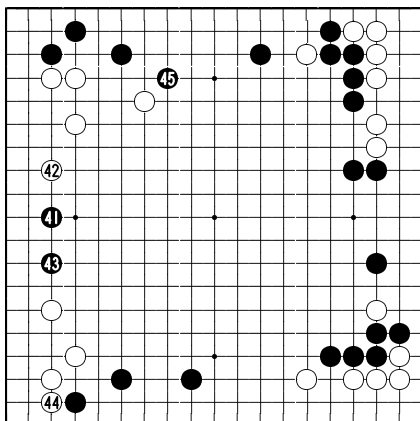
④① is the correct point.

④②-④④ is a failed attack by White, and with ④⑤ Black secures the group. ④⑤ is a good move because White's upper group is not yet settled. The result is that Black is not quite alive, but is no longer under threat.

(DW: because White is not settled, Black is not so weak. Guo Juan has a saying that if you are being attacked, try to find a friend, i.e. an opponent's group which is also weak.)

Variation E2

After ㉔, ㉕ and ㉖, Black has gained all good points and separated White into two groups.



Variation E3

The actual game.

With ㉔-㉖ White gains more territory, but Black becomes strong and thick.

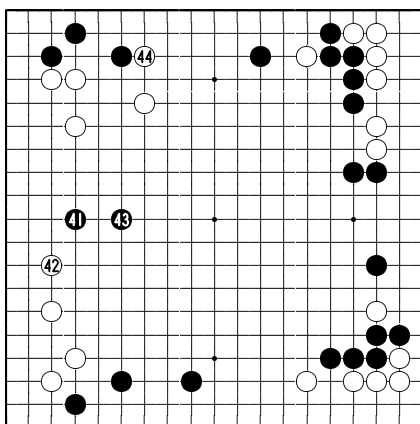
Black won by resignation after 169 moves.

Variation F

This black move is not so good. 'Black is not settled'.

It is next to the correct answer, but different because Black does not have a base and White can attack: Black runs to ㉓.

The two stones ㉑ and ㉒ will be in Black's mind, as liabilities.



~ ~ ~

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/issue163.

Solution to Problem 1

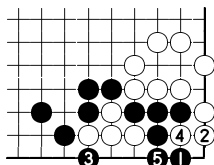


Diagram 1

Black cannot fill a liberty as he is one liberty behind. The descent to the edge sometimes gains liberties, but White can get a ko by filling the 2-1 point liberty. ① in Diagram 1 is the correct move, threatening to make two eyes in the corner. If White tries to fill liberties then Black wins the race. If White stops the eye as shown, Black plays like this and it is self-atari for White on both sides. If Black plays the other 2-1 point, White can get a ko.

Solution to Problem 2

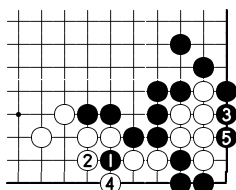


Diagram 2

Black does not have time to fill one of the white liberties as White can atari the three black stones. Black has to sacrifice a stone at ① in Diagram 2; this slows down White's attack on the three stones as White cannot safely atari them until ① is captured.

Solution to Problem 3

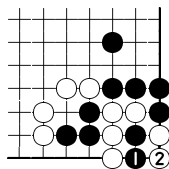


Diagram 3a

If Black plays atari on the four stones from the left, White takes the 2-2 stone and makes two eyes. Capturing at 1-1 is also too slow and White captures the three black stones. So Black must sacrifice a second stone at ① in Diagram 3a and make use of the special properties of the corner.

After White takes the two black stones, Black should play either point inside, and, as shown in Diagram 3b, White cannot rescue the four stones.

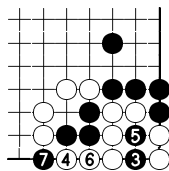


Diagram 3b

Solution to Problem 4

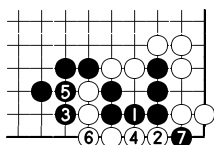


Diagram 4

If Black tries to capture the single white stone or the two white stones to the left, then White can push into the bamboo joint and Black is short of liberties. Black must connect at **1** in Diagram 4 to give himself the most liberties. White runs out of liberties after **7** because of the shape in the corner. All other black first moves, such as the descent or trying to catch the two white stones on the right, are too slow.

Solution to Problem 5

This is a difficult problem and the solution shown below is just one variation of many: for consideration of some other first and second moves see the answer *sgf* file.

1 in Diagram 5a is the strongest first move as it looks at either cutting White or making shape in the corner. If White plays this way, then Black can force, and then cut and kill the cut white stones.

If White plays **2** in Diagram 5b, then **3** makes miai of small life in the corner and cutting off the three white stones. Playing **5** at **6** is too greedy, as White can make a ko to kill the black corner.

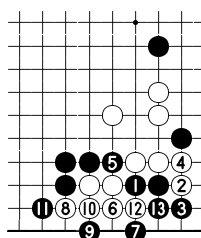


Diagram 5a

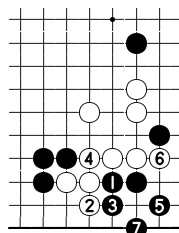


Diagram 5b

CONTRIBUTIONS TO THE JOURNAL

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

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

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

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

FOUR-LINE GO – SOLUTION

Tony Atkins

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Here is the solution to the Four-Line Go problem, Cho U's Problem 89, posed in the article on the inside of the front cover (black stones represents red and white stones represent green).

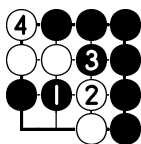


Diagram 1

Black/Red sacrifices seven of his nine stones!

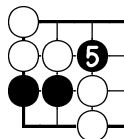


Diagram 2

5 is atari, killing the stones in the top left, and Black/Red wins.

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COLLECTING GO XVI: FANS

Tony Atkins

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A collectable that can be very useful, especially in a hot country or stuffy environment, is the Go fan. The Japanese folding paper and bamboo fan is often given away as gifts at events, but can also be bought for a few pounds at the Nihon Ki-in shop in Tokyo. Most feature the name and motto of a well known player, the characters written by hand on the original. Usually with a bit of practice you can recognise the top pros' names, but I always find the handwriting of the motto hard to decipher. I have Miyamoto, Shuko and Hashimoto fans in my collection, all well used; the earliest of these also commemorating the 15th World Amateur in 1993.



The first picture shows three fans issued to commemorate the winner of the Kisei Tournament; Yamashita Keigo, O Rissei and Hane Naoki were all winners in the early years of this century. These come in a commemorative box, but most fans come in a white paper wrapper. I also have Kobayashi Koichi, 1995 Kisei, and, from the NHK TV Tournament in 2001, Ishida Yoshio.

For some events the signatures of all the players appear. The two fans in the second picture show all the names from the Ricoh Cup Pair Go Tournament in 2007 and 2008. The gentlemen are at the top, the ladies below. Michael Redmond is the odd one, being written in katakana, not characters.



I also have one with the Chinese players from a team event. Often amateur Go players at a big event will get the other players to sign a blank fan to create a similar memento.



The third picture shows a slightly smaller lady's fan. This was part of a boxed set, complete with the two train cards shown in [BGJ 148](#). The cards depicted the female professional, Umezawa Yukari (now Yoshihara Yukari), who also signed this fan.

(Collecting Go XVI: Fans . . . continued from inside rear cover)

Following on from the Hikaru no Go collectables in [BGJ161](#), the fourth picture shows Hikaru and Sai on their own coloured fan. Sai of course was a big fan of the fan.



The final picture shows fixed fans in the Korean style: one was provided by Korean National Travel Agency, when they were promoting Korean travel to Go players, and the second by [wbaduk.com](#). These are wired cloth, with wooden handles. The third small red one is a paper version promoting the watching of Pair Go games on Pandanet. Some were awarded as prizes at the European Go Congress, 2001 in Dublin.

