

BRITISH

GO

JOURNAL



Number 178

Winter 2016 – 2017



**Cătălin Țăranu teaching at London Open**



**Alex Kent (R) wins at Wessex**

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# EDITORIAL

[journal@britgo.org](mailto:journal@britgo.org)

Welcome to the 178<sup>th</sup> British Go Journal.

## In This Issue

Thanks to Richard Mullens for providing the cover photo, with back story, this time; if you too have an idea for the journal, please do not hesitate to send it in.

I am also indebted to Sphinx for compiling our Go-themed prize crossword, which I am sure many of you will enjoy tackling. Regular contributors Toby Manning and the indefatigable Tony Atkins are joined this time round by Sue Paterson and Gerry Gavigan with articles on Youth Go and Teaching Go respectively.

Roger Huyshe has given us a slightly longer 'perspective' for this issue, focusing on ways of promoting the game of Go. And I have supplied another lesson in my course on Go for Double Digit Kyus, which I know some of you at least (see Steve Smith's letter) are enjoying.

Finally, Alex Rix reports on his recent visit to China to see his old mentor Liu Yajie. She has graced us with a rather hard problem (number 5) for your enjoyment.

*Bob Scantlebury*

## Credits

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

**Contributions:** Tony Atkins, Tony Collman, Gerry Gavigan, Roger Huyshe, Toby Manning, Ian Marsh, Richard Mullens, Sue Paterson, Alex Rix, Bob Scantlebury, and Liu Yajie

**Photographs:** *Front cover*, see Cover Story. 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

## Re: Suicide can be important?

Dear Sir,

Toby's example of self-capture in (BGJ 177) is illuminating, going well beyond the usual argument for its use as a ko threat (raised by John Hobson in BGJ 176). I was surprised, however, that no mention was made of the existence of legal self-capture in the New Zealand and Ing rule sets.

Quoting from Sensei's library<sup>1</sup> the relevant rule is:

*A play consists of placing a stone (of that player's own colour) on an unoccupied intersection, then removing any of the opponent's stones that then have no liberties (if any), and then removing any of that player's own stones that then have no liberties (if any).*

The Ing rules<sup>2</sup> also allows self-capture and the article gives many interesting illustrations.

**Geoff Kaniuk**

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## British Go Journal

Dear Sir,

I have just received my copy of No177 and a great read, if I may say so. Whilst some of the articles escape me, as a SDK, I particularly welcome the Course from Bob Scantlebury which both teaches me new stuff and reinforces all the things that somehow often escape me over the board e.g Diagram 5 Joseki page 23!.

As to joseki, almost anything will do, old fashioned, second best, nearly right, whatever – the name of the game is not to get totally crushed in the opening. That said some more simple example joseki like the above mentioned would be very welcome indeed.

The star performer of the Journal for me however is the Problems. These are exactly the game-deciding situations that can alter results for us SDK. Not for me the minute finesse of joseki, the +/- a point here or two there, rather the life or death stuff which is typically worth a swing of 15 points or sometimes more. You get my drift I am sure, though alas I do not know who to thank for the problems – but thank you anyway.

Please keep up the good work.

**Steve Smith**

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<sup>1</sup><http://senseis.xmp.net/?NewZealandRules>

<sup>2</sup>Discussed in <http://senseis.xmp.net/?IngRules>

# COVER STORY

Richard Mullens

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Cover picture

The photo shows, from right to left:

- John Fairbairn
- Yuanbo Zhang
- Peter Freedman

John Fairbairn is an author and translator and co-author of the Go games on disk database (with T Mark Hall) containing Go games both modern and ancient.

Yuanbo Zhang is the winner of the 2013 London Open<sup>1</sup> and originator of the Littlelamb Go YouTube series<sup>2</sup>.

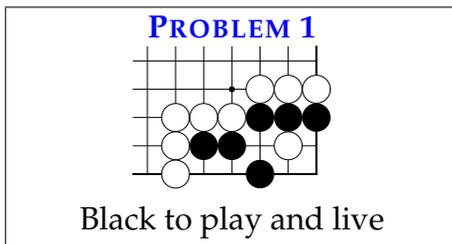
Peter Freedman is an AGA official who has opened many Chess and Go schools<sup>3</sup>.

The event is the 4<sup>th</sup> China Qiyuan-Hangzhou Branch 2016 Qi Culture Research conference.

Yuanbo has published seven books on ancient Go games and John hopes that he may find some new games for the database.

□

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<sup>1</sup>[http://europeangodatabase.eu/EGD/Tournament\\_Card.php?key=T131228B](http://europeangodatabase.eu/EGD/Tournament_Card.php?key=T131228B)

<sup>2</sup><https://www.youtube.com/user/littlelambgo/videos>

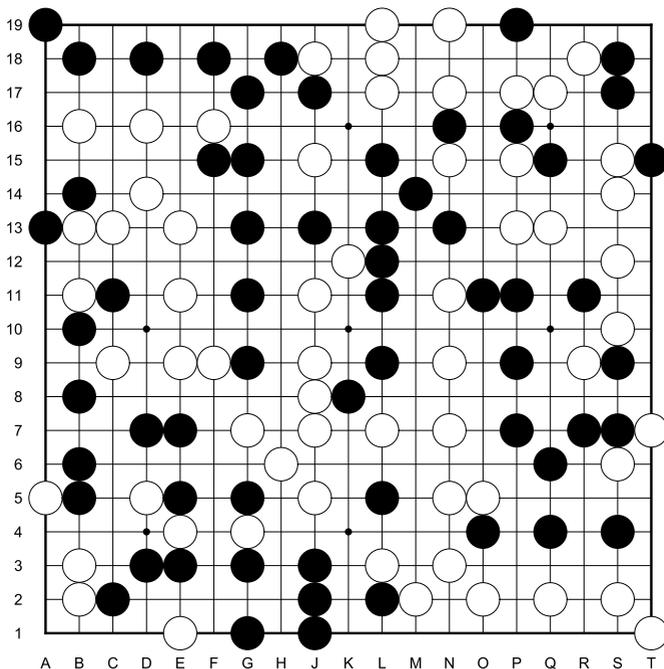
<sup>3</sup><http://www.usgo.org/news/2014/06/freedman-named-agf-teacher-of-the-year>

# BGA PRIZE CRYPTIC CROSSWORD PUZZLE

## Sphinx

### Instructions

Nineteen solutions are '14 across', and are not further defined in their clues. Clues across and down are sequentially numbered, but the solutions are entered into the diagram between the stones (the colour of which is irrelevant) beginning at the grid reference stated — on the intersections, of course, not in the squares! The Rules of the Competition are to be found after the set of clues. Good Luck!



### Across

- |  |  |
|--|--|
| <ol style="list-style-type: none"> <li>1. (B19) One found in garden concocted a story, with hopefully innocent face, initially (9)</li> <li>2. (Q19) Frank in London after Christmas, say (4)</li> <li>3. (M18) First to go without light (5)</li> <li>4. (A17) Silence first person in Germany to join circle (6)</li> <li>5. (G16) Number this country gets? One! (6)</li> </ol> | <ol style="list-style-type: none"> <li>6. (Q16) 18a and me, subjectively (4)</li> <li>7. (A15) Make one confused (5)</li> <li>8. (E14) Marge typically enlarges territory (7)</li> <li>9. (N14) A floater has an eye declared (5)</li> <li>10. (R13) First half of Sphinx's creation is free (3)</li> <li>11. &amp; 15d (A12 &amp; M13) We expanded half-confused gabble (7,2,11)</li> <li>12. (M12) One with learning gets into gear, to go downhill (6)</li> </ol> |
|--|--|

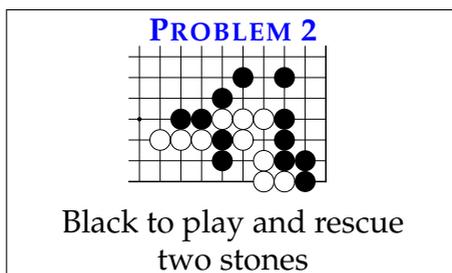
13. (S11) Remit fine? (2)
14. (C10) Apply [3a] gloss, and some of these then understood with ease at last: loosely, kind of average words used, hopefully, right across the board (8,2,5)
15. (A9) The old you (2)
16. (C8) Pious type given license to kill; constant enemy's first guy to fall (6)
17. (L8) Nikon in hi-resolution shows where use of 14a 4d (5,2-2)
18. (A7) Girl taking point back (3)
19. (C6) Energy embargo (5)
20. (J6) Criticise farmer's hat her potentially lethal black creature made (7)
21. (P5) A sign of modern times? (5)
22. (A4) Our game on track, but bloody (4)
23. (H4) Long-connected group seem to go on forever (6)
24. (O3) Each half surrounds (6)
25. (D2) Transmitted energy (5)
26. (A1) Small exhibition of old ceramic (4)
27. (K1) Little devil with big tricks announced she wasn't what she seemed (9)
7. (Q19) All right to take ko back (2)
8. (T19) One after posh type (4)
9. (A18) Poet initials instrument (5)
10. (H17) Danger sign after second division said to be under siege (11)
11. (R17) I grin and I muddle (6)
12. (F14) Beyond a possible rice substitute? (5)
13. (T14) Put off day in Paris to beginning of November after notice (7)
14. (D13) Narrow and unbending, we hear (6)
15. (M13) See 11a
16. (A12) Go this way and that with intelligence chief, to infiltrate double (3-4)
17. (Q12) Second after knock-out, British to go up (6)
18. (K11) Way to meditate in unknown space (3)
19. (O10) Call up First Lady about ko being taken back (5)
20. (C8) I tease, like taking the rise (6)
21. (F8) Ground to spike drink (8)
22. (K7) Import said tea into Karachi and export rice, principally (7)
23. (P6) Feel indignation at Roger\* taking sente (\*latest to become the leader) (6)
24. (R6) Jo's got Ike back! (6)
25. (T6) Six, plus six dead? Alive, apparently! (5)
26. (H5) What?! Is white supposed to escape from this? (5)
27. (A4) Reached unto endplay first (4)
28. (D2) Hence thus (2)
29. (N2) Entrance beginners and cheat (2)

### Down

1. (C19) Spirit following alternative current from source (6)
2. (E19) Upper half of school was making indistinct vowel sounds (6)
3. (G19) Box that is wrapped contrarily (2)
4. (K19) One-point jump: surrounded thereby, but there's plenty of opportunity to get it (7)
5. (M19) Stimulated a swelling (5)
6. (O19) Betray clue to bats, perhaps? (8)

## Rules of the Competition

1. The winner of the competition will receive a Go book of their choice from the BGA stock.
2. Entries, with entrant's name and contact details, should be sent to the Editor of the BGJ at [journal@britgo.org](mailto:journal@britgo.org) by email, or Apartment 403 Q4 Apartments, 185 Upper Allen Street, Sheffield S3 7GY by post, to arrive not later than 27 February 2017.
3. Any entry must correctly identify all the solutions, in whatever clearly intelligible format is convenient, to be considered for the prize.
4. There must be only one entry from any one person or fully collaborative group of persons.
5. Neither the Editor of the BGJ, nor the setter, nor any other person having prior information as to the solution, in full or in part, whether in the course of producing this journal or otherwise, may enter.
6. The competition winner will be decided by a fair draw from all correct entries received by the closing date, to be carried out by an independent BGA Council officer.
7. In the event that no fully correct entry is received by the closing date, the Editor may, at his discretion, award the prize to the entry with the most correct solutions, with a draw as above in the event of a tie.
8. The full solution and winner's details will be published in the next edition of the BGJ.
9. In all matters relating to this competition, the Editor's decision is final.



# WORLD NEWS

Tony Atkins

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## Pandanet European Teams

The UK team kept their unbeaten record in the Pandanet B League by gobbling up Turkey three games to one on 11<sup>th</sup> October. Chris Bryant was first to finish, making a large moyo that gave him a comfortable game win. Jon Diamond played a very entertaining game. He failed to kill his opponent's centre group twice, but had sufficiently strong territory elsewhere that his opponent died when trying to invade it. Des Cann was our only loss, making a blunder in a corner that put him too far behind. Andrew Simons played a very long game, with the death of a group eventually forcing his opponent to resign.

On the 1<sup>st</sup> November the team was beaten by the Danes, three games to one. Andrew Simons was on board one against Uffe Rasmussen. He was a little ahead but played an absurd fake tesuji towards the end, under time pressure, that his opponent did not buy. Charles Hibbert let Jannik Rasmussen live inside his moyo, and then lost some stones, to turn a lead into a 7.5 point loss. Des Cann had a frustrating game against Torben Pedersen where he was suffering bad delays on the Internet. This made the game very long and eventually the server decided he had lost on time when about two points behind. Daniel Hu got into trouble early on, but later recovered to win, aided by some blunders by his opponent that were worse than his own.

It looked like the UK had beaten

Croatia four-nil in their fourth round fixture on 22<sup>nd</sup> November, but it ended up three-one. Andrew Simons stood in for Bruno Poltronieri against Zoran Mutabzija (who was European Champion many decades ago) and won by a comfy 27.5. Jamie Taylor tried a new strategy of thinking things through carefully and not trying to start fights everywhere; it seemed to work really well. At the end the server said he had won by 10.5, however the komi was set incorrectly and he had actually lost by 1.5. Toby Manning had an easy win as his opponent lost two groups. Chris Bryant was sufficiently far ahead to throw away a corner and still win his game by 10.5. The UK team beat Sweden three games to one on 13<sup>th</sup> December despite Sweden playing a reserve on board three who was out of team order. Daniel Hu played an interesting game against Weiying Sorin, and she resigned when her 5 point loss became 9. Jamie Taylor won against the stronger Charlie Akerblom. Jamie made a big moyo that he did not expect to keep, however his opponent played on a one-one point to signify resignation and left the game running to lose on time. Toby Manning was the one to play the reserve and was outclassed as a consequence. Chris Bryant, whose game was very close, won by 2.5 as his opponent wasted moves capturing an already dead group.

This left the UK near the top of the table behind Poland, but tied with Austria and Italy, fourth after tie-break.

## Ireland

Ireland is in the new small D league (after the C League was split).

They beat Kazakhstan, and drew with Portugal and Greece. Tiberiu Gociu was Ireland's best player, winning all three games. Best player at December's eleven-player Cork handicap tournament was Chinese player Zhiqing Zhang (5d) from Dublin.

## European Youth Teams

Again the UK has a team in this online competition. The youth squad leader Alison Bexfield selects the ten UK team players from the wider youth squad, based on age-category, grade and willingness to play matches online. On 3<sup>rd</sup> December the team met with Serbia on KGS and narrowly lost the match three games to two. Zaki Betesh and Josh Gorman, playing in the under-16 section, outranked their opponents and had easy wins. The other three team members were selected to give close matches. On the under-20 board, Yueran Wang (2d) had to play a stronger player, but despite playing well he lost. In the

under-12s Jianzhou Mei had a seesaw game that eventually saw him lose by 16, and Alexander Hsieh played a very close game but lost by 4.5.

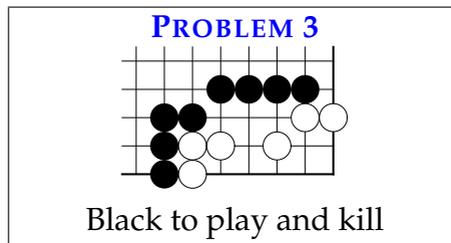
The team plays two more matches in January.

## Pair Go

The 27<sup>th</sup> International Amateur Pair Go Championship was held on the first weekend of December at its usual Tokyo venue. Winners of the event were the Korean pair of Kim Sooyoung and Park Jongwook. They beat the Chinese Taipei pair in the final. Third was China and fourth to sixth were all Japanese pairs on four wins. The European Championship Pair (Rita Pocsai and Pal Balogh) won three games to take seventh place. The UK did not have enough qualifying points to send a pair this time. The third World Students Pair Go Championship was held at the same time. Japan took the top two places, with China third and Korea fourth. For Europe, Laura Avram from Romania and Johannes Obenaus from Germany won two games out of four.

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# PRESIDENT'S PERSPECTIVE

Roger Huyshe

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In this issue I would like to take the theme of promoting the game of Go. It is mentioned periodically on GoTalk but perhaps members would like to know more about what is being done. Universities have always been a key recruiting ground with a community of intelligent people on the lookout for new interests as they leave home. Jonathan Green on Council continues Colin MacLennan's work of supporting university clubs. Between them they have significantly increased the number of clubs. A student championship is an ambition not yet realised.

Some years ago I asked at a European Go Forum what methods each nation found most fruitful. The Dutch official stated that they had commissioned a market research company to examine exactly that

issue. The firm recommendation was to spend less effort on the scattergun approach (passers-by, pubs, radio etc) and to target specific areas and blitz them. An area, of course, could be geographic but more likely a community of interest.

There's evidence (anecdotal, not hard) that repetition works for us. But of course we all observe the concept being applied by large consumer goods companies. More than once we have welcomed a person to an introductory Go session at a themed exhibition and this person has remarked "Oh I saw you last year (or in another city); I didn't look in then, but now I would like a demo".

So our marketing efforts will be primarily focussed rather than general.

Some of these communities are more accessible than others but we can identify : Orientals, other games players (notably Chess), maths and science, Manga and Anime and Mensa.

Exhibitions on any of these themes tend to beat mass market events in attracting a section of the public that may be interested in trying Go. The BGA has been actively trying to increase the number of such exhibitions.

Chess is a particularly active area at the moment – not from the point of view of poaching players but as a partner organisation. The T Mark

Hall Foundation is working with the English Chess Federation to create the London Go and Chess Centre, (see separate report in this issue); this will be more than just another club (albeit under our own control). It is intended to be a flagship centre for promoting both games.

Experience with school Chess and Go clubs has been positive and Alison Bexfield recently gave a convincing presentation to the December London Chess Conference on how running Chess and Go for kids together improved retention for both games. There's also cooperation in twinning the UK Go Challenge and the UK Chess Challenge.

For Mensa, Julia Voevodskaya has, with BGA support, set up in London a series of "Chess, Go and Mensa" evenings targeted at her Mensa community. This effort could be built upon further.

We always look for opportunities to connect with Oriental communities, both at the citizen level to bring in existing Go players and at the official level when opportunities arise. We have had few good opportunities for the latter, except notably for the support of the Japan Society NW. They have enabled the BGA to have large stands at local Japanese-themed events at no charge. Repeated over time, these have certainly raised awareness of Go in the NorthWest and improved club membership there.

The more general Japanese events have expanded into specialist Manga and Anime. This has, somewhat to my surprise, been relatively successful

even though Go players have not attended in costume.

Opportunities to exhibit at Chinese and Korean-themed events would be welcomed. And it's worth mentioning that there has been an increase in Orientals attending BGA tournaments and mixing well.

Facebook is too big to be called a community to target but it has communities within it. Quite a few Go clubs use Facebook for arranging meetings and recording their fun. No doubt this is seen by friends. Martin Harvey has taken over as BGA Facebook administrator and is keen to increase our profile on social media.

There's not an easy entrance to the Maths and Science community, but AI has helped. The DeepMind presentation at Liverpool University attracted 150 people and Pat Ridley took the opportunity to introduce himself as a Go contact. Andrew Russell is approaching the Association of Maths Teachers with a view to having a stall at their conference and explaining the educational benefits of Go.

Finally the Youth programme has a fabulous opportunity to do more, with the generous donation from DeepMind and plans are taking shape. Now it takes many years for school children to turn into paying BGA members, or replacement BGA organisers, but this effort for the future can pay dividends in the way of future top players who learn young and in widening awareness as they tell friends and parents about the game.

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Granville, who died earlier this year, was a regular at Brighton Go club for about seven years. He was very patient with beginners to the game and playing with Granville regularly helped all of us to improve our Go. He enjoyed a beer or two and he had his own chirpy Yorkshire sense of humour. He had a keen interest in music and for quite a while had been teaching himself to play the piano. He worked for the IT department in the London Borough of Merton, keeping their finance system running. He had family in Yorkshire and a daughter in Scotland with whom he kept regular contact.

I first met Granville soon after I had moved out of London and began attending the Brighton Go Club. He came across as cheerful and friendly and for a number of years we were a Pair Go team, attending the annual Pair Go Tournaments with mixed success. At that time Granville's playing strength was 1 dan, a fair bit stronger than my 4 kyu; however, he never berated me for my game-

losing moves and managed to keep smiling and joking. Granville did try to improve my play and I still have the commentary that he made on my game with Paul Margetts in 2001; his comments painstakingly written out in red and black long-hand. His last comment being 'It gets more horrible.'

Most of the Go community will know Granville best from his attendance at tournaments around ten years ago, however he has not been seen much in recent years. When his father died in 2013 he inherited a house in Doncaster then divided his time between Yorkshire and London. He would still occasionally drop in to the monthly Arundel Club, sometimes with a bottle of home-made wine or a board game that he had found in a charity shop.

His last email to me was just three weeks before he died; he wrote: 'got Escape from Colditz game yesterday yippeeeeeeeeeeeeeeeeeee you can stop searching.'

Sadly we will never be able to play it with him. But I for one will keep my eyes open the next time I'm in the Oxfam shop. If I see Escape from Colditz I shall certainly buy it and, at the Arundel Club, we will open it up and argue about the rules and give it a game, all in memory of Granville.

The photo shows Granville with Pair-Go partner Sue Paterson at the 2009 British Championships.

**Sue Paterson with help from Jim Sadler**

# LONDON GO CLUBS TRAINING DAY

Gerry Gavigan

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Following on from David Cantrell's three year initiative "Kyu players' Tournament and Teaching Day"<sup>1</sup> and the decision at the last AGM of the Central London Go Club to subsidise training, West London Go Club decided to create a new event: "London Go Clubs Training Day"<sup>2</sup> which was held on Saturday 19<sup>th</sup> November.

We had amazing support from Dan level players volunteering their time: Alex Rix (AR), Andrew Kay (AK), Andrew Simons (AS), Jonathan Turner (JT) and Matthew Cocke (MC). Guo Juan, 5P, gave a lecture via KGS and sponsored the day by offering prizes of a €50 gift certificate and 4 others of €25. She also commented "So nice to see these top UK players teaching".

There were five parallel sessions, each of 1 hour, repeated throughout the day:

- Endgame (MC)
- Give Territory and Win (AS)
- Important Stones v Junk Stones (JT)
- Invasion (AR)
- Simultaneous Games and Remembering Your Moves (AK)

The day finished with Guo Juan's lecture and the prize giving.

And in case registrants thought they would get the lunch time off, they were given twelve tsumego problems to solve in order to win one of the prizes.



## Matthew Cocke's Teaching Session

As it was a training exercise, the €50 gift certificate and one €25 certificate was awarded to the best DDK solutions, the other three certificates were awarded to the best SDK solutions.

Including two complete beginners, who were introduced to the game separately, 29 people registered (two for half a day) ranging from 2 kyu to about 20 kyu, with the youngest attendee accompanied by his mum and described by her "nearly 7 years old and 3 kyu on KGS"; definitely the youngest attendee. The split was about 60:40 SDK:DDK

Only three people who pre-registered failed to attend. Quite a few registered on the day and these, together with some close call and several late attendees, which brought to mind the Prussian Field Marshall's dictum "no plan survives first contact with the enemy": creating groups by kyu on the fly proved problematic and the day wobbled for the first 15 minutes or so.

<sup>1</sup><http://southlondongo.com/tournament-2013.shtml>

<sup>2</sup><http://londongo.club/events/training-day-19th-november/>

Things settled down and the next task was to persuade enthusiastic lecturers to keep to time. Wandering around, the day seemed generally intense with no breakout groups engaging in random discussion. Given the packed nature of the time table, that no-one seemed to fade and everyone seemed engaged can only be a tribute to the quality of the teaching.

After lunch the tsumego problems were collected and with so many scripts to mark in well under two hours I felt immediate empathy for teachers: marking generally and “please write neatly” specifically. Next time, I will require answers in the form: “letter, number”; you know who you are.

Luckily (for me) there was not a swathe of perfect solutions, and a tie break by weakest grade was needed only for third place SDK and second place DDK.

Guo Juan’s lecture via KGS was well received, with questions and answer voting relayed by some decidedly dodgy typing at times.

Jonathan Turner then awarded the tsumego certificates as follows:

- DDK: Marek Labos €50, George Smith
- SDK: George Yixiu Han, Malcolm Hagan, Alexandre Kirchherr

Jonathan closed the proceeding inviting comments. Generally a good time was had by all and the day was considered to have been more than worthwhile “a very enjoyable and successful event”. Everyone swept around to return the venue to a state

fit for its main purpose. A few people stayed around to play some games and a few others disappeared to the pub for a swift pint.

The day would not have been possible if the Dan players had not given up their Saturday to make this happen. As well as being grateful to them, I can only hope they had such a good time that they will do it all over again. . .

The report of the day cannot be finished without mentioning Richard Wheeldon. He printed the schedules and tsumego problems (eliminating himself from the competition) and provided and operated the KGS computer and projector set-up as well as general support in the background.

Thanks are also due to Guo Juan’s Internet Go School<sup>3</sup> for sponsoring the event and the Young Chelsea Bridge Club for donating the use of the premises.



**The pleased-looking recipients of the gift certificates:  
(L-R) Malcolm Hagan, Marek Labos, George Smith, Alexandre Kirchherr with George yixiu Han in front**

<sup>3</sup><http://internetgoschool.com/index.vhtml>

# GOOD NEWS FOR YOUTH GO

Sue Paterson and Toby Manning

Do you know of any school Go Clubs that could use some financial support? Or maybe an under 18-year-old player who is struggling financially to get to tournaments? Our message is clear... get in touch, we can help.

2017 is going to be a great year for encouraging children and young people to play Go. We have two sources of financial support for youth Go; The Castledine-Barnes Trust and the new Google DeepMind Partnership for Youth Go. Together, the Trust and the Partnership are able to provide financial backing for initiatives to promote Go playing amongst young people. Here is some background:

The Castledine-Barnes Trust has been around for some time. The trust was formed in the 1990's by the amalgamation of the Susan Barnes Trust and the Brian Castledine Trust. These two trusts had been set up following the untimely deaths of Sue Barnes and Brian Castledine – both active and enthusiastic Go players (Sue Barnes was an active member of Epsom and Central London Club when she died in Africa in 1983 and Brian Castledine had been president of the BGA when he died in a cliff fall in 1979).

The current trustees are Toby Manning, Martin Harvey and Sue Paterson. During 2016 we received £44 in donations and have, thus far this year, paid out £581 as follows:-

- £103 for “hoodies” for the UK Youth team
- £99 Prizes for UK Youth Team in on-line league
- £300 Contribution towards the cost of venue for British Youth Congress
- £79 Provision of “starter sets” to schools

We are also making a contribution of £127 towards Martin Harvey's expenses to attend the European Youth Congress as a coach (thus facilitating the attendance of a contingent from Cheadle Hulme School) – this will take place in Grenoble in February.

The Trust's coffers are healthy with a current balance of over £8,000. If you would like to apply for a grant or even just talk over an idea for promoting Go with young people please get in touch with Sue Paterson<sup>1</sup>.

## Google Deep Mind Partnership for Youth Go

We have been talking to Google DeepMind and are pleased to say that they have offered a contribution of £5,000 a year “for the next few years” to support Youth Go. We have a few ideas for how to utilise this generous sponsorship, including a possible “boot camp” for youth Go players during the summer holidays, but we would be pleased to receive

<sup>1</sup>[suepat812@btinternet.com](mailto:suepat812@btinternet.com)

<sup>2</sup>[ar41284@yahoo.co.uk](mailto:ar41284@yahoo.co.uk)

further suggestions/applications for grants. Please contact Council member Andrew Russell<sup>2</sup>.

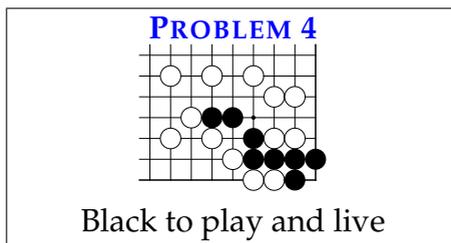
Send us your ideas! We are planning to jointly fund a number of new initiatives between the Google DeepMind Partnership and the C-B Trust. What we need is some “out of the box” ideas for promoting and sustaining Go-playing with young people. We wait to hear from you.

Finally... Youth Go is very reliant on the hard work of those individuals who run clubs for young people and support Youth Go through hours of volunteer activity. Particular mention should go to Alison Bexfield, Paul Smith, Martin and Helen Harvey, Tony Atkins and Andrew Russell and all the others running Go clubs in schools for their sterling support of youth Go.

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# T MARK HALL FOUNDATION

**Investing in the future of British Go**  
T Mark Hall left a large legacy to the Go Community, which is managed through the T Mark Hall Foundation, a Company Limited by Guarantee<sup>1</sup>. This is separate to the BGA, but managed by the BGA's Officers and John Fairbairn.

## Members

Anyone over 18, resident in the UK and who has been a member of the BGA for 5 years can be a member (shareholder) of the Company. If you wish to become a member of the Foundation please email<sup>2</sup>.

## Bursaries

One of the specific objectives of the Foundation is to provide bursaries for young people (broadly defined as under 30) to enable them to study Go in the Far East for periods of up to two years. We have yet to receive any applications for support; to apply for a grant please contact Toby Manning<sup>3</sup>.

## London Mind Sports Centre

A second objective of the Foundation is to "undertake research to find a permanent London Go Centre which would be open most afternoons and/or evenings". While we do not believe that a specific Go centre is

viable, a Mind Sports Centre might be feasible, and we are in discussions with the English Chess Federation with a view to setting up a "Chess and Go" centre. Any such centre would require more resources than are available from the legacy itself, so would require philanthropic support. Our conclusions are that we should "think big" and seek to purchase premises in central London which would require a total of some £2 – 4m, and we are in discussion with possible donors and investors. When we have some on board, we intend to undertake a crowd-funding exercise within games communities.

## Liverpool Games Café

We have contributed £1,800 towards the setting up of "Sugar and Dice", a new games café in Liverpool and home to the Liverpool Go Club.

## AGM

The AGM of the Foundation will be held during the British Go Congress at the Centre for Mathematical Studies, Wilberforce Road, Cambridge, CB3 0WA on Saturday 8<sup>th</sup> April 2016. The Directors' Report and Accounts will be emailed to all Foundation members at least 14 days before the meeting.

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<sup>1</sup><http://www.tmhallfoundation.org.uk>

<sup>2</sup>[secretary@tmhallfoundation.org.uk](mailto:secretary@tmhallfoundation.org.uk)

<sup>3</sup>[finance@tmhallfoundation.org.uk](mailto:finance@tmhallfoundation.org.uk)

# LIU YAJIE

Alex Rix

[alexander\\_rix@yahoo.com](mailto:alexander_rix@yahoo.com)



**Yajie, Hongjun and Alex**

I visited China in October, which included a week in Guilin, so I managed to see Liu Yajie, 2p and her husband Wang Hongjun, 7p who are the resident professionals there.

Way back in the mid 1990s, Feng Yun, the second lady to attain 9p and at the time in the Chinese Go team, visited the UK to teach Go (happily, we met again at the 2008 Mind Sports Olympiad in Beijing – she has now moved to the US with her husband and is a Go teacher). Afterwards she introduced to the BGA her friend Liu Yajie, who had started the national training but who had opted to teach Go in Guilin. Yajie made two trips to the UK to teach Go and has provided many Go problems for the journal.

They teach mainly at the week-ends in a building provided by the Chinese government that they share with other sports. In addition, there is a league between cities and Hongjun coaches

the Guilin team. Each team consists of 5 players, of whom one must be female. Apparently, these matches take place in a very noisy environment with live commentary which can be overheard by the players, and the commentary is quite lively and not politically correct! It sounds great fun.

Hongjun and Yajie have two daughters who are in their first year at secondary school. They are of 4 dan strength but are, sadly, not so interested in playing Go. I invited one or both of Hongjun and Yajie to visit the UK again – it's unlikely in the near future, but I hope we may see another teaching trip in due course.

Yajie has also supplied a life and death problem [Problem 5] that is quite hard – enjoy.

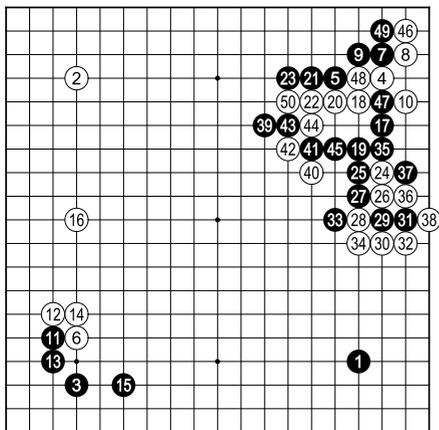


**Alex with cormorants**

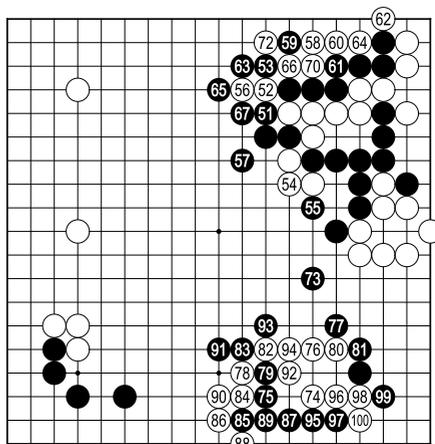
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# BRITISH CHAMPIONSHIP

This is the second game in this year's British Championship Final between Junnan Jiang (Black) and Charles Hibbert (White). A fuller version on the game, with unmoderated comments and variations, can be found on the BGA website<sup>1</sup>. Junnan Jiang won the game so the championship is tied; there will be a deciding game later in the year.

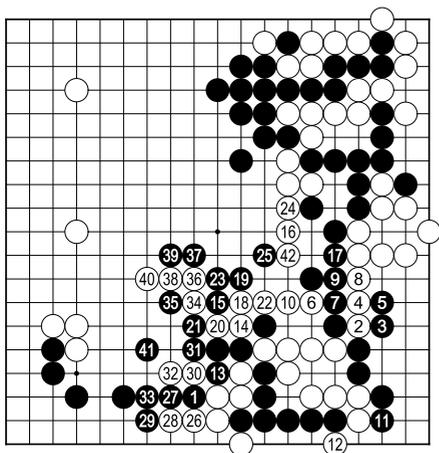


Moves 1 - 50

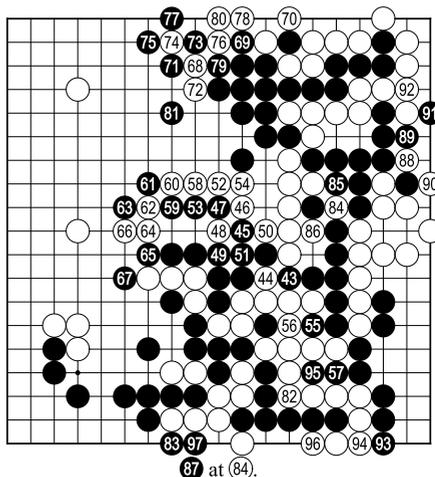


68 at (52), 69 at (56), 71 at (52).

Moves 51 - 100



Moves 101 - 142



87 at (84).

Moves 143 - 197

197 White resigns.

<sup>1</sup><http://www.britgo.org/files/bchamp/2016/game.two.2016.bgarelay.sgf>

# BGA ANNOUNCEMENTS

## FUTURE EVENTS

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

**Irish Open (Confucius Cup)**, Dublin, Friday 3<sup>rd</sup> – Sunday 5<sup>th</sup> March

**Trigantius**, Cambridge, Saturday 4<sup>th</sup> March

**Welwyn Garden City**, Saturday 25<sup>th</sup> March

**British Open**, Cambridge, Friday 7<sup>th</sup> – Sunday 9<sup>th</sup> April

**Candidates'**, West London, Saturday 29<sup>th</sup> April – Monday 1<sup>st</sup> May

**Bar-Low**, West London, Sunday 30<sup>th</sup> April

**Galway**, Ireland, Saturday 6<sup>th</sup> – Sunday 7<sup>th</sup> May

**Bracknell**, Wokingham, Sunday 14<sup>th</sup> May

**Scottish Open**, May

**Challengers' League**, May

**British Pair Go Championships**, Hatfield, Saturday 3<sup>rd</sup> June

**Durham**, June

**Welsh Open**, Barmouth, Saturday 24<sup>th</sup> – Sunday 25<sup>th</sup> June

**Milton Keynes**, July

**Isle of Man Go Festival**, Port Erin, Sunday 30<sup>th</sup> July – Friday 4<sup>th</sup> August

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## OFFICIAL VACANCIES: CAN YOU HELP?

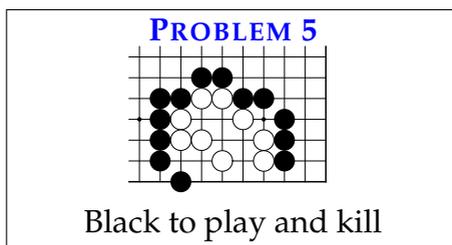
Vacant posts are listed at [www.britgo.org/positions/vacancies](http://www.britgo.org/positions/vacancies).

**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](mailto:president@britgo.org)), or any member of Council.

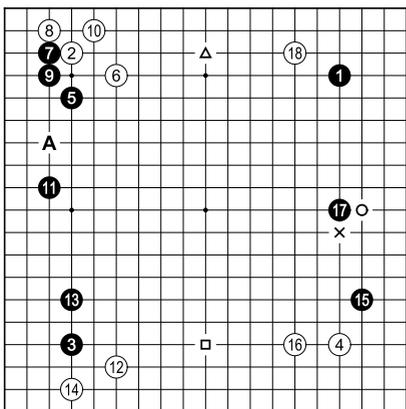
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# GAME REVIEW

## Granville Wright

*This is the game between Sue Paterson (Black) and Paul Margetts (White) from the London Open 2001 (as referred to in Sue's obituary for Granville) with comments by Granville Wright.*

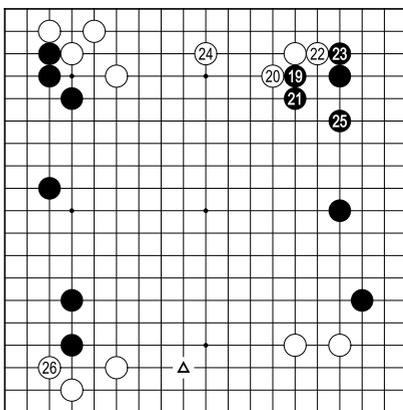


Moves 1 - 18

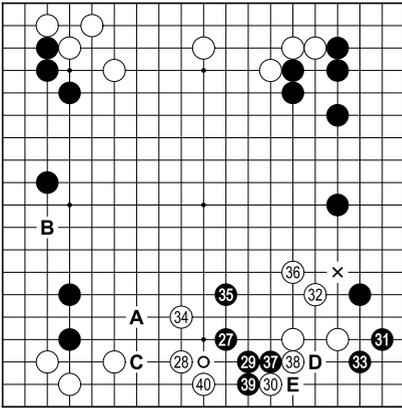
- ⑥ This could also be at A.
- ⑬ GOOD – White still needs to play around triangle and at the bottom.
- ⑭ 9 Dan Professional Go – but not for Amateurs. Square is bigger/better.
- ⑮ Or at circle to make top and bottom miai.
- ⑯ Pincer at cross is better.
- ⑰ Good – Black is now in the lead territorially.

⑱ – ⑲ Black needs sente, so play ⑳, ⑲, ㉕. Now White will need to reinforce the top, so Black can then play at the bottom.

㉖ Too slow. Triangle is better.



Moves 19 - 26



Moves 27 - 40

27 Should be at A to enlarge the left framework. (Weak spot at B). Also would threaten C. D is also possible, or E! 27 starts a fight where Black is outnumbered!

28 Good.

29 Too heavy – 33!! treating 27 as light – or 37 is a little better with circle for later.

31 32 is better!

32 Good.

33 Cross is better.

35 – 41 White has gained by chasing this group which is still weak. Now White starts INVADING.

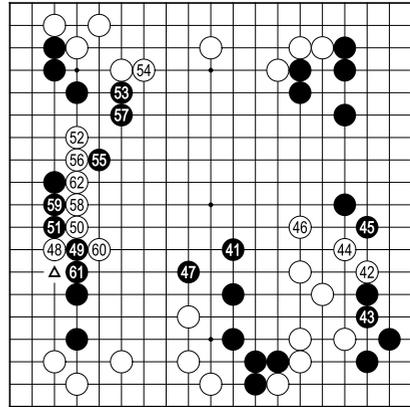
42 Good.

44 Not too good shape.

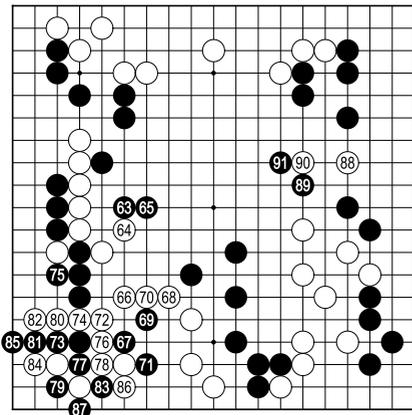
48 Ouch!

51 Should be at triangle.

55 At 58 then play triangle. Black must kill some white stones.



Moves 41 - 62



Moves 63 - 91

91 It gets more horrible.

No more moves recorded. White wins with Black losing on time.

# A COURSE IN GO - 04

Bob Scantlebury

[robert-scantlebury@lineone.net](mailto:robert-scantlebury@lineone.net)

This is the fourth installment of eight of my course in Go for Double Digit Kyus (DDKs). This time we're looking at the three main phases of the game (opening, middle game and endgame) and also fighting and the large frameworks known as moyos.

## Opening

The opening moves of a game of Go (known in Japanese as fuseki) are crucial to the shape of that game and perhaps to its outcome; a decisive lead can be achieved at this stage. My remarks here are mainly applicable to more or less even games (a difference in strength of less than four stones) rather than higher handicap contests.

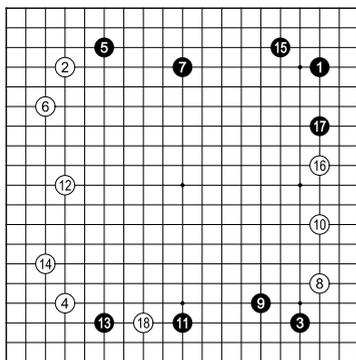


Diagram 1 - A typical opening

It is normal for the first moves to be played in the corners where it is easier to make life and claim territory. This is simply because two sides of the box that defines your territory are already in place. Once established in the corner, it is normal to next extend along the side (the same logic applies – fewer stones are needed to claim a

given area of the board). And finally, you build out from the sides and 'up' into the centre (the edge of the board is considered to be the floor of the structures you build). At this point the action has moved into the middle game.

The first phase of the game is one of big moves; that is, each move is worth many points. As the game progresses moves become worth fewer points. It is because each move is so valuable, maybe even decisive, that the opening deserves deep thought and should not be rushed. Professionals spend about half of their game time on the opening moves (Diagram 1).

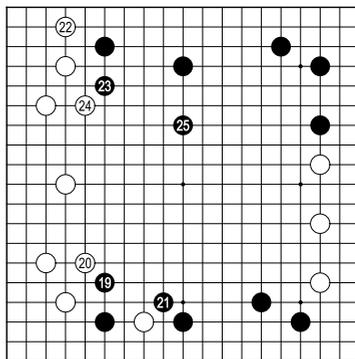


Diagram 2 - Early middle game

It is a good idea to have a plan (however basic) at the start; a strategy to guide shape of game and the broad approach you wish take. This could be to go for territory rather than influence (in which case play on the third line rather than the fourth), to fight or to play a peaceful game, or to go for small strong groups or for large frameworks.

One decision which is particularly important in the opening (though it is a constant feature of play) is when to tenuki (play elsewhere) in order to take a big point, rather than to continue the local exchanges. The general rule is that urgent moves are more important than big moves so you should only tenuki when the local situation is 'stable' (very roughly this means that your group can survive any attack).

### Middle game

A chief characteristic of middle-game moves is that they perform one of the following functions: attack, defence, expansion, reduction or invasion (Diagrams 2 and 3). These jobs are also done by opening moves but then the board is largely empty and the groups of opposing stones are less established; by the middle game you are 'protecting the investment' that your earlier moves made.

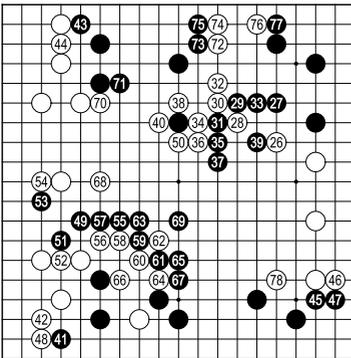


Diagram 3 - Fighting

One concept that is worth learning is that of 'trade'. The idea is to give up one group or area of the board in exchange for another. This can often get you out of the dilemma of which stones to secure first; if your opponent

decides to kill group A, then you save group B and vice versa. If either group lives in an area previously claimed by your opponent, then you have a trade. Go is a game of territory so once you have established some living stones, you will want to expand from them into the disputed (empty) part of the board. The best way to do this is while attacking your opponent's position; if they answer your move defensively then you get to keep sente and make another expansion move elsewhere.

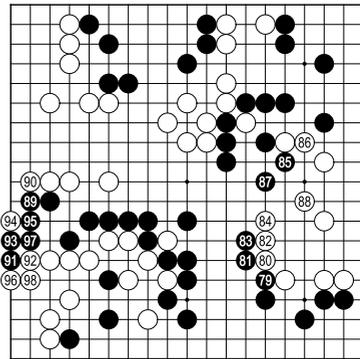


Diagram 4 - Endgame - monkey jump

Timing is of key importance. It is one of the more difficult skills to master; when to attack and when to defend. The rule is to defend your weak groups first (this is what the term urgent means), and attack your opponent's weak groups second. If both sides have settled groups, make a big move.

Another key decision is when to fight and when to play steadily. In this you should be guided by counting; if you are behind, play the more active risky moves; if you are ahead, play solidly and take fewer risks. One of the beauties of Go is this flow of the game, the natural movement and interplay of forces that make every game different.

## Endgame

The Japanese word for the last phase of the game is yose. It is often not clear to weaker players exactly when the yose begins, but generally it is when all of both players' groups are established and all the territories that are going to be made have been claimed. The action then shifts to the few points which lie between these groups and have not yet been decided. The players can make big endgame moves quite early in the game as long as they have become sente (see the monkey jump in Diagram 4), in other words the other player cannot afford to ignore the move because there are no bigger moves now left on the board.

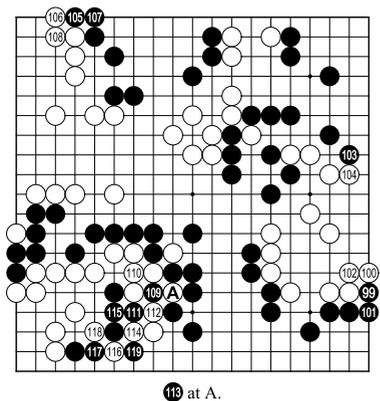


Diagram 5 - Endgame - White is captured

The idea in yose is to evaluate each possible move and to play the bigger points first whilst trying to keep sente. However, neither player should just follow their opponent round the board, but should look for an opportunity to take sente for themselves. If you can keep sente and make moves worth one or two points each, you can steal 10 points in the endgame easily.

As liberties get filled in in the closing stages of the game, rip-offs can happen, and a won game can be lost (or vice versa). Both players will try to spot rip-offs in their opponent's shape and also in their own so that they can make timely repairs before disaster strikes.

## Fighting

Fighting is a feature of the middle game and can happen when a group is weak, perhaps after an invasion or when a player has played tenuki to take a big point elsewhere. Sometimes both players' groups are weak and the fight is about which of them will live; in this case, and this is not untypical, the fight can be decisive (Diagram 5).

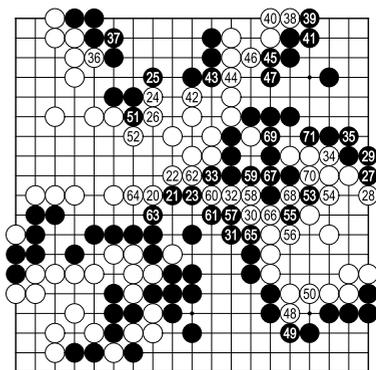
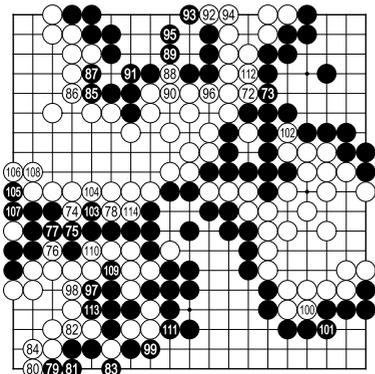


Diagram 6 - Endgame - some tricky moves

It is at such times that you can employ joseki and tesuji, in other words well known established patterns or moves. A working knowledge of the basic joseki and tesuji is important in order to do well in fights and get stronger. It is essential to be able to read out the likely progress of the fight, at least a few moves ahead, in order to choose the best play. Solving Go problems (of an appropriate level of difficulty),

known as tsumego, is useful in honing your reading skills. And a good grounding in life and death is also required if you are to succeed.

A mistake that weaker players often make (especially playing stronger opponents) is playing too passively. It is important to play actively; though not necessarily in an openly aggressive way. You should try to keep sente, even when defending, perhaps by making forcing moves. And it is often good not to play the move your opponent obviously wants and expects you to make (as long as this can be done safely). This keeps them guessing and spoils their reading.



**Diagram 7 - Black wins by 27 points**

Attacking a weak group should aim to threaten to kill rather than to actually kill it. The idea is to gain some other advantage, like enlarging your territory or strengthening your group rather than having to kill your opponent's group to gain anything.

### Moyos

A moyo is a large boxlike framework of stones which is potential territory, but which is not so loose that it is easy to invade (Diagram 2 - 25 creates a

moyo). One strategy is to create a moyo and then successfully defend it, thus claiming a great many points and thereby swinging the game in your favour. The moyo is usually along one edge of the board, perhaps stretching up into the centre.

Because it is tempting for your opponent to invade your moyo and deny you an easy win, you will want to limit the degree of aji (potential) in the surrounding framework. This might mean creating thickness in the first place or making a well-timed defensive move and perhaps giving up sente for the greater prize of securing the territory.

Deciding where (and indeed if) to build a moyo will help you to determine which joseki lines to use; in other words the direction of play. This is an advanced concept but one you must understand if you wish to get stronger. Each game has a natural 'flow' which is created by the choices made by both players and the interaction of the stones on the board, and you can either use this flow to your advantage or ignore it at your peril.

As early as possible in the game (and at regular intervals throughout the game), you need to estimate relative sizes of both players' territory, which means doing a rough count. At the same time, you should decide how secure your territory is; can it be invaded and if so how easily. The bigger a moyo, the more easily (in general) it can be invaded; as a (very rough) guide, if there is room for you to place your hand on the board, there is probably room to live, and at the edge of the board even less room is required.

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# UK NEWS

Tony Atkins

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## Sheffield

On Sunday 9<sup>th</sup> October, the second Sheffield Go Tournament was, like the first, held at Greenhill Library. With thirty players it was not as well attended as the first, but this was enough so that organiser Robert Scantlebury could again give modest cash prizes to the winner and runner-up.

The winner was Xinyi Sugar Liu (3d); she beat the runner up Alistair Wall (2d Wanstead) in round two and local player Chris Bryant (3d) in round three. On three wins were youth players Edmund Smith (7k Cambridge) and Daniel Gascoyne (17k Cheadle Hulme), and also Michael Kyle (9k Manchester) and David Wildgoose (10k Sheffield). Amongst the Cheadle Hulme players, two were also awarded prizes for two wins, namely Tom Bradbury (14k) and Lily Danson (15k), Matthew Jackson (37k) won a special prize for entering his first ever tournament and Zaki Betesh (4k) won the Fighting Spirit Prize. In the 13x13 side-tournament, the overall winner was Paul Smith (1k Cambridge), and Cheadle Hulme's Jacob Haynes (14k) and Mike Winslow (35k) shared a prize for playing the most games.

## Wessex

After a three year break from holding the title, Alex Kent won the Wessex title at the annual tournament, held on Sunday 30<sup>th</sup> October at St Mark's Community Centre in the historic and picturesque city of Bath. Alex beat Alistair Wall in the last round

and received the Wessex Trophy from organiser Ian Sharpe.

The draw master, David King, was pleased at an increase in numbers to 38 players and there were still more than enough doughnuts to go round. Those winning a trophy and cash prize for three wins were Alan Thornton (1k St Albans), Helen Harvey (3k Manchester), young George Han (5k) and Malcolm Walker (6k).

## Three Peaks

The Three Peaks returned to Ingleton on 5<sup>th</sup> and 6<sup>th</sup> November, near to where it started at the Marton Arms. The venue this time was the Wheatsheaf in the High Street, with its own bed and breakfast rooms, and the beautiful Yorkshire countryside was not far away.



**Eric Yangran Zhang receiving the Three Peaks trophy**

There were thirty players taking part this time, with Eric Yangran Zhang

(4d Manchester) winning all his games to collect the Goban trophy from organiser Bob Bagot. Other prize-winners with four out of five were James Richards (3k Edinburgh), Bob Scantlebury (8k Sheffield), Ai Guan (8k Lancaster), Alan Stokes (10k Manchester) and Pat Ridley (11k Chester). The Team Prize was won by Chester's Pat Ridley, Tony Pitchford and Dave Horan.

### **British Youth Go Championship**

This year the BGA decided to hold the British Youth Go Championship at the exciting location of the National Space Centre in Leicester on Sunday 20<sup>th</sup> November. Previously used as the venue of the East Midlands Tournament, the conference rooms made a very comfortable venue for the 43 young players, aged from 5 to 17, grades 2d to 37k, and their adult helpers. There was a long lunch break so there was a chance to view the exhibition, however the promised free entry tickets did not materialise.

The players battled over five rounds to decide the winners in each age category and in the team competitions, as well as the overall winner. This was all kept together by tournament director Tony Atkins using the Smudgy draw system (invented by Simon Goss). However, despite problems caused by one or two data errors, players playing the wrong opponents or suddenly announcing early departure, the youngsters did not complain and were happy whoever they played and many went away grasping Go book prizes. Bloxham's Yueran Wang was the strongest player (2d) and easily won the overall and under-16 Open Champion's titles. Zaki Betesh (5k) from Cheadle Hulme was the

top British player to take the Youth Champion title for the first time.

- Champions (and runners-up)
- Youth: Zaki Betesh (Elom Willson)
- U18: Elom Willson (Alex Terry)
- U16: Zaki Betesh (Tom Bradbury)
- U14: Josh Gorman (Aidan Wong)
- U12: Edmund Smith (Alexander Hsieh)
- U10: Hanna Kudla (Sam Beck)
- U8: George Han (Jianzhou Mei)
- Open: Yueran Wang
- U8 Open: Alfred Shu

In the matches for the Castledine Trophy, Cheadle Hulme School beat Edward VI (Aston) School two boards to one, but then lost to Impington Village College by the same score to allow that team, from near Cambridge, to win the school's title for the first time. The best Junior School was James Gillespie's Primary from Edinburgh, beating Milton School, Cambridge, two boards to one. The best puzzle-solver (based on their grade and expected score) was Jan Kudla from Edinburgh.

### **London International Teams**

Due to late arrangement, an unfortunate clash with the Coventry Tournament and general bad timing for many players, attendance was particularly low on Saturday 26<sup>th</sup> November at this year's (autumn) edition of the London International Teams. Nonetheless it was an interesting, close run event, held at the Young Chelsea Bridge Club at Goldhawk Road.

Despite Francisco Divers winning all his games for one of the two teams,

the Nippon team, it was the Wanstead team (Alex Rix, Francis Roads and Charles Leedham-Green) that won by five boards to four after three rounds.

The highlight for organiser Jonathan Turner was a nameless player's tragicomic oversight that a group was dead from late mid-game right up to counting, resulting in a rather surprised look as their opponent started removing the stones.

### **Coventry**

The annual Coventry Tournament on 26<sup>th</sup> November remained at its usual venue of the Science Concourse of the University of Warwick, but a new team of students was in charge. The club president, Sylvester Cardorelle, said the tournament was a success and that he had a great time organising it alongside his team: Rajiv Daxini (Secretary) and Shuwen Kang (Treasurer).

Proving himself to be the best of the 30 players was Philip Leung (3d) from the local club, who previously won the event in 2014. Second was Sam Aitken (4d) who only lost to the winner in round two. Michael Kyle (8k) from Manchester was the only player other than Philip to win all three games.

### **British Go Championship**

The second game of the 2016 British Go Championship best-of-three title match was played on Saturday 3<sup>rd</sup> December, at the Young Chelsea Bridge Club in West London. With Charles Hibbert one game up, Junnan Jiang had to win to stay in the match.

The game was relayed on OGS, thanks to Jonathan Green, but the start was nearly an hour later than its 11:00 advertised start. It was also video streamed. The game continued after

a shorter than usual lunch break (the time limits are three hours each), and got into a very exciting fight. Despite Junnan being in overtime he kept a clear head and forced the resignation at about 17:30; this tied the match meaning the third game would have to be arranged early in 2017.

### **Edinburgh Christmas**

A total of 20 players gathered at St Columba's by the Castle church hall on Saturday 17<sup>th</sup> December for the Edinburgh Christmas Go Tournament. Highlights for many were the biscuits made by young Samuel Payne (son of Rob) and meeting the visiting American 6d, Stephen Xiaocheng Hu.

As expected, the winner was Stephen Hu with four wins; second on three wins was Jakub Ziomko (1d Aberdeen). Three other players recorded three wins: Ron Bell (5k Borders), Roger Daniel (6 kyu London) and Robin McLean (11 kyu Edinburgh). Roger and Robin had both skipped the final game, so could claim 100 percent records.

### **London Open**

The 43<sup>rd</sup> London Open was held at its usual venue of ISH (International Student House) in London, on the last four days of the year. This year it had the kind support of Google DeepMind for the event, as well as the London clubs and BGA, which allowed an increase in the number and size of cash prizes and allowed production of an information sheet for entrants produced by Richard Mullens. Toby Manning ably acted as organiser to get the event underway, allowing Jenny Rofe-Radcliffe to again act as drawmaster, aided by other team members, such as referee Nick Wedd.



### Main Hall games at the London Open

One hundred and twelve players took part in the Open, with others joining in the side events. There was a very strong top group with visiting and local Chinese players and some Korean players including Korean professional Hajin Lee, now known as Haylee Maas since her marriage. A large part of this increase was down to the efforts of Richard who had been advertising the event abroad, online and at the London clubs.

Romanian professional Catalin Taranu attended for three days and gave lectures, analysed games too, and presented a game review to the crowd assembled for the prize-giving.

On the second evening the Pair Go Tournament was held with twenty pairs taking part. The winners were the lowest graded pair at 10k: Gudrun Breitenbauch and Gerry Gavigan, who won all four games. They beat Yansai Noeysoongnoen and Andrew Simons into second place by winning the final by half a point.

On the third evening the Lightning Tournament was held with 28 players playing in four groups. The group winners played knockout, with Chi-Min Oh (7d UK) beating Lucas

Neiryndck (4d BE) in one semi-final and Zoe Constans (15k FR) beating the previous winner, Sai Sun (5d CN), in the other. The final was played with no fewer than 21 handicap stones, but Chi-Min Oh came out the winner by beating Zoe, who is actually his girlfriend! Oh had previously won the lightning in 2014.

The Open ended up with two players on six wins out of seven at the top. They were declared joint winners: Seong-Jin Kim (7d), a Korean from Berlin, and Qiuchi Li (7d), from China but now living in the UK. Equal third were Haylee Maas (7d CH) and Qinqing Zhang (6d UK). Seong-Jin had beaten Qiuchi in round two, but later lost to Qinqing. Haylee only lost to the top two and Qinqing lost to Qiuchi and to fifth-placed Chi-Min Oh (5d UK), who topped the group on four wins.

The top three players below the bar also won cash prizes: Stephen Xiaocheng Hu (3d US), Jiacheng Wu (3d UK) and Alex Rix (3d UK). Others that won six games were Mike Webster (1k UK) and Yoshitaka Nakayama (1k JP). Dan Rawson (10k UK) was the best player 10k and below, also on six wins, with Joel Barrett (10k UK) and Martin Horatschek (10k DE) taking the second and third prizes in that section. Andrew Simons took the David Ward Trophy for top British player, which was keenly fought for amongst the likely winners.

After the prize giving there was a casual Rengo tournament (won by Daniel Hu, Daniel Smith, Colin Lee and Alex Prachuablarb), an Italian restaurant trip and then more games until the small hours of the New Year.

□

# THE DIDACTICS OF MIND SPORTS

Toby Manning

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*Didactics: The art or science of teaching*

Over the weekend of 1<sup>st</sup> and 2<sup>nd</sup> October, a few BGA members including Tony Atkins, Toby Manning, Paul Smith, Andrew Russell and Martin and Helen Harvey attended a conference in Cambridge on “The Didactics of Mind Sports”.

The Conference was organised by members of the English Chess community, and largely consisted of Chess and Go players although other Mind Sports (Backgammon, Owari) were represented. About 40 people from 20 countries attended.

Highlights of the Conference included an interesting presentation by Barry Hymer on modern educational theory; he stated that it was important to provide feedback rather than simple praise to students. The idea was that if you simply tell someone that they did well, then they will lie back in a warm glow of satisfaction with no learning and no incentive to improve, whereas if one provides feedback (“this was good but this would have been better”) then there is a genuine learning process. It is fair to say that his message was received with some scepticism – it may be very good in theory, but in practice, particularly for amateurs at teaching, is harder to implement.

More practical advice was given by Tim and Sarah Tett from South Wales, who explained how they successfully ran a business teaching Chess in South Wales. They emphasised that – however beneficial they might feel that learning Chess was – the “customer” was generally the parent

or teacher who would have other objectives. Hence after-school clubs should meet childcare requirements – so it should be immediately after school, not (say) 17:00 – 18:30. And the cost should be greater than for basic childcare, but not excessively so. They also did some teaching within the school day – and this was sold to the teachers because it ticked some boxes in the National Curriculum. (For example, they could use Chess to demonstrate a grasp of verbal reasoning: “I moved my knight to stop it being captured by the rook”).

They used the children to teach each other – and, at least for those under 11, stated that any reasonably intelligent graduate should have enough knowledge to be able to teach beginners or near-beginners; they just needed to be a couple of weeks ahead in the text book.

Giovanni Sula from Italy reported on research which attempted to demonstrate that studying Chess was beneficial: unfortunately they were unable to show any effect! Also from Italy, Alessandro Domenici gave a long and tedious presentation about how to get money from the EU “Erasmus” project, which proved to me that the bureaucracy was likely to be insurmountable unless we were looking for funding in excess of £100k, and even then there was no guarantee of success.

Perhaps the most important aspect of the conference was the cooperation and collaboration between the Chess and Go communities, upon which we hope to build.

□

# 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/issue178](http://www.britgo.org/bgj/issue178).

## Solution to Problem 1

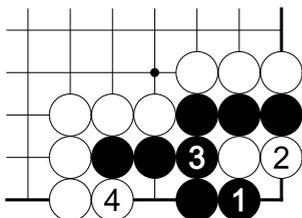


Diagram 1a (failure)

- ❶ Black can try here but it fails.

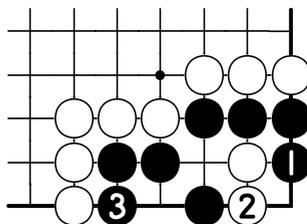


Diagram 1b (correct)

- ❶ This is the way to live.
- ❸ White cannot continue without playing self-atari.

## Solution to Problem 2

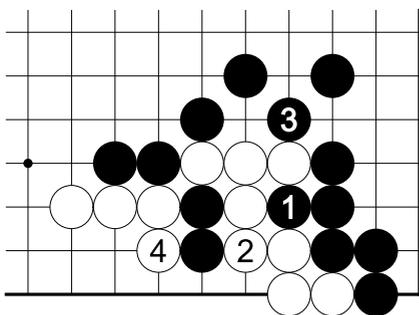


Diagram 2a (failure)

- ❶ Black runs short of liberties if this is played first.

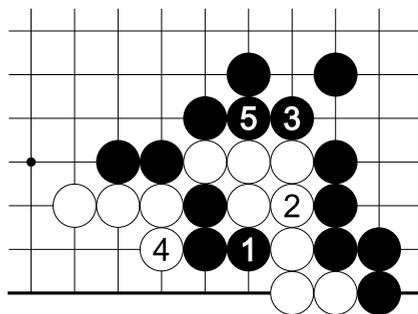


Diagram 2b (correct)

- ❶ This is the way that removes a white liberty without reducing any black liberties.

### Solution to Problem 3

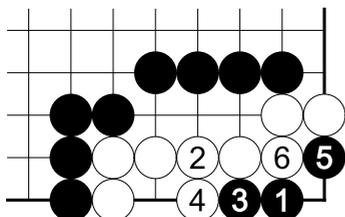


Diagram 3a (failure)

- ① Playing on the inside does not stop two white eyes.

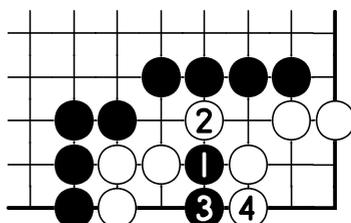
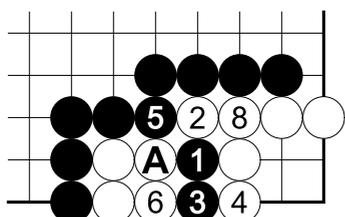


Diagram 3b (correct)

- ① Black must start here.



⑦ at ①, ⑨ at ③,  
⑩ at A.

Diagram 3c (failure)

- ⑤ This play is wrong.  
⑩ After the capture of four white stones, White can play here "under the stones" to secure a second eye.

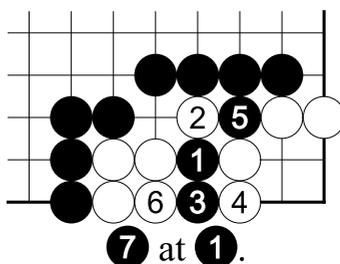


Diagram 3d (correct)

- ⑦ When Black plays here where ① was played, White cannot secure the eye.

### EXPLANATION OF JAPANESE TERMS

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

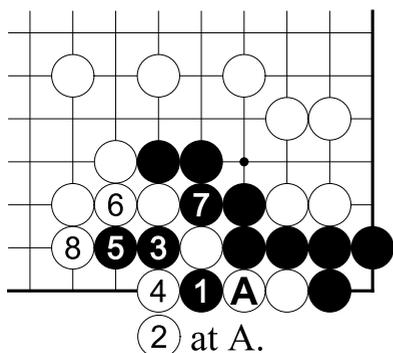
[www.britgo.org/general/definitions](http://www.britgo.org/general/definitions)

[www.britgo.org/bgj/glossary](http://www.britgo.org/bgj/glossary)

or search [senseis.xmp.net/?JapaneseGoTerms](http://senseis.xmp.net/?JapaneseGoTerms).

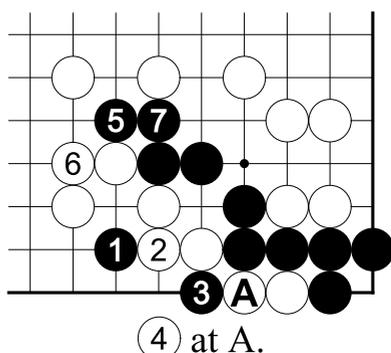
Please let the Editor know if the term is still not found. One of the experts can then write an article to explain it ☺

## Solution to Problem 4



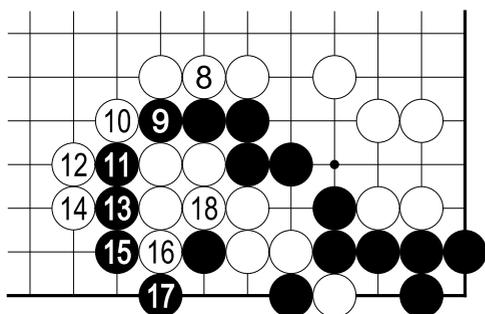
**Diagram 4a (failure)**

- ❶ Taking the two stones like this does not make two eyes for sure.
- ❸ Black has to fight a ko.



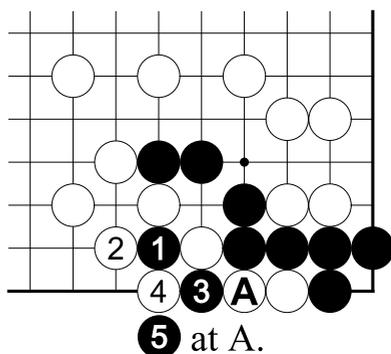
**Diagram 4b (failure)**

- ❶ This play does not make two eyes either.
- ❷ Black can try to break out.



**Diagram 4c (continuation)**

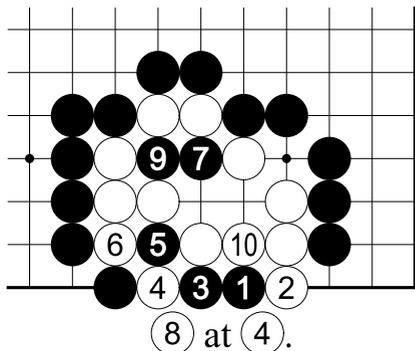
- ❶ Here or at ❷ to capture in a ladder.
- ❸ White wins the capturing race anyway.



**Diagram 4d (correct)**

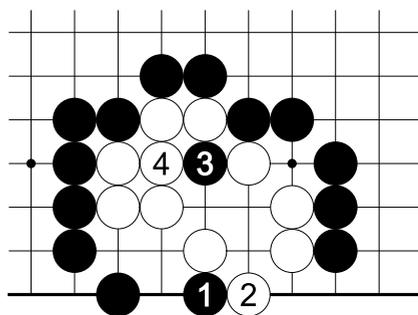
- ❶ This is the correct play.
- ❸ After this White does not have time to play the throw-in.
- ❷ Black lives.

## Solution to Problem 5



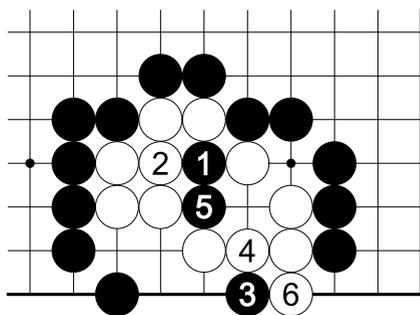
**Diagram 5a (failure)**

- ❶ Black cannot play here to stop two eyes.



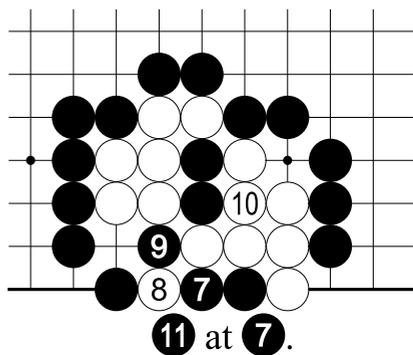
**Diagram 5b (failure)**

- ❶ This is also no good.



**Diagram 5c (correct)**

- ❶ Black will have to play on the inside.
- ❸ Now this play works.
- ❺ Black has to play another stone inside to stop two eyes in the middle.



**Diagram 5d (continuation)**

- ❷ This is also hard to see.
- ❹ If White captures this stone then it is a snap-back.
- ❻ Dead.

## ASSOCIATION CONTACT INFORMATION

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for general discussion about Go in the UK (open to all).

*Gotalk general discussion list:* [gotalk@britgo.org](mailto:gotalk@britgo.org) (open to all).

*Youth Go discussion list:* [youth-go@britgo.org](mailto: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.

## CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal is **27<sup>th</sup> February**.

Contributions are welcome at any time. Please send them to [journal@britgo.org](mailto:journal@britgo.org). The Editor will be glad to discuss the suitability of any material you may have in mind.

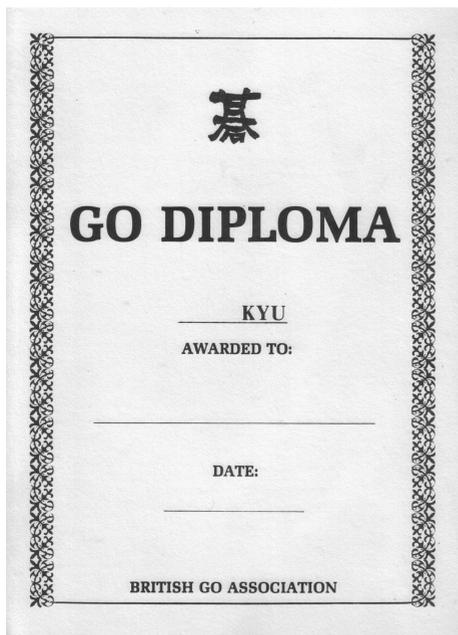
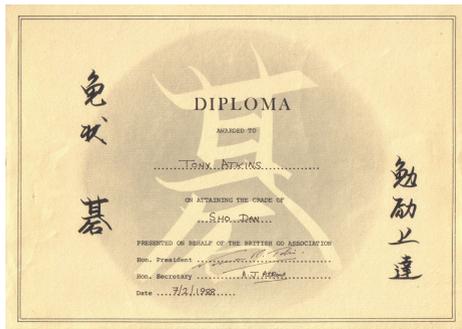
The BGA website has guidelines at [www.britgo.org/bgj/guidelines](http://www.britgo.org/bgj/guidelines) for those wishing to contribute material.

# COLLECTING GO XXXI: DIPLOMAS AND PLAQUES

Tony Atkins

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One aim of the Go player as they increase in strength is to reach a higher level and get a certificate to prove it. The ultimate aim is to get a 9 dan diploma from one of the professional Go bodies, such as that awarded to DeepMind and shown on the cover of BGJ 176. Some UK Go players, such as John Barrs and T Mark Hall, were honoured with such diplomas on visiting the East. In about 1980 the BGA started issuing dan diplomas to acknowledge the dan grades it had been awarding for several years. There are five different colours (cream, blue, green, brown and grey), one for each grade from 1d up to 5d and for the rare awards above that level the cycle repeats. Illustrated is my shodan (1d) diploma. The Japanese calligraphy is rather hard to read, but says something about proficiency.



A few years later the BGA came across a Dutch diploma system for the kyu grades. There were six different colours and levels (white 25k, yellow 20k, orange 15k, green 12k, blue 6k and brown 3k). For each level you had to show some knowledge of the rules and tactics, and beat a higher diploma holder with a certain handicap. Criticism of the system was that it did not cover lower grades and had gaps in the range, and that most dan players when asked did not know what "Oi otoshi" was for 15k and could not "fight a semeai correctly" for 3k! So we produced generic white diplomas, as illustrated, on which the achieved grade could be written.

Another form of diploma is the prize certificate award at some tournaments. From time to time these have material worth, such as being book vouchers, but most are just certificates of achievement that can be proudly displayed.

Shown is an early example from the Hoskyns London Open of 1987. The London Open still issues certificates, now with the appropriate logo, designed by Jiri Keller, showing the old and new year zodiacal animals (this edition monkey and rooster).



In America the prizes have sometimes been more substantial than certificates and a small text-only plaque was awarded in 1989 in New Jersey. Shown here is a wall plaque awarded at the Santa Fe US Go Congress of 1998. It is pottery in a wood frame, features the sun logo from the state flag of New Mexico, and would grace any Go player's wall.

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