

BRITISH

GO

JOURNAL





Above: Yuanbo Zhang - winner of the London Open.
Photo courtesy of Semi Lee.

Front Cover: The Irish Go Association celebrated its first 25 years at the Irish Open - see World News.
Photos courtesy of Tiberiu Gochi.

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Views expressed are not necessarily those of the BGA, nor of the Editor.

EDITORIAL

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Welcome to the 167th British Go Journal.

With Fond Memories

In this edition, we pay tribute to two great contributors to Go in the UK – T Mark Hall and David Ward. Following up the sad news of T Mark's death in the last issue, we have an obituary and article from his great friend and GoGod¹ collaborator, John Fairbairn.

David Ward was a regular contributor to the Journal. His *Problem Corner* series ran from [BGJ 154](#) to [BGJ 158](#), and *Considering The Position* from [BGJ 159](#) to [BGJ 166](#), with a gap in [BGJ 165](#) when he was too ill to provide one (we filled in with his *Top Ten Tips*, originally prepared for the Shodan Challenge). [BGJ 157](#) contained an additional article from him, *The Acme of Skill?*. He served selflessly as the BGA Analyst for several years. As in other things, David was generous with his time. Alex Rix has compiled his obituary.

Milestones

Two notable milestones are captured in this Journal: the Irish Go Association celebrated 25 years of existence at the Irish Open in February – see World News for a report – and Tony Atkins has contributed his 20th *Collecting...* article. Congratulations to both!

New Editor Needed

I have edited the Journal for four years now, and it is time for a change – for the readership, I suspect, as well as for me. I have mixed feelings about retiring from the rôle – it is surely one of the most satisfying and rewarding ways in which you can help the BGA – but I would like to make time to take up new activities, and a new Editor will surely bring fresh ideas and energy. Please contact me if you are interested, or think just possibly you might be, and would like more information about what is involved.

Barry Chandler, our previous Editor, has provided me with great support throughout and has already indicated he would do the same for the new Editor, and I will be very happy to help also. The Editor is blessed with a superb support network of regular contributors and proofreaders, as will be evident from the Credits.

Credits

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

Contributors: Tony Atkins, Paul Barnard, Alison Bexfield, Jon Diamond, John Fairbairn, Celia Marshall, Neil Moffatt, Chris Oliver, Alex Rix, Jil Segerman, Chris Volk, and our anonymous cartoonist, Sideways-Looking Persons.

¹gogodonline.co.uk/.

Photographs: Tiberiu Gochi kindly gave permission for his photos from the Irish Open to be used (see front cover and *World News*). In *UK News* and inside the front cover, the photos from the London Open were kindly provided by Semi Lee; the others were provided by the article authors.

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

Pat Ridley

LETTERS TO THE EDITOR

Isle of Man Go Festival 2015

The Go Festival 2013² was a great success. We love the holiday atmosphere that all our visiting Go players and their families create. The team here really enjoy meeting up with old friends who come time after time, and also meeting new faces who we love to welcome to our beautiful island! We always ask for feedback

and at our debrief meeting spent a long time discussing possible dates for the next festival, and have opted for 23rd – 28th August 2015. These were the dates that best suited both the team running the event and those visiting.

So hope to see you then.

Celia Marshall and all the team.

celia@manx.net

THE JOURNAL ONLINE

SGF Files

The SGF files for problems and games printed in this journal appear at www.britgo.org/bgj/issue167.

Online Journals

Online copies of this and the preceding three journals are available in the BGA Members Area at www.britgo.org/membersarea. Login to see these recent editions.

Links to electronic copies of earlier issues, associated files, guidelines for submitting articles and information about other BGA publications appear on the BGA website at www.britgo.org/pubs (no login required.)

Active Links and Colour

Online copies from BGJ 158 onwards contain active links to related information, including SGF files for the games and problems. The links are identified by blue text – clicking on these will open the selected links on your computer. Original photographs in colour are reproduced in colour in these issues.

²See *UK News* in [BGJ 165](#) for a report.

BGA NEWSLETTER NO. 196

Jil Segerman

newsletter@britgo.org

The next Newsletter will be distributed by email. The deadline for contributions is 4th May 2014. Please send them to the email address above. If you would prefer us to contact you on a different email address, please advise the Membership Secretary on mem@britgo.org.

NEWS

For the full set of recent news items see the BGA News Pages: 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, which covers the last twelve months.

FUTURE EVENTS

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

Welwyn Garden City, Saturday 26th April

Candidates' Tournament, Warwick University, Saturday 3rd – Monday 5th May

Bar-Low, Warwick University, Sunday 4th May

Bracknell, Sunday 11th May

British Pair Go Championships, Hatfield, Saturday 17th May

British Youth, Birmingham, Sunday 18th May

Challengers' League, London, Saturday 24th – Tuesday 27th May

Scottish Open, Glasgow, Saturday 24th – Sunday 25th May

Durham, Saturday 14th – Sunday 15th June

Welsh Open, Barmouth, Saturday 21st – Sunday 22nd June

UK Go Challenge Finals, Cambridge, Saturday 21st June

Milton Keynes, Saturday 28th June

Mind Sports Olympiad, London, Saturday 16th – Sunday 24th August

Northern, September (provisional)

Cornwall, September (provisional)

Shropshire, September (provisional)

Swindon, Sunday 28th September

Advance notice: **Isle of Man Go Festival**, 23rd – 28th August 2015

CAN YOU HELP?

There are several vacancies for people to help with running the BGA. Links for details on some of these are given on www.britgo.org/positions/vacancies and some new vacancies are listed below. If you are interested in any of these please contact our President, Jon Diamond, or any member of Council.

- *Marketing Manager*: following the successes at various events this year and discussions in Council, we'd like someone to be in charge of all our marketing efforts, so we've created a Marketing Manager position. Roger Huyshe is temporarily holding the fort in this area, but we really need someone to undertake the role permanently. Is there anyone interested in this (non-Council) role?
- *BGJ Editor*: Pat Ridley has said that he want to retire as editor of the British Go Journal at the end of this year, so we're looking for someone who'd like to undertake the job. There are plenty of people who will continue to help with the BGJ, including Pat, but an Editor is needed to be responsible for putting it together. If you're interested please contact Pat, who will be more than happy to let you know what's involved; email journal@britgo.org.
- *British Championship Organiser*: since Jenny Radcliffe retired as British Championship organiser after many successful years we've been struggling along with various people doing different jobs, but we really need someone to take overall charge and ensure better continuity. Is there a volunteer out there?
- *London Open Organiser*: we need someone to replace Martha McGill, who's done a great job in the last couple of years, to manage the team of volunteers.
- *Council Member*: we failed to find a replacement for the retiring Fred Holroyd this year, so we're short of a member of Council. If you're interested in helping with managing and steering the organisation, you can join Council too, so please talk to me or one of the other Council members about what is involved.

CLUB CHANGES

A complete list of clubs was included in [BGJ 166](#). Since then, the following changes have been reported:

Leeds University: has started meeting again. Tuesdays 17:30-20:30 at The Faversham, 1-5 Springfield Mount, Leeds, LS2 9NG. All players are welcome, including beginners and you do not have to be a member of the University to join.

Oxford City: no longer meets on Thursdays.

□

FIGHTING YOUR CORNER

Chris Oliver

thechroliver@gmail.com

This article¹, aimed at Double Digit Kyu players (DDKs), looks at corners and explores the general properties and follow-up moves to the more common plays.

The important thing to remember when taking a corner is not to hit the first man... Baka!² Wrong sport again! As a loose analogy with football, though, in good Go play it is rare to play a contact move as the first response to a corner play. It is more usual for contact to be made later in an exchange, from a position of relative strength. This avoids problems with shortage of liberties, which will almost certainly arise from playing contact using an isolated stone.

Traditional Go-playing etiquette suggests that Black should open a game in the top right-hand corner, to facilitate a comfortable first play for White. Obviously this has essentially no meaning in online games, but the vast majority of (professional) games still follow this pattern.

The most common opening play in modern Go is the 4-4 point – about half of recorded professional games open with Black playing here. The 4-4 point doesn't represent secure corner territory, but is so commonly used because of its flexibility and because it offers a good balance between influence and territory. A move at the 4-4 point is well-placed to contribute to corner territory, edge territory and frameworks, or to territory in the centre.

In a previous article³, this author looked at the 3-3 invasion of the 4-4 point – a move which is used as a strong attack on an opponent when their corner position is high and over-concentrated. When there are no other stones locally, the most common approach move to the 4-4 point is shown in Diagram 1. This is generally known as the 'low approach'.

In the sequences below, the numbering starts with White's approach move. This deliberately indicates that these approach moves may be played after all of the corners have been filled, and perhaps after other important moves have been made on the sides, or elsewhere.

The most common Black responses to the low approach fall either in to the class of 'extensions' such as A and B, or 'pincers', such as C.

If White passively plays M after A, Black can follow up at the triangle point to defend the corner, or alternatively, could play a further extension on the left side. Black could respond directly at the triangle point after ①, but this is uncommon.

Without A in place, a White move on the left side means that Black is forced to try to live relatively small, or run out. However, White is attacking a strong

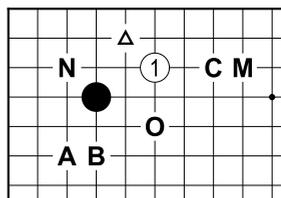


Diagram 1

¹The sgf is at [www.britgo.org/files/bgjgames/167-fightingyour corner.sgf](http://www.britgo.org/files/bgjgames/167-fightingyour%20corner.sgf).

²[Referring to myself], 'Baka' means 'idiot' in Japanese.

³In BGJ 160.

black group with two unconnected, relatively weak groups, so the result is uncertain.

White's follow-up to the pincer at C is normally to invade the corner at the 3-3 point (at N), or to play a one-space jump toward the centre of the board at O. The most common sequence for approaching the 4-4 point is shown in Diagram 2.

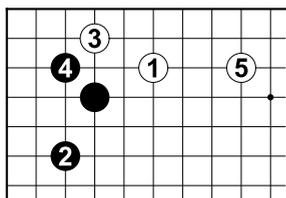


Diagram 2

Playing at the 3-3 point in an empty corner is not unheard of, but is generally seen as too small for most modern Go players. It is most likely to be played by White, and when looking to settle a corner quickly. A 3-3 point in an empty corner is, for all practical purposes, an established territory, albeit a small one.

The variations for approaching a 3-3 corner play are relatively few and probably are quite easy to learn but also of questionable value, as they are unlikely to be sequences which occur in games at DDK level.

Diagram 3 shows a sequence based on an approach to a 3-3 corner play and is a good illustration of the concept of 'influence-versus-territory'. This lack of potential is one of the downsides for taking territory versus influence. Influence looks to the future, where here, Black's gain is purely short-term.

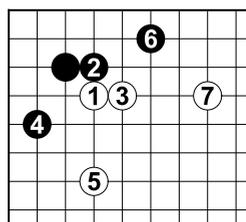


Diagram 3

Black's position here is secure, with a fair amount of territory in the top-left (at least twelve points, if played right). There is little potential left in this group, although Black could squeeze a few more points by using sente to poke and peep against White's position later in the game.

White has contained Black, covering any opportunities to push in to the centre of the board. However, White hasn't secured anything yet, and a well-placed Black stone with some support could negate the potential in this position. White needs to make this position count as the game goes on, either making territory in the centre, or using the position to attack weak Black groups, or to support and develop other White territories on the sides.

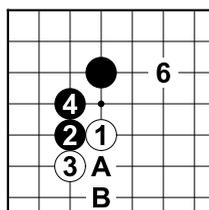


Diagram 4

Diagram 4 shows one common joseki starting in the 3-4 position. This sequence generally ends with 6 after White chooses either A or B.

3-4 plays are more territory-focussed than the 4-4 point, but less secure than the 3-3. This traditional play has the benefit of being fairly secure, very good for building extensions (shimari) and difficult to invade successfully.

However, if you are the sort of person who prefers to know your way around a position, this is not the one to choose; the 3-4 Joseki are many, varied and involved – including the notoriously complex Large Avalanche and its variations.

Diagram 5 shows a portion of the Large Avalanche Joseki. When pros start with the 3-4 corner opening, it ends up here less than 2% of the time. Don't come here; here be dragons. It is an interesting curio, though, and well worth exploring as an exercise in shape and reading.

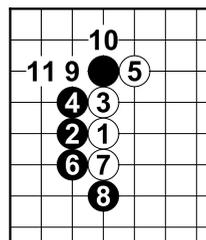


Diagram 5

While we're in uncharted realms, let's talk of the 5-4 point. This is another rarity, used as an opening in only a small number of games, but again, interesting to study. You may also find that some annoying smartypants pulls this out in an important game, just to throw you off. Either that, or you may decide to be that annoying smartypants. In any case, it's worth a look.

The position in Diagram 6 comes from an example in an article on GoGameGuru⁴, written by David Ormerod⁵.

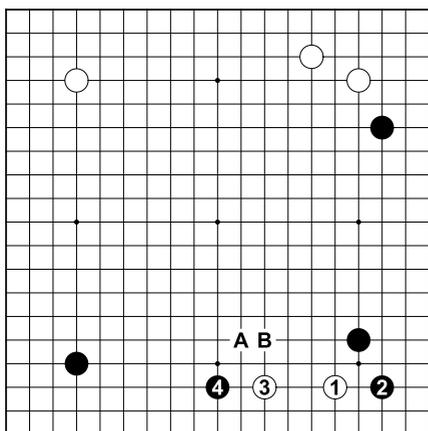


Diagram 6

It shows an interesting sequence where White's play has resulted in an insecure position. The two-space extension here has been suppressed by Black, and White's follow-up at A or B is needed to prevent Black from squeezing White heavily.

David suggests that the sequence from ⑧ in Diagram 7 (on the next page) represents an ideal result for White in the circumstances.

⁴gogameguru.com/5-4-openings-tips-tricks. The material is reproduced under the following licence: creativecommons.org/licenses/by-nc-sa/3.0/legalcode.

⁵gogameguru.com/author/david-ormerod.

David elaborates further in his article, but I will not reproduce his reasoning here. However, Diagram 7 is worth brief examination in the context of my previous article on extending from walls⁶.

White's decision to play at ㉒ or A is not clear-cut, for a variety of reasons, including the gap between ⑱ and ㉑ and the proximity of the strong black corner group, both meaning that a successful invasion would be a disaster for White. Safety first seems to be appropriate – but, that said, a play at A would not be wrong *per se*.

⑰ is perhaps a slight over-extension from the four-stone wall in the lower right corner – but once ② is in place, Black has a strong presence in both corners, with well-spaced stones.

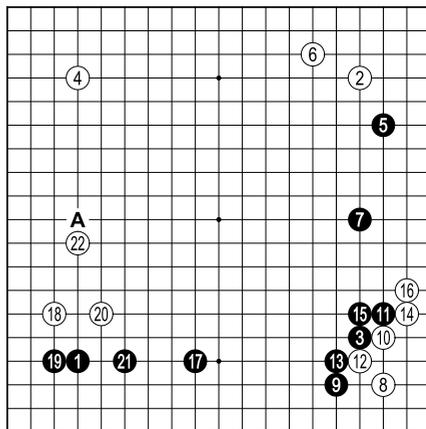


Diagram 7

The corner enclosure is high, but White would find it a severe struggle to live in the corner, and an invasion between ⑰ and ⑱ would not succeed without giving Black the opportunity to take significant compensation.

The most useful single point that I would take from David's article is: 'Don't straight-jacket yourself with joseki or opening moves'. Learning sequences by rote and deploying them automatically can hinder your play (hence the proverb: 'learn joseki, lose two stones'). Reading, thinking and experimenting will all offer much more in your development as a DDK player than simply learning and repeating sequences.

There are huge numbers of sequences based on the above openings – a large portion of them coming from the 3-4 play. We haven't explored 6-4, 5-5 or 5-3 points, either. If you are comfortable habitually playing 4-4 all the time, I recommend that you experiment. Each pitfall is an opportunity to improve, and at DDK level, it is rare that a loss is ever costly.

NOTES

The majority of these statistics were pulled from the excellent site dailyjoseki.com, which provides both a joseki dictionary and a daily revision algorithm. Other interactive facilities include *Kogo's Joseki Dictionary*, available on eidogo.com, and which can also be downloaded here: waterfire.us/joseki.htm.

All links are provided without warranty and used at the reader's own risk.

□

⁶Building an Extension in BQJ 166.

THE LONE GO PLAYER

I am the Treasurer and Secretary
and I'm President Elect
I'm the organiser and dog's body
and the rest of our Go set

When in the days of yore our club was strong
and there was no internet
when books and other things were just a dream
we each made our own Go set

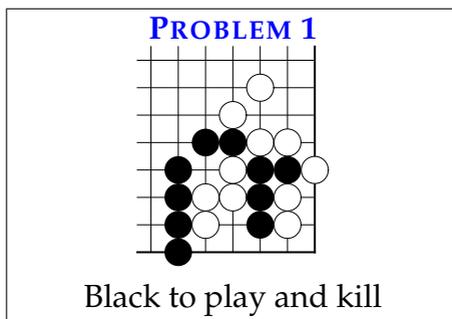
When hireable rooms were many and cheap
and the tournaments were rare
then players en masse to events would go
and no club function went spare

Now we play with tablet and mobile phone
and many tournaments abound
as Go-players get so thinly spread
club members can less be found

And as club membership grew even less
so many tasks fell to me
and as the nature of Go-playing changed
I'm here single-handedly

I am the Treasurer and Secretary
and I'm President Elect
I'm the organiser and dog's body
and the rest of our Go set

Sideways-Looking Persons





The following is a slightly amended version of the eulogy to T Mark Hall I gave at his funeral on 6th January 2014. Quite a few old Go friends turned up, including an old oppo from Mark's Tokyo days, Stuart Dowsey. Maybe that is an augury. Mark left a very substantial bequest to the BGA (via a trust), mainly in the hope that it could contribute towards a new London Go Centre. Stuart, of course, was the founder of the first LGC, and that was the place where Mark spent many happy hours and acquired his nickname.

News of Mark's passing came as a great shock to many of his friends, not least because so few knew he was even ill. That was his choice. But while he wanted no fuss, he was not shunning his friends. In fact it gave him great pain to miss his annual visits to Enid (a childhood friend) in Cambridge and Frauke (a Go player) in Belgium, and having to turn down an invitation to Francis Road's recent 70th birthday party was a special torment.

Nor was it anything to do with fear, embarrassment, bitterness, self pity or anything like that. In fact he showed amazing equanimity and dignity

in the face of his illness. When he spoke to me a day after getting the first definite diagnosis early in 2012, his second or third sentence was something like 'Right, can we discuss my Go legacy?'

The driving force behind the final decisions he took was simply concern for his frail mother. Mark was appalled at what effect his bad news might be on her and decided to keep everything secret.

It was a decision that made him fret every time we spoke and he remained for ever unsure he had made the *right* decision. Towards the end, when he kept revisiting the choices he had made, the medication was often worse than the pain and the sudden onset of immobility caught him by surprise. This had unexpected and tormenting consequences, one of which was that he never got to see his mother at the end, although by then she did know there was a major problem.

By the time you read this, I hope Mrs Hall will have turned 100 (on 1st February). I'm sure all our thoughts will be with her in Somerset as she reflects on what should have been a happy occasion.

I stress, with absolute conviction that his friendships were unwavering and, as for his mother, he died with love in his heart.

The other thing I would like to do here is remind us all that Mark was a man of many parts, of many virtues, and perhaps one major vice – playing Go.

In fact, he actually spent relatively little time on Go. I knew him for over 40 years and I think we only ever played each other four times. He was most of all a dedicated public servant.

It's true that during his first posting to Tokyo in the early 70s he became a denizen of the Takadanobaba Go salon. But subsequent postings were to Algeria, Greece and Italy, where there was no Go activity – and likewise in many of the other 70-odd countries he spent much time in. Italy, incidentally, was perhaps where he spent the happiest time of his life, in the early 80s, and his three Mediterranean postings gave him a special love for the history of the area. History in general was his great passion – around 90% of his very large library was made up of history books, and the book at his bedside at the end was not a Go book but a book on the Turkish invasion of the Greek island of Rhodes.



Mark during his first FCO posting to Tokyo

Apart from his vast library of books, he amassed a great deal of music, where his special love was Handel. He wasn't a collector as such, but did often wonder whether he had all the available recordings of Handel's music.

Another very un-Go-like passion was sport. Not playing it mind you,

but watching Welsh rugby, Ashes cricket and American baseball. He was selective. The people's game of soccer was beyond the pale. However, I have to tell you that one of the biggest influences in his life was his Tokyo ambassador, Fred Warner. Tokyo was then a hardship posting. Sir Fred had a reputation as a life enhancer and a ferociously hard worker, both attributes Mark picked up. But the best measure of Sir Fred's influence was that he was the only man ever who was able to get Mark willingly to don a soccer strip and get out on the field of play – admittedly just as part of a morale booster for the embassy staff, but it *was* in the Olympic Stadium.

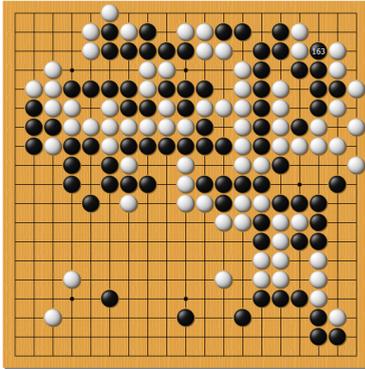
I said Mark was a man of many virtues. I've mentioned loyalty and I must add that he was the most honest person I ever knew. He never had a TV, and so no TV licence – and so scrupulously refused to watch TV on his computer. Even in hospital he refused to turn on the TV – except once, for a programme about rugby legend Barry John. One of the things I admired about Mark was that he was a man of enormous principle, yet was never rigid and would give way at sensible times!

His integrity at work was perhaps too well known. Twice he took on ambassadors in the cause of rights for locally-engaged staff. The score was an honourable 1-1 draw, but perhaps that was why he never made it to a gong or to 'Sir Mark'. But who cares – he was T Mark to the wider world, and that is *so* much more distinguished.

He was so taken by his nickname of T Mark that in 2006 he changed his name by deed poll. One consequence was that computers choked on his

new first one-letter name, and he even disappeared from hospital records, leading to missed scans and other problems. Most of us would have been alarmed. Mark thought it was hilarious.

Mark was specially proud of this tesuji (at the upper right 3-3), from the 2009 British Championship cycle



Opponent Matthew Macfadyen resigned as soon as he saw it. Mark had seen it some way back.

As you know Mark and good humour were always just a split second apart. Let me finish with three vivid memories of my own, all involving smiles.

One was in Korea. We stopped at a motorway café but Mark chose to stay outside in the cold rain to enjoy a pipe. At the time he'd grown a long white beard and a gaggle of Korean schoolchildren screamed "Santa Claus" when they saw him. Santa chuckled over that for weeks.

The second smile came after he gave up on a life of launderettes and asked my wife for some advice on getting a washing machine and fitted kitchen. When we went down to see the result, my wife rushed in and started opening cupboard doors left and

right. I was horrified and looked at Mark in apology, but all I saw was a huge smile of indulgent amusement.

The third smile was even bigger. Our final long trip together was to baseball parks down the west coast of America, starting in San Francisco, in July 2011. The Giants were the World Series champions, it was Sunday and a sunny day, with a packed, happy house – and despite eye-watering prices we had perfect seats for a great game. Mark beamed. In fact he beamed for the full four hours. Not only that, he beamed for four hours – without a pipe!



The GoGoD team (Santa Claus on the left) with Seo Neung-uk 9p in Korea

Still, for all his many interests, Go was a big part of his life and, through his legacies, Go will be a big part of his future. One small thing that gave him enormous satisfaction was that the British Museum accepted the donation of his antique Go board, thankfully just in time. It took the best part of a year from the time we started discussing it till the museum came to collect it, literally only a couple of days before Mark went off to hospital for the last time.

I hope I have said enough to indicate Mark was rare man of noble virtues. I think at least we are better people for having known him. We will be even better if we remember him.

John Fairbairn

DIPLOMATIC NICETIES

John Fairbairn

As part of his tribute to the late T Mark Hall, John Fairbairn writes:

Mark had two special Go treasures: an old Go board and a diploma, both given to him as he was about to leave his first posting in Tokyo. The photos below show Mark's board and diploma on display at the Imperial War Museum in an exhibition to mark the 60th anniversary of the dropping of the atom bombs on Japan.

The following article from GoGoD's¹ *New In Go* will explain all about the diploma, but first a word or two of update about the Go board. Mark was given the board by an embassy colleague (one of the 'locally engaged' staff), in whose family it had been passed down as an heirloom. Mark had the surface re-planed, which improved it no end, but it was a decision he rather regretted later. When we were discussing his Go legacy, I recalled that a curator at the British Museum had once asked me for help in getting an old Go board (which is, or has been, on display in the Korean section) and so I suggested giving his board to them. Mark's face lit up, and he pursued the idea with characteristic energy. But it was an intensely bureaucratic exercise, as even gifts have to be approved by an Acquisitions Committee.

Thankfully the Committee's 'chop' was supplied in the nick of time so that Mark knew the board was going to a good home. The reason this was such a relief to him was that he felt obliged to look after what had been an heirloom in a respectful way.



The diploma, meanwhile, is in storage awaiting a possible new home in a Go centre.

The New in Go article follows.

We (T Mark Hall and I) came across this recently while reading about a pro called Matsuda Tamezo. This was just after an announcement that the Nihon Ki-in is considering overhauling its diploma structure.

What our reading revealed was that there are subtleties in the diploma system that were new to us, and there may be others as yet unknown.

The book we were looking at is a treatise on Go in Toyama Prefecture by Amitani Taii (*Toyama-ken Igo Monogatari*). He deals mainly with some local personalities of professional stature from that part of north Japan. Miyasaka Shinji and Ota Kiyoshi are the main luminaries, as they made it to the national stage, but Matsuda Tamezo was not far behind.

¹gogodonline.co.uk

He was a landowner. While wealthy enough to indulge himself, he was tied to his land and so had to forsake his dream of becoming a professional in Tokyo.

Nevertheless, he did visit Tokyo many times to take lessons in the Honinbo family. We have records of a couple of games with Shuei, on four and five stones, that are not in Shuei's Collected Games. Shuei rewarded him with a 1-dan diploma.

But Matsuda persevered and later started visiting Honinbo Shusai. He got to within two stones of Shusai at one stage and, after many visits, he received two diplomas from him. One was for 3-dan and one for 4-dan.

The wording on each was as follows. Even if you can read the Japanese you may not spot the subtle difference between them. You certainly won't from the English translation.

3-dan diploma

貴殿圍碁執心所作宜敷
修行無懈怠手段漸熟依
之向後對上手二子之手
合三段今免許畢猶以勉
勵上達之心掛可為肝要
者也仍而免狀如件

'Your devotion to Go and your conduct having been satisfactory, your training without remiss, and your technique having gradually matured thereby, henceforth you are authorised to take a handicap of two stones from a jozu [7-dan] as a 3-dan, though it is imperative to be intent on improvement through further diligence. Accordingly this diploma is granted herewith.'

This diploma was signed by the 21st Honinbo Shusai and dated May 1910.

4-dan diploma

其許圍碁執心所作宜敷
修行無懈怠手段愈熟依
之向後對上手先二子之手
合四段今免許畢猶以勉
勵上達之心掛可為肝要
者也仍而免狀如件

'Your devotion to Go and your conduct having been satisfactory, your training without remiss, and your technique having further matured thereby, henceforth you are authorised to take a handicap of Black and two stones in alternate games from a jozu [7-dan] as a 4-dan, though it is imperative to be intent on improvement through further diligence. Accordingly this diploma is granted herewith.'

This diploma was signed by the 21st Honinbo Shusai and dated March 1919.

The subtle point apparently lies in the word 'you' - the first two characters in each case. They differ in the Japanese. In the case of the 3-dan diploma, *kiden* is said to denote an amateur. In the case of the 4-dan diploma, *sokomoto* denotes a professional.

This is according to Amitani, though he is backed by the pro Fukui Susumu. In the past there was no real distinction between amateurs and professionals when it came to grading. In practice, of course, differences abounded. It was probably the same as the situation today with degrees. Most people would make some form of discrimination between two people with a degree, one from Harvard,

one from Huckleberry Falls. In Edo Japan a Honinbo diploma would carry more clout than a Hayashi diploma. It seems, though, that even within the same family a subtle change of wording also changed perceptions.

In Matsuda's case it was rather academic, as he was well off enough not to bother collecting fees for tuition. Probably, in recompense, he expected his pupils to play like him. He kept a common-place book for Go, and in one entry he described the attributes expected: 'A joseki is equivalent to a sword dance, Go is about power. Being afraid of ko and being afraid of confused fighting but being obsessed with simply taking territory is a weakness in a Go player. Unless you aim at the opponent's weaknesses and strive bravely to kill all his stones in the middle game even if you take nine stones, you will have no prospects for the future. Do not be afraid of losing. Nothing ventured, nothing gained!'

Since the topic here is subtlety of words, it is worth considering the nice difference between a joseki being a sword fight and being a sword dance.

Go diplomas are collectibles. GoGoD's T Mark Hall has a very unusual one, below. He will tell the tale himself:

'I was a (very) broke civil servant working at the British Embassy in Tokyo – in those days it was considered a hardship posting. My work patterns, some Saturdays included, meant that I could not afford the money or the time to play in any of the Nihon Ki-in promotion tournaments. I was about to leave after almost three years and I mentioned this to Stuart Dowsey of Ishi Press, who asked Iwamoto Kaoru

to give me a grading game. Iwamoto said yes and we played a handicap game. I can't remember how many stones but I do remember tricking him in a ko fight and feeling very proud – I had ignored his last ko capture because my local threats had saved the group.

After a startled grunt and a sharp look at my smiling face he then proceeded to rip me apart. He then said that he thought I was around 2-dan.



A week later he turned up with a black lacquer box with gold lettering on the front, saying Diploma – and a diploma inside! He had personally gone to the Nihon Ki-in Chairman, the Meijin Rin Kaiho, to Murashima Yoshinori and a professional calligrapher and called in favours from them, all for a poor gaijin² who, it was likely, he would never see again. I might have stopped playing the day I left Japan! I could only afford to give him a bottle of whiskey from the American commissary before I left. That is why I have the greatest admiration and affection for Iwamoto and why that diploma hangs on my wall as one of my proudest possessions. And fortunately I did get to see him again when he came for the opening of the London Go Centre.' Unfortunately for Mark, the text of the diploma (after his name on the right)

²Japanese name for a foreigner.

begins *kiden*, so he is only being rated an amateur, but the grade of 2-dan is specified. Interestingly the wording is almost the same as in the Matsuda diplomas. Probably this is because the Nihon Ki-in acquired the rights to the Honinbo 'brand' from Shusai.

The biggest and very important differences are in the signatures and the 'chops'. The issuing authority

is specified as the Nihon Ki-in and their chop (red seal) is the one in the middle. The order of the signatures is fixed by protocol. We might want to put Iwamoto first but here it is Arimitsu Jiro, the Ki-in Chairman. Then comes Rin because he was Meijin. Next is Iwamoto, as a former Honinbo. Finally Murashima, who was a pupil of Shusai.

~ ~ ~

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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 ☺



David Ward sadly died on the 22nd of December last year, tragically young at 56, following the recurrence of skin cancer that he had fought off a decade ago.

He was a strong and an active Go player who also gave much back through the organisation of Go events and clubs and through teaching. David was a warm and friendly man, though his quiet bearing concealed a competitive edge and a determination to improve.

David had many interests other than Go, including tai chi, golf (3 handicap), walking and travelling, and he liked to attend the Grand National with workplace colleagues.

David was a capable 4-dan player at his peak. In 2004 he won the Challenger's League and so played Matthew Macfadyen for the British Championship that year, winning the first game. Given the difference in strength and the long time limits for the game, this was a significant achievement.

David started playing Go in 1982 after coming across it in a pub at Ayot St. Lawrence in Hertfordshire, though

apparently his anonymous teacher fled into the night at closing time claiming a win. David's younger brother Chris was also introduced to Go by Richard Granville while working at MOD Malvern. David won a challenge match with his brother, at which point Chris stopped playing. However, Chris's Go set had a reference to the BGA and the London Club at Covent Garden, so David went along. Playing out a losing ladder to Andrew Grant didn't deter him from reaching 9-kyu after a few months, reflecting his aptitude for games.

David worked in London at the London Metal Exchange (LME) for many years, during which he joined the Central London Go Club, eventually becoming its President and starting a club newsletter. David organised many International Team events with Kiyohiko Tanaka and also the London Open tournament for several years with Geoff Kaniuk and others.

In 1998 David moved to Cambridge, starting a new job as Business Development Manager for Brady PLC, a commodity trading software company. He attended many tournaments, not only in the UK but also in Europe, including Paris, Prague, Amsterdam, Brussels and Budapest to name a few, and was the UK representative to the World Amateur in 2005 in Nagoya. He was also active on the Cambridge Go scene, playing regularly at the CB1 venue and organising the 2013 Trigantius Tournament in Cambridge, having won it in 2011.

David was the "BGA Analyst", offering analysis of games for BGA

members. He commented in the Spring 2007 British Go Journal that *“with age I have mellowed, so will now refrain from making any disrespectful comments”*, which was typical of his gentle philosophy and dry sense of humour. He also contributed many interesting articles to the journal and mentored Go players, including those taking part in the Shodan Challenge.

I accompanied David to Guilin in China in 2005 for the second international team tournament representing London (having first done so with T Mark Hall in 1999). He already knew his Chinese Go teachers Yajie and Hongjun, based in Guilin, who had been introduced to him by Feng Yun in the 1990s. Chinese hosts do not see their duty fulfilled unless they get you very drunk. I remember one evening when we were invited for a meal with Yajie and Hongjun and I was much the worse for drink a few hours later, so drunk in fact that I woke up the next morning on the floor of the hotel room I was sharing with David! David was always a good sport, fun to be with and a wonderful friend.

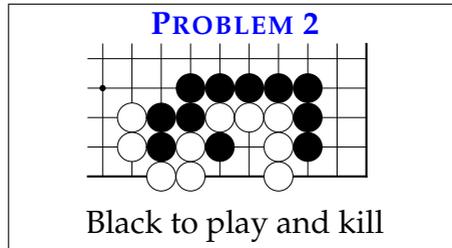
David stayed in Guilin for six months after the tournament and this is where he met his wife Helen, who is a friend of Yajie.

In 2007 David and Helen set up DEA Cambridge Ltd, an energy assessment company, and they continued running this company up to his death, alongside some training courses for the LME. His last contribution to the journal saw his stepdaughter, Dani, acting as a translator¹. Dani plays Go but she is keener to study economics, a choice encouraged and supported by David.

We were all impressed by how many Go players attended his funeral – David was a good friend to many of us, was widely respected and will be greatly missed.

Liu Yajie adds: ‘Before I heard the sad news of David’s death, I had never doubted I would meet Dave again – we will play Go like before, I’ll give him a hard time on the Go board and hard comments afterwards. In return, he’ll find some difficult life and death problems for me to work out – a lot of laughter and happiness often accompanies problem-solving. David was a special person with a wonderful personality. He was kind-hearted and always gave friends his understanding and support. I will miss him very much.’

Alex Rix



¹I believe Dani, under her Chinese name of Li Zixiao, translated all seven of the series *Considering the Position*, which started in BGY 159 - Ed.

UK NEWS

Tony Atkins

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Coventry

Thirty-seven players assembled at Warwick University on 30th November for the Coventry Tournament. Bruno Poltronieri (3d) was the organiser and the event was successful, especially for him in that he was the winner. Second was Andrew Kay (4d Birmingham) and third Yuanbo Zhang (3d Nottingham). Winning all three games were Manchester's Chris Kirkham (4k) and local student Joseph Ireland (8k).

South London

The South London Teaching Day and tournament went ahead for the first time on 7th December at the Quaker Meeting Hall in Croydon. As planned by David Cantrell, there were 24 students, split into three groups by strength, with three teachers - Andrew Kay, Tim Hunt and Francis Roads - who willingly gave up their time to teach each of the groups in turn during the morning.

In the afternoon each group played a three-round handicap tournament whilst the teachers, plus Paul Smith, played a round-robin tournament, won by Tim Hunt. Winning their sections with three wins were Natasha Regan, Peter Fisher, and Gerry Gavigan. All the winners and some on two wins went away with books for prizes, and there were also two copies of Smartgo Kifu, donated by its author.

Edinburgh Christmas

Eighteen players made it to this year's Edinburgh Christmas Open on 7th

December at Old St Paul's Episcopal Church Hall in Jeffrey Street. This was the lowest entry for many years, with nobody from England making it across the border. David Lee (3d Dundee) won all his games and was champion for a second year running. He was joined on four wins by Rob Payne (7k Edinburgh) and Joseff Thomas (17k Glasgow). The remaining prize went to the furthest travelling player on three wins, which was Carel Goodheir (9k Skye). Other players with three wins were Boris Mitrovic (2d Edinburgh) and Greg Cox (10k Dundee).

London Open

The 40th London Open was as usual held at the International Student House on the last four days of the year. However, different this year was that, instead of a professional player, Go teacher Hwang In-Seong was on hand with his wife, Semi Lee, to teach and also arrange a match between Oxford and Cambridge (see below).



Hwang In-Seong

Yuanbo Zhang (4d Nottingham) came out top of the list of 109 players in

the Open tournament. His only loss was in Round 6 to Benjamin Drean-Guenaizia (5d France). Benjamin had already lost in Round 1 to Andre Stadtler (3d Germany), but lost on SOS tie-break to Yuanbo. Pierre Paga (4d France) won five games out of seven to come third on tie-break from the UK's Andrew Simons (4d Cambridge).

A new UK player called Tethys (17k) won all six games he played and all on five wins won prizes too: Dörte Rüten-Budde (8k Germany), Patrick Pitters (1k Germany), Francisco Divers (1k London) and Stephan Kunne (1d Germany). All on four wins received a certificate.

As usual, there were side events on two of the evenings. Fourteen pairs took part in the [Pair Go](#), in which several male pairs were allowed to play to balance the numbers. In the end the male players dominated the

top places. The winners were Boris Mitrovic and Fynn Bachmann. Second were Andre Stadtler and Chris Volk, and third were Andrew Russell and Jonathan Green.

On the next evening was the ever popular Lightning Tournament. After the group stage, the knock-out stage led to an all Finnish final. The winner was Mikko Siukola (4d) and the runner up was Janne Nikula (1d).

Finally there was a Rengo competition, before the New Year's Eve meal and party, won by an all-German threesome led by Chris Volk.

Thanks go to the supporters of the event for their donations: The Nippon Club, Central London Go Club, The Anglo-Korean Society and the family of Xinyi Lu (a CLGC member who died in 2011). Also thanks go to the organising team, led for the last two years by Martha McGill.



Oxford (L) and Cambridge (R) with organisers Hwang In-Seong and Toby Manning

The games were broadcast on the Korean Go server, with the aid of BGA game recorders. Players represented both the current students and alumni.

In Round 1 Matthew Macfadyen (6d) lost to Cambridge's Tony Lou Yuxiang (5d), but Oxford's Junnun Jiang (4d) beat Andrew Simons. Alex Rix won

1st WBaduk Cup Varsity Match

Teams representing Oxford and Cambridge came together at the venue of the London Open for a two-round match on the evening of 30th December. This was at the invitation of WBaduk, who we thank for sponsoring the match and pre-game meal.

on board 3 for Oxford, against Chris Bryant, and on board 4 Stephane Thao lost on three stones to Jamie Taylor of Cambridge, making the score 2-2.

In Round 2 Matthew beat Andrew and Tony won his second by beating Junnun. Alex beat Jamie and Stephane managed to throw away a won three-

stone game against Chris. This made the final score 4-4 and an honourable draw, meaning both teams could share the champagne and the cash prizes.

Grands Prix

2013 was the second year a Grand Prix was run for [Double Digit Kyu](#) players.

As before, there was a maximum of 100 points available to anyone playing a tournament at 10 kyu or below. In the top section the runaway winner was Oscar Selby (Epsom), who started the year at 13 kyu and scored 956 points. Second was Patrick Ridley (10k Chester) with 660 and third was Graham Blackmore (13k) with 594. In the lower division the winner was Rebecca Margetts (35 kyu Epsom), with 200 points, and the runner up was Charlotte Bexfield (25k Letchworth) with 196.

There were 49 young players listed for [Youth Grand Prix](#) points in 2013. The winner here was also Oscar Selby, now 7k, with 1411 points. Taking the other two prize positions were Edmund Smith (15k Milton) with 702 and Melchior Chui (12k Cambridge) with 499. The next places went to Rebecca Margetts (30k Epsom) on 366, and Charlotte Bexfield (18k Letchworth) and Margot Selby (30k Epsom), both on 350.

In the [Stacey points list](#), for players winning games above the McMahon bar, early in 2014 the leader was Toby Manning with 32 points. Equal second were Richard Hunter and Francis Roads on 13, with just the British Open remaining to complete the season.

Maidenhead

Toby Manning (2d Leicester) won the Maidenhead Tournament on 18th January, held as usual at the offices of,

and with gratefully-received support from, Hitachi. Toby achieved his win with a surprise victory over Andrew Simons (4d Cambridge) in the last round. Also winning all three games to claim two prizes were Francis Roads (1d Wanstead), Paul Barnard (1k Swindon), Adam Heslop (4k Edinburgh), Malcolm Walker (7k No Club), Daniel Peace (9k Oxford), Colin Lee (11k North London) and Charlotte Bexfield (16k Letchworth). All those on two wins were rewarded with one prize.

Also winning prizes were Charlotte Bexfield and Johannes Siven (3k Central London) for four out of six in the 13x13 side event, and the box of chocolates for the best team was shared by members of three teams: Paratus, Arundel and Maidenhead, each with six out of twelve.

It was good to see the attendance was up at 54, there being no repeat of 2013's snow and any floods were safely at bay. It was also nice to see the parents of the late Xinyi Lu supporting the event and even joining in the playing.

Cheshire

The Cheshire Tournaments were held again at Frodsham Community Centre on the 8th February. Mark Elliot (1d Manchester) won the 8-player Open section. This was his first tournament for 30 years and a good test of whether his grade from the 1980s was still accurate. He beat Helen Harvey (1k Manchester) in the final. Two players of the 12-player Cheshire Handicap ended on four wins. Based on CUSS tie-break (and he had also beaten the other player), the winner was the Cheshire Tournament's founder, Brian Timmins (8k Shropshire). Brian's comment on receiving his prize was 'Not bad for

OSAKA GO CAMP – PLAYING GO IN A SUMO RING

Chris Volk

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Since I moved to England in Autumn 2012, I have played more Go tournaments than I would have ever imagined. One day in Spring 2013 I logged on to an online Go platform and read about the Osaka Go Camp, taking place in August 2013 in Japan. It sounded like the right combination of joy and learning, and it didn't take me long to sign up.

That was certainly one of my best decisions that year, so in this story I'd like to write a bit about my experience in Japan.

After 10 hours of flight, my first impression on landing on an artificial island (Osaka Airport) was: 'Wow! This is the cleanest and most advanced country I've been to'. This

impression lasted for the whole stay.

The Go Camp was held at a sumo training center, so some of the tables were in a sumo ring that you would now and then stumble over. Casual playing and individual learning usually lasted till late in the night.

We had professional Go training and a camp league in which we would play with each other. It was great to meet Go lovers from all over the world and I'm still in contact with many of them. There were also many other Go events, like going to the Kansai Ki-in, where they would train the kids and have live broadcasting of the top game on a big screen in the café.

Last but not least, there were interesting sight-seeing tours that

you could (but did not have to) join. Seeing Hiroshima, Kyoto, Tokyo, downtown Osaka and many shrines and temples topped-off an amazing experience that lasted three weeks but was much too short.

It was all very well-organised and it was great to have well-translated teaching from many professionals and one main teacher (Maeda Sensei).

Though I could write much more about this experience, I will finish my short story here. If you're interested in reading more, there is a blog on

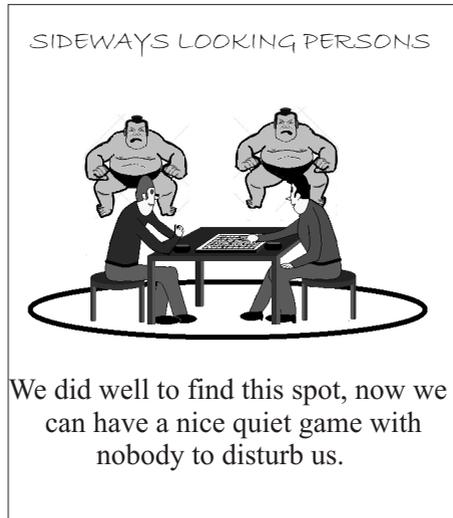
the Osaka Go Camp 2013 with many pictures: osakago.blogspot.de

The organizers contacted me a few days ago to say that they will have another camp in 2014. You can read more about it on www.ads.tuwien.ac.at/~hu/osaka.go.

I'd love to go again but there is too little holiday time for too many plans.

If you happen to go, please do let me know about your experience afterwards, I'm sure to meet you at one of the UK tournaments.

~ ~ ~



VIEW FROM THE TOP

Jon Diamond

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Just back from the British seaside, at Butlin's, Bognor Regis, and wasn't it fun? Well, it was for some of us, I guess mainly for the 90 children at the European Youth Go Championship, which we hosted for the first time. I'm sure they enjoyed all the facilities, including the swimming pool, but perhaps not venturing on to the beach – there was quite a lot of shingle on the path by the beach wasn't there? I'm glad we weren't there during the storms!

Attendance at the British Open¹ was a little disappointing, given the foreign participation – we were optimistic that the pricing for accommodation at Butlin's was sufficiently low that the fact that you had to pay for three nights wouldn't put people off. In retrospect I suppose we were too optimistic.

We give many thanks to the organisers, mainly Toby Manning,

Tony Atkins and Sue Paterson and the Butlin's staff – without them we couldn't have put it on. The only European Championship we haven't run in the UK so far is the Students' Championship (which is being held in Toulouse this year), so does anybody want to take it on sometime (20-30 players)?

Thanks also go to our two professional visitors from the Nihon Ki-in, sponsored by the British Sasakawa Foundation, Chizu Kobayashi and Masaki Minematsu, who came to Bognor as well as visiting Oxford, London and Edinburgh.

Some of you may be wondering about T Mark Hall's bequest. We touched on this at the AGM, but probate moves more slowly than you expect, and there are also some issues with the will that need to be ironed out. Hopefully, we'll be able to inform you more fully in the next issue of the BGJ.

Finally, the AGM approved the 2013 accounts provisionally, since our Auditor hadn't had time to review them before the meeting. Hopefully, he'll give us a clean bill of health shortly.

Unfortunately, we didn't have anyone nominated for our fifth Council member at the AGM, so we need someone to co-opt. Anybody interested in this role or just getting involved in the BGA in some other role? Contact me or one of the other Council members.

¹ A report on this and the other tournaments held at Butlin's will be in the next BGJ.

ON HAVING A TRIPLE KO

Paul Barnard

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Playing in the London Open Lightning Go Tournament, I stumbled into a triple ko¹. Most Go players have never seen one, and many don't really know what one is. I have been playing Go for 29 years and this is the first for me – so I thought I would tell you about it.

Played under Japanese rules, the time limits were only 10 minutes per person, so thinking time was very, very limited. I took two stones handicap and was thus Black, and my opponent's first move was in an empty corner. I played in the other empty corner, he approached, and we quickly diverted from joseki.

My position was split into two, as was his. His corner group did not have two eyes, but while I was getting it into that unhealthy state, he managed to surround one of my two groups, which itself did not have two eyes. My group had a ko against the corner group, and I created one against the outside.

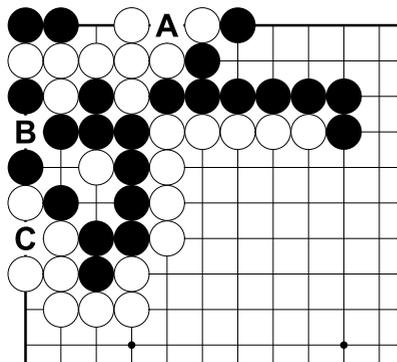


Diagram 1 (Black to play)

'Double ko' I thought (briefly). 'Sort of alive, so I have time to kill the corner.' Now, even while thinking it I knew there was something wrong with that, because if it was truly alive, I did not need to kill the corner – with just one eye the corner would be dead. But I wasn't really sure of the status, particularly what would happen if he connected his outside ko, or if I captured and connected there – and I had no time to think.

It seemed to me that it would be worth capturing the corner to settle the whole position; it was big enough to spend a move.

Without either of us really thinking about it, we went round the houses – I took A, he took B. This gave him an extra liberty on his corner group and put one of my stones in atari, thus threatening to link up to his outside group. So I had to take the outside ko at C. This allowed him to retake the ko at A. I retook the ko at B, putting his corner group in pre-atari. He had to retake the ko at C, so that when I took at A, his B would be sente. We are back to the starting position, and without really thinking about it we went round again. Triple ko; game void.

The question is, could I have won this position and not gone with the triple ko? Before you turn the page, can you find the answer? Dan players might like to try to answer this without a board – there are many kos and playing under the stones² on which to keep track.

▷

¹The sgf file for the diagrams below is at www.britgo.org/files/bgjgames/167-tripleko.sgf.

²Playing on points where stones have previously been captured.

In Diagram 2 Black plays ① to eliminate one of White's corner kos, initiating a liberty race. If White plays ②, Black takes the ko at ③. White has a not-immediately-obvious move at ④.

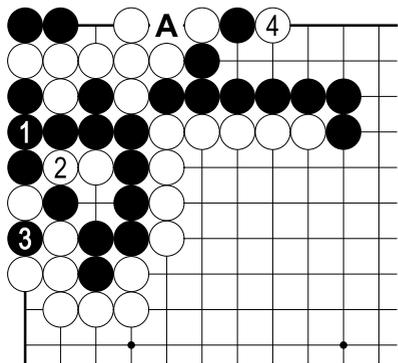
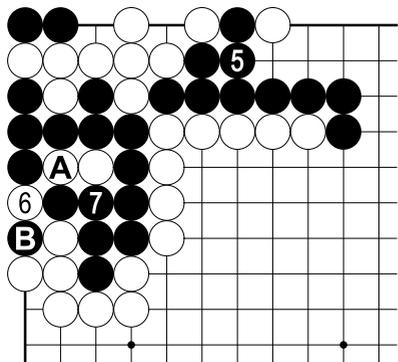


Diagram 2 (1 - 4)

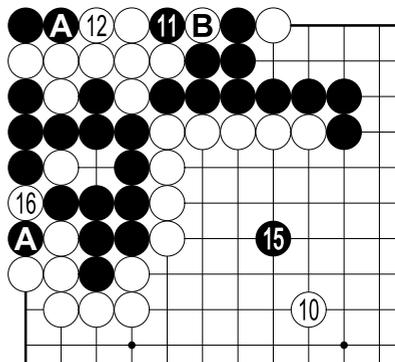
If Black does not capture at A with ⑤ and instead connects his stone at the top, White can take the ko at the bottom, putting the Black group there into atari. Diagrams 2a and 2b show this sequence.



⑧ at A, ⑨ at B.

Diagram 2a (5 - 9)

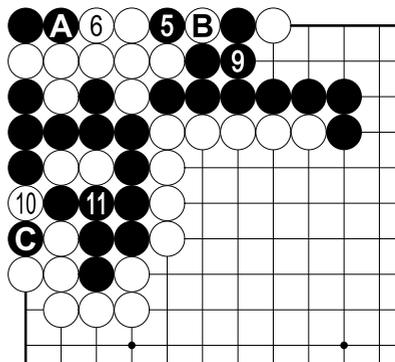
After ⑨, White has no move locally and so plays a big move elsewhere with ⑩ (not necessarily a ko threat). ⑮ also has to be elsewhere since there is no local move, and in this game, there were no ko threats, so White wins with ⑯. ⑧ at ③ in this sequence amounts to much the same thing.



⑬ at A, ⑭ at B.

Diagram 2b (10 - 16)

So, going back to Diagram 2, Black has to take the ko with ⑤ at A rather than connect, and Diagram 2c follows.



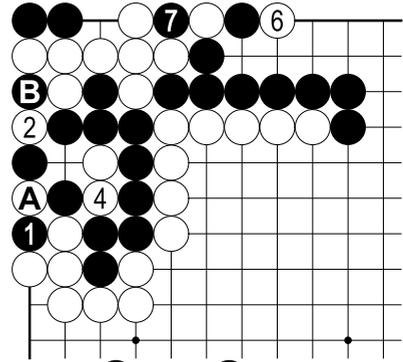
⑦ at A, ⑧ at B, ⑫ at C,

⑬ at ⑤.

Diagram 2c (5 - 13)

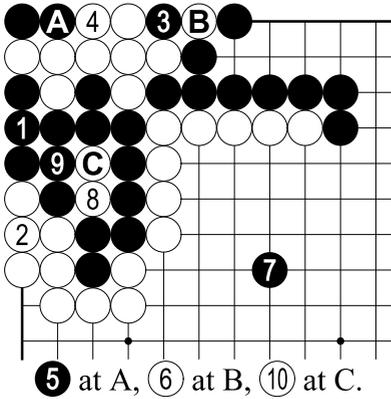
White plays ⑧ at B and, as there are no ko threats, Black connects at ⑨. ⑩ is atari and ⑪ captures two stones. Whether White connects with ⑫ at C, as shown, or throws in again, forcing Black to take the ko at C, Black wins now.

So having read all that out(!), White has to play differently. He plays ② as in Diagram 3, and wins.



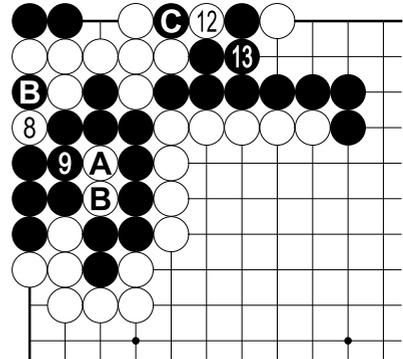
③ at A, ⑤ at B.

Diagram 4a (1 - 7)



⑤ at A, ⑥ at B, ⑩ at C.

Diagram 3 (1 - 10)



⑩ at A, ⑪ at B.

Diagram 4b (8 - 13)

After ⑥, Black has no local move (and no ko threats), so ⑦ is elsewhere. The throw-in of ⑧ follows, and although Black can capture with ⑨, ⑩ (at C) is atari and White wins.

Going back to the beginning: what if Black had captured and connected the outside ko? Diagrams 4a and 4b explore this.

⑨ captures two stones, and the sequence goes on to Black's connection at ⑬ (since he has no ko threats). At this point White captures with ⑭ at ② and Black can't resist – White wins this way too.

So you can see how difficult the reading was; it's hard even with the diagrams. But the answer to the question is no, and triple ko was my best option. Good to know.

□

AGAINST FAST PLAY

Neil Moffatt

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I have played countless games of Go on KGS against single- and double-digit kyu players over the years, and see far too much fast play. In defence, these players invariably say they play by intuition, claiming that when they take time they tend to play worse.

I believe that fast play is appropriate for beginners and for dan players as a way of honing instinct, but for those in-between, I believe that it hinders progress. I will explain why.

To use intuition in Go means essentially to use our subconscious understanding – the embedded and automated ideas about what to play in what situations.

But the net effect of this is that our conscious mind is relegated to the role of observer – we literally see moves happen, rather than our being their conscious instigators, much as we can watch ourselves driving our cars, or even be unaware of doing so for miles.

Our automated ideas can serve us very well – up to a point. A key shortcoming is that the subconscious needs assistance in reading novel situations, and tracking the whole board status. We can play joseki by rote, but need to think when our opponents deviate from expectation. And in mid-game play, joseki will rarely help.

But the free-flowing intuitive-play mind is not geared to reading deeply. The conscious mind is having a break.

A more insidious effect of fast play is the narrowing of vision. Not only does the mind naturally gravitate towards local positions where a standard sequence of moves can

be played out, but this very desire to implement a known repertoire of moves will limit our play to local thinking – we will struggle to formulate whole board strategies.

Countless times I have fabricated a local loss in order to build an attack on a nearby group, knowing that the fast player will happily grab the profit without a thought about the global consequences.

Such players are creating chronic bad habits by repeatedly responding this way – only seeing the damage after the event and moving onto the next game, rather than turning back to review how the situation arose in the first place.

They will cultivate a set of exquisitely fine-tuned local plays, but a decent dan player will generally always prevail as his vision is global the whole time. He has developed a balance to his game, prepared to take time to read deeply when needed, rather than assume that intuition will be a singularly successful route to shodan.

On occasion, a lower ranked player will take heed of what I say, slow down and then discover that if he coordinates his local prowess with a balanced view of the whole board he can readily beat me. One such player declared that he never knew that Go could be like that.

What he meant was that a subconscious library of moves and joseki is only a fraction of what is needed to play Go, and that the exploration of the uniqueness of each game played will unearth moves that would rarely occur spontaneously,

but which can be delightfully incisive, often transforming a lost game into a victorious one.

The beauty is not always in the ego-

enhancing fast, intuitive play, but in the effort and reward of finding tesujis, or playing the needed calm move that would look far too slow to the impulsive subconscious mind.

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CONTRIBUTIONS TO THE JOURNAL

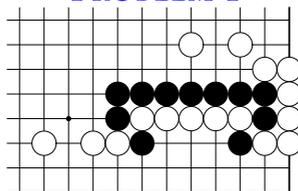
The copy date for the next issue of the Journal may be found on the front page of our website, at www.britgo.org.

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.

PROBLEM 4



Black to play and kill

RECIPE FOR A NEW JUNIOR GO CLUB

Alison Bexfield

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I have recently set up two new Go clubs – the Letchworth Junior Chess and Go Club and the Letchworth Go Club. The clubs have now run for two terms and both have a core of regular members, which have enabled them to continue. Below, I set out my recipe for junior Chess and Go clubs.

Ingredients

Keen organiser: must be prepared to devote time each week to the club. Minimum two organisers required for junior clubs. Once club is underway can substitute one organiser with parent rota.

Affordable venue: must be inexpensive and in a suitable environment for proposed attendees. For junior clubs, I favour church or community venues with no alcohol on the premises. These usually offer kitchens for tea/coffee making.

Equipment: four starter Go sets (9x9 on one side and 13x13 on other side); four 19x19 Go sets; six schools' Chess sets.

Seed children: ideally two keen children to seed the club in its early days and ensure there are always some children present to play with any newcomers that turn up.

Preparation

1. Apply for local grants from community bodies and local authorities to pay for start-up equipment. This often has to

be done before you buy the equipment and incur expenditure.

2. Apply to BGA for loan of starter sets (depending on grants obtained from 1 above).
3. Obtain DBS clearance for main organiser¹ (for child safeguarding purposes).
4. Set up website to advertise club. Keep it simple so it can be easily updated by the main organiser, who may not have expert webskills. (Top tip: ask BGA council for help with this. They have expertise in setting up sites which can be easily updated by someone able to edit a Word document).
5. Contact appropriate websites to establish links to your club site. These should include as a minimum the BGA club page², the English Chess Federation junior club page³, other local community 'what's on' pages, etc.
6. Prepare A4- and A5-sized flyers, which should be colourful and include pictures of a Chess set and a Go set to catch the attention. Don't make it too wordy. Aim the language at your target age group. Include contact details for website and organiser. Ask local library and local supermarkets to display flyers (A4 in the library, A5 in supermarkets).

¹Disclosure and Barring Service, which replaces the old CRB checking system - see www.gov.uk/disclosure-barring-service-check/tracking-application-getting-certificate

²www.britgo.org/clubs/map

³englishchess.org.uk/Juniors/counties-clubs/junior-club-map

7. Email flyer (A4) to local primary schools a few weeks before your first meeting, asking them to display it at the school and send out to parents.
 8. Prepare a newsletter template which you can update for handing out at each meeting. Including a Go problem and a Chess problem in the newsletter each week will encourage members to take them home and advertise the club.
 9. Prepare some teaching quizzes.
 10. Prepare a club Go dragon (ranking ladder) and Chess ladder. Draw eye-catching designs for these on A3 card and use names on Blu-Tack to move members around.
6. Encourage children to add their own names to the Go dragon/Chess ladders and to adjust when they win games.
 7. Encourage parents who stay to play each other and to help supervise. Parents will enjoy the newsletter problems, and if they learn alongside their children this will encourage the children to keep playing.
 8. When games finish this is a good time to introduce additional teaching (no more than five minutes at any time) appropriate to the players. If time is short towards the end of the session, encourage a quick game of Go – this is usually faster than a Chess game. Children already playing Go will encourage those who do not know the game to try it.

Running the club meetings

1. Arrive early at venue to set up tables and equipment.
2. Record details of new children on arrival (parent contact details including email, child date of birth, any allergies).
3. Keep a register of attendance and collect fees at start of meeting when children arrive.
4. Start the meeting with five minutes teaching on Chess or Go. Most children will be attracted by Chess so I usually start with that. I often go through the problems that I set on the previous week's newsletter.
5. Pair up children to play whichever game interests them. Try to estimate ability of new children so that you can make appropriate pairings. If need be, suggest suitable handicaps. Top tip: for Chess pairings suggest pawn battles (just pawns against pawns)⁴ for less experienced players.
9. If some children only want to play Chess or only Go then let them. Happy children will return to the club.
10. Consider running a continuous tournament through the term. I give a point for each game played and additional points for a win.
11. At the end of term consider a prize-giving to reward regular attendees, best improver etc. I give small Chess badges to reward progress (pawns for beginners who have learnt the rules, knights for those who have learnt some

⁴See this for details: www.kenilworthchessclub.org/media/Pawn.Battle.Strategies.pdf.

tactics). I have not been able to source small Go badges as yet.

12. Consider running the UK Chess Challenge⁵ and UK Go Challenge⁶.
13. Remember to update the club website regularly with news (even if only for new dates) to demonstrate that the club is active and thriving.
14. Remember to book venue dates carefully. Keep to term time only with no meeting in half term (as it is unlikely that children will turn up out of school term times) and you will need a break from organising.

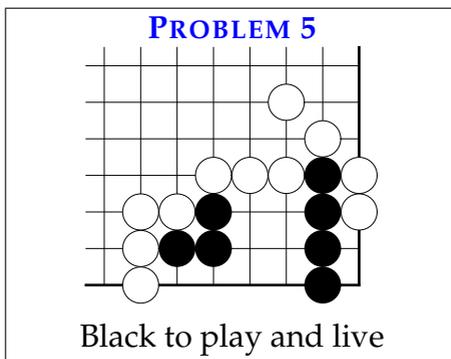
Recipe variations

This recipe can be simplified and adapted to run a Go club not aimed at juniors.

Key ingredients for success:

- Try to find a core of at least two players who will seed the club.
- Have a nominated organiser each week to welcome newcomers and ensure everyone has appropriate games, and people play different opponents.
- Start meetings with a teaching session.
- If there is an odd number, the strongest player present should play two games simultaneously so no-one ever sits out.

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⁵www.ukchesschallenge.com

⁶www.ukgochallenge.com

WORLD NEWS

Tony Atkins

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For summaries and sgf files of the matches in the Pandanet Go European Team Championships described below, see www.britgo.org/events/euroteams2013.

Turkey

Before the match on 3rd December, we were tied with Turkey at the top of Division C of the Pandanet Go European Team Championship. They are the strongest team in the league, so the UK put out the strongest possible selection of the team players. Unfortunately this did not help and all four games were lost.

On top board Andrew Simons had a good opening, but did not play that severely and his opponent settled his weak groups. Furthermore, as Andrew went into byoyomi, he started a new fight instead of playing simply for a comfortable win and a group ended up dying.

Alex Kent, on board three, felt that the opening was reasonable and that going into the middle game he could even claim a small advantage. However he later created two weak groups, one of which died.

On bottom board Des Cann felt he had the easiest game on paper, but came off worse in the battle of weak groups with a large group dying.

Jon Diamond had a reasonable fight, except that, due to internet delay, it was not his opponent that was thinking for twenty minutes but himself, though it was not showing as such. This left Jon in time trouble and an error in a semeai gave Jon the second place. Unfortunately an appeal was rejected and the result stood.

Ireland

The match against Ireland on 7th January ended an honourable draw. The UK won boards one and three when Andrew Simons beat Gavin Rooney and Paul Taylor beat James Hutchinson. The Irish winners were Ian Davis, beating Alex Kent by 5.5, and Justyna Kleczar, beating Chris Bryant by 7.5.

Ireland had previously lost four-nil against Switzerland in December and went on to lose to Turkey later in January, despite Gavin Rooney beating a 5-dan on time. On 18th February they played new team, Iceland, and beat them to nothing, pushing themselves up to just below mid-table.

Spain

In the 6th round of the online league, on 28th January, the British team lost to Spain, but two of the games only by a very small amount. All the games went into overtime. The first to finish was Martha McGill's game against Rogelio Gomes. Unfortunately some edge stones got captured and Martha had to resign. On board one Andrew Simons claimed our only win, against Paco Garcia de la Banda. When Andrew killed one of Paco's large groups late on, Paco was unable to kill Andrew's back and had to resign. The other two games were very tight finishes and both ended at almost exactly the same time. Unfortunately we lost both: Des Cann lost to Jesus Roldan by 1.5 points and Sandy Taylor

to José-Manuel Vega by 3.5 points. This left UK very mid-table with three wins, two losses and a draw. Spain's win put them up to third behind Bulgaria and C League leaders Turkey.

Croatia

The UK played Croatia on 18th February. On board one Andrew Simons had a tight game against Slobodan Koncer and ended up 2.5 points behind. However the other three boards went the UK's way after Jon Diamond beat former European Champion Zoran Mutabzija, and Des Cann and Alex Kent saw off two kyu players. This gave the team a total of nine match points, 17 board points and fifth position.

Irish Tournaments

No British players were among the 18 that took part in the handicap tournament at University College [Cork](#) on the weekend of 8th December. The Winner was Dutch player Kim Ouweleen (4d), with five wins. Roman Pszonka (3d Dublin) and Piotr Rzepnikowski (4k Poland) both won four games.

Twenty five years of Irish Go were celebrated at the Irish Go Congress weekend, starting on 14th February. They had tried to get as many former players to attend as possible without the strong winds blowing too many of them away. In fact it was strong European players that dominated the list of 40 that played Round one of the Confucius Cup. Fan Hui, Ondrej Silt, Csaba Mérö and the UK's own Matthew Macfadyen were among the favourites. One player who took part, Prof. Liming Wang (Director of the UCD Confucius Institute), had played in the first Irish Open.



Csaba Mérö plays Matthew Macfadyen

The Irish Rapid was held at the usual Dublin Teacher's Club on the Friday evening. It was won by Karol Janyst (2k Poland) with 5 wins. Second was Marek Gutkowski (7k Poland), who topped the group of five players on four wins.



Battle of the Beards – John Gibson and David Cantrell

Over the following two sunny days the Confucius Cup ([the Irish Open](#)) was held. Fan Hui, the pro-level player from France, was the man to beat. However nobody did and he ended winner with a perfect score of five. The next three places were all taken by players with three wins, the order decided by SOS. In order, they were previous two-time winner Csaba Mérö (6d Hungary), Antoine Fenech (5d France) and Ondrej Silt (6d Czech Republic).



The Irish Open

Foreground - Prof. Liming Wang, winner Hui Fan and organiser Rory Wales

Kim Ouweleen (4d Netherlands) was fifth on tie-break from the UK's Matthew Macfadyen (6d). Winning four games were Julia Bohle (19k Austria), Josefa Kubitova (8k Czech Republic) and Gabriel Aussibal (1k France).

SportAccord World Mind Games

The third edition of this annual event was again held in Beijing, in December, and again the make up of the teams and the events was different. This time the European players were taken from the [European Women's Go Championship](#) and the [qualifier](#) (both held in Leksand) and the [European Pair Go](#).

This time the men played as a team and the women individually. Europe lost, as expected, to the big oriental four, but remarkably one game was won against Chinese Taipei, when

Russia's Ilya Shikshin defeated Wang Yuan-Jyun on board two. But the team of Fan Hui, Ilya Shikshin and Pavol Lisy had also demolished the North American team three games to nil, to take fifth place. Korea was first, ahead of China.

All the European women in the double-elimination knock-out were Russian. Svetlana Shikshin lasted longest, by beating Sarah Yu of Canada and Natalia Kovaleva, to end in fifth place. Natalia Kovaleva ended eighth by beating Dina Burdakova, who ended twelfth. Yu Zhiying of China was the winner, beating Wang Chenxin in the final.

The Pair Go was played using a knock-out system. The Chinese pair beat Taipei in the final and Korea beat Japan for third. Dina and Pavol beat Svetlana and Ilya to take fifth.

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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/issue167.

Solution to Problem 1

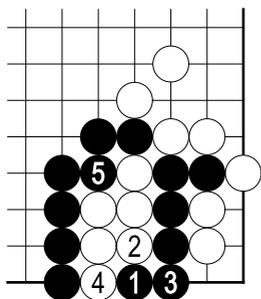


Diagram 1

- ❶ The diagonal move is correct.
- ❷ The atari looks attractive but does not work.
- ❸ Interposing to prevent Black from escaping is self-atari.

Solution to Problem 2

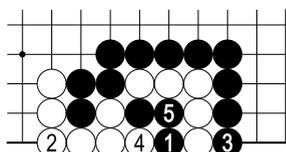


Diagram 2

- ❶ Black starts with this diagonal move. White cannot atari from either side without it being self-atari. Playing ❶ at ❷ leads to a seki.
- ❷ If White connects the stones on the left to the outside to prepare an atari ...
- ❸ ... Black fills this liberty and White is soon captured.

Solution to Problem 3

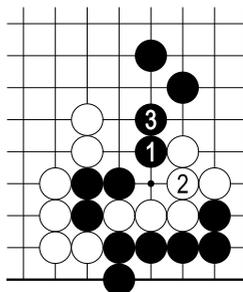


Diagram 3a

- ❶ This is the correct move. It threatens the throw-in or the atari next.
- ❷ If White connects to prevent the throw-in ...
- ❸ ... Black escapes to capture the white group.

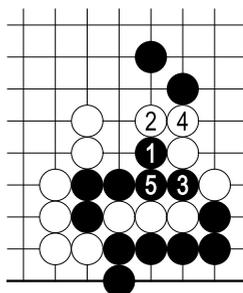


Diagram 3b

- ❷ This is White's strongest defence to save some white stones.

Solution to Problem 4

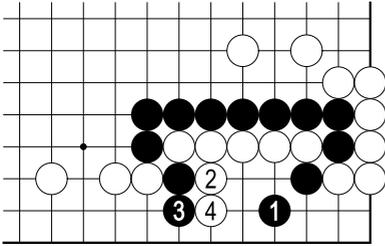


Diagram 4a (failure)

- ❶ Often a diagonal move helps a stone under attack, but here there are two stones that would need a diagonal move playing and the other one gets captured.

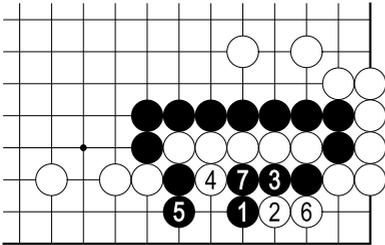


Diagram 4b (correct)

- ❶ In this position it is the double knight's move, which is at the centre of symmetry, that works.

Solution to Problem 5

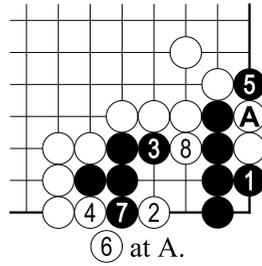


Diagram 5a (failure)

- ❶ If Black tries to make the corner eye, then White can kill the big eye.
- ❷ This is the move that does it.
- ❸ White should push here to trash Black's eye-shape.
- ❹ This throw-in prevents a second eye on the edge.

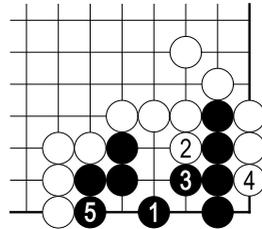


Diagram 5b (correct)

- ❶ So White's killing move must be Black's best move. There is nothing White can do to stop two black eyes.

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CONTACT INFORMATION

Journal comments and contributions: journal@britgo.org

Email for general BGA enquiries: bga@britgo.org

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).

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

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

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COLLECTING GO XX: UK GO CHALLENGE

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The UK Go Challenge for schools was first launched back in 2004 by Simon Goss and Paul Smith. Part of the ethos that the Challenge creates is the desire among the children to collect the different prizes each year.

As the players in the Challenge play and win games in their heats, they score points and collect stars on a certificate. On reaching particular point levels they earn prizes, a supply of which is included in the tournament pack that the host school buys from the BGA.



Nine of the UK Go Challenge fridge magnets

Always, one of the prizes offered is a fridge magnet with a different design or caption each year. The initial year had a one-off design, but from 2005 it was relaunched with the 'StoNes' characters, used in the BGA cartoon booklet, drawn by Andreas Fecke. The caption each year is chosen from suggestions made at the previous finals.

In the first year, the second of the two prizes was a leather bookmark, but this was changed for a few years to logo bugs – black and then white – which look like fluffy Go stones, with the event name written on their ribbon. After the bugs ran out, their place was taken by black book-shaped erasers, with the title of the book being *UK Go Challenge*.



Bugs, eraser, bookmark and winner's key ring and phone strap

(Collecting Go XX: UK Go Challenge . . . continued from inside rear cover)

The winner of each heat always gets a special prize, which varies from year to year. The first year it was a baseball cap with Go logo and then in 2005 it was a 9x9 Fridgeplay magnetic Go set. In 2006 there was instead the option of a copy of Hikaru no Go (book one) or a Japanese Go fan. In 2007 the top prize was a 13x13 Go set in a tube and in 2008 it was a Nihon Ki-in phone strap.

In 2010 the prize was either a wallet or a key ring, but also for the first time the winner received a small trophy. In a later year, a 9x9 Go set was the prize and then in 2013 it was Go fans again. From 2014, in order to cut the cost of the pack, just the trophy and a winner's certificate will be included, with local organisers able to add their own prize too, if they desire.



Winner's certificate and trophy, 9x9 board and baseball cap

It now costs as little as ten pounds to get a pack for a school or junior Go club to take part, so hopefully more will join and we will get lots of young players keen to take part in the summer's UK Go Challenge Finals which will be held in Cambridge.

Full details of the current and past Challenges are at www.ukgochallenge.com.