

BRITISH

GO

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Mind Sports Olympiad



George Han



Open medal winners

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EDITORIAL

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Welcome to the 177th British Go Journal.

In This Issue

Paul Barnard, a frequent contributor to the BGJ, has written here about his experience of the European Go Congress in St. Petersburg over the summer. Paul also sent me a letter in response to John Hobson's letter from the last issue.

John wrote about the suicide rule in the last issue - and Toby Manning has an interesting take on that subject in his short article. We also have an article on the sensitive subject of tie-breaks in tournaments from Ian Davis, and a piece by a new contributor, Neil Sandford, on setting up a new Go league in Scotland.

For the uninitiated, SODOS stands for 'Sum of Defeated Opponents Scores' (the scores in question being their McMahon scores) which is one method of resolving a tie-break if two players finish a tournament on the same (McMahon) score. The McMahon system is commonly used to run a tournament; see the BGA website.

I have penned another instalment in my occasional series for DDKs, which I hope some will find useful; and there are the regular news features from Tony Atkins, plus a new collecting article on the back cover.

As we went to press, we heard about the untimely death of Go stalwart Granville Wright; there will be a full tribute to him in the next edition.

Bob Scantlebury

Credits

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

Contributions: Tony Atkins, Paul Barnard, Ian Davis, Roger Huyshe, Toby Manning, Ian Marsh, Neil Sandford and Bob Scantlebury.

Photographs: *Front cover*, British Championship 2016 Game 1: Charles Hibbert v Junnan Jiang. 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.

LETTERS TO THE EDITOR

Reminiscences

Dear Sir,

My recollection related to the history that Tony recounts [BGJ 176 Collecting Go XXIX] is as follows.

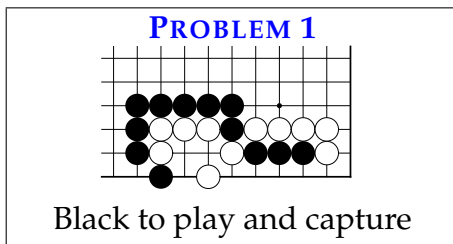
As BGA webmaster, I started posting tournament results on the BGA web site for as many tournaments as I could. This was fairly easy, because Geoff's draw program, which was already in widespread use, generated them automatically in a format I could easily convert.

After I had been doing this for a while, I heard that Ales Cieply was requesting that tournament results be sent to him wherever possible, for use in the European Rating System. I asked the BGA Council for permission to send them. This was refused, as the results were already being sent by the Grading Committee, which however needed to consider each set of results before sending it. The consideration must have been a weighty process - the Committee was only sending duly considered results to Cieply at the rate of one tournament a year. But I did negotiate permission to send Cieply tournament results on a provisional basis: he entered these into the database with a "provisional" tag, so that each tournament could be removed from the database later and replaced by the officially approved version when this eventually arrived. For all I know, this may still be what happens - British tournament results are still tagged, and the Grading Committee now has a twenty-year backlog of tournaments awaiting their consideration.

Nick Wedd

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Barnards

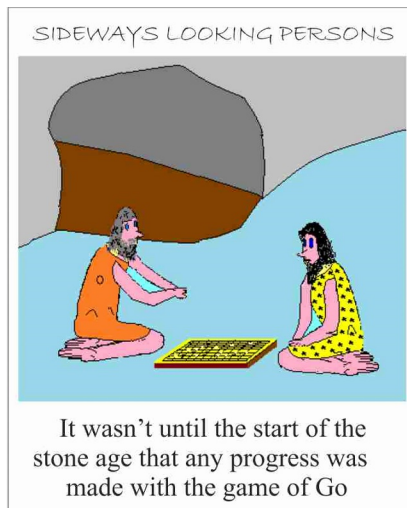
Dear Sir,

Following the announcement in journal 175 of my brilliant invention of the Barnard as a unit with which to measure the degree of approach to perfection employed in winning games, I anticipated a veritable tidal wave of letters to the editor recording members' appreciation and offering their congratulations. I was disappointed to note that the editor saw fit to publish only one such letter in journal 176, but I was gratified nonetheless, for I must accept the need to be modest and not expect the journal to be completely filled with such letters of adulation.

The letter that was published was from a certain Mr John Hobson, and at first I was surprised - given the no doubt very large choice of letters available - that the editor would choose to publish one that was so poorly worded. Indeed, the casual observer might misinterpret the phrase, "what rubbish," to mean something less than complete and unreserved praise. However, I came to realise that the letter must have been selected to showcase the inspirational aspect of my contribution, for Mr Hobson attempts to make an invention of his own - the Hobson - which is something about semeais and liberties. But it will never catch on. Not because of the obvious problem of defining what constitutes a semeai, but rather the fact that experience suggests that most of us are pathologically unable to reliably count liberties.

Paul Barnard

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WORLD NEWS

Tony Atkins

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Andrew Simons (see Gold Cup)

Pair Go World Cup

The Pair Go World Cup was back for a second edition, on 9th and 10th July in Tokyo, six years after it was launched in China in 2010. Three pairs from Japan and two pairs from each of China, Korea and Chinese Taipei (Taiwan) were joined by the International Amateur Pair Go Champions (also from Korea), two pairs from Europe, one from Oceania/Africa, one from Central/South America, one from North America and one from the rest of Asia.

The final saw the Chinese, Yu Zhiying and Ke Jie, beating the Taiwanese

pair, Joanne Missingham and Chen Shi Iwan. The play-off for third place was between the two Korean pairs. Europe's pairs were Rita Pocsai and Ali Jabarin, who lost to Mukai and Ichiriki of Japan, and Natalia Kovaleva and Ilya Shikshin, who lost to the Chinese winners.

Pandanet Teams

As normal the top four teams of the A-League of the Pandanet Go European Team Championship came together to play the over-the-board finals on the two days before the European Go Congress started in St Petersburg.

The first round saw a win for Russia against France (3-1) and Ukraine beating Romania (4-0). Round two saw a win for Russia over Romania (3-1) and a draw for France and Ukraine. The final round featured the crucial match between Russia and Ukraine. This ended in Ukraine's favour (3-1) to give them the title for the first time. It looked like Romania-France would be a draw, but the clock that had caused a loss on time was found on appeal to be faulty, thus France won the match (3-1) to take third ahead of Romania.

European Go Congress

The 60th European Go Congress ran from 23rd July to 6th August in Saint Petersburg, Russia. It was held at the Hotel Azimut, a couple of kilometres south of the historic centre of the city. Six hundred and one players took part in the main tournament, including

seven Europeans with pro status and six players from Britain.

Winner of the Main Tournament was Kim Young-Sam (7d). It was a very narrow result as four players had 8 points by the end of round 10. Ilya Shikshin (1p) came second with merely 1 SOS point fewer than Kim. Third was Chan Yitien (7d) with the same SOS as Ilya, but 2 fewer SODOS points. A close and exciting finish!

Ilya Shikshin had earlier in the fortnight become the European Champion by beating Israel's Ali Jabarin (1p) in the championship final. Ali was also fourth in the Open. Kim Young-Sam also won the Weekend Tournament and the Pair Go with Manja Marz.

World Youth

The 33rd World Youth Go Championship, sponsored by the Ing Foundation, took place at the Nihon Ki-in in Tokyo from 4th to 7th August. Yeom Ji-Woong from Korea won the Under-12, despite losing a game in the elimination stage. The other three places went to the youngsters from Taiwan, Japan and China. Ioan Arsinaoia of Romania was top European with two wins. China's Jiang Qirun won the Under-16 unbeaten. Taiwan was second and notably America's Aaron Ye was third ahead of Korea. Bulgaria's Sinan Djepov had a good result, winning three games in sixth place.

European Women's

The European Women's Go Championship took place at the Pulcinella Youth Hostel in Antwerp on 20th and 21st August. There were 16 players from 10 countries,

including Joanne Leung from the UK who finished ninth.

This time it was the Russian player Natalia Kovaleva (5d) who triumphed with five wins, including the vital round 4 game against Svetlana Shikshina (3p), who ended second on 4 wins. Third was Rita Pocsai (4d Hungary), the 2015 winner.

KPMC

This year, for the 11th time, the Korean Prime Minister's Cup (KPMC) was held. Between 5th and 7th September, 54 national representatives met in Julpo in Buan County to compete in a 6-round Swiss-style tournament. The majority of the players (thirty of them) came from Europe, with their strengths ranging from 6d to 10k and ages ranging from 17 to 71. However the UK was not one of them.

Our representative discovered, when printing his tickets ready for the next day, that he was actually booked for that day and was too late for his flight.

Yang Rundong Yang of China won, ahead of Taiwan and Korea. Yongfei Ge of Canada took fourth and top European was Jan Hora of Czechia in seventh.

Student Teams

The first European Students' Team Go Championship was held on 8th and 9th September at the Hotel Karelia in Russia's Petrozavodsk, alongside the Russian Student Championship and the All-Russia Karelia Cup. There were ten student teams from three countries playing five three-board matches. Winners were the Palacky University team from Czechia, ahead of National TU from Kiev and ITMO of St Petersburg.

Gold Cup

Andrew Simons was one of the 32 top amateur players to compete in the 2016 Gold Cup World Amateur Go Tournament between 14th and 19th September in Xiamen in China. Seven European players were invited (among others) based on results at the 2016 WAGC. Other players were selected by major countries through qualifying events. Despite nearly half the players being from China, Korea managed to take the top seven places. Europe's Andrii Kravitz, Cristian Pop, Dmitrij Surin and Casaba Mero all won three, and Dusan Mitic and Stanislaw Frejlak won two. Andrew did not win any, but played well, losing by half a point to the Taiwanese Lin Keng-Ping (6d).

Students

The individual European Students' Championship was held at the European Go and Cultural Centre in Amsterdam on 24th and 25th

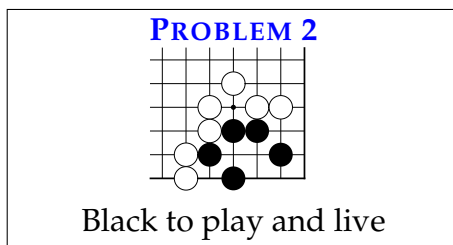
September. There were ten players from six countries, including the UK's Joanne Leung who won one game to take ninth place. Peter Marko (4d Hungary) was the champion for a third time (second time running) with four wins. Second by tie-break was Johannes Obenaus and third was Martin Ruzicka, both from Germany.

Teams

The new season of the Pandanet Go European Teams kicked off on 21st September, with the UK team, again in the B League, beating Belgium. Chris Bryant, Daniel Hu and Bruno Poltronieri won, but Des Cann lost. Two weeks later Ireland was in action in the new D League, formed by splitting the over-large C League, against Kazakhstan. Wins for John Gibson, Tiberiu Gociu and Cian Synnott, and a close loss by James Hutchinson, saw them take top position in the D League table.

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BRITISH GO ASSOCIATION MEMBERS' EMAIL ADDRESSES

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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!

PRESIDENT'S PERSPECTIVE

Roger Huyshe

president@britgo.org



Ratings

Questions have been raised from time to time about the BGA rating adjustment and why a player's published strength can be slightly different from the grade quoted on the European Go Database. It was introduced originally because of variations across Europe in ratings policies and was an effort to strike an average by calibrating our ratings against the whole of the European database of players. Plausible at the time, the calibration has drifted and now this results in a nominal 3-dan (EGF 2300) being classed as a 3.6 dan in the UK. Council would like to hear the opinions of members on whether we should bite the bullet and use the EGF grading in the way that was intended so that each grade is anchored on the appropriate EGF ratings e.g. 1-dan would be 2100, 10kyu would be 1100 and so on. Dan players may lose about half a grade, DDK players are stable and the divergence starts at 9 kyu. Replies to ratings@britgo.org please.

Youth

As an 'international' member of the American Go Association, I look at their newsletter with interest and for ideas about running and promoting Go. It's a bigger organisation than the BGA of course and has developed to the point where more in the way of promotional or extraordinary activities can be funded. So it was especially pleasing to see the comment from the American delegate to the recent UK seminar "Would be nice if this kind of seminar was offered in the US" What occasioned this? It was a cooperation with Chess and other games teachers to hold a workshop for teachers at the beginning of October on strategies for promoting and organising mind sports in schools. A number of ideas were generated for our youth team to pick up in due course and we hope that a greater partnership with Chess (as in the planned London Go and Chess Centre) will be fruitful. More detailed reports will be out in due course. The event received a subsidy from Google DeepMind.

Social Media

In our efforts to publicise Go it's increasingly important to take advantage of social media. Jonathan Green continues to manage our Twitter feed but Jon Diamond is retiring from his position as Facebook administrator. The routine part consists mainly of adding events but it would be great to find a volunteer who could take a creative approach to the role and develop the BGA presence.

□

SODOS REVISITED

Ian Davis

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Naturally enough, few people have any real interest in the subject of tiebreakers. It is only really when you end up losing a tournament on tiebreak that your interest (disappointment) can be stirred. Of course, not much can be done there, and the pragmatic remedy is always not to lose your games in the first place. Indeed, that is the very same advice which is given in the BGA Player's Handbook¹; and how true it is. Nevertheless, it would be unforgivable of us not to continue to examine the tenuous point that we have not yet gotten round to actually talking about. Is SODOS really all that bad as a tiebreaker?

Before we answer that, we need to take a little time to show what the difference is between SODOS in a McMahon, and SODOS in a Swiss. In a Swiss everyone starts at 0, but in a McMahon we start at different numbers, numbers which depend upon our rank. We can call these numbers the Origin. This means that in a McMahon, two players can be tied even though they have a different numbers of wins².

It is in this case that something unexpected can happen. Depending on the numbering system you use for the Origin, you can actually change the result of the SODOS tiebreaker³. We will show this briefly in the table below, but first let us state that there are two ways to handle the undesirable ambiguity.

Method 1: Circumvent the problem by first applying an additional tiebreak. Break ties by comparing the number of wins players have, then apply the SODOS tiebreaker
Method 2: Use the mean, not the sum, of your defeated opponents' scores - in other words have a tiebreaker called MDOS.

Player	Origin	DOS	MDOS	SODOS	Wins
F.Roads	(A)	(-1, -1)	-1	-2	2
A.Wall	(A)	(-1, -1,0)	-2/3	-2	3
F.Roads	(A+2)	(1,1)	1	2	2
A.Wall	(A+2)	(1,1,2)	4/3	4	3

With the origin at A, both players tie on SODOS, but A.Wall wins by 1/3 on MDOS. With the origin at A+2, A.Wall now wins on SODOS, and A.Wall still wins by 1/3 on MDOS - poor F.Roads!

Now whilst this shows us that we can rework SODOS in a McMahon tournament to give the same results irrespective of the origin we choose, this does not mean that we should use SODOS, for we have yet to show that it is a good tiebreaker. A good tiebreaker should be one that can take two tied players and say that one performed better than the other. This is not an easy task.

¹Not available via the BGA website; please email me for a copy.

²For simplicity let us assume that a jigo cannot occur.

³Whilst GoDraw uses one origin, McMahon or OpenGotha tend to use another; thus creating a win by draw program tiebreaker.

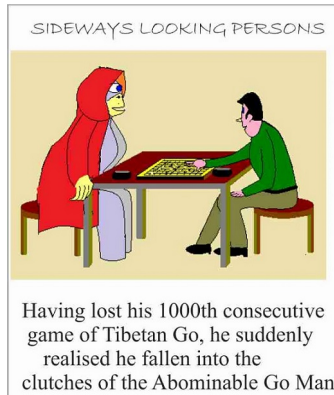
We try to look for some measure of the strength of opposition that they faced respectively⁴.

SOS⁵ is probably the most popular tiebreaker, it looks at all your opponents. SODOS only looks at a subset, which should probably raise an eyebrow. We can use GOR (GoRating) to try and assess the validity of the tiebreakers. The following table took one of the Candidates' Tournaments. Since it is a Swiss we could use SODOS directly without any need for modification. The table shows the correlation of MMS⁶, SOS, and SODOS with GOR (entry rating) and pGOR (exit rating). The subgroup of four wins is shown because it is the area in which we would need to break ties in practice. Since this is only from one tournament, of course the figures are not definitive.

Reassuringly, there is quite a good correlation between pGOR and MMS, as we would expect stronger rated players to win more games. Also, as we would expect, the correlation between SOS and SODOS is lower, but it is quite similar. This is suggestive of SODOS not being completely useless, at least in comparison to SOS.

Correlation With

Scope	Tiebreaker	pGOR	GOR
All	MMS	0.8	0.678
All	SOS	0.701	0.577
All	SODOS	0.759	0.638
4 Wins	SOS	0.544	0.425
4 Wins	SODOS	0.512	0.375



⁴If you think it is impossible to judge the strength of opposition, you should instead use a random tiebreaker, such as the weight of each player after lunch. This is detailed in Chapter 8 of the BGA Good Food Guide.

⁵Sum of Opponent's Scores

⁶McMahon Score

SCOTTISH INFORMAL GO LEAGUE

Neil Sandford

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"It's no fun being in a Go Club of one" lamented Alasdair one evening at the Skye Tournament. "No," agreed Neil. "Nobody to buy you a drink". "Why don't you bring a handful of people from Edinburgh to Aberdeen? I might even buy you a drink!"

Fast-forward past the AlphaGo episode and the wave of interest it generated and Edinburgh is not alone in getting people through the door because of it. One person who had visited perhaps 18 months previously brought a group of friends to show them the game. "Were you serious about bringing a few folk up to Aberdeen?" asked Alasdair in an email "Let's find out." "Let's keep it informal, in a pub. With food. Lunchtime start and finish when you have to get your train home again." "We could play two games between, say, half one and half six."

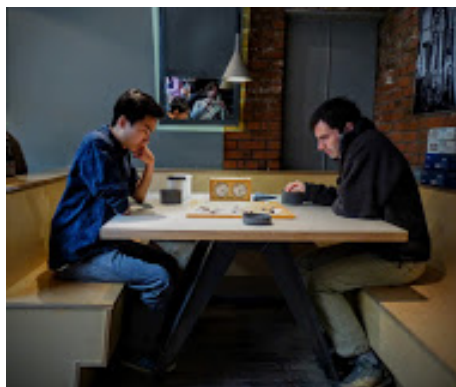


Pub Go

The idea crystallised and soon we had a venue, teams of four, equipment courtesy of the BGA, and feedback from the teams saying that it would be good if the event qualified for rating

points. Geoff Kaniuk sorted that out for us with a copy of GoDraw.

Within two months of the initial conversation on Skye, a squad of Edinburgh Go Club's finest (but not fine enough, as you will discover) were on the 10:28 train heading north east.



Board 1

Trying to match the strengths of the two teams was a major factor in the planning for the event. The two top-ranked players from each side would play each other, as would the two weaker players. This minimised the need for handicap games between eight players in the range 1 dan to 6 kyu.

The day ended with Edinburgh winning one solitary game, but only six games were played in total due to a home team no-show.

We have since told a few other clubs (Glasgow, Dundee, Skye, Durham) about the afternoon and the idea of an informal Go league took a step further when a team from Glasgow went to Edinburgh at the beginning of July. Glasgow try to nominate five

players for their squad, so that there is a reserve to avoid the problem experienced in Aberdeen. If all five turn up, two players at the same rating share a seat, playing one game each.

Games are scheduled to give each player an hour of basic time with overtime. In a fiercely competitive top-board game between Stan (Glasgow) and Baron (Edinburgh), both players used their third overtime period and Stan eventually won using his fourth set of overtime stones. Fortunately, the ko was resolved before he reached the last of the forty stones in front of him.



Longest match

For future events we recommend overtime of 10 stones in 10 minutes and 20 stones in the next 10, followed by an unlimited number of 30 stones in 10 minute periods.



Matches

Apart from the need for reserves to support the team, we have also learned the value of having some promotional materials such as some give-away cardboard Go sets and the BGA “Play Go” leaflet.

Special mention goes to Allan Crossman who achieved all three of Edinburgh’s wins over the two matches and to Jakob/Neil and Magdalena/Stan who each won both their games for Aberdeen and Glasgow, their respective clubs.

Hopefully, the momentum can be maintained. Dundee are coming to Edinburgh at the beginning of September and plans are already afoot for Dundee vs Aberdeen, and a rematch between Edinburgh and Glasgow. Our aims just now are to provide more opportunities for Go players based in Scotland to play rated games against players from other clubs, and to play in public spaces to increase the visibility of the game.

For further information contact Alasdair Clarke¹ or myself.

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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/issue177.

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.

A BRIT AT THE EUROPEAN CONGRESS

Paul Barnard

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Paul Barnard

I have had quite a few articles printed in the Journal over the years, but it was my first, "A Brit at the U.S. Congress" in Journal 120 (August 2000) that received the greatest recorded appreciation. Indeed, I will remember the day the email flooded in and the nice words therein, although I regret I do not remember who wrote it. So having now done a European Congress, it seems appropriate to write an article about my trip to St. Petersburg this year.

My wife maintains a bucket list written out on a Post-it note stuck on the wardrobe in my study. Now, you may wonder why I have a wardrobe in my study, but that would be weird - doesn't everybody have one? Prominent on her list was a visit to the Hermitage Museum in St Petersburg, so when I idly mentioned to her at the beginning of this year that the European Congress was to be in that

city, she excitedly responded, "We're going, we're going, we're going!" I am not a regular attendee at European tournaments - far from it - but I have often idly toyed with the idea of going to a European Congress (other than Canterbury in 1992, which I did attend), so faced with such clearly expressed resolve, what could I do but comply?

Easier said than done. Booking accommodation in the congress hotel was easy, as was booking flights. But getting visas was not. The application form was daunting enough. Can you remember all the countries you have been to in the last 10 years, and when? Do you know when and where your parents were married? Do you have the phone number for your boss at your previous place of employment, as well as your current one? And so on. And then you have to go to London and get fingerprinted, and pay the fees. And in my wife's case, she had to get a new passport because her current passport was not going to be valid for six months after our scheduled return, which was a requirement. And she couldn't apply for a new passport until her existing one was within six months of expiry, leaving a fairly narrow time window in which to get a visa. Anyway, in due course the paperwork was completed, and we caught the plane.

St Petersburg is a large city built on many islands separated by rivers and canals, at the eastern extremity of the Baltic. The architecture in the central few square miles is pretty attractive, and for the most part it turned out to be a nice enough place to spend a

couple of weeks, with plenty to do during “time off”. And it turns out that the Hermitage is worthy of its exalted reputation.

The hotel was a tower block plenty big enough to accommodate a congress with several hundred attendees, and was clean and decent, although the standard rooms were small and we swiftly upgraded. The primary food delivery system for breakfast, lunch and dinner was a self service buffet which provided plenty but was frankly boring after a few days. On the top floor there was a “Sky Bar” which didn’t work very well; it didn’t know whether it was a bar or a restaurant, but there was also a nice specialist restaurant although the food in it was basically pub grub. The biggest problem was the hot water, which was delivered from a local combined heat and power plant through rusty pipes. The water was brown, and 3 inches depth was enough not to be able to see the bottom of the bath. And it left sediment. But standard rooms did not have a bath, only showers, and so long as you had your eyes closed while showering, it was possible not to notice. The lifts were a bit of a problem too, with a disturbing propensity to break down and trap you inside. The staff were generally friendly and helpful, though.

The Russians had run a European Congress in St Petersburg before, in 2003, and so the organisation this time was pretty slick for the most part. It started with a free shuttle bus from the airport to the hotel, and there was much good stuff to be applauded. The free three-course meal delivered during the opening ceremony was nice too, and would have been even better had it been advertised such that we hadn’t all already eaten before

the start. There was an oversize 13x13 board and stones outside the hotel to play on (and by oversize I mean it was about 10 m across, with stones the size of small suitcases). There were plenty of sets available for casual games, and lots of lectures and other events. There was also a self-paired tournament which had to be played in some of the local pubs, in which the scoring system was a combination of games won and drinks consumed.

The main congress hall was big and airy, albeit a little hot (but then, the outside temperature was high 20s/low 30s), and the top 100 boards were in smaller rooms. Most rounds started only a little late, or even on time. Pairing was of course governed by the European rating system, and was mostly good, but I did come across a few internet players whose strengths were not reflected in their ratings. There was a good age mix with plenty of children, which was good to see, and the gender mix was far, far better than it would have been at a British tournament, although still not 50-50.

Dedicated readers of this journal will no doubt be curious as to how many Barnards I scored. Regrettably, none. Although of interest perhaps were my losing margins which included $1/2$, $1\ 1/2$, $2\ 1/2$, $3\ 1/2$ and $4\ 1/2$. I thought that was pretty cool, but sadly it was not deemed worthy of official recognition or prize money. We won’t talk about how many games I actually won! The other few British players there had middling results, I think, but I believe we all enjoyed it. Turkey next year, then Italy, then Belgium. Plotting the trajectory, I think we can expect a congress in Scotland in 2020. Better get started on it, the Russians have set a high standard.

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SIDEWAYS LOOKING PERSONS

**Cassablanca
Go Tournament**

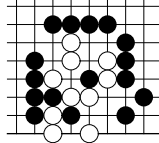


Go at the Movies

Play it again Sam

~ ~ ~

PROBLEM 3



Black to play and kill

SUICIDE CAN BE IMPORTANT

Toby Manning

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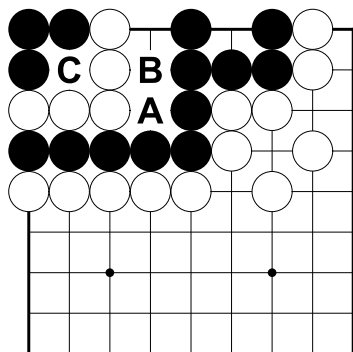


Figure 1

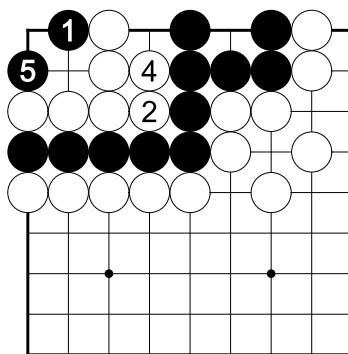
In the previous Journal, John Hobson asked “why was suicide illegal?” and he showed an example where suicide could act as a ko threat. In fact, if suicide was legal, the effect could be a lot larger.

Please look at Figure 1. Under “normal” rules (i.e. no suicide) then Black is dead because White has a “big eye”. After A and B are played (by either player) then White plays C and Black is helpless.

However, if suicide is legal then it is correct for Black to play the suicide move at the 2-2 point in the corner,

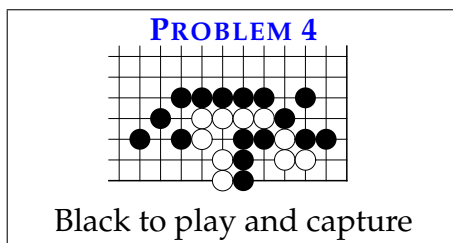
resulting in Figure 2. Now Black can make an “eye” in the corner (it is not really an eye, but serves effectively as one) and the result is *seki*. Please note that Black must not play at 5 until there is only one mutual liberty left; if he plays at 5 too early then a white play at the 2-2 point results in life for White and death for Black.

Indeed, this is an interesting example of a ko threat that cannot be eliminated; White’s play at 5 to get a reply at the 2-1 point amounts to a ko threat that Black cannot remove.



3 pass.

Figure 2



BGA ANNOUNCEMENTS

FUTURE EVENTS

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

Three Peaks, Ingleton, Saturday 5th – Sunday 6th November
British Youth, Leicester, Sunday 20th November
Coventry, Saturday 26th November
Cork, Saturday 3rd – Sunday 4th December
Edinburgh Christmas, Saturday 17th December
London Open, Wednesday 28th – Saturday 31st December
Maidenhead-Hitachi, Saturday 21st January 2017
Cheshire, Frodsham, Saturday 4th February
Irish Open (Confucius Cup), Dublin, Friday 3rd – Sunday 5th March
Trigantius, Cambridge, Saturday 4th March
Welwyn Garden City, Saturday 25th March
British Open, Cambridge, Friday 7th – Sunday 9th April
Candidates', West London, Saturday 29th April – Monday 1st May

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OFFICIAL VACANCIES: CAN YOU HELP?

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

We need volunteers for:

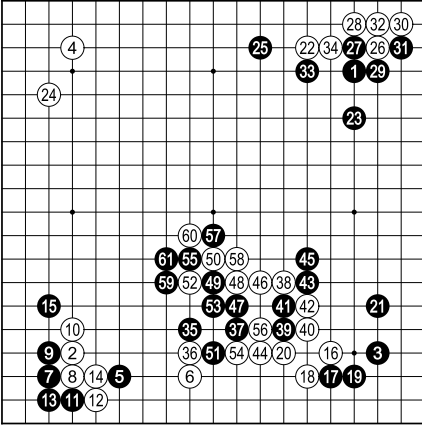
- Championships Organiser
- Regional Youth Representatives (Scotland, North East, West Midlands)

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

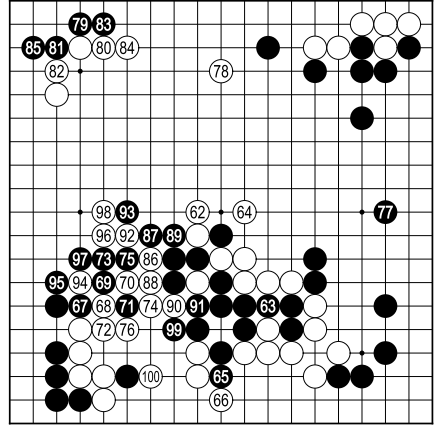
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BRITISH CHAMPIONSHIP

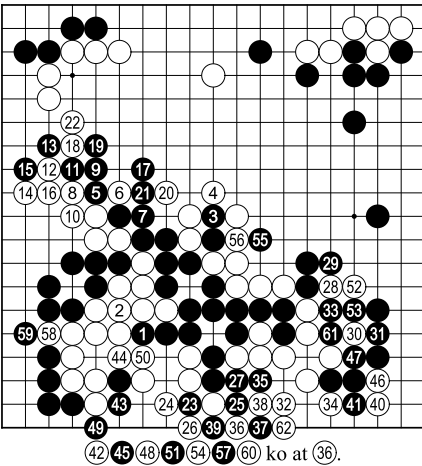
This is the first game in this year's British Championship Final between Charles Hibbert (Black) and Junnan Jiang (White). A full commentary on the game, by Matthew Macfadyen, can be found on the BGA website¹



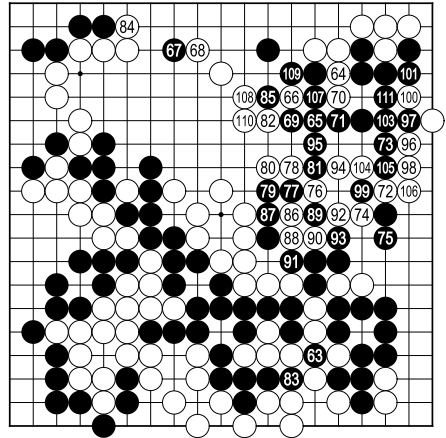
Moves 1 - 61



Moves 62 - 100



Moves 101 - 162



Moves 163 - 211

211 White resigns.

¹https://www.britch.org/files/bchamp/2016/game_one.2016.clone.sgf

A COURSE IN GO - 03

Bob Scantlebury

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This is the third instalment of my occasional series of articles aimed at Double Digit Kyu (DDK) Go players. Each article covers five topics which DDKs need to understand in order to get stronger.

Sente

Having sente in Go has been compared to having the tempo in Chess; having the initiative or dictating the flow of play. Its opposite is gote, a gote play being one which your opponent does not have to answer right away. Obtaining and keeping sente is very valuable, and when choosing which sequence of moves to play, it is advantageous to pick one which ends in sente, freeing you to make a big move somewhere else on the board.

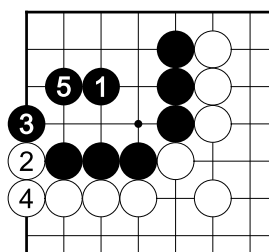


Diagram 1
② and ④ are sente

It is not completely obvious whether a move is sente or not when it is made. Your opponent will weigh up the cost (in points) of ignoring the move, and may try to seize sente for themselves. Being able to factor in whether a move keeps sente or not is a sign of increasing strength; early in their Go playing careers, many players never

consider it at all, but for stronger players it is of huge importance.

It is not possible to keep sente for the whole of a game; eventually it has to be ceded to the opponent, perhaps by making a crucial defensive move which gives a group unconditional life. And sente is particularly important in the endgame; keeping sente for ten moves can easily gain you ten or more points.

Forcing moves

Related to sente but subtly different are forcing moves. These are moves which do keep sente, because your opponent is forced to answer them or else suffer a devastating follow-up move, but which can usually only be answered in one way. Making a forcing move can achieve a tactical goal (for example connecting some stones) and keep sente at the same time. This is better than making a purely defensive gote move.

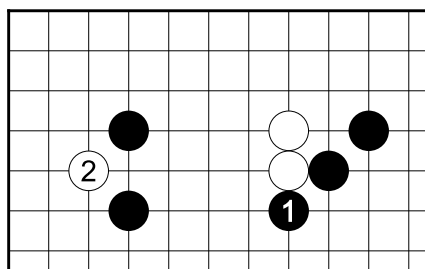


Diagram 2
① is a hane,
② is a peep

One must be aware, though, that timing is important. If you make your forcing move too soon, it may be a case of 'aji keshi' or erasing potential

(aji) which might be useful to you later in the game.

Examples of forcing moves are peeps and cuts, and moves which attack weak stones like shoulder hits and hanes. Such moves can also be used as probes to see which of two ways your opponent chooses to answer them, which will help you decide which strategy or direction to adopt.

Ko

Everyone who learns to play Go will learn about ko. But weaker players often seek to avoid starting or fighting kos, thinking that they are too complicated or impossible to win. But kos can be very handy in that your group may be alive only on the condition that you win a ko. If you lose the ko, and so the group, your opponent will have to ignore a ko threat, so you will get to play two moves in a row somewhere on the board, which might be just as valuable if not more so than the dead group. In any case you will get some compensation for having lost the group, which is better than simply letting it die.

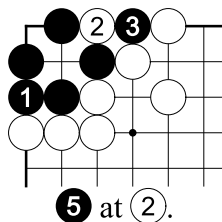


Diagram 3
The black group is alive in ko

Winning kos can depend upon having more ko threats than your opponent, so make solid connections where possible and avoid leaving ko threats. Also don't play forcing moves just

for the sake of it; they could come in handy later as ko threats.

Sometimes the boot is on the other foot, and your opponent might have a group they can't afford to lose. If you can start a ko for the life of the group, you are on a sure winner; either you kill the group or your opponent ignores a ko threat and you gain something elsewhere.

Tesuji

Tesuji are moves which achieve some tactical objective in a local situation, like killing or saving a group or some stones. There are many tesuji, and they can be learned from books and websites. It is vital to have a solid grasp of the basic ones to progress up the rankings. The endgame is a phase of the game where tesuji come into their own, since playing the tesuji – rather than the 'obvious' move – can often gain quite a few more points, or can result in you being able to keep sente, which is very important in the endgame.

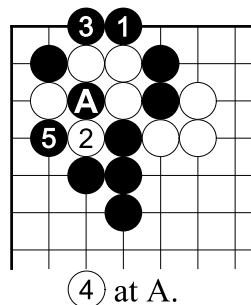


Diagram 4
Squeeze tesuji

Having a few basic tesuji in your armoury is a valuable aid to reading. When you recognise a familiar pattern, does it suggest a tesuji which will help you? Knowing the patterns

cuts down on the size of the tree of possibilities you would otherwise have to trawl through to completely read out the situation. Of course, you still have to verify that the tesuji works (by reading it out), but you will cut down the time it takes to get there considerably.

Joseki

Just as there are whole books on tesuji, there are whole books on joseki. Again, knowing the basics is what is required to get stronger. It is stressed that one should not learn joseki by rote, but should study them to understand why each move is part of the joseki. This will pay dividends in real games when your opponent departs from the joseki (you will have an idea how to answer them) or if they play a joseki you don't know (you will have some principles to follow to make an educated guess where to play next).

There is often a choice of joseki to play and it can be crucial to the early part of the game which one is chosen. Often the choice is dictated by the pattern of stones on the whole board. Knowing which joseki to play is

as important as knowing what the sequence of each joseki is.

Studying joseki is a lifetime's work. Initially one should just be aware of the basic joseki, such as the 4-4 point joseki common in handicap games. The subject has not been bottomed out even by professionals, and it is also to some extent a matter of fashion and style. Some joseki are considered old-fashioned and new ones are being discovered all the time.

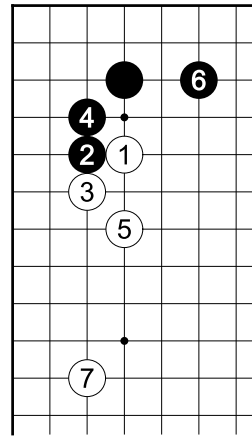


Diagram 5
A basic joseki

PROBLEM 5

Black to play and kill

UK NEWS

Tony Atkins

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Challenge

As the caretaker was unable to open up the school, the UK Go Challenge Finals, scheduled for 2nd July in Aston, were cancelled at less than a day's notice. Very kindly, Paul Smith threw open his house and garden at Milton, near Cambridge, for an informal replacement youth event. This had a good response; even some from as far as Manchester attended.

Arundel



Sai Sun with Arundel Trophy

Fortunately Southern trains were working properly for a change, so the Londoners arrived without mishap, and, despite a few withdrawals for illness and the like, 20 players made it to Sussex for the Arundel Tournament

on 20th August. Any non-playing partners who came along could enjoy some of the cultural activities of the concurrent Arundel Festival, whilst their other halves sweated over the Go board in the Football Club hall.

The tournament was won by the London Open winner Sai Sun (5d), who had flown in from Beijing a few days earlier; she won all three of her games. The runner up was Romania's Lucretiu Calota (4d St Albans) who had won the previous edition. Other prizewinners were Jil Segerman (10k Brighton) with 3 wins, and Peter Collins (4k Bristol), Malcolm Hagan and Steve Bailey (both 6k Arundel) who won their first two games.

British Go Championship

On the same day as Arundel, the first game of the 2016 British Go Championship best-of-three title match was played at Nick Wedd's house near Oxford. The two players were in their first finals, having been the top two with six wins each in the Challengers' League back in May: Charles Hibbert and Junnan Jiang.

The game was relayed on KGS, thanks to Matt Marsh, and, in a clone, Matthew Macfadyen reviewed the game whilst in progress. The game continued after the usual lunch break (the time limits are three hours each), and came to a climax at about 17:15 when Junnan resigned in overtime, having failed to reverse a bad position.

MSO

The 20th Mind Sports Olympiad was held, like the previous two editions,

at the JW3 centre near Hampstead. As usual hundreds of games enthusiasts came together to compete for medals in many different games, both ancient and modern, unusual and traditional, and including Go. This year the Go prize money was increased, thanks to support of the MSO by Google DeepMind and other sponsors. This meant big increases in turnout for the Go events, and it was also good to see that about half the players were women and children. The two small-board Go events were played on Sunday 28th and the Open on Bank Holiday Monday, 29th August.

The 9x9 had a pleasing 17 players. Michael Webster was unbeaten to take the gold and the sixty pound first prize. Losing finalist Lucas Baker took the silver and Ngoc-Trang Cao took bronze, on SODOS tie-break. These two shared the second and third prize money with Sai Sun and Jitka Bartova who also won three games. Winning two games and getting a junior gold award was George Han, aged six and recently moved to London; he has resolved to try for the actual gold next year!

The 13x13 event saw 18 players take part, the most since 2000. Sai Sun, the London Open and Arundel winner, won the final against Lucas Baker to take the gold and sixty pounds. The Silver went to Jitka Bartova and the bronze to Joanne Leung, on mutual game and SODOS tie-break. These two, Ngoc-Trang Cao and Lucas Baker, shared the prize money for second and third.

Twenty players came together to play for the Open title on full-size boards, the biggest entry since 2007. The field was very strong with two Chinese 5-dan players, and two national champions (UK and

Switzerland). Unfortunately for one of the favourites, a misunderstanding about overtime meant a loss on time (not helped by the DGT clocks not actually handling overtime despite claiming to), but fortunately in the last round one of the unbeaten players lost to a player who had already lost one, so there would be a unique winner. This was Sai Sun, taking the gold medal and two hundred pounds first prize. On SODOS tie break the silver went to Daniel Hu and the bronze went to Andrew Simons. These two, and the other four players on three wins, each went away with a twenty five pound share of the prize money.

Northern



Xinyi Liu receives trophy from Chris Kirkham

The Northern, held annually since 1975, stepped back to its educational roots on 4th September, with a new venue at Cheadle Hulme School (CHS) in Cheshire. The venue was very attractive and spacious, attracting 37 competitors (nearly a quarter up on last year), 11 of whom were youngsters despite it not being term time. Chris Kirkham and the other organisers are very grateful to CHS for providing the venue and especially to Mike Winslow, Head

of Physics, who spent the whole day learning about Go and chatting to parents who had brought their children to play.

The winner was Xinyi "Sugar" Liu (3d), a student from China studying in Manchester. She won a cash prize and the Red Rose Trophy. Baoliang Zhang (1k Manchester) was the runner-up. Also receiving prizes for winning all three games were Andy Upton (a novice CHS parent), Alan Stokes (10k Manchester) and Runze Miao (6k Nottingham).

Prizes were also awarded to recognise fighting spirit in some of the youngsters, and in the self-paired 13x13 competition. The latter had 18 competitors, with Amy Parker and Daniel Low winning the most-games-played prizes.

Cornwall

The Cornwall Tournaments were held, as last year, in The Luggar on Penzance's seafront on 10th and 11th September. This time the weather was good enough to sit outside between games, as long as you did not mind the odd sea breeze. The Saturday started with the traditional teaching session led by Toby Manning and Tony Atkins, on subjects such as the middle game and basic life-and-death shapes.

The afternoon of the Saturday was the Cornish Lightning Handicap Tournament, with neatly (for a knock-out) 16 players taking part. The player who came out unbeaten, despite the grade-difference-plus-two handicap, was Tony Atkins (1k Reading). He beat Peter Collins (4k Bristol) in the final.



The two Cornwall winners

Eighteen players took part in the Cornish Open on the Sunday. The excitement mounted as Tony Atkins won his first two games and met with Toby Manning (1d Leicester) in the final round. As it happened the previous four-time winner, Toby, was the victor, stopping the first ever Cornish double from happening. Lower down the draw Elinor Brooks (9k Swindon) did well, winning all her three games. She and the winners and runners-up won the usual wooden Go stones, in a variety of exotic timbers.

Swindon

The Swindon tournament was back after a one-year break, with different premises and alternative day (Saturday, 24th September). The new venue was the Swindon Conservative Club, situated in the old town, with its own free parking. It is situated near the town's museum, which provided an interesting distraction for some, and the main town centre is only ten minutes walk down the hill. A pleasing thirty players took part, including some new players from the local club.



The outside Swindon game

The winner was Alistair Wall (2d Wanstead), who was unbeaten, beating Ngoc-Trang Cao (2d) in the final. A prize was awarded for three wins to the young Chinese boy living in London, George Han, who entered at 18k. Another prize went to Paul Barnard (2k Swindon) for two and a half wins. A sportsmanship prize was

awarded to Paul Smith, for offering a jigo to Paul Barnard when, whilst playing outside the venue, the game survived a strong wind trying to blow the stones from the table, but did not when the wind blew away a coffee cup and Paul Barnard knocked his pot of stones over the board while trying to retrieve the cup.

Belfast

The same weekend as Swindon saw 14 players from as far as Dublin, Manchester and Edinburgh come together at the usual Boat Club venue in Belfast for the annual two-day Belfast Open. The winner was a local Chinese player, Waqun Wang (2d), who beat the local organiser James Hutchinson (2d) in the last round. Joel Barrett (12k) from Manchester did well winning four games out of five.

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CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal is **28th November**.

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/issue177.

Solution to Problem 1

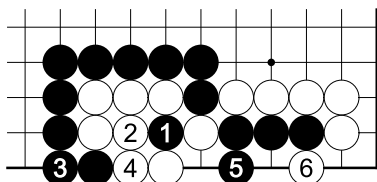


Diagram 1a (failure)

- ① Often the throw-in is the correct move.
- ⑥ However, it gives White an eye that beats no eye in the capturing race.

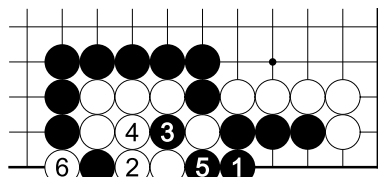


Diagram 1b (failure)

- ① Sometimes approaching from this side works.
- ⑦ This ends as a ko, which is not best for Black.

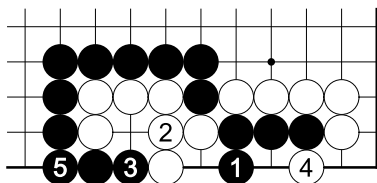


Diagram 1c (mistake by White)

- ② If White connects, the race is lost.

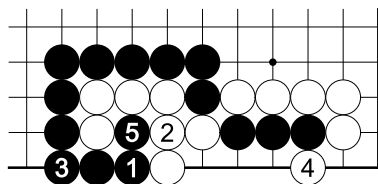


Diagram 1d (correct)

- ① This is the vital point that wins the race.
- ⑤ White cannot escape.

Solution to Problem 2

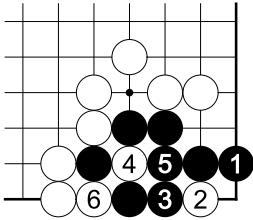


Diagram 2a (failure)

- ❶ This move enlarges the eye space.
- ❸ However, Black cannot make two eyes.

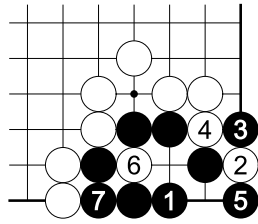


Diagram 2b (correct)

- ❶ This is the move that makes eye shape.
- ❷ White can try playing here.
- ❸ Black makes two eyes.
- ❹ This move doesn't kill because of the outside liberty above.

Solution to Problem 3

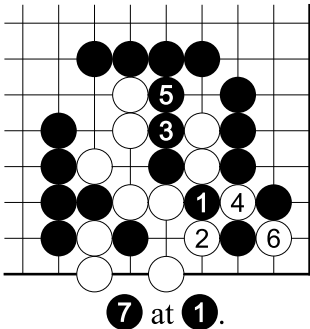


Diagram 3a (failure)

- ❶ This looks like the vital point in White's shape.
- ❸ But this ends in a Ko, which is not best for Black.

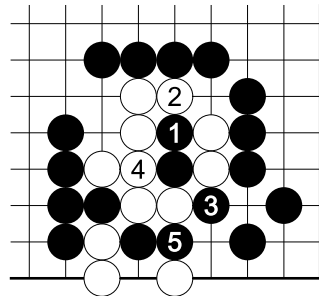


Diagram 3b (correct)

- ❶ This is the move that forces White and avoids the Ko.
- ❸ Now Black can play here with atari.
- ❹ White dies.

Solution to Problem 4

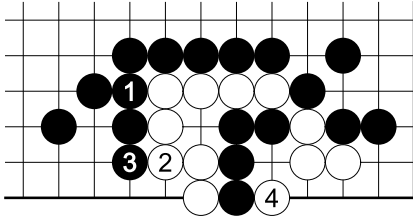


Diagram 4a (failure)

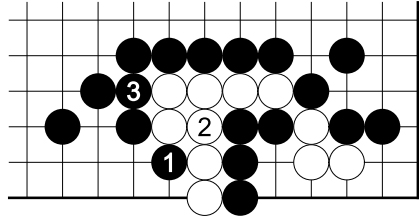


Diagram 4b (correct)

❶ Filling an outside liberty like this is too slow.

❶ This is the vital point to reduce White's liberties.

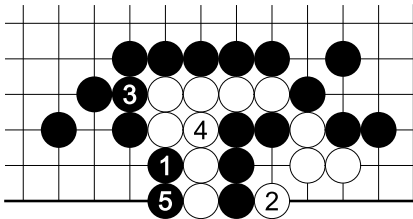


Diagram 4c (correct)

❺ Black wins the capture race.

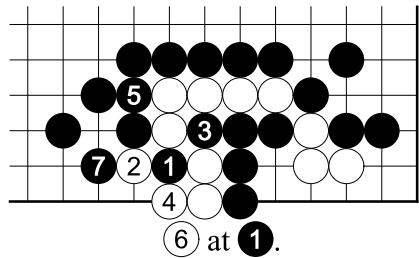


Diagram 4d (correct)

❷ This atari looks good...

❺ ... but White runs out of liberties.

Solution to Problem 5

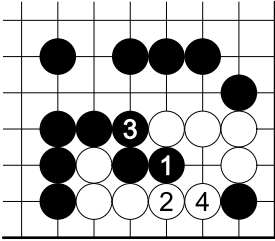


Diagram 5a (failure)

- ❶ Black can try this push.
- ❷ This is one of White's options.
- ❸ White safely seals off the corner.

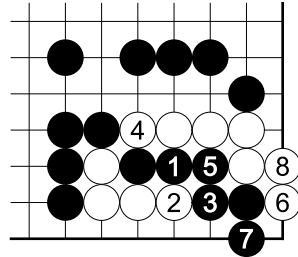


Diagram 5b (failure)

- ❸ If Black tries this way he will lose the race.

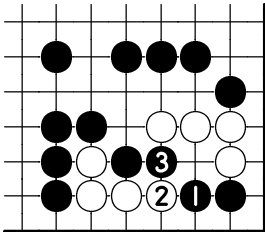


Diagram 5c (failure)

- ❶ This also fails.
- ❷ This is one of several possible responses.
- ❸ This is a shape already seen above.

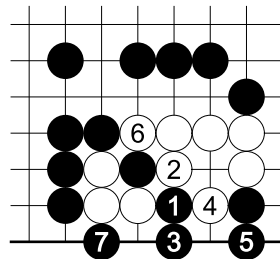


Diagram 5d (correct)

- ❶ This is the vital point in White's shape.
- ❸ This is the correct play to kill White.
- ❷ Black plays here and the four black stones cannot be captured by White.
- ❹ White is dead.

ASSOCIATION CONTACT INFORMATION

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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 XXX: ORIENTAL ART

Tony Atkins

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As I tour around the various museums that contain pieces of oriental art with a Go theme (see www.britgo.org/artefacts), I often wish I could own such a piece of Go culture, such as one of the many pieces of porcelain that I have seen.

One day when walking through Salisbury, my eye was caught by an oriental plate in the window of a dowdy antique shop. Yes! It was Go they were playing on it. So I rushed in and was surprised that the old man only wanted a fiver for it so I bought a sake jug (without Go theme) from him too. The Chinese plate is not old but is shown here. At least one UK player has also managed to purchase a similar plate, but his is a genuine antique and was bought at auction.



Several times over the years I have seen shops selling modern Chinese figurines, including the one with two old men at a Go board. The only one I bought I gave away as a prize to a tournament winner, but I am sure many of you too will have bought these. The figurine pictured was seen by me at the home of some well-known Go players and I quickly snapped the old men's image seen here.

The same Go players were also intrigued to come across similar figurines, but with two pixies playing the game on a 9x9 board with visible pieces. They found this, strangely, in Canada.



Three museums in England have large Chinese coromandel screens with Go scenes featured on them. They can be seen in Bristol, in Cheltenham and in Oxford's Ashmolean museum, are about 300 years old and made from lacquer on wood, about two metres tall. You would need a large house in order to have one of these in your personal collection.



However, on the way back from Cornwall I stopped at the Japanese Gardens in St. Mawgan and after chatting to the owners about Go and taking some Go board shots in the peaceful gardens, I browsed their oriental gift shop. In amongst the fans, prints and plant pots I found a small Chinese table screen. Very similar to its larger cousins, but only an eighth of the size, it shows the "Twelve Beauties of Jinling", who feature in a story translated as "Dream of Red Mansions". The twelve beauties are pursuing their arts, such as

tea making, reading, calligraphy, music and of course Go. Two ladies sit and play, while two others (and a cat) watch them intensely. The way the colours shimmer in the light makes it very beautiful and the Go theme meant it just had to be bought, despite its price of nearly fifty pounds. It comes in a sturdy book-shaped box, tied with ribbon, and a soft cleaning cloth is supplied to keep it pristine. Three of the six panels are shown here; the reverse carries Chinese and English descriptions of the book and each lady.

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