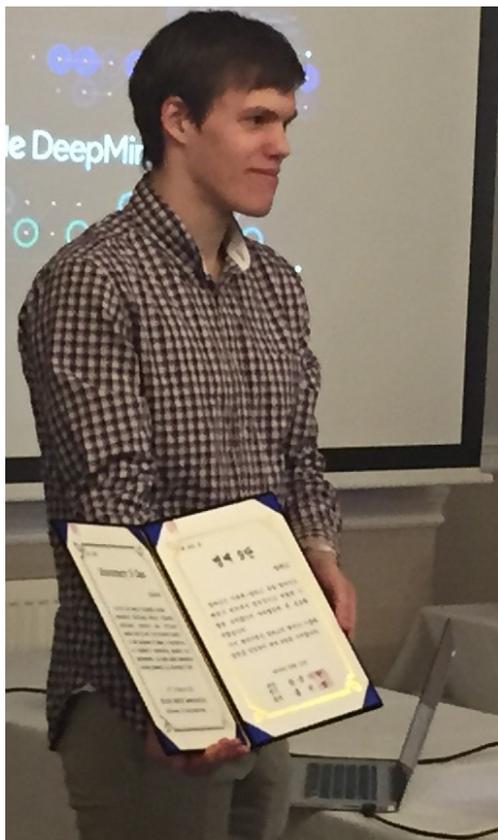


BRITISH

GO

JOURNAL



Number 176

Summer 2016

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Milton Keynes



(L - R) Andrew Simons, Tim Hunt, Jitka Bartova and Nyoc-Trang Cao



Young players on the Milton Keynes Go Board

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EDITORIAL

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Welcome to the 176th British Go Journal.

In This Issue

Shortly after you receive your copy of this journal, the first British Championship match is scheduled to take place between two newcomers (see report) thus guaranteeing a new British Champion for 2016. Last year's champion, Andrew Simons, did well at the World Amateur Go Congress, achieving five wins out of eight – we have a special report.

You will also find a short story, a question about the 'no suicide' rule, a book review, my own article aimed at DDKs and a biography from one of our newest council members. I have also reprinted Geoff Kaniuk's Referee Exercise from ten years ago which I hope will be of interest to tournament-goers.

Once again can I put out a plea for contributions to the journal? This issue is a bit thinner than usual (after the bumper Winter edition) so there is plenty of room for your article on that burning Go issue you are keen to share.

Bob Scantlebury

Credits

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

Contributions: Tony Atkins, Bill Brakes, Jonathan Green, John Hobson, Roger Huyshe, Geoff Kaniuk, Ian Marsh, and Bob Scantlebury

Photographs: *Front cover*, Lukas Baker with AlphaGo's 9-dan certificate. All other photographs in this edition were provided by the article authors or sourced from the BGA website.

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

Barnards

Dear Editor,

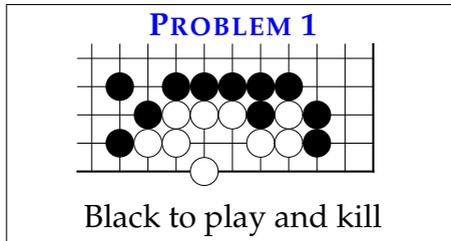
Respectfully, what rubbish. The best games by far involve very large semeais won by the smallest number of liberties. I propose the Hobson which is equal to the number of moves in a semeai divided by the winning margin i.e. the difference in liberties, with a plus score for a win and a minus score for a loss. If the semeai ends in a direct ko (and since as record-contesting semeais will always be game-dominating, there will be no ko threats) divide by 0.5 with a plus score for whoever captures first.

with Kind Regards,

John Hobson

john.a.hobson@outlook.com

~ ~ ~



WORLD NEWS

Tony Atkins

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Italy

The British Go Association team beat Italy by three games to one in the online Pandanet Go European Teams on 5th April. This gave the team sixth position (just behind Italy on third board score tie-break), which was enough to keep them in the B-League for next season. Bruno Poltronieri beat Alessandro Pace by resignation after what he thought was a poor game by him left him just a few points ahead, until Alessandro messed up the last yose ko. Alex Kent had a long, exciting and close game on board two against Carlo Metta. After a lot of fighting over a central moyo, Alex ended up just 1.5 ahead. Jon Diamond lost to Davide Minieri after some middle game misjudgements. Charles Hibbert secured four corners without Tashi Walde getting a centre and so won by resignation.

Switzerland

The BGA team moved up to a creditable fifth position by scoring their fourth win of the season. This time it was against Switzerland on 26th April. In a late change, Andrew Simons played John Walch on board one. It was a long, slow game in which Andrew managed to get a game-winning ko when behind in the yose. On board two, Bruno Poltronieri beat Sylvain Praz by resignation, but Alex Kent lost to Sebastien Ott on board three. Des Cann played Felicien Mazille on board four, ending up forcing a resignation after one of Felicien's three weak groups died.

Poland

Congratulations to the BGA team, who managed a draw against a strong Polish team on 17th May to keep fifth place out of twelve at the end of the season. Bruno Poltronieri played board one and had to play a European pro, Mateusz Surma. Bruno thought he started well, but nervousness meant too much time was used and he was unable to defend a group under time pressure. Alex Kent lost to Stanislaw Frejlak, never really catching up following a joseki error, despite a ko and big fight later on. Des Cann played Kamil Grabowski after a late swap from the stronger Koichiro Habu. Again it was a case of the opponent not being able to save three weak groups, giving Des a win by resignation. Jamie Taylor played Grzegorz Marczak on board four in a very close game that Jamie ended up winning by 3.5.

Ireland

In the C-League, Ireland got a draw in the rearranged match against Kazakhstan on 29th March, with wins for James Hutchinson (1d) and Michael Hutchinson (9k), but losses for Peter Kasko (3k) and John Gibson (4k). Ireland however struggled in two of their last three matches. On 14th April Bulgaria beat James, John, Rory Wales (3k) and Tiberiu Gociu (5k), and on 24th May Croatia beat James, John, Michael and Graham Ramsey (15k). However, only one board was played in the match against Lithuania on 3rd May. John lost the board one game, but Tiberiu, Michael

and Graham all won their games by default, giving Ireland a win. So at the end of the season Ireland were in 8th place of 12, with 10 points and 18 games won.

League

The four teams playing the over-the-board finals at the European Go congress are Russia, Ukraine, Romania and France, the top four from the A-League. The B-League was won by Israel, as expected, who will be replaced by relegated Netherlands. Hungary was second and went on to win the play-off against the A-League's Sweden to gain promotion by three games to two. Norway was demoted to the C-League, to be replaced by Croatia, and Switzerland won their play-off with Spain by five games to nil to stay in the B-League.

European Youth

The 21st European Youth Go Championships was held at an attractive lakeside resort, the Grand Terrace Congress Center at Palic, Subotica, in northern Serbia. Sixty under-12s, 45 under-16s and 25 under-20s took part in this event over our Easter weekend (25th – 27th March). Winner in the under-12 section was Ioan Alexandru Arsinoaia (2k) from Romania and second was Virzhinia Shalneva (2k) from Russia. Players from Russia took the next four places

too. The under-16s was won, as previously, by Vjacheslav Kajmin (5d Russia) and second was again Valerii Krushelnytskyi (3d Ukraine). In the under-20s section, Grigorij Fionin (6d Russia) was first by tie-break from Stanislaw Frejolak (5d Poland). This earned Grigorij the right to play in the third Globis World Cup in Japan, where he was able to play against young professionals. The UK's Edmund Smith played at 7k in the under-12s section and ended twelfth, with three wins out of six. He beat a German and two Ukrainians, but lost to a Russian, a German and a Hungarian.

European Pairs

This year the European Pair Go Championship returned to the Hotel Santon, Brno, in Czechia. Eighteen pairs took part on the weekend of 9th April, but nobody from the UK this time. Games were broadcast live on Pandanet and Pavol Lisy was on hand as resident pro. As often happens, the winners were from Russia. This time it was the sister and brother pairing of Svetlana Shikshina and Ilya Shikshin, both professionals. Second were Hungarian players Rita Pocsai and Pal Balogh. Third place went to Manja Marz from Germany, playing this time with Matias Pankoke.

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PRESIDENT'S PERSPECTIVE

Roger Huyshe

president@britgo.org



Your new Council is settling in; we have two new Council members as well as a new President. Jonathan Green, responsible for universities and club support, introduces himself in this issue.

In particular we have now assembled a group of teachers who are developing plans for an expansion of Youth Go. First of all we are linking with the Chess Community in a seminar on methods of teaching games. Secondly, the possibility of a residential 'youth boot camp' is being explored; this would include non-Go fun activities as well as serious study. And last we are in discussion with Google over their offer – following BGA involvement in the AlphaGo match – on possible Google support for Youth Go.

On the competitive front, some of our top players gained useful experience in the second division of the Pandanet Go European Team Championship, where they came fifth out of twelve. At home the British Championship is

in its final stage with a guarantee of a new champion, since the top two places in the Challengers went to Junnan Jiang and Charles Hibbert. As usual, the matches will be relayed online, an event which has attracted about 100 viewers in the past.

Major work will take place on our website infrastructure in August. Webmasters will be upgrading the content-management system, placing traffic cones, introducing better defences against spamming and creating an improved tournament registration system. There will be some outage but we hope that doing the work in the quiet season will minimise the inconvenience.

Work continues in background to develop plans for a London Go and Chess Centre with the seedcorn-capital from the T Mark Hall Foundation. The English Chess Federation are partnering us in this. A list of candidate donors and investors has been assembled and the TMHF directors are preparing a prospectus for them.

Finally, I am pleased to report that the uptick in membership which started last year, and was later helped by Deepmind publicity, is still continuing. Yet there's a strange gap in the map with a city of a million people without a Go club. Building on the well-attended DeepMind lecture at Liverpool University (see May 2016 Newsletter) and the forthcoming Liverpool Japan Day, we will push to create a nucleus of players in that city.

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WORLD AMATEUR

Tony Atkins

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Andrew (L) versus Leon Rios (Peru)

At the beginning of June, Andrew Simons (4d) flew off to China to take part in the 37th World Amateur Go Championship¹. He was accompanied by his wife and, as tickets, visas and accompanying guests stay costs had to be paid, it was not a cheap trip, unlike when Japan Airways used to provide free tickets. They flew into Shanghai and made the short journey to Wuxi where the event was held in the Ramada Plaza Hotel. The tournament was eight rounds as normal, played from the 5th to the 8th, but with only minimal seeding the top players could not rely on their SOS to win tie breaks.

In the first round Andrew lost to Csaba Mero (6d) of Hungary and then in the second he beat Supravat Pal (1k) of India. On the second night Andrew had trouble getting to sleep because of jetlag and singing wildlife outside his room, which he later found to be frogs. As a consequence of this, and a malfunctioning alarm clock, he overslept and forfeited his third game against Santiago Espinosa Uribe (4d) of Colombia. He later played a friendly game with Santiago, which he won.

In the afternoon he beat Gabriel Hissao Makio (1d) of Brazil. Next he lost to Juergen Suntinger (3d) of Austria, before beating John Gibson (5k) of Ireland. On the final day he beat Leon Rios (1d) of Peru and Emil Garcia (5d) of Mexico to end in 21st place of 56.



Andrew, smartly dressed, playing India's Supravat Pal

Andrew said, "I was pleased to get five wins, though my early losses and luck of the draw meant most of those were against weaker players and it wasn't until the final game I beat someone of a similar level. That was an important one to win as losing it would mean finishing down in 36th place as my SOS was atrocious. I almost managed to lose it right near the end when I offered a dangerous and unnecessary trade that my opponent fortunately declined, causing many intakes of breath among the dozens of observers who had come to watch the conclusion of the last game of the tournament. Away from the board I had a great time in China meeting new and old friends and want to thank the IGF and our Chinese hosts for a wonderful experience."

¹Results at <http://www.eurogofed.org/results/world/wagc2016.htm>

John Gibson finished on two wins, beating India and the Chinese lady player (1d) who was inserted to make the numbers even. However, Madagascar was a no-show, so there was still an odd number and the bottom two players from Belarus and India never got to play each other, yet ended on one point each.

Baoxiang Bai of China won the tournament for a second time, with

a perfect eight wins. Korea's Kibaek Kim finished second, losing only to China, and Chia Cheng Hsu of Taiwan was third (losing only to China and Korea). The others on six wins were Andrii Kravets (Ukraine), Hiraoka Satoshi (Japan), Csaba Mero (Hungary), Dusan Mitic (Serbia) and Cristian Pop (Romania).

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BRITISH GO ASSOCIATION MEMBERS' EMAIL ADDRESSES

paul@psaa.me.uk

We've had a number of rejections and bounced emails for our recent Newsletters.

If you didn't receive the regular monthly Newsletters the reason may be that we don't have your correct email address in our newsletter mailing list.

Currently we have two databases; one is compiled from members' online accounts, and this is used for the newsletter mailshot. The other is part of the membership database, which also includes addresses, membership expiry dates, membership categories, and so on. Normally, if you change your email address by logging into the members' area and editing your account, the membership secretary will pick up the change and ask you if you want to change your email address in the membership database as well (not everybody does; some people like to have different email addresses for different purposes). Equally, if you tell the membership secretary of a changed email address, they will normally remember to remind you to change your email address in your online account. Ideally, members would both change their email address online and also let the membership secretary know.

Obviously, if you have changed your email address and not done either, you won't get a newsletter!

REFEREE EXERCISE

Geoff Kaniuk

geoff@kaniuk.co.uk

Each of the following describes a scene that the referee may have to deal with. You will need to be quite quick in responding to these problems, and will probably need to be able to explain your reasoning.

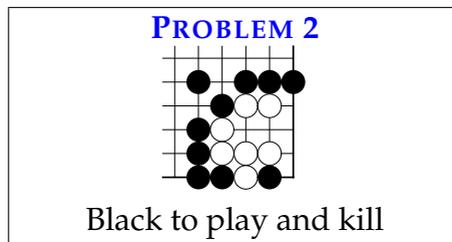
1. A game between Shodans had entered the late yose stage. Black counted very carefully, writing down the sizes of territories on a piece of paper. Black got up from the table with the paper, walked over to friends who had finished and showed it to them. After some discussion Black returned to resume the game. What would you have done if White had called the referee?
2. A close game between a 3k and a 4k has just finished. Both players have passed. The 4k then notices some small yose. They consult the referee.

3. During Canadian overtime a player has been using stones from the bowl instead of the 20 stones counted out, but playing very quickly. Neither player noticed this, but when the flag falls both players agree that more than the 20 stones had been played. They decide to consult the referee.
4. A player who has about 2 seconds left passes, thinking the game is over, but forgets to press the clock. His opponent thinks there is a valid dame point left and as she is about to play notices that the flag has fallen - so says that the first player has lost, and claims the game. The first player is upset, having passed, and they decide to call the referee.

What do you do? Ideal answers are on page 20.

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A LESSON IN GO

Bill Brakes

bill1140347@btinternet.com

'I should have connected,' I say, waving a vague hand across the now empty board.

He nods.

'I let you get too much territory over there.'

He nods.

'Then I blundered in the endgame.'

He nods.

It's getting late and we are the only players left in the dusty, dimly-lit hall. The old man opposite me is hunched over the board wrapped in his black jacket, a hood like a cowl over his head masking most of his face, his pointed nose and chin just visible. His breaths come as wheezes. He coughs intermittently, his shoulders shaking gently.

'Another?' I ask. I don't want to walk home brooding over that loss.

He nods.

I place my nine black stones on the handicap points and wait. He usually begins each game with a few words of advice. On this occasion they're slow to come. His thin, gnarled fingers hover over the bowl of white stones.

'Persevere,' he says, eventually. His voice is soft and rasping. I lean forward to hear. 'Do not concede,' he adds. 'Fight on until the battle is over.' He places a white stone equidistant between two of my black stones. A game of Go begins.

I try to remember his lessons. I use my handicap stones to attack rather than simply surround territory. I keep my stones connected. I play away from thickness.

The contest heats up and the lessons fade from my mind: the struggle for success is everything. I push through and cut; I seek out eye-stealing tesuji; I play every atari I spot.

The position becomes complex. I concentrate hard. Where are the big points?

Now the dust has settled and I scan the board. I have some territory, there and there, and a few more points in the corner. I have lost that group but it is not so large. I remember another lesson and count the game as best I can. I am still over ten points ahead. Maybe twenty.

I protect my territory during the yose. My opponent hane's on the first line and connects; I defend. He undercuts my area with a monkey-jump; I block him. He exploits my shortage of liberties and I lose three stones. I curse under my breath. The game is close. I cannot count it.

A few more moves and the game is over, the dame points have been filled. My teacher sits slumped forward, his slender hands clasped together in his lap. He gets tired at the end of the evening; I have noticed that before. I re-arrange the stones for both sides and count the territories. I count again. I check for stray prisoners lying in the lids of bowls. I count again. I am certain. The game has ended in jigo. It is a draw.

I nod to my opponent and smile, thanking him for the game. I hold out my hand across the board. He sits as before, hunched forward, his hands joined together in his lap. He is quiet and still.

The paramedics arrive promptly in response to my call. They confirm that my Go teacher is dead. They say he has been dead for some time and ask why I didn't call them earlier.

I have no answer.
'Persevere,' he said. 'Do not concede,' he said. 'Fight until the battle is over,' he said. I shall not forget his advice.

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THE JOURNAL ONLINE

To access the full range of features, read the Journal online.

SGF Files

The SGF files for problems and games printed in this journal appear at www.britgo.org/bgj/issue176.

Online Journals

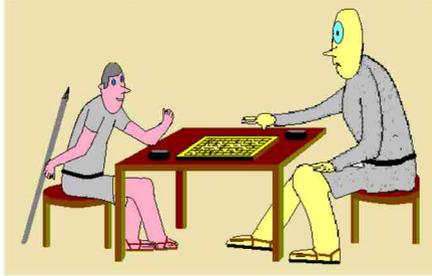
Online copies of this and the preceding three journals are available in the BGA Members Area at www.britgo.org/membersarea. Log in to see these recent editions.

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 (according to your browser's set-up) – clicking on these will open the selected links on your computer (this feature may not be supported by some older PDF file browsers). Original photographs in colour are reproduced in colour in these issues.

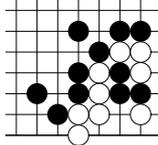
SIDEWAYS LOOKING PERSONS



Cyclops hadn't realised that Ulysses was going for the eye stealing tesuji.

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PROBLEM 3

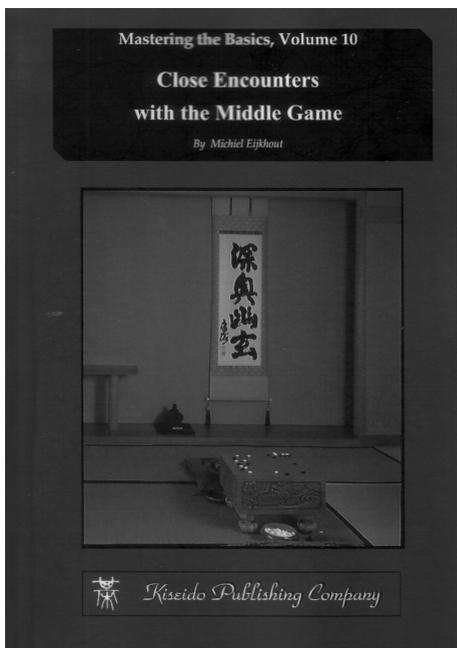


Black to play and kill

CLOSE ENCOUNTERS

Tony Atkins

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Book cover

Close Encounters with the Middle Game by Michiel Eijkhout

220 pages

ISBN 978-4-906574-80-3

Kiseido Publishing Company first launched the Mastering the Basics series back in 2002, with Five Hundred and One Opening Problems (K71). Since then the series has grown and covered many aspects of the game, all original works by Western, but Japan-based, writers Richard Bozulich and Rob van Zeijst. *Close Encounters with the Middle Game*¹ is the tenth in this series (K80) and brings with it an author new to the series, Michiel Eijkhout (6d). The design of

the book is the same as the others with the same cover picture, this time with a purplish-blue frame.

The origin of the book is a series of articles written by Michiel, in Dutch, for the Dutch Go Journal. Called *Move by Move*, it ran from 2003 for ten years. The 32 most interesting of the 50 original articles were selected and reworked to form the collection in the book. Each article takes a crucial moment from the middle game in a top professional game and looks at the various options on how to proceed, how the professional did carry on and whether it was successful. The comments are claimed to be aimed at the 5k to 2d level.

It was back in the winter that I got an email from Michiel asking if I could help find someone to check over the English, after translation from Dutch into Dutch English. Naturally I offered and he emailed the texts back saying just to look at the words, as the technical content had already been checked. Naturally one has to look at both and yes I did find diagram and other errors; these have all been fixed in the printed version. Most of the work in checking was improving the readability through better punctuation, but also a few spelling errors, sometimes hard to spot as Kiseido always use American English spelling.

Over all I found the games and the comments both interesting and entertaining, and, sure, I learnt a bit too. Each of the 32 games is a chapter and the chapters are split up into five sections: Frameworks of Territory,

¹<http://www.kiseido.com/master.htm#K80>

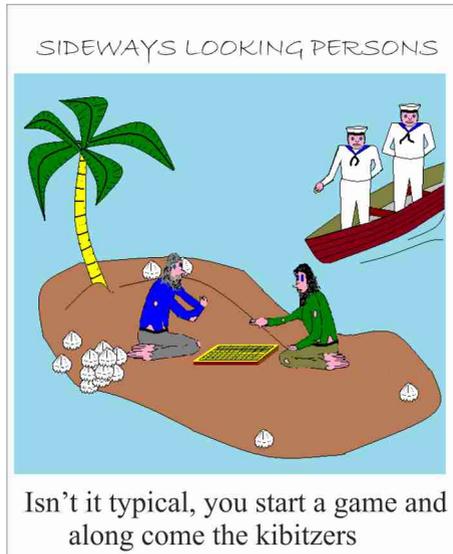
Invading or Reducing, The Art of Trading, Mean Fighting, Encounters with the Unexpected. The layout has two or three full-board positions per page, with the relevant text near at hand. There is the usual convention of figures for game moves (with the number of moves thereon in brackets) and diagrams for variations, so it is easy to keep track of what is going on; there is no need to lay the stones out

on a board. You aren't able to see the whole game, but the players' names and the event are supplied, so can look them up elsewhere if desired. However, the final result of the game is given, so you can judge how the position affected the outcome.

In all I recommend it as an interesting read and a useful part of your Go library.

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Isn't it typical, you start a game and along come the kibitzers

BGA ANNOUNCEMENTS

FUTURE EVENTS

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

Arundel, Saturday 20th August

Mind Sports Olympiad, London, Sunday 21st – Monday 29th August

Northern, Manchester, Sunday 4th September

Cornwall, Penzance, Saturday 10th – Sunday 11th September

Swindon, Saturday 24th September

Belfast, Saturday 24th – Sunday 25th September

Sheffield, Sunday 9th October

Wessex, Bath, Sunday 30th October

Three Peaks, Ingleton, Saturday 5th – Sunday 6th November

British Youth, November

Coventry, November

Edinburgh Christmas, December

London Open, Wednesday 28th – Saturday 31st December

OFFICIAL VACANCIES: CAN YOU HELP?

Vacant posts are listed at www.britgo.org/positions/vacancies.

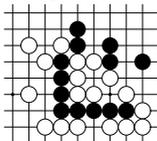
We need volunteers for:

- Championships Organiser
- Regional Youth Representatives (Scotland, North East, West Midlands)

If you are interested in any of these, please contact our President, Roger Huyshe (president@britgo.org), or any member of Council.

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PROBLEM 4



Black to play and kill

A COURSE IN GO - 02

Bob Scantlebury

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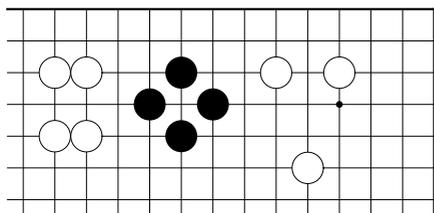


Diagram 1: Examples of good shape

Good play

When attacking that weak group it is important to play the initial moves at a distance and not in contact. The idea is to give them less room to make eyes and to disconnect their stones. They in turn will make contact moves because that is one of the best ways to defend a group (that and making shape and eyes). It goes without saying that staying connected and not being hemmed in is by far the best way to live since once a group has been cut off even if it lives it plays no further part in the game.

Another aspect of good play is the use of forcing moves. They tend to solicit a response precisely where you expect them to play. This helps with the reading and means you can often achieve your tactical goal and still keep sente (which is very important).

Bad play

We've all done it but the worst way to play is the 'knee-jerk' way where you play far too quickly and without thinking. Unavoidable if you are in time trouble but not so during the main time. And some moves are best avoided if they are too slow

(not developing the stones quickly enough) or make for a heavy group; this being a string of stones with no eyes that you can't afford to lose.

A complaint I often hear is 'he should have resigned – I was miles ahead – that group was dead' or something similar. Knowing when to resign is a skill and a courtesy to your opponent but it should not be when there is only dame left!

And of course failure to read even two moves ahead can result in disasters so it pays to develop a modest ability to read say five or six moves ahead at least.

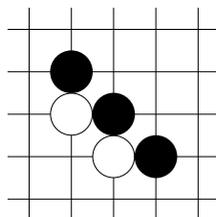


Diagram 2: Example of good shape for Black

Good shape

Good shape is a matter of intuition and feel but there are several standard shapes it is desirable to achieve such as pon-nuki or a bamboo joint (Diagram 1). The idea of shape is to connect and to make eyes regardless of what your opponent plays – good shape is flexible – and it is often best to play lightly (sabaki – see part one of this course) and to develop quickly.

Diagram 2 shows an example of good shape for Black – the double hane.

Bad shape

There are many bad shapes like the infamous empty triangle or the clump of stones called a dango (Diagram 3). Such shapes are heavy, do not help to make eyes and suffer from shortage of liberties leaving them very vulnerable to attack and even capture. It is often better to abandon such a group before it becomes too big to give up; a sacrifice. Even 'dead' stones can influence the game and sometimes come back to life later in the game.

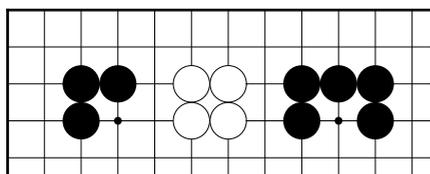


Diagram 3: Examples of bad shape

Diagram 4 shows an example of bad shape for White – the two white stones are badly disconnected.

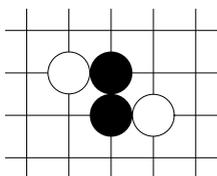


Diagram 4: Example of bad shape for White

Whole board thinking

Finally in this issue, I want to mention whole board thinking. This can be hard for beginners to grasp since they might think Go is all about local battles and life and death. But as we have already mentioned (in part one of this course), the ebb and flow of the game is about balance; territory and

power/influence. And that is a whole board issue.

What you need to do in this little corner of the board is determined by the situation on the board as a whole. Are you ahead or behind? Are your groups thick and strong? Or heavy and weak? Do your ladders work for you or against you? And though it is too advanced a topic to be covered in this elementary series, the whole board dictates the direction of play. The global status should determine the best line of play to follow next.

In the diagram below, White has played ④ on the 3-5 point which emphasises the left side over the lower left corner. By playing ⑬ so as to contest that corner, Black plays into White's hands. White will let Black take the corner, build a wall and extend up the left side. Black should have played at A to contest the left side but was not thinking about the whole board position.

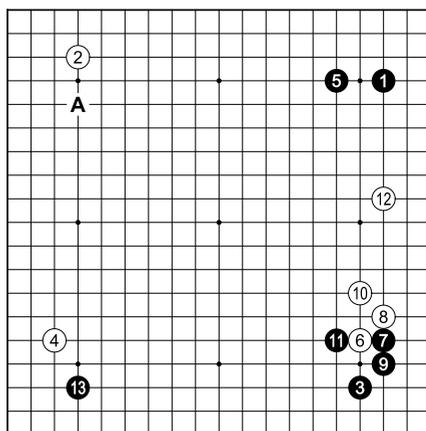


Diagram 5: Example of whole board thinking

□

JONATHAN GREEN

Jonathan Green

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Jonathan Green

I was asked to prepare a few words to introduce myself, as a new member of the BGA Council. I'm Jonathan Green, and I play Go.

I'm naturally a man of few words and so the sentence above seems largely sufficient to me, but I'm going to show willing and tell you a bit more.

Born and raised in Birmingham, my parents now live in France and my sister in the U.S, so I often combine a visit to them with taking part in any local Go Tournaments I can find, or going along to a club night.

My first experience of Go was when I was bought a boxed set as a child. It seemed intriguing, but I didn't manage many games, due to lack of opponents. There was a club at school

though they weren't completely accurate with the rules...

At University I played a bit on the brand new Internet Go Server, and then played the odd game over the years on various web sites.

Many years later I discovered a local club, run by a certain 25 time British champion.

I have been going there ever since, and have progressed when playing him, from a handicap of 9 stones plus 250 komi, all the way up to 9 stones plus 15 komi.

Still enjoy going to tournaments a lot.

I created the website go-moves.com, with the aim of having joseki, problems, professional and amateur games, all wiki editable with comments, and my current crazy project, inspired by AlphaGo, is to create a self-teaching Go bot.

Very keen (some would say over-zealous) on bringing Go to the masses. My belief is that everybody will love Go once they've tried it, although this theory has not always proved to be correct.

Towards this end, I've annoyed all my colleagues and friends with requests to teach them how to play.

I enjoy analysing any kind of data, be it tournament attendances or strategy for blackjack.

Luckily my job allows me to do this, while also being nosy about viewing behaviour.

Aside from Go, I love music, especially from the 80s.

□

THE NO SUICIDE RULE

John Hobson

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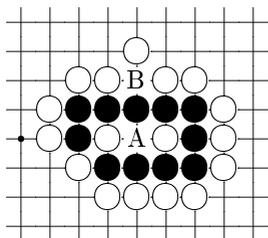


Diagram 1

For a while I have been puzzled by the purpose of the no suicide rule in go. A simple example is shown above. The no suicide rule states that White cannot play at A. But why not? Suppose White were to play at A. He would have captured himself. The three white stones would be taken off the board and given to Black. Black would then play at A. Black would have three prisoners and two points of territory, totalling 5 points as opposed to the 4 points he would have if White simply forced him to play at A.

So committing suicide would lose white 1 point and not alter the life and death situation. It would not normally be in White's interest to do it. Admittedly, a white play at A, if legal, would be a ko threat. But is that the sole purpose of the no suicide rule; to limit the number of ko threats? I had always thought it was more significant than that. Am I missing something?

Actually I did miss something. Since in this case a white play at B is also a ko threat, White has not gained a ko threat by committing suicide, he has simply lost one point. However if there had been two outside liberties, B would not be a ko threat but A would, so I think the gist of the question is still correct.

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PROBLEM 5

Black to play and live

REFEREE ANSWERS

Geoff Kaniuk

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See the questions on page 9

1. A player may make notes, but if asked, is obliged to explain the meaning. Don't ask friends for advice during a game - they can't help!

If White had called the referee, you should find out whether

- (a) White has actually asked for an explanation of the notes and been refused, or
- (b) White is complaining about the discussion?

In this case White has not asked for an explanation, but if White had, then Black is obliged to explain and you could now ask Black to do so.

In the second case, again you need to discover what the discussion was about, and the best way to do that is to ask Black to explain in White's presence. After all they may have been discussing where to dine that evening. If Black was discussing the position then that is of course unsportsmanlike and Black should be firmly requested not to repeat this behaviour.

The real life event on which this example is based had an amusing end. White had said nothing during the game but found out afterwards that Black had showed the score to his friends and asked for advice. He was told he is a bit behind and better seize sente as soon as possible. So he ignored a White 2 point sente move to play a Black 4 point sente move

instead. White followed up the 2 point sente move to kill a group and Black had to resign.

2. Can the players agree to resume?

Although they have asked for advice it is still best to get the players to resolve the issue themselves. The simplest thing really, is just to carry on from the last pass and play the situation out.

It is important not to get involved in any reading exercises on your part. You are probably already harassed by this, and may make mistakes. It is best to get the players to just carry on and let them finish the game on their own!

If they decide to resume the game, then the clocks will need to be set to appropriate times.

3. Remind players to cover bowls with lids in Canadian overtime. Both players have agreed that 20 stones were played within the allotted time so they should just reset the clock and carry on. Since they have consulted you, take the opportunity to remind them to cover their bowl with the lid and move the bowl out of harms way.

It is not a brilliant idea to leave the prisoners in the lid. You can always cover the bowl with another lid from a finished game.

4. Players are responsible for pressing their clocks.

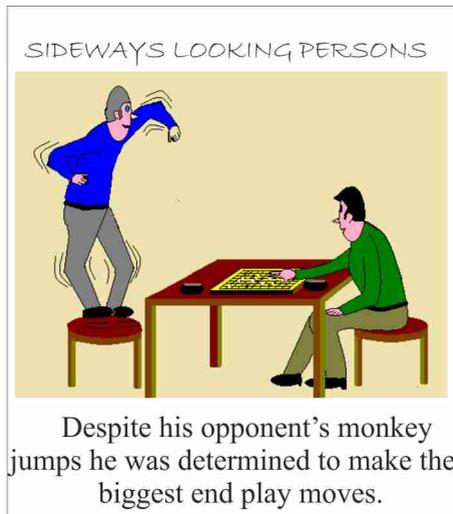
The best you can do here is sympathise - things go wrong under time pressure. But the

mechanics are simple: either you play and press the clock; or you clearly say Pass and press the clock. The lesson to be learned here, is that it is the pressing

of the clock that completes the move, and until that happens time marches on!

□

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UK NEWS

Tony Atkins

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BGC: Colin MacLennan and Pat Ridley

British Go Congress

The British Go Congress was held over three days, the first weekend in April, at the Royal Victoria Hotel in Sheffield. Thanks must go to Matt Marsh, Robert Scantlebury and the others of Sheffield Go club for finding such a pleasant venue and for hosting the event. The event started on Friday afternoon with a teaching session by Andrew Kay. This was then followed by a well attended presentation by Lucas Baker from Google DeepMind. Lucas explained a bit about the recent successes of AlphaGo and showed us its 9-dan diploma.

In the evening, 26 players took part in the British Lightning tournament. Andrew Kay was the eventual winner, with Alison Bexfield the runner up. On the Saturday evening the British Go Association's Annual General Meeting was held, as well as the T Mark Hall Foundation annual meeting

and a dinner, so there was little time in which to get bored.

On Saturday and Sunday, the British Open tournament took place with a good attendance of 84 players. This included a large contingent from Cheadle Hulme School who brought 15 of their pupils. Ziyi Zhang (5d), a visiting player from China (and not the famous actress), was the tournament winner, with six wins, to claim his first British Open title. Wenshi Chen (5d) of Warwick University was second, only losing to the winner. The next places went to Junnan Jiang (4d Oxford), Bruno Poltronieri (4d Cambridge) and Koen Pomstra (5d Netherlands).

Others doing well with five wins were: Andrew Russell (4k Birmingham), David Cantrell (5k London), Roella Smith (8k Cambridge) and from Cheadle Hulme, Jason Brown (14k), Matthew Benton (19k) and William Poizer (23k).

Welwyn Garden City

24 players attended the sixth Welwyn Garden City tournament held on 23rd April, a bright spring day, at the Welwyn Garden City Bridge Centre in Gosling Sports Park. The winner was Song Han (2d), who won the deciding third round against Alistair Wall (2d), the previous winner. Also winning all three games were Richard Mullens (6k) from London City Go Club and Sergio Rubio (9k) from Spain. Francis Roads won the 13x13 side tournament and a prize for best young player went to Charlotte Bexfield (5k) from Letchworth. Some players adjourned afterwards to a

local Chinese restaurant for a post-tournament dinner.

Candidates'

The Candidates' Tournament was held this year at the Letchworth Settlement in Letchworth Garden City, on the bank holiday weekend, starting 30th April. Junnan Jiang (5d Oxford) won the event with a perfect six wins.

Second with five wins was Bruno Poltronieri (4d Cambridge). Winning four were both players from Central London Go Club: Alex Rix (3d) and Charles Hibbert (3d). Belfast's James Hutchinson (2d) and Milton Keynes' Tim Hunt (2d) topped the group on three wins. These six could then join defending champion Andrew Simons and Des Cann, who missed the Challengers' League last year for the World Amateur, in this year's Challengers' League in London at the end of May.

Bracknell

The 38th Bracknell was again held at the Woosehill Community Centre in Wokingham, this time on Sunday 22nd May. Alistair Wall (2d Wanstead) won all his games to win the event for the first time. He beat Christian Scarff, Jim Clare and last year's winner Des Cann. Also winning all three were Eric Hall (5k Swindon) and John Cassidy (8k Belgium). Bournemouth won the team prize. Among the 26 players taking part were Bei Ge's two very young daughters, each playing their first game not among the family.

As usual there was the fun selection of side events set by organiser Ian Marsh. The 13x13 was easy to judge as nobody entered and the Go puzzle competition was won by Peter Collins, the only player brave enough to enter. The caption competition was won by Neil Cleverly, Paul Barnard was

best at paper shape-folding and Tony Atkins made the best origami jumping frog.

Challengers'

The eight qualifiers for this year's Challengers' League (the seven round all-play-all tournament) met at the Young Chelsea Bridge Club (the venue used by the West London Go Club) from Saturday 28th to Tuesday 31st May.

Charles Hibbert took an early lead on day one of the Challengers' League. In the first game he beat the British Champion, Andrew Simons, who complained he has got into a habit of losing the first game every event. Then in the second game Charles beat the top graded player, Junnan Jiang, when a group died in overtime. Also winning their first two games were Alex Rix, who beat reserve Alistair Wall and then Bruno Poltronieri by 1.5 points, and Des Cann, who beat Tim Hunt and Alistair Wall (the latter through an interesting tesuji).

At the end, Junnan Jiang and Charles Hibbert finished with six wins each. This meant that no play-off game was required and the two of them would now go on to play in the British Championship title match games. Andrew Simons, the reigning British Champion finished equal third with Des Cann on four wins. Bruno and Alex won three, Alistair two and Tim took eighth place. Given that neither Junnan nor Charles has competed for the title before, we are guaranteed a new champion this year. The first game is scheduled for 20th August.

Scottish

The Scottish Open remained in Glasgow for a fourth year, at the University's Gilchrist Postgraduate

Club. It was again sponsored by the local Confucius Institute and again ran on the first two days of the Challengers' League.

Hongyi (Henry) Chen (2d Glasgow) won all six of his games to top the list of 21 players, winning the trophy and bottle of Talisker. Closest to matching this perfect score was 13-year-old Josh Gorman (13k Glasgow), who came up short at the last to finish on five wins.

On four wins was the runner-up, Toby Manning (1d Leicester), plus Rob Payne (6k Edinburgh), David Storkey (7k Exeter) and Colin Maclennan (9k Twickenham). These players, plus the seven on three wins, were each able to choose two prizes, leaving everyone else with one. As well as Monkey Jump Ale (courtesy of the Skye Go Club), wine and nibbles, Oriental books (Master of Go, Art of War and Tao Te Ching) turned out to be popular prizes.

Pair Go

The British Pair Go Championships returned to the Red Lion in Hatfield on Saturday 4th June and the organisers, Francis Roads and Jenny Radcliffe, were very pleased at the increase to 16 pairs, eight in each section.

There were three new pairs in the top championship section. One of these was an all junior pair, believed to be the first time this has happened. Champions of the last few years, Matthew Cocke and Natasha Regan, lost to one of the new pairs in the second round, setting up an all new-pair final.

In the final it was Joanne Leung and Bruno Poltronieri that won to become the new champions, beating Elaine Yu and Chao Zhang into second place. The fighting spirit prize went to the

junior pair, Charlotte Bexfield and Oscar Selby.

In the handicap section it was Helen Harvey (Manchester) and Daniel Gascoyne (Cheadle Hulme School) that won all their games, beating Amy Upton and Jack Nolan in the final. Amanda Ross and Roger Huyshe got the fighting spirit prize, Amanda being very new to the game and at her first tournament.

Hui and Fred won the best dressed pair prize and Anna Al-Damluji and Tony Atkins won the quiz that Jenny had set to identify the origins of various photographs of national dress. All the junior players not winning another prize went away clutching a Pair Go t-shirt, thanks to the World Pair Go Association.



Pair Go Winners with organiser Francis Roads

Durham

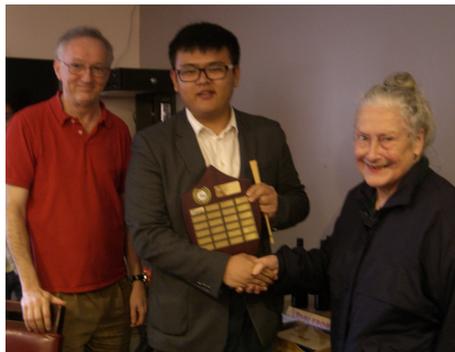
On the weekend of 11th June, the Durham Go Tournament was again held in the middle of the World Heritage Site on Palace Green, overlooked by both Durham Cathedral and Durham Castle. It had

increased attendance with 33 entrants, including two people who had not only never played in a tournament before but who had never played over the board before, which caused a shortage of table space to start with.

On the Saturday night, after three rounds, there was an all-you-can-eat barbecue. Unfortunately, after a week of sunshine, the day of the tournament had been overcast and it started to rain soon after people arrived from the tournament venue. Undaunted, people sat and ate until forced inside, where there was much Go playing (helped or hindered by similar quantities of sloe gin).

The tournament continued on the Sunday, with a further three rounds and the slight distractions of a vintage MG car rally outside the venue coupled with the ringing of a peal on the cathedral bells to celebrate the Queen's birthday.

The tournament was won by Alex Kent (3d) and he was awarded the traditional Goat Ornament (joining his herd from previous years' wins). Sandy Taylor (2d) came a very close second (by two SOS-points tie-break). Prizes (various edible treats from Durham Cathedral) were also given out to the other players on five wins, namely Manchester's Michael Kyle (14k) and Joshua Kent (9k). The tournament also had two side events (lightning and small board) both of which were won by the youngest entrant, Edmund Smith (8k).



Wenshi Chen receiving the Brian Timmins Trophy

Barmouth

The 24th Welsh Open was held again at the now-traditional venue of the Min-y-Mor Hotel, in the coastal resort of Barmouth, on the weekend of 18th June. For those who arrived early, on the sunny Friday, there were friendly games and refreshment in the hotel during the evening. On the also sunny Saturday, there was the usual evening meal held at the hotel, enjoyed by 24 of the players, and the fun continued into the night on the wet Sunday, after the tournament.

There were 35 players in all in the Welsh Open, with 8 players above the bar, at shodan or stronger, competing for a new trophy. This is the Brian Timmins Plaque, kindly presented by his widow Kathleen. Brian's favourite annual tournament was the Welsh Open and he sadly died not long after playing (as he always had) in last year's event. The trophy went to this year's winner Wenshi Chen (5d) from Warwick University, who won all six games; he was presented it by Kathleen and organiser Martin Harvey. Wenshi also reviewed various games during the weekend, which was much appreciated.

A prize for six wins out of six also went to young Edmund Smith (9k) from Cambridge. Nobody won five, so prizes were awarded to second-placed Alistair Wall (2d Wanstead) and Joanne Leung (2d London) who both won four, but were split by one SOS-point. Other prizes were awarded to the two players who won three out of the four rounds that they actually played. These were Daniel Gascoyne (18k Cheadle Hulme School) and Kathleen Timmins (14k Shrewsbury). Kathleen's win was very well applauded, as she had not played in a tournament for a while and she showed she had lost none of her cunning. Daniel also collected the prize for the 13x13 side event. His proud parents Fiona and Geoff were there to see him picking his prizes, but were understandably miffed when he twice chose chocolates over wine!

Milton Keynes

On 25th June, the Milton Keynes Tournament moved to a new location

within the Open University campus, as someone had thought the weather suitable for cricket, meaning the pavilion was unavailable. The split-level foyer to the Berrill Building provided a very light and pleasant location (except when the dark clouds rolled in), with the lower level suitable for coffee, analysis and games of MK Go. Admittedly there was a lot of sunshine between the heavy rain and it didn't spoil the day of Go-playing.

Jitka Bartova won the tournament, beating Andrew Simons, Poland's Maciej Lubinski and then Joanna Leung in the final. Steve Bailey (7k) proved that getting wet geocaching at lunch time was not a hindrance to winning three games. Leamington won the team tournament. Edmund Smith got most wins at MK Go (7/10) and local player Phil Cavanagh got the best percentage at the same (with 6/6).

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CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal is 29th August.

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.

SOLUTIONS TO THE NUMBERED PROBLEMS

The SGF files for these problems, showing a fuller set of lines, are to be found at www.britgo.org/bgj/issue176.

Solution to Problem 1

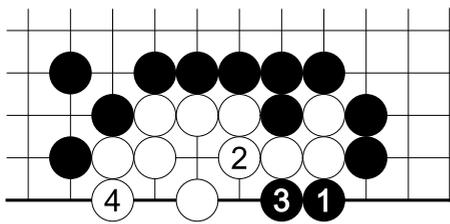


Diagram 1a (failure)

- ❶ Sometimes the hane kills.
- ❷ White plays here and lives.

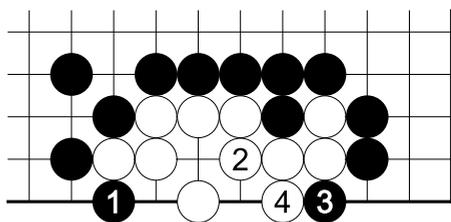


Diagram 1b (failure)

- ❸ Again two eyes.

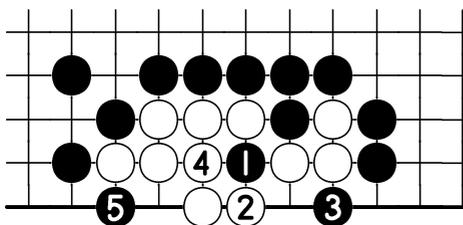


Diagram 1c (correct)

- ❶ This is the correct play.
- ❷ Now Black can play both hanes.

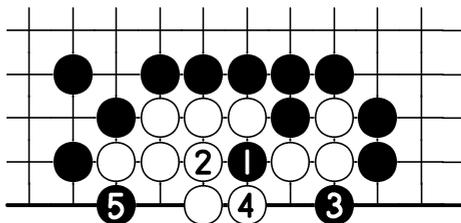


Diagram 1d (correct)

- ❷ This does not stop both hanes.

Solution to Problem 2

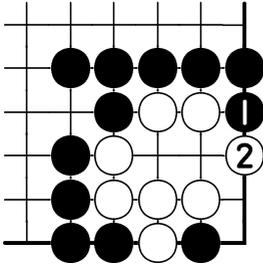


Diagram 2a (failure)

- ❶ This is too easy for White.

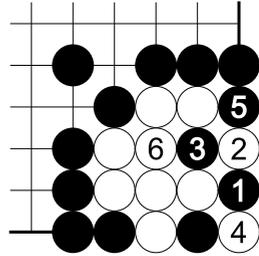


Diagram 2b (failure)

- ❶ Sometimes this is a move worth considering.
- ❷ However this time White lives.

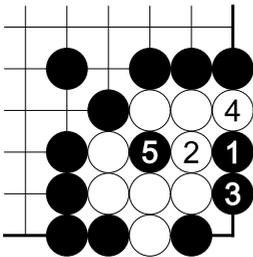


Diagram 2c (correct)

- ❶ This is the correct play.
- ❷ White can make one eye.
- ❸ White cannot capture the two black stones.

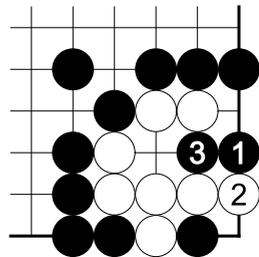


Diagram 2d (correct)

- ❷ Again only one eye.

Solution to Problem 3

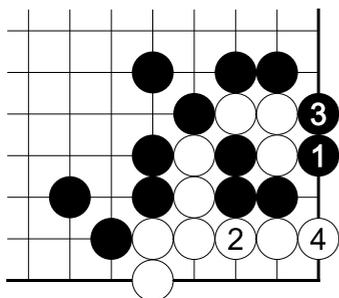


Diagram 3a (failure)

- ❶ This captures three stones, but White can live at the bottom.

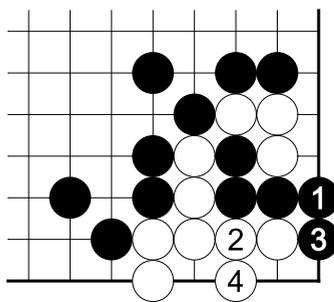


Diagram 3b (failure)

- ❶ This looks good.
- ❷ If White plays here Black kills.

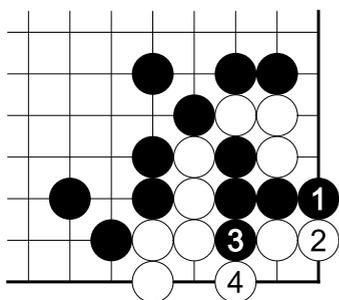


Diagram 3c (failure)

- ❷ So White must play here.

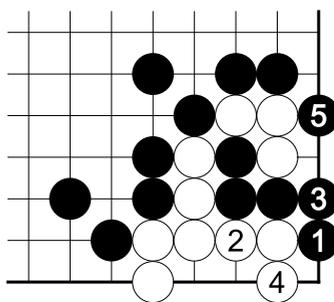


Diagram 3d (correct)

- ❶ This is the correct move.
- ❷ White can only make one eye.

Solution to Problem 4

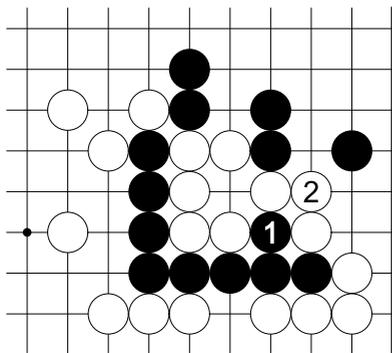


Diagram 4a (failure)

❶ This fails.

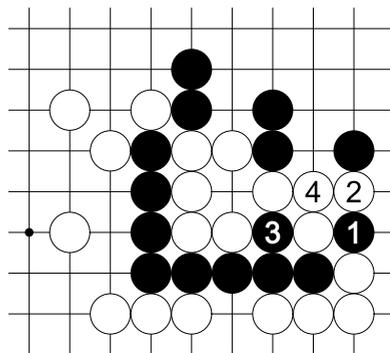


Diagram 4b (failure)

❶ This cut does not work.

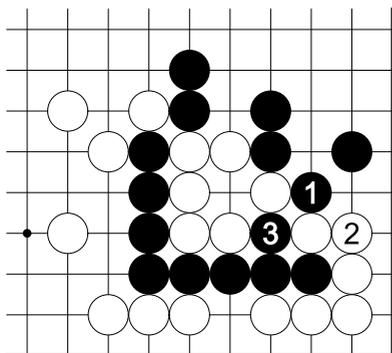


Diagram 4c (correct)

❶ This is the correct play.

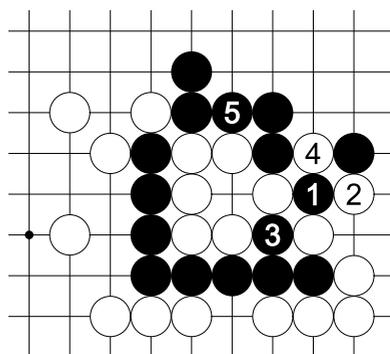


Diagram 4d (correct)

❷ This looks tricky.

❸ However, White runs out of liberties, though gaining a little on the side.

Solution to Problem 5

Black has an eye in each half, so just has to link them up.

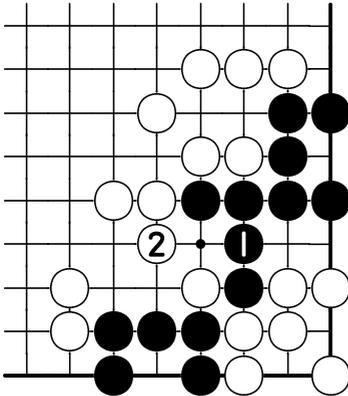


Diagram 5a (failure)

❶ This obviously fails.

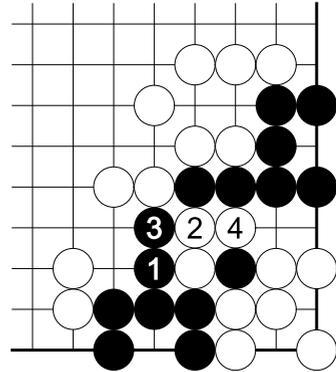


Diagram 5b (failure)

❶ This fails too.

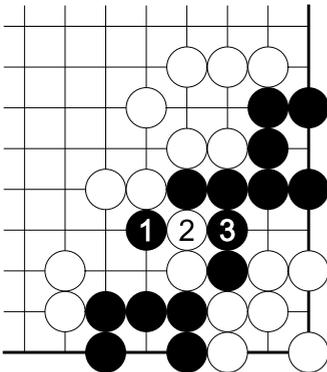


Diagram 5c (correct)

❶ This is the correct play.

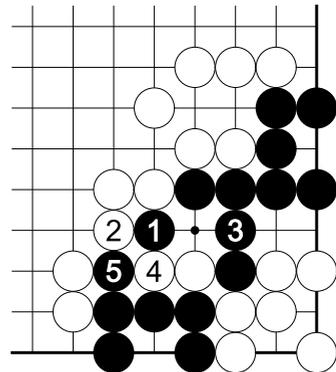


Diagram 5d (correct)

❷ If white plays here...

❸ ...snap-back.

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Association internet message board: fora.britgo.org,
for general discussion about Go in the UK (open to all).

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

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.

COLLECTING GO XXIX: TOURNAMENT RESULTS

Tony Atkins

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In the world of computers it is easy to forget the works of art that were the wall charts and draw cards used to record the results and pairings of a tournament. Each player name, plus often their club and grade, was lovingly written into a table drawn on a large sheet of card, and after every round the opponent numbers and results were duly completed by the diligent tournament director. These charts were then stuck prominently on the wall, as in the first picture, so that every player could keep a track of how well they were doing. In addition the same information had to be recorded on the postcard-sized pairing cards, which the director used to construct each draw. These could be laid out on a table or mounted in special BGA draw boards so that the draw could be displayed easily to the players.

Since about 1997/1998, the demands of the website and the European rating system have meant that pairings have been made and results displayed by use of a computer draw program, normally Geoff Kaniuk's GoDraw. A few organisers still used cards for small events, but these events then had to be rerun in the program to get the electronic data required. The rise of the European rating system meant that the Grading Committee no longer had to keep track of the results of every player above 2 kyu, with the chairman having to keep an extensive folder of information, with pages for the results of each player. In order to drive this system, the results of every event had to be submitted to the Committee. Some organisers typed or wrote up the results of their event on A4 sheets. Others submitted the draw cards and some even submitted the large wall charts. A sample of this material from the 1980s and 1990s is shown in the photo. The results of some events however failed to be submitted and their results were lost from the grading system. Some events only submitted the results of the top players, the lower graded players not being of interest to the Committee.

		11th LONDON OPEN							
1	Jon Diamond	4D	1	1	2	2	3	4	5
2	Lee Choon Sub	5D	1	2	3	4	5	6	7
3	Matthew Macfadyen	4D	1	1	2	2	3	4	5
4	Andre Moussa	5D	0	1	1	2	3	4	5
5	Terry Stacey	5D	0	1	2	2	3	4	5
6	Jim Bartly	5D	1	1	1	1	X	X	2
7	Jim Bates	5D	0	1	2	2	2	3	3
8	Mark Gooskens	5D	1	2	3	3	4	5	6
9	Jean Michel	5D	1	1	2	3	4	4	5
10	Graeme Parmenter	4D	1	2	2	3	3	4	4
11	Peter Zandveld	4D	0	1	2	3	3	4	4
12	Andrew Daly	5D	0	1	1	2	3	4	4
13	Richard Granville	5D	0	1	1	2	3	4	4
14	Mark Hall	5D	1	2	2	3	3	4	5
15	Laurent Heiser	5D	0	1	1	2	2	3	4
16	Terumichi Kondo	5D	1	1	1	1	X	X	X
17	Martin Müller	5D	1	1	2	3	4	4	5
18	Shigao Niwa	5D	0	0	0	1	1	2	2
19	John Rickard	5D	0	1	2	3	3	4	4
20	Francis Roads	5D	1	2	2	2	2	3	3
21	Piers Shapperson	5D	0	0	1	2	2	2	3
22									
23									
24	John Allen	5D	1	1	2	2	2	2	3
25	Lamag Attila	5D	0	0	0	1	2	3	X



Jim Clare was chairman of the Grading Committee for the last years of its existence and stored all the paper reports, wall sheets and pairing cards in a large suitcase. I was delighted to take this off of him at the Wessex Tournament and was then able to spend the next six months transcribing them so they are now all available online¹ or via each tournament; I encourage you to have a look and for those around then to bring back some memories. This archive contained all the rated tournaments back to the mid-1980s and some even further back than that. However sometimes

information was only partial, and pairings and results, clubs and grades, had to be recreated. There may be a few mistakes, especially when players moved from club to club, so please let me know of any errors. Moreover in those days things seemed to be more formal and often only each player's first initial was recorded and not their first name. Where known, first names have been included, but there are still many players listed where the first name is not known, and I would again appreciate submissions of names of any friends or fellow club members that you recognise.

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