

BRITISH

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Go Congress in Mexico 2017



Pandamet Team finalists from Mexico and Argentina with main Congress organizer Emil Garcia fourth from left



Chichen Itza pyramid

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EDITORIAL

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Welcome to the 182nd British Go Journal.

In This Issue

Sadly we have to report here the untimely death of our President, Roger Huyshe. Toby Manning, who will be Acting President for the time being, has written an obituary. Roger's funeral was well attended by family, friends and the BGA; he will be greatly missed,

On a happier note, it is good to see some new contributors to the journal in the following pages: Daffyd Robinson, Mike Cockburn and Richard Moulds. There are also articles from long-serving writers: Paul Barnard and John Tilley.

Also within is another insightful analysis from Andrew Simons and another Go-themed crossword from our resident compiler, Sphinx. There were not that many entries for last year's crossword, possibly because few people managed to complete it to their satisfaction. Please bear in mind that we will accept partial solutions; they have a very good chance of being the most complete solutions submitted.

We have a new name on the list of proof-readers, namely Rich Bentley; welcome Rich. We are a bit short of proof readers as one or two have 'retired' recently so if anybody would like to offer their services I would be very grateful.

Bob Scantlebury

Credits

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

Contributions: Tony Atkins, Paul Barnard, Mike Cockburn, Tony Collman, Liu Yajie, Ian Marsh, Richard Moulds, Daffyd Robinson, Neil Sandford, Andrew Simons, and John Tilley.

Photographs: *Front cover*, Roger Huyshe. All other photographs in this edition were provided by the article authors or sourced from the BGA website.

Proofreading: Tony Atkins, Rich Bentley, Barry Chandler, Martin Harvey, Richard Hunter, Pat Ridley, and Nick Wedd.

HOW CAN THE BGA HELP DDKs?

Daffyd Robinson

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On 21st January 2017 I attended the Maidenhead Go Tournament. I was asked "how can the BGA help DDKs?" I could see plenty of problems but the answers are not obvious¹.

I agreed to start a debate through the journal or co-ordinate a discussion by e-mail.

Four things that come to mind to start the debate:

1. analyse more DDK games in the journal
2. training "lectures" in the journal aimed at DDKs
3. publish a list of sites offering Go lectures
4. training and tournament days aimed at DDKs grouping 10-14k and 15-20k

The main difficulty is the needs of a 19k may be very different from that of a 11k. Maybe articles need to be split, aiming at perhaps 20k+, 19-15k, 14-10k.

Maybe if people are interested, specific "lectures" could be sent by e-mail to signed up targeted groups on a regular basis.

Tournaments create a problem (or the ones I've attended) for DDKs, due to

the lack of others at the same level. Entering at 11k I end up playing the first game against a beginner who is much stronger than he/she entered, so I lose; then get I another player stronger than their entry status so I might lose again. If I win then I might get a game against a strong player who is losing so it's not difficult to lose all three games. If there are enough DDK players we have a better chance of coming away with two wins and losing the third.

With more DDK players at tournaments we could play more even games, enabling us to assess our strengths and weaknesses. This would be better than desperately trying to kill groups or fighting too many handicap stones against a player stronger than the stones given, and not having the skills to make territory against them. It is also disheartening for both sides to have one player killing everything on the board.

BGA: how can you encourage more DDK players at tournaments? Is it a shortage of DDK players? How many are there? Is it only a few like me who get stuck in double figures once passed the early stages of learning about ladders and not to just building walls?

This is a debate; so, DDKs, how do you think the BGA can help us?

□

¹DDK = Double Digit Kyu

WORLD NEWS

Tony Atkins

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B League

The UK team started the new season in the B League of the Pandanet Go European Team Championship by winning their match on 3rd October against Denmark by four games to nil. This put the team in first place, equal with Germany. Daniel Hu won by 16.5 points in a very intense ko-dominated game of 160 minutes against Jannik Rasmussen. Bruno Poltronieri barely won his game against Uffe Rasmussen by 3.5 after making a huge blunder in the late middle game. Sam Aitken managed to beat Torben Pedersen by resignation, after capturing a twenty stone group in the centre, and Chris Bryant won against Mathis Isaksen by 12.5.

Three weeks later the same result was achieved against Switzerland. Germany also won four nil and the teams stayed equal top. Andrew Simons had a tough ko-dominated game against John Walch, which lasted until nearly midnight. Bruno Poltronieri won another tough game against Fabien Lips by resignation. Sam Aitken also won by resignation against Félicien Mazille and Chris Bryant won by 14.5 against Frédéric Schlattner.

The third match on 14th November against Turkey was almost a disaster as the captain forgot the time difference and there was a panic to gather the players in time for a 19:00 start. In the end Bruno Poltronieri was not back in time to play, so the team shuffled up and Jon Diamond played board four. Remarkably the match was again won by four games to nil

and, as Germany dropped a board in their win, the team went clear top of the league. Daniel Hu won by 6.5 against Denis Karadaban and Sam Aitken won his game against Birand Adal by resignation.

Chris Bryant also won by resignation against Altan Kuntay and Jon quickly finished off his game against Hakki Burak Güner.

The crunch match was the fourth one against Germany on 12th December. Daniel Hu won against Jonas Welticke. Their very exciting game ended when Daniel just had two seconds left to play two moves and Jonas sportingly resigned after thinking about the position for ten minutes. Bruno Poltronieri lost to Benjamin Teuber after a very long game that finished when a very large capturing race ended in seki. Alex Kent lost his game against Martin Ruzicka by a large margin, but Chris Bryant won his game against Michael Palant by resignation, making the match a draw. This left UK just above Germany in the league on boards won, but the Netherlands beat Turkey to give them a fourth season win and the number one spot in the league table.

Youth Team

As well as the adult team, our junior team has been in action. In the first match of the new season of the European Youth Go Team Championship, on 11th November, they too had to play Germany. They lost four boards to one with Tom Bradbury, Josh Gorman and Alexander Hsieh losing their games,

as expected. Yueran Wang (our only dan player) was on board two, but with some early mistakes he was unable to pull the game back. Our most exciting match was therefore on board four where our youngest player, George Han (3k), was playing a German one grade lower and, despite getting behind, fought back to win by over twenty points.

On Saturday 25th November, the UK youth team played Czechia in their second match. They won by three boards to two, giving them fifth place out of the twelve teams. Yueran Wang and Alexander Hsieh outranked their opponents slightly on paper and were able to land comfortable wins. Zoe Walters had a tough game against a rapidly-improving player and lost her game. George Han had the closest of games, unfortunately losing by half a point, but Edmund Smith managed to win his game by 4.5 points giving the third win required to win the match.

Cork

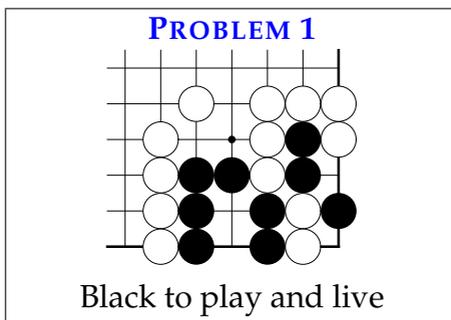
If you want to travel abroad to a friendly tournament then the Irish ones are worth considering; Peter Collins did just that attending the Cork Tournament on the 25th and 26th

November. With only 13 players it was played as a handicap event. Two strong visitors took the top two places, namely Kim Ouweleen (4d) from Amsterdam and Poland's Przemyslaw Dyszczyk (1k).

Pair Go

Congratulations go to our representatives, Jenny Rofe-Radcliffe and Francis Roads, for winning two games at the 28th International Amateur Pair Go Championship in Tokyo on 2nd and 3rd December. They took 25th place, beating the pairs from Chile and Switzerland but losing to three Japanese pairs. For a change, a Japanese pair (Unegawa and Takizawa) were the champions. Korea took second, China third and Chinese Taipei fourth. The European Pair Go Champions, Natalia Kovaleva and Dmitry Surin, were ninth and Klara Zaloudkova and Jan Hora, from Czechia, also won three games.

In the parallel student event, Korean pairs took the top two positions, with a Chinese pair third. UK's Joanne Leung was paired with Russia's Alexander Vashurov and they beat Singapore to score one out of four.



CĂTĂLIN ȚĂRANU

Richard Moulds and Neil Sandford

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Cătălin Țăranu teaching session

Cătălin Țăranu attracts a crowd

Opportunities for average club players to meet and learn from real experts are few and far between. When asked by the International Department of Nihon Ki-in (the Japanese Go Association) whether we could host an event at the Edinburgh Go Club as part of a European ‘tour’ in October by a professional Go teacher, we jumped at the opportunity.

Excitement grew when we learned that the teacher was to be Cătălin Țăranu¹, the most highly-ranked active professional Go player in Europe. A plan to integrate activities at three sites (Edinburgh, Stockport, Cheadle Hulme) over a four-day period was developed after talking to Northern tournament organiser Chris Kirkham and Martin and Helen Harvey, who work extensively with the school. We would hold teaching events on the Thursday and Sunday, allowing competitors to make the trip a long weekend, with the Northern

itself on the Saturday and Friday reserved for Cătălin to travel down from Scotland.

The first step in making this all possible was to submit a formal programme to the sponsors in Tokyo, who were generously paying for Cătălin’s time and travel. Once they had agreed, an outline plan consisting of lectures, game reviews and simultaneous displays was agreed with Cătălin.



Cătălin Țăranu playing simultaneous games

He rose to the challenge magnificently and his schedule developed into four days of intensive activity:

¹Cătălin Țăranu started learning Go at the age of 16. He won all eight games in his first tournament as a 6 kyu, moved up to amateur 1 dan in a year, and reached 4 dan a year later. He was invited to study with Saijo Masataka in 1995 at the Nagoya branch of the Nihon-Ki-in. Two years later, at the age of 24, he became only the second European to pass the professional examination. From that point, it took Cătălin just four years to reach his current grade of 5p (5-dan professional). He won the European Go Championship in 2008.

- THURSDAY: travel to Edinburgh and an evening meeting with 20 local Go players.
- FRIDAY: travel to Manchester.
- SATURDAY: various contributions to the tournament including a lunchtime lecture and game reviews for some of the 42 competitors who came from all parts of the UK.
- SUNDAY: a lunchtime club meeting for 23 people from the Manchester and Stockport area.

Getting to know each other

The two club events began with Question and Answer sessions, which provided audiences with an unique insight into Cătălin's experience of studying Go in Japan for 9 years and the competitive Go scene in the Far East. This included a fascinating discussion of how he became a Go professional and his life in Nagoya before returning to live and teach Go in northern Romania. The lively sessions included contributions from the youngest to the "most experienced".

Hot topic (1) - Alpha Go

Audiences were particularly keen to hear Cătălin's views on the impact that Alpha Go has had on Go players and the way they are being forced to rethink their approach to the game. He gave several examples of areas in which 'conventional wisdom' has been fundamentally challenged and where leading players are beginning to apply new and innovative techniques. He also cited Lee Sedol's comment after the Alpha Go series, that human Go players will have to stop acting on instinct

playing against these AI machines and learn to read deeply before making even the most straightforward move. He presented a wonderful example of Alpha Go's use of sacrificial stones and territory in order to build influence (Master versus Chang Hao).

Hot topic (2) - Teaching and Development

As a teacher, Cătălin stressed the importance of finding innovative ways of retaining a young beginner's interest and demonstrated this when working with some of the young players from the school Go Club (23k and upwards). He showed them various responses to a standard shape (a contact-play against a one space extension) that can occur in various parts of the board. He encouraged analysis and debate on how to respond. In the simultaneous games the following day, the four youngest teamed up and after each of Cătălin's moves they argued vehemently before choosing their considered response. After an hour of play, Cătălin had conceded only one game. The youngsters were victorious!

Cătălin delivered several lectures over the three days, on a range of topics and always challenging. His explanations were at once crystal clear, interesting and motivational to all. This was quite a feat considering the audience ranged from 3d to around 24k.

Where possible, he drew on material from the games submitted for review or games he had followed during the tournament. He gave an enlightening lecture on invasion theory during the tournament's lunch interval, for example, using one of the morning's first round games he had been watching to illustrate the presentation.

One of the themes for the lectures was about the importance of understanding the value of stones on the board, which he calls the 'weight' of a stone. One comment that recurred frequently in reviews was the inefficiency of using more than four stones to kill just one enemy stone.

The last session looked at how strategic factors like direction of play affect the choice of fuseki. His first example focused on the mini-Chinese opening and in particular demonstrated the effect of the exact placement of Black's final move, completing the line of three stones. High or low? Four spaces from the corner stone or five?

He went on to talk about how such innovations can be applied in other familiar settings like the sanrensei opening and the avalanche joseki, encouraging the audience to experiment in their own games.

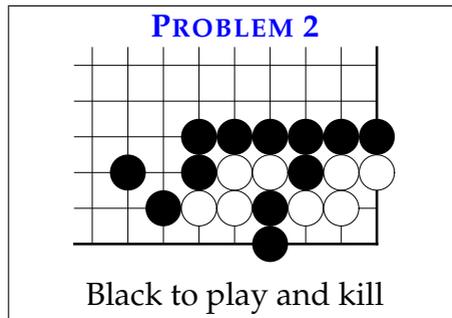
Everyone had been looking forward to the opportunity of playing Cătălin in a round of simultaneous games. None of these fifteen games were played

through to their conclusion due to time pressure. However, he was able to pinpoint some key weaknesses he saw in the players' approach to the game as well as making specific comments about each game. Five of the seven games played in Edinburgh, for example, quickly erupted into large-scale fights before the players had been able to establish solid bases. He saw this as symptomatic of a weakness in the European approach to fuseki. He felt that only one board would have 'probably' ended with a black victory. Players on the Sunday fared no better.

Conclusions

Altogether Cătălin's UK visit was a great attraction for more than 70 players, ranging from novice to dan-level, including children as well as adults ten times their age. On their behalf, we offer our sincere thanks to our guest and to the Nihon Ki-in for their kindness and generosity in making this series of events possible.

□



GO CONGRESS IN MEXICO

Mike Cockburn

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Mike Cockburn & Sid Avila MX with a copy of the new English language magazine Myosu (which will hopefully soon be online)

The 1st Latin American Go Congress was held in Cancun, Mexico from 13th to the 15th October 2017. In addition to the 19th Ibero American Go Championship, several additional events took place to make this the largest tournament so far. These included the Latin American Team Championship Final, won by Mexico who beat Argentina 2-1, Pair Go and also a Youth Championship.

In the main tournament 63 participants from 15 countries played six rounds over the three days. The eventual winner was the unbeaten Kim Hyunwoo (7d) from South Korea, second was Fernando Aguilar (7d) from Argentina who beat third-placed local Abraham Florencia (5d) in the final round.

The Congress was well represented by six professionals; Cho Hye-yeon (9p) and Lee Youngshin (5p) from South Korea, Enda Hideki (9p) and Komatsu 9

Daiki (2p) from Japan, Eric Liu (1p) from the US and Mateusz Surma (1p) from Poland.

The Congress venue, Cancun, was chosen more for its desirability as a tourist resort than for being a centre of Go. Most Mexican players are based in the capital. There are around 250 players in Mexico, with a lot of concentration on child development run by Siddhartha Avila and Abraham Florencia. Mexican Go received a boost this year when Abraham Florencia finished fourth in the Korea Prime Minister Cup.

Any Go players visiting Mexico can find further information from:

- Abraham Florencia:
abrahamf@hotmail.com
- Siddhartha Avila:
sidd.avd@gmail.com
- Emil García:
emilestuardo@gmail.com



**Winner, Kim Hyunwoo KO 7d,
3rd place Abraham Florencia MX 5d,
2nd place Fernando Aguilar AR 7d**

PRESIDENT'S MESSAGE

Toby Manning

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You will all be aware of the tragic death of our President, Roger Huyshe, in late November; there is an obituary elsewhere in this magazine.

His death leaves a significant hole in the management of the Association. Council has been strengthened by the co-optation of David Killen, but we are expecting Jonathan Green to leave Council at the next AGM as he emigrates to the USA and we are still looking for a new President. Meanwhile, I have taken on that role as a temporary measure, while still retaining my responsibilities as Treasurer.

We have two significant areas to look forward to in 2018. Our Youth programme, with financial support from DeepMind, continues. We reported in the last Journal our successful "Go Camp" held in mid-summer, and we will be repeating the exercise this year. The British Youth Go Championships had the highest entry since 2005 at 46. Planning is well underway for the European Youth Go Championships in Kiev (Ukraine) at Easter 2018: Martin and Helen Harvey have been appointed as official coaches, and we already have seven young people who have entered with, we hope, more to come.

The other significant event is that the International University Wei-chi Federation will be holding the 5th Annual World Collegiate Go Championship in Cambridge in July 2018. This international event is open to any college student, and we

hope to see a significant entry from the UK. The Shanghai Ing Chang Qi Wei-chi Educational Foundation is providing sponsorship to cover all accommodation and meals for the entrants, which will be limited to 125. Alongside this will be the semi-finals of the Chang-Qi Cup, one of the largest Chinese professional tournaments. We have been asked to help with much of the local arrangements, and I thank Daniel Hu and Simon Mader who have already undertaken a significant amount of research to help with this task.

We are always conscious of membership numbers. This is not primarily because of the equation that "members equals income"; it is more subtle than that. We do not believe that membership should be seen as a straightforward financial transaction "What do I get for my subscription?"; it is that by joining the BGA you are becoming part of a community. You help with all the intangible things like having a great web-site, and even if you never go to tournaments you almost certainly benefit from playing people who do. Imagine if the BGA did not exist...

However, as you are reading this, you are almost certainly a member yourself so I ask you for a (belated) New Year's resolution: please ensure that all your Go-playing friends are members of the Association. You know it's worth it.

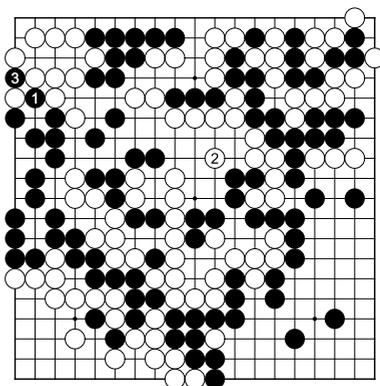
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SNEAKY PLAY FROM KIM JISEOK

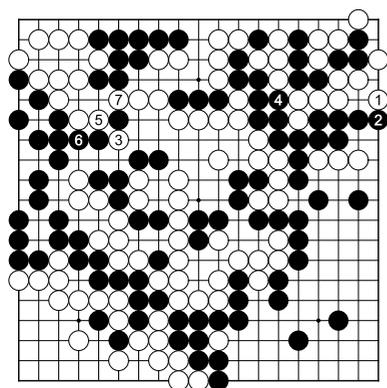
Andrew Simons

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Kim Jiseok won his game today against Heo Yongho in the 4th round of the GS Caltex cup with a very sneaky ko threat and follow-up tesuji that impressed me. It was endgame and they were fighting a few points ko on the top left when Kim played at ②. Was this just making good shape and a point or two or was it actually a threat? His opponent didn't see any danger and took the next ko with ③. See if you can find the threat, explained in the continuation.



Kim Jiseok (white) vs Heo Yongho

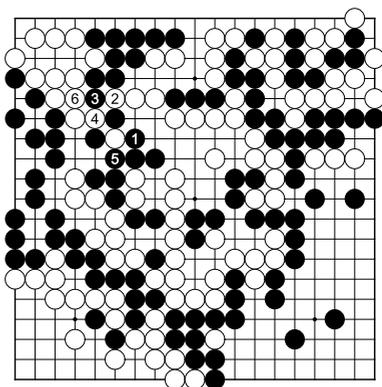


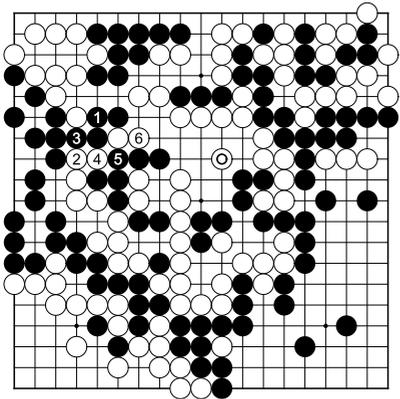
Game continuation: White wins by resignation

After the presumed time tesuji of ① for ②, Kim unleashed the atekomi^a tesuji of ③! Heo must have been so shocked he played his own time tesuji of ④ but that was only worth about 20 points so Kim ignored to cut and kill black's larger top group and Heo resigned.

^aAtekomi: Aim inside; to play on the inside of two enemy stones placed diagonally, threatening to cut their connection

But even if Heo answered, Kim's move was genius and could gain something. First if Black just ataris, then White can now cut and kill the top due to ④ now being atari giving him time to connect back at ⑥.

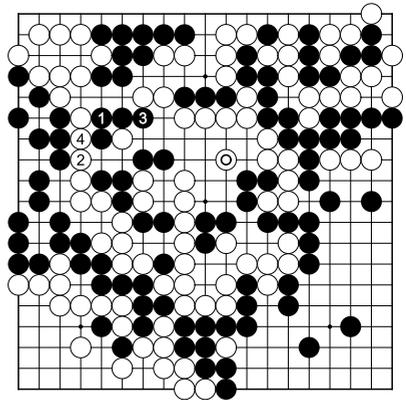




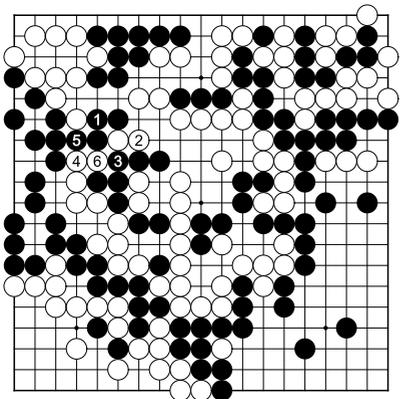
White's plan

So the next idea is Black connects. Now if White just pushes then Black's block at ③ is a mistake as ④ would capture three stones (if connect then when ⑥ runs out, Black can't capture it. White's initial marked ko threat stone makes a difference here; I'll go into variations later).

So Black would answer the push with making one eye inside, and added to the one on the top edge he is alive even though cut off:



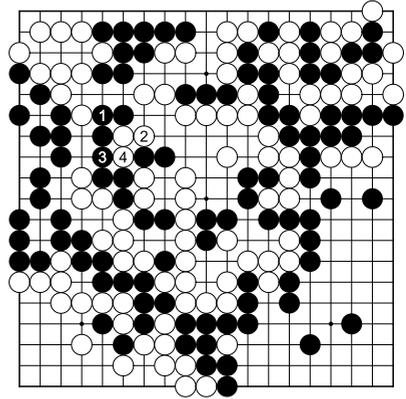
Black lives inside



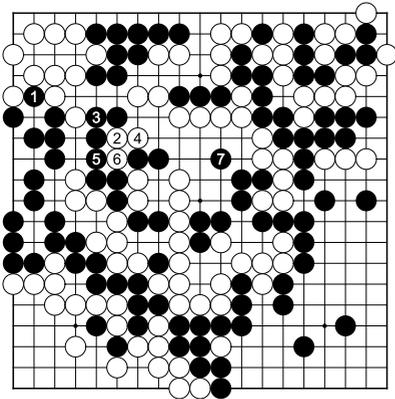
White captures something if Black tries to save all

So White would play ② here. Now if Black connects at ③ to save the two stones, then White pushes at ④ (having destroyed the half eye in sente), and if Black blocks above, White cuts and it reverts to the previous-but-one diagram and kills the six stones (as the two cutting stones can't be captured). And if Black plays ⑤ at ⑥, White just plays the other and the whole black group is dead.

So Black's best play is to give up the two stones, but then White cuts them and makes a nice handful of points in the centre:



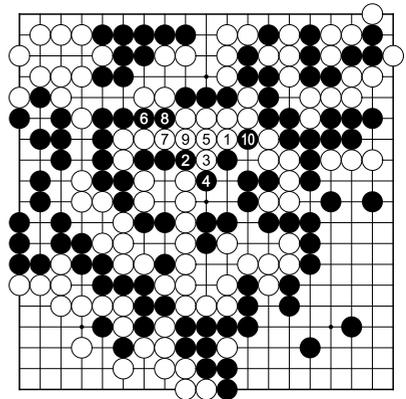
Best for both after the tesuji



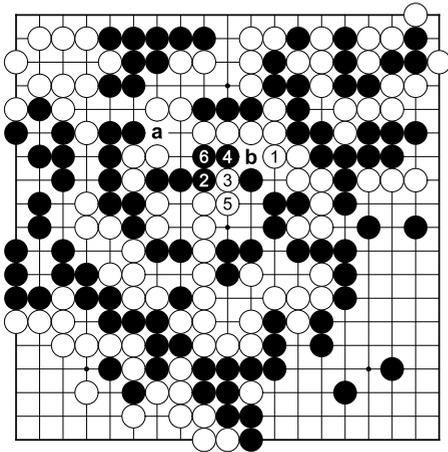
Black's counter without White's ko threat

So why didn't this sequence work without White's sneaky ko threat? Because Black would use the peep of ⑦ (which threatens to cut and capture the larger six stones than his two in the centre) and use that and White's shortage of liberties to extricate his two cut stones.

If White defends like this and then wedges, he gets caught in a shortage of liberties (actually ⑤ could make ko but if Black wins the ko there's more death for White with throw-ins utilising the three dead stones above).



Continued: variation 1

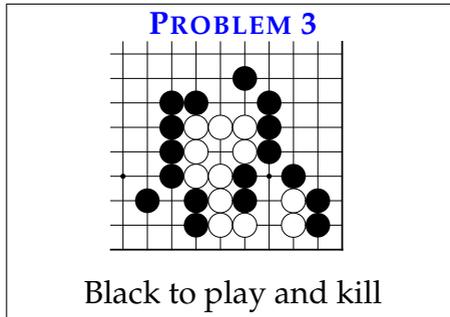


And if White defends like this, then Black connects home as ⑥ makes a and b miai (left).

All in all, a beautiful tesuji from Kim Jiseok; he deserves applause!

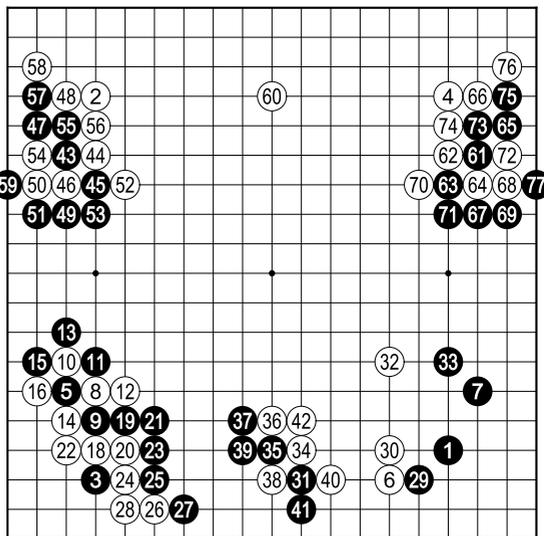
Continued: variation 2

~ ~ ~



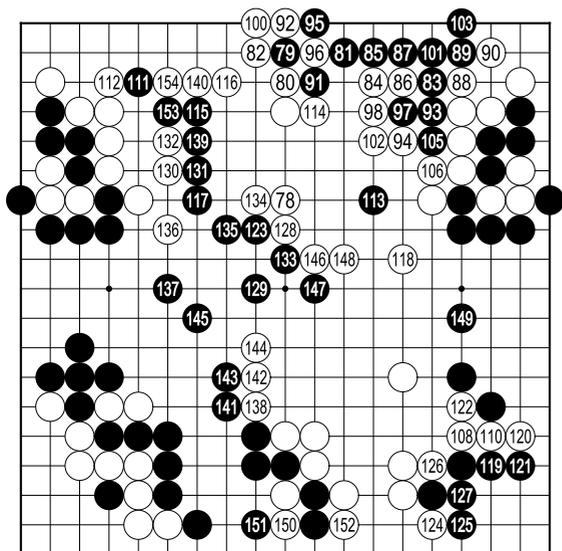
BRITISH CHAMPIONSHIP GAME

This is the second game of the best-of-three 2017 British Go Championship title match. Daniel Hu (Black) beat Andrew Simons to become British Champion. They played at Simon Mader's flat in Cambridge on 30th September. There was a live broadcast in the English Room on KGS. For a record of the game with unmoderated comments, go to the BGA website here https://www.britgo.org/files/bchamp/2017/game_two_2017_bgarelay.sgf.



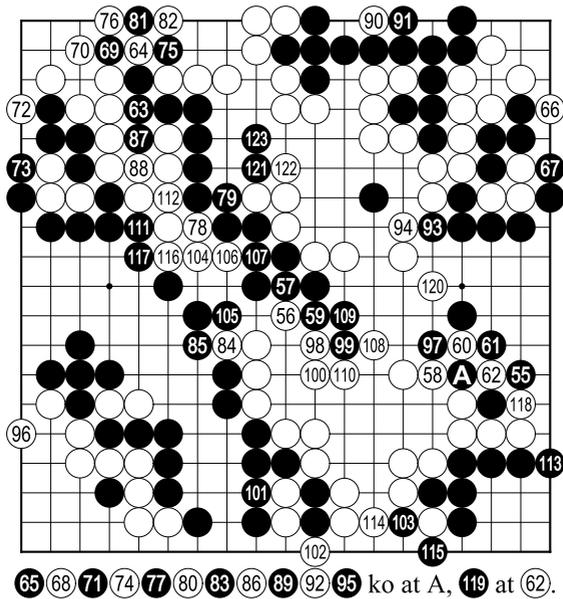
17 at 10.

Moves 1 - 77

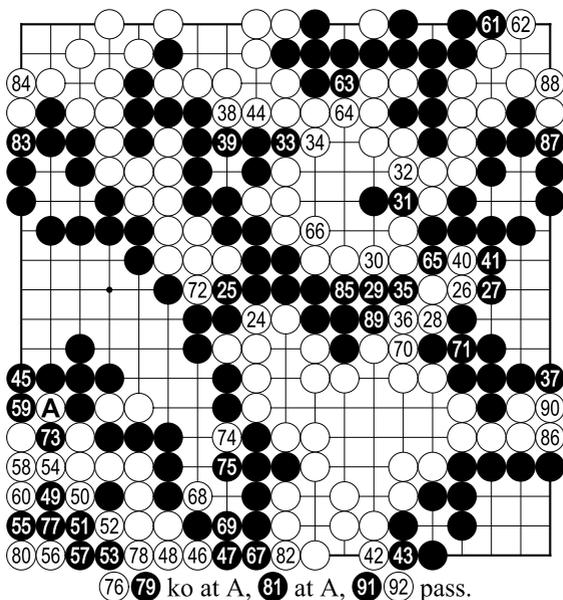


99 104 107 ko at 79, 109 at 96.

Moves 78 - 154



Moves 155 - 223



Moves 224 - 292

292 Black wins by 3.5 points.

□

DAME DISASTER

Paul Barnard

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Sunday midnight was approaching, and the pub was beginning to quieten down. The evening's clientele had dwindled to a hard core of regulars, congregating in the main bar area. The open fire added some atmosphere, if any was needed, but it was on its way out – too late in the evening to be worth adding another log. The punters continued their various animated conversations, resolutely having fun while they still could, and determinedly keeping all thoughts of the rapidly approaching Monday morning deep in the subconscious.

The bottom bar area was empty now, the dartboard forlorn on the wall, and the fruit machine excitedly beckoning to no avail. In the top bar area, two hacks were hunched over a Go board, oblivious to their surroundings. They always joked that the last game of the evening was the most important, even though the loser would claim that it was just lightning rubbish or that there had been an excessive alcoholic influence and that it didn't count.

This was "the last game of the evening," and it was just about over, with dame now being filled in. Black was ahead by a few points, but only a very few. It only remained to see whether White would run out of dame points first and thus have to hand over an "extra" pass stone.

Black had a substantial group in one corner, formed of two strings of stones. The cutting point was protected and was virtually an eye – even peeping at it didn't work. There were nine points of territory in the group, normally plenty to be assured of two eyes, and neither player had really given it much thought. But funny things happen in the corner and as the last external liberty on the group disappeared, White's attention was drawn to the group, and he suddenly saw that maybe there was something. With nothing to lose, he played a stone on the target spot, with a flourish as if to say he'd got it all worked out and had just been waiting for the relevant dame points to be filled.

Black had just started going through the same thought process, but from the opposite point of view, and a cold chill swept across his heart as the stone hit the board. "Really?" He asked the question in consternation, and then a few seconds later, as the horror began to manifest fully, again, much louder, "Really???"

White smirked openly. "I'll just nip to the loo while you figure it out," he said, and extricated himself from his chair behind the table. Satisfied that he had managed to convey the impression that he understood the

position, he went off chuckling at Black's distraught demeanour.

Black fought the urge to physically kick himself. This hadn't been necessary – he had had plenty of time to defend. But he had been focussed on squeezing every point out of the end game, and his mindset hadn't been one of defence by playing in his own territory. Summoning all available self discipline, he studied the position. Was there really a problem? It seemed there was and, all too soon, White returned. As he returned to his chair, Black informed him that White was a member of a group of people whose parents were not married. White seemed markedly unconcerned about this news, and indeed, simply grinned broadly and asked, "So, what's your move?"

A ko appeared, which Black couldn't win because every ko threat had to be bigger than the loss of his group would be, whereas White only needed a few points, so his ko threats could be much smaller. So White won the game and pretended to be sympathetic, mostly by not laughing too much, while Black refilled his beer glass with his tears.

So this was the position after the outside liberties were filled and White had played in at A:

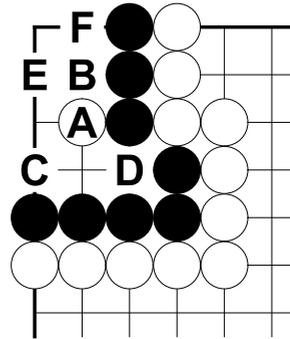
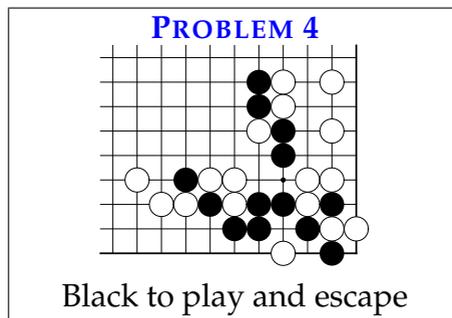


Figure 1

Black's most plausible looking move is B, but White C threatens a snapback, so Black D is forced and after White E it is a thousand-year ko, in which Black can play F for seki. Or if he plays elsewhere, White can play left of F for seki.

There are many other lines, including those with Black B below or left of A. But, absent blunders, they all lead to ko or seki. And thus a White win!

~ ~ ~





I first met Roger in, I believe, 1970, at Kettering Bridge Club when I was in the 6th form and he was in his first job, at British Steel in Corby, having graduated from Jesus College Cambridge four years earlier. We played as a partnership, not without some success.

Then, after a gap year, I went to Cambridge and took up Go and discovered that Roger had started the Corby Go Club. I therefore met him in the vacations, and remember him giving me a lift to the British Congress in 1972; this was held in Queen Mary College, London, and organised by one Francis Roads. I believe Roger reached about 1 or 2 kyu.

Roger then landed a job with Barclays Bank in their IT department, and moved to South Manchester, where he met Heather whom he married in 1978. They had two daughters, Caroline and Diana, but Roger was temporarily lost to the Go community.

Roger resurfaced in 2009, when he was living in Shropshire with Catherine, his second wife. He played in the Northern that year, and he subsequently played in 82 tournaments, including two European Congresses. He took over organisation of the Shrewsbury Tournament before moving it to the village hall in Hinstock which was less than 100 metres from his house; he then organised the British Congress in Shrewsbury in 2015. During this time he rattled around the 3 kyu – 5 kyu range.

Roger joined Council in 2013, temporarily resuscitating the BGA Bookstall, and stepped up to become President in March 2016 when Jon Diamond stepped down after 7 years in the post.

Then on 12 November, at the age of 69, he was out cycling and suffered a massive heart attack and the best endeavours of a passing cardiac nurse and the local air ambulance were unable to save his life. He will be sorely missed.

Toby Manning

~ ~ ~

GO JOTTINGS 4

John Tilley

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In Go Jottings 3, I presented one of the five topics from “How to Make the Breakthrough to Shodan” that amateurs should focus on, namely ‘sacrifice stone’ technique. In that column I looked at sacrificing just single stones, so I thought it would be useful this month to look at the Go proverb “Increase the sacrifice to two stones”, which the following three sample problems will illustrate, although in different guises.

Finally there is a spectacular example of how lightning can strike from a clear blue sky when playing a professional with seven handicap stones.

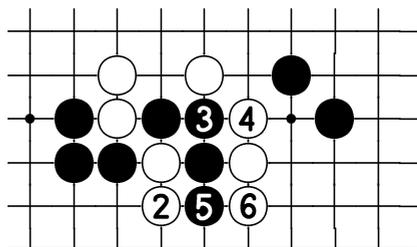


Diagram 2

White should follow the Go proverb and “increase the sacrifice to two stones” – White had but one liberty, so adding one stone on the second line with ②, gives White three liberties. White can then use these extra liberties to squeeze Black starting with ④ and ⑥.

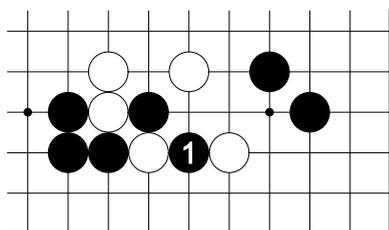


Diagram 1 – Problem 1 – White to play – Black has just played ①, what should White do?

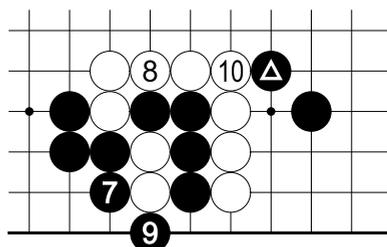


Diagram 3

White finishes the squeeze with ⑧ and finally connects at ⑩, giving White a very solid outside wall, White can be very pleased with this result. Note that Black’s stone at ① ends up being placed next to what was the cutting point at ⑩, which is a real no-no. There is another Go proverb here “never peep at a cutting point.”

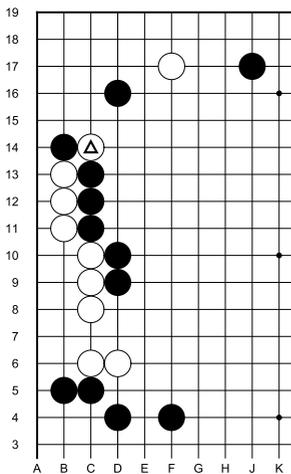


Diagram 4 – Problem 2 – Black to play

This position is from a six-stone game, and White has just cut with the marked stone at C14. Black still retains his handicap advantage, so he should attack. Mind you this is a handicap game, but there is no excuse for not pressing home an advantage; you won't learn otherwise.

Three moves for Black spring to mind: to handle the cross-cut, play one of the two atari or extend to B15.

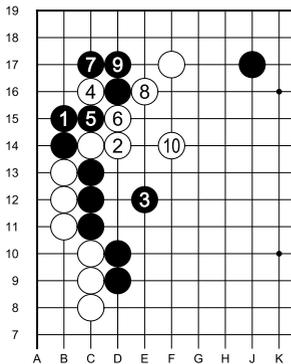


Diagram 5 – failure

The first move to try might be the extension of ❶ here, which follows the Go proverb “in a cross-cut, extend”. However ❷ forces Black to make the shape move of ❸ and it's now White who can sacrifice a stone, by cutting at the waist of the knight's move with ❹. White can now squeeze with ❺ and ❽ and finally make good shape with ❿. White can be pleased as his upper group is out to the centre – remember this is a six-stone game.

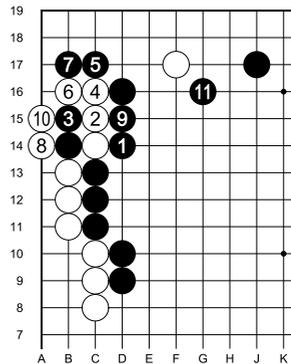


Diagram 6

In the previous diagram Black got pushed around, so it's necessary to go back and look at the two atari – playing ❶ here is the correct move. ❸ increases the sacrifice to two stones (with three liberties) so Black can now play the three squeezing moves of ❺, ❽ and ❿. White must capture with ❿ and Black will be delighted to get move ❾ in – pushing White's single stone against his newly created thickness.

This is a textbook example of sacrificing to make thickness, so go back and look at the original problem in Diagram 4. Play through the two sequences and try and visualise them. There is a really big difference here; remember that the extension to B15 in

Diagram 4 was too slow, so an atari was necessary.

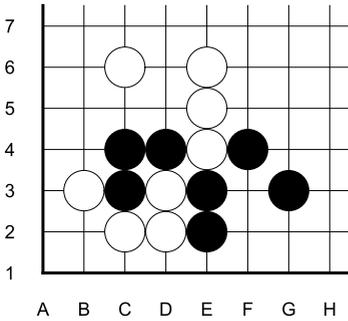


Diagram 7 – Problem 3 – Black to play – a classic tesuji sequence.

Black's three stones are in danger; Black can't afford the solid move of B4 as White would just connect at B2 – Black would then have only four liberties to White's five. As both groups are solid and there would be no cutting points, it is highly unlikely that there are any special properties of the corner here to help Black.

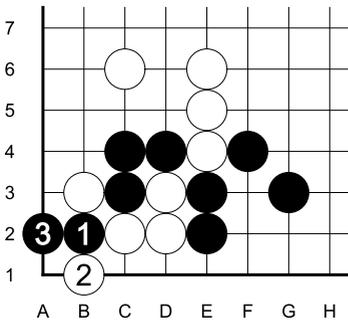


Diagram 8

So Black has to cut with ① here and then add one stone and sacrifice both.

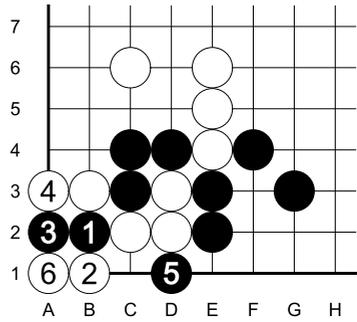


Diagram 9

④ is also forced and Black can now play at ⑤, White must capture as he can't play C1 due to dame-zumari.

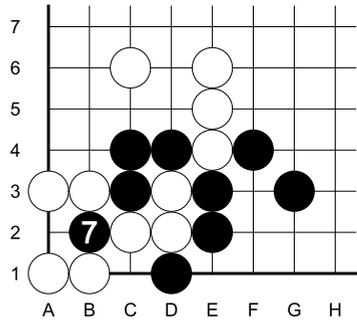


Diagram 10

After White captures at ⑥, Black can play the throw-in at ⑦. Again White can't play at C1.

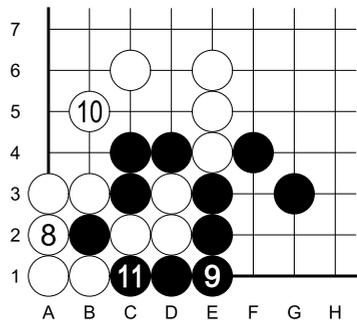


Diagram 11

After White captures with ⑧, Black can calmly connect at ⑨, and after White ⑩ Black can just play atari.

This tesuji sequence is called “the stone tower squeeze” or “tombstone squeeze” and it does indeed occur in actual games and also in joseki, typically where one side has made an overplay and leaves themselves wide open to this tesuji.

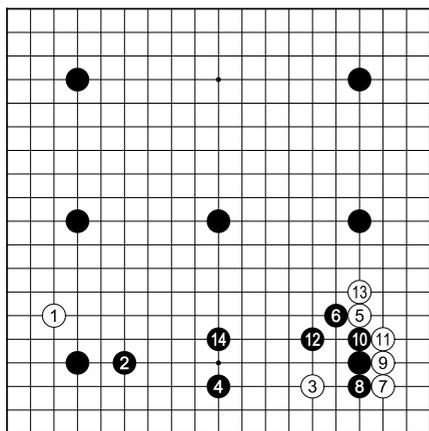


Diagram 12 – The seven stone horror.

I watched the following game in 1969; Magari Reiki (then 8-dan professional) was giving seven stones to a western player at Iwamoto’s Go Salon. The action takes place in the lower right corner; warning – this is not a pretty sight, so players of a nervous disposition might want to stop reading now.

After the pincer of ④, White plays the double attack with the one-skip jump of ⑤, and ⑥ is fine. Ishida’s joseki dictionary (not published then) says “The stronger a player is, the more inclined he will be to attach on top” at ⑥ in this game.

The sequence to White ⑬ follows and Black then plays the strong move of

⑭. It’s good to see that Black had actually played a sequence that is now in Ishida’s joseki dictionary – Volume 3 diagram 110 on page 189 – “the result is equal”. So far so good.

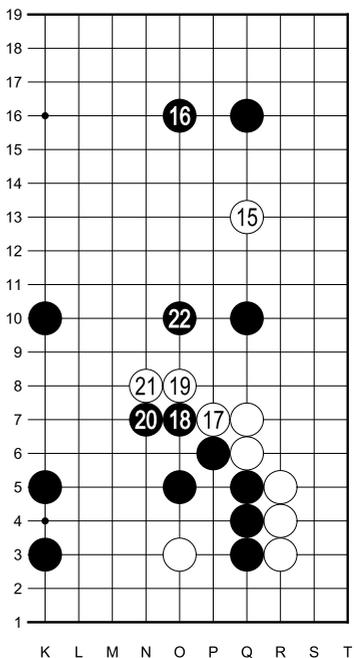


Diagram 13

After the exchange of ⑮ and ⑯, White pushes with ⑰ to ⑳, which weakens the Black handicap stone on the right-hand side, so Black jumped to ㉒ – a fatal mistake. Maybe you can see the stone tower squeeze at this point?

Black should have played ㉒ at ㉓ and crawled along the seventh line, abandoning his isolated stone at Q10. Black can eventually take sente and then play at R15 in the top right corner.

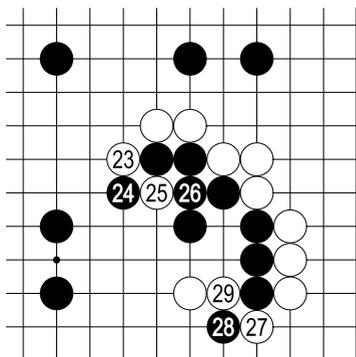


Diagram 14

When White played ②5 I sensed that Magari-sensei had stiffened and was about to draw his sword. When White plays ②9 the scene is set for a textbook stone tower squeeze.

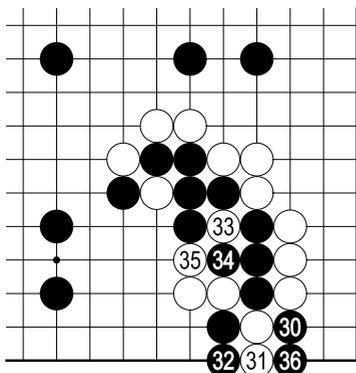


Diagram 15

The inevitable sequence continues – a masterly display by White.

White ③9 is the finishing blow (see Dia. 16). A classic example of what lies below the surface – “the tesuji are all there, waiting to be played”.

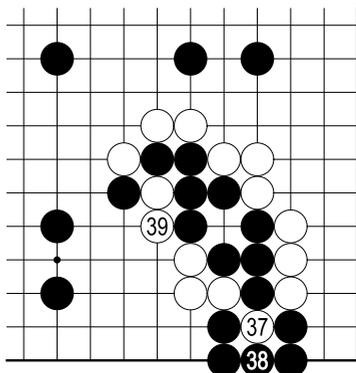


Diagram 16

Magari Reiki was Iwamoto’s senior pupil, he had a reputation for being both a hard fighter and a good teacher. There is a classic series of his articles on “good moves and vulgar moves” in Go Review around 1971, available on DVD. However I really like the title of his book “Beginner’s Hallucinations” – Go Super Book number 5.

Many of the examples are taken from games “between amateur dan players”, so to a professional it seems that beginner includes not only DDK and SDK but also the lower amateur dan ranks. Sigh.

My generation learnt from the classic 1960 book “Go Proverbs Illustrated” which introduced the English Go world to the proverb “if you have one stone on the third line, add another and abandon both of them”. However in the same proverb it also covered the stone tower squeeze and sacrificing two or more stones elsewhere on the board – i.e. not on the second and third lines.

Japanese books from the 1970s quote “Increase the sacrifice to two stones”, which is what Richard Bozulich uses in his 2015 book “An Encyclopaedia of Go Principles”.

UK NEWS

Tony Atkins

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David King and Edmund Shaw

Swindon

The Swindon Tournament was held on the last day of September. As in the previous year, the venue was the Conservative Club, conveniently situated in the Old Town part of Swindon. Edmund Shaw (5d Reading) made his come back to competitive Go and triumphed by winning the tournament. He beat Min Yang (4d Oxford) into second place. Others of the 24 players winning all three games were Martin Harvey (6k Manchester) and Colin Maclennan (10k Twickenham).

Northern

The Northern Go Tournament, on 14th October, was honoured to host Romanian-born professional Go player Cătălin Țăranu (5p). He commented on some of the games, gave a talk at lunchtime and handed out the prizes. He stayed over to attend a meal and on the following day taught at a workshop in Stockport.

As in 2016, Cheadle Hulme School provided an excellent venue for which the organiser was very thankful, but unfortunately that organiser, Chris Kirkham, committed the first blunder of the day, messing up the registration of the 42 players to cause an hour late start. Not making any blunders, however, was the overall winner, Eetu Erkkila (1d Helsinki). He beat Yangran Zhang (3d Manchester) in the final round. Also getting prizes for winning all their three games were Andrew Russell (4k Birmingham), Adrian Abrahams (7k Lancaster), Brent Cutts (8k Nottingham) and Amy Upton (22k Cheadle Hulme School).

Wessex

The winner at St Mark's Community Centre in Bath of the 33-player Wessex Tournament on 29th October, as ever the day the clocks went back, was Czech player Bronislav Snidal (3d). He beat the previous winner, Alex Kent, in the final to collect the Wessex Trophy and a cash prize. The only other player who won all three games, a trophy and cash prize was Scott Griffiths (6k Bristol).



Bronislav Snidal (L) receives the Wessex Trophy

Three Peaks

Toby Manning (1d Leicester) won this year's Three Peaks Tournament on 4th and 5th November. Held, as last year, at the Wheatsheaf in the centre of Ingleton in Yorkshire, the two-day event attracted 28 players, a couple down on 2016. Toby's only loss was to Eetu Erkkila (1d Helsinki). Eetu had lost to Matt Reid (1k Cambridge) and so ended second on SOS tie-break. Matt was third with three wins and a noteworthy fourth was James Richards (3k Edinburgh) whose only loss was to Toby in the last round. Others winning four out of five were Ai Guan (7k Lancaster) and Alan Stokes (9k Manchester).

Youth

The 2017 British Youth Go Championship (BYGC) returned to King Edward VI School in Aston, Birmingham, on 18th October, thanks to Andrew Russell and the support of the headmaster there. It attracted a big crowd of young players, in fact 46 competitors, aged from 7 to 18. This included a several oriental players currently living in the UK, mostly dan-graded, who played in an Open group for cash prizes. Also,

thanks to a new club at Harpenden Academy and a good crop of new players from Edinburgh, Cheadle Hulme and Letchworth, there was a large group between 30k and 40k in strength; some of the games they played were on 13x13.

The various sections competed over five rounds with the draw master, Tony Atkins, and his assistant, Paul Smith, coping with all the pressures to find fair results in all categories. In addition to the age groups, the championship and the open section, there were matches to determine the best teams. Martin and Helen Harvey also oversaw a 13x13 side event, in another room, to keep the quick-finishers busy.

Thanks to support from DeepMind, there were cash prizes and chocolate prizes (of course); the winners of the age groups collected annual trophies, where they have not been lost. The top winners were Jayden Ng from Bromsgrove, who won the Championship and Under-16, and Yueran Wang from Bloxham, who won the Open section for a second year. All winners are shown below:

Section Winners (runners-up and thirds, if awarded)

- Youth Champion: Jayden Ng (Zaki Betesh, Tom Bradbury)
- U18: Zaki Betesh (Tom Bradbury)
- U16: Jayden Ng (Luke Garner)
- U14: Edmund Smith (Hilary Bexfield)
- U12: Lueming Yang (Jan Kudla)
- U10: Zoe Walters (Elliot Grose)
- U8: George Han (Auden Oliviere)

- Open Champion: Yueran Wang (Jayden Ng, Bill Shen tied with Daniel Yang)

Other awards

- Winners of four games: Matthew Jackson, Luke Garner, Joab Isaac, Chun Yin Wong
- Best School: Cheadle Hulme School
- Best Junior School: Harpenden Academy
- 13x13 side event: 3/3 Lueming Yang, 7 games played Velko Trifonov
- Fighting Spirit: Emily Oliviere (BYGC), Montgomery Ives O'Brien (13x13)

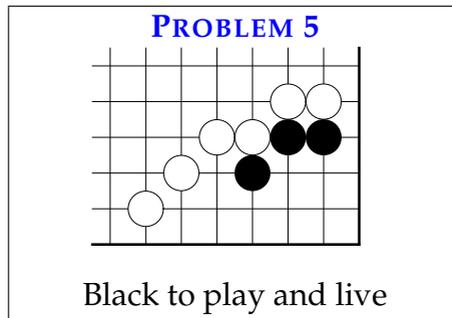
Coventry

The Coventry Tournament this time had a new month, held on 2nd December, a new playing room, held in the University of Warwick's Social Sciences Building, and a

new organiser, Norwegian dan-player Jonas Egeberg. However the winner was the same as previous as local player Philip Leung (4d) again won all three games to top the field of 40 at the event. Second was Lucretiu Calota (4d St Albans) and the organiser himself was a creditable third. Players lower down who won all their games were Andrew Russell (4k Birmingham), Michael Kyle (6k Manchester), Alan Stokes (8k Manchester) and Pierre Oliviere (15k St Albans).

Edinburgh Christmas

Alistair Wall (1d) from the Wanstead club in London travelled up to Edinburgh for their annual Christmas Tournament on 16th December. He topped the list of 19 players at the Skyscanner offices by winning three games out of four. He beat local player Boris Mitrovic (2d), but lost to another local Liu Yen-Ting (1d) who won two out of two. Others winning three games were Roger Daniel (6k Wanstead), Serhii Gavrylov (7k) and Edinburgh players Robin McLean (10k) and Neil Sandford (15k).

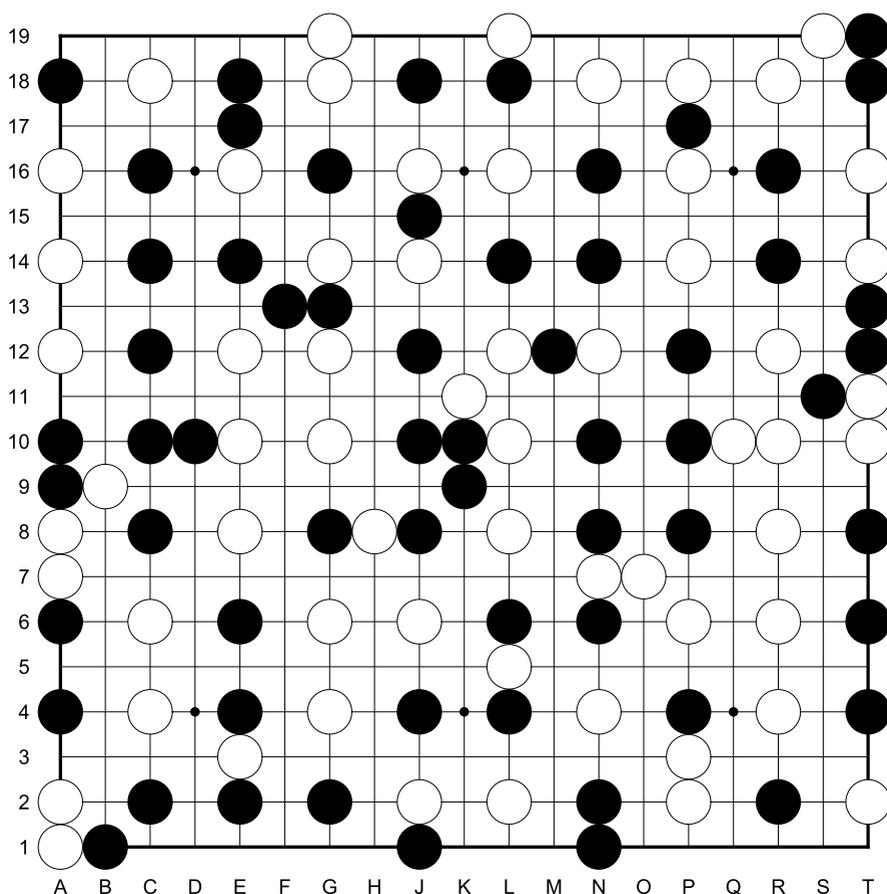


BGA PRIZE CROSSWORD PUZZLE NO.2

Sphinx

Instructions

Eight answers are among those O1'ed by O1 (in one case only pseudonymously, but in the same series) and are not otherwise defined. Answers are to be entered into the diagram, across or down, between the stones (the colour of which is irrelevant), beginning at the stated grid reference – on the intersections, of course, not in the squares. You are very likely to need the Internet to find or ascertain information to solve this puzzle completely. Sensei's Library¹ may help you in your quest (but may not be sufficient in itself). Good Luck!



¹<https://senseis.xmp.net/>

Across

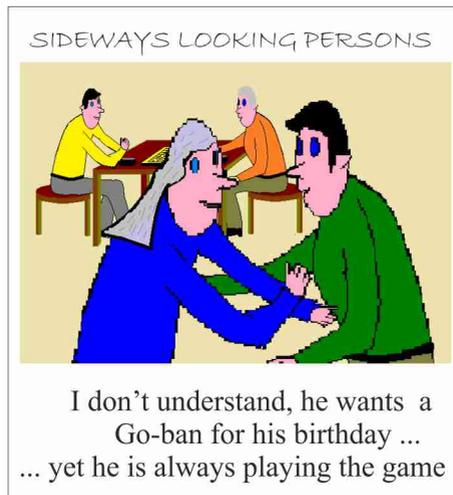
- A3: See S18
 A5: Lass related being 1k, meeting "the Iron Goalkeeper": Chinese opening elucidated to start with (10)
 A11: Lenin and Mao, for instance, are stars (3,6)
 A13: Judge that is in pursuit of two key characters (2,3)
 A15: GI getting involved with mutiny (2,6)
 A17: A3 incorporated metal (4)
 A19: Ray studies work, then spasms? (6)
 B7: Nearly all come to formally request a tournament, or such (11)
 C1: Irish lad, maybe, going to church hoping to raise spirits there (6)
 C9: Serb right to take ko designed to get those in between (7)
 F3: Pot head accepting rule's severity (9)
 F17: Sounds like Sphinx is a state (5,4)
 H13: Soldiers shadowing? Note taken internally (4,7)
 H19: A politician spells out current measure (3)
 K1: Reveal the secret of what raising one finger means (3)
 K15: College for metalworkers (10)
 L9: Carole not taking sides (too wise, reportedly) in commotion about female (4,5)
 L11: Hide the French at this woman's (7)
 M5: Seeing the Queen, perhaps makes efforts (8)
 M19: Tiger, say, to turn backwards in sleep briefly (6)
 O1: S18 undercover in post-Christmas terror (6)
 P7: A temptation said to diminish (5)
 Q3: About to invade with M1? Leave it out! (4)
 Q17: Trick where one takes learner's place (2,2)

Down

- B8: Red mark on rent (7)
 B19: Having advantages stirs up constant vile pride (10)
 D9: Distinctive feature of novel bouquet (5,4)
 D19: With stylish clue, almost doing nothing superfluous (9)
 F12: Stop young hen being harassed (4,8)
 F19: Perhaps fighting enthusiasm for strong drink (6)
 H7: Defrosted, so no charge for gelato (3-4)
 H19: One puts together review of small publication by Buddhist priest atop a rocky height (11)
 K8: Unknown that is about to come back. "How?", you might say (3, 5)
 K19: Mournful strategy chap follows (8)
 M11: Men chant, even poetically, when struggling for something improving (11)
 M19: Successful stratagem to allow first and second lines, perhaps? (7)
 O6: American planes first things thrown in sea (6)
 O19: Acting as a medium for making waves? (12)
 Q9: Keen to get on with Q17, replacing note that's not really clear. Or is it? (9)
 Q19: Turn to English fish to preserve 99 lives (9)
 S10: Artificially create argument among Scots next (10)
 S18, A3: Merciless autodidact? Goal: zap hero, maybe? (7,4)

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 by email, or 10 Bridgeholme Mill, Charley Lane, Chinley, High Peak, SK23 6DX by post, to arrive not later than 26 February 2018.
3. Any entry must correctly identify the answers, 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 answers, 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.



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/issue182.

Solution to Problem 1

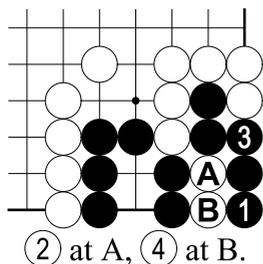


Diagram 1a (failure)

- ❶ This fails.
- ❷ White has the throw-in.

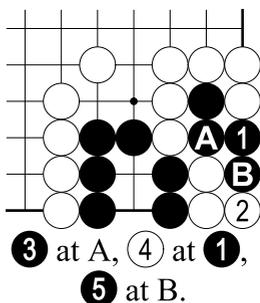


Diagram 1b (correct)

- ❶ This is the correct move.
- ❸ Black plays back “under the stones” to make the corner eye.

Solution to Problem 2

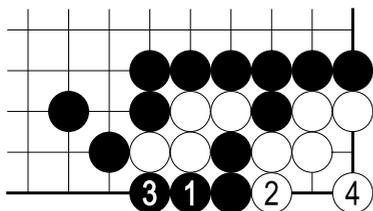


Diagram 2a (failure)

- ❶ Black can play here to trap four stones but the corner lives.

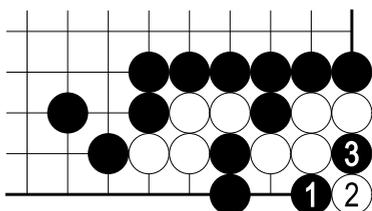


Diagram 2b (failure)

- ❸ This is a ko which is a failure for Black.

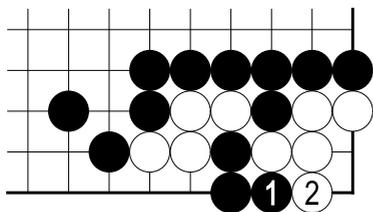


Diagram 2c (failure)

- 1 This is not fast enough.

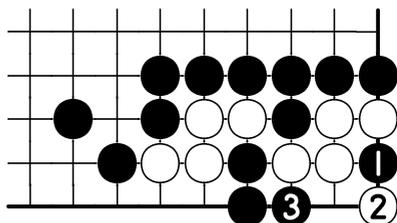


Diagram 2d (correct)

- 1 This is the tesuji that leaves White short of liberties.
- 3 It is self-atari for White on both sides.

Solution to Problem 3

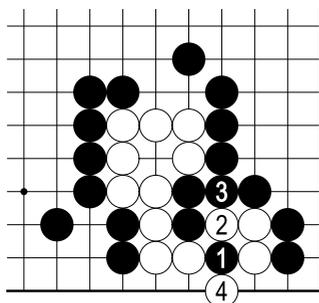


Diagram 3a (failure)

- 1 Wedging sometimes works...
- 4 ...but not here.

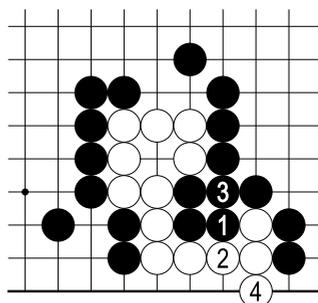


Diagram 3b (failure)

- 4 This way fails too.

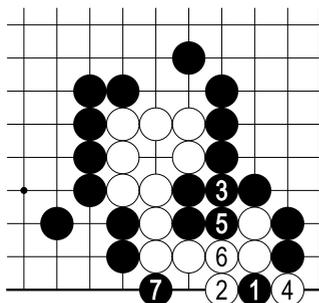


Diagram 3c (correct)

- 1 This hane is the move that kills.
- 2 If White here...
- 3 ...then Black connects.

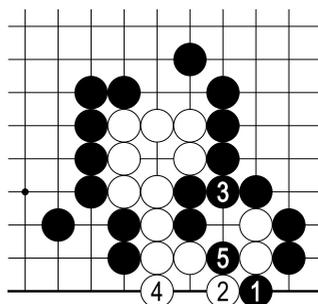


Diagram 3d (correct - one continuation)

- 5 Snap-back.

Solution to Problem 4

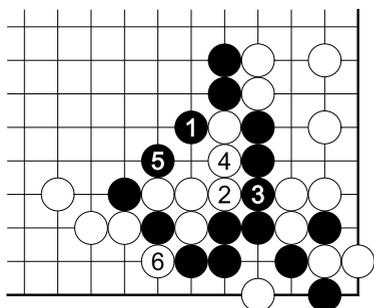


Diagram 4a (failure)

- ❶ This looks like it works.
- ❷ However, White plays here and Black is trapped.

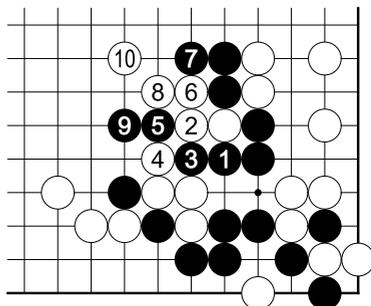


Diagram 4b (failure)

- ❶ This possibly might work instead.
- ❷ White is alright everywhere so Black is trapped.

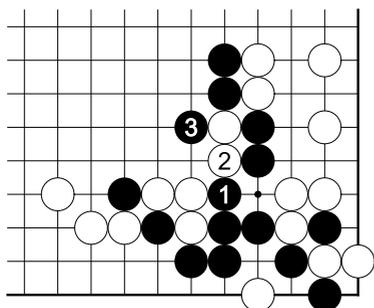


Diagram 4c (correct)

- ❶ This is the move that punishes White's shape.
- ❷ This quickly fails.

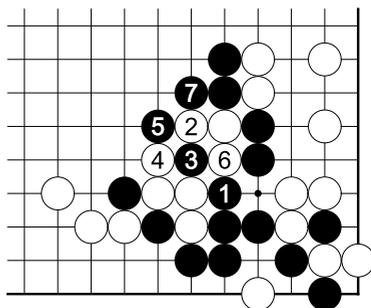


Diagram 4d (correct - variation)

- ❷ This is harder to handle.
- ❷ White runs out of liberties.

Solution to Problem 5

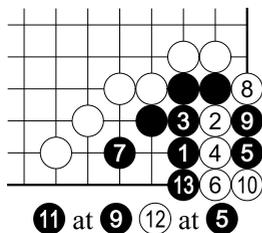


Diagram 5a (correct)

- ❶ This is the correct play.
- ❷ This is White's strongest attack.
- ❸ This is the correct response.
- ❿ Black is alive.

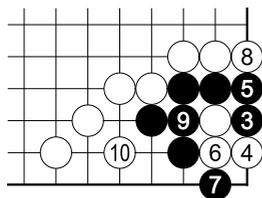


Diagram 5c (failure)

- ❸ This does not work.
- ❿ Black can only make one eye.

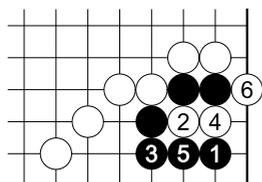


Diagram 5e (failure)

- ❶ This looks like good shape.
- ❷ But White can just play here.
- ❿ Black is dead.

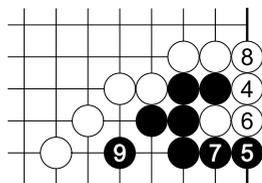


Diagram 5b (correct - variation)

- ❷ If White plays this way...
- ❸ ... it is important for Black to play here to avoid ko.
- ❿ Black is alive.

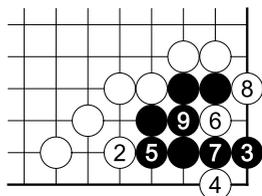


Diagram 5d (correct - variation)

- ❷ This might work for White.
- ❸ This is the vital point for making eyes. ❸ at ❷ or to the left of ❷ both fail.
- ❸ This might be a blind spot.
- ❿ Black is alive.

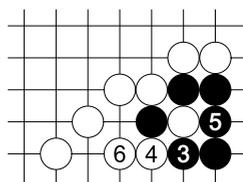


Diagram 5e (failure)

- ❸ Black can capture the white stone.
- ❿ But now Black cannot make two eyes.

BGA ANNOUNCEMENTS

FUTURE EVENTS

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

Cheshire, Frodsham, Saturday 3rd February

London Go Centre, Grand Opening, Saturday 17th – Sunday 18th February

Nottingham, Kyu Training Day, Saturday 24th February

Irish Go Congress, Dublin, Ireland, Friday 2nd – Sunday 4th March

Isle of Skye, Portree, Saturday 3rd – Sunday 4th March

Trigantius, Cambridge, Saturday 10th March

British Go Congress, Bristol, Friday 6th – Sunday 8th April

Candidates' Tournament Saturday 5th – Monday 7th May

Bracknell, Wokingham, Sunday 13th May

Welwyn Garden City, Saturday 19th May

Scottish Open, May

Scottish Open Juniors, May

Challengers' League, Saturday 26th – Tuesday 29th May

London Go Centre, Not the London Open, Saturday 26th – Monday 28th May

British Pair Go Championships, Hatfield, Saturday 2nd June

Durham, Saturday 9th – Sunday 10th June

Welsh Open, Barmouth, Saturday 30th June – Sunday 1st July

5th Annual World Collegiate Wei-Chi Championships, Cambridge,

Monday 9th – Sunday 15th July

UK Go Challenge Finals, July

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OFFICIAL VACANCIES: CAN YOU HELP?

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

We need volunteers for:

- London Open Organiser
- Regional Youth Representatives (Scotland, North East)
- Deputy Webmaster
- A further Council Member

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

ASSOCIATION CONTACT INFORMATION

Association contact page: britgo.org/contact

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If by post: 201 Kentmere Road, Timperley, Altrincham, WA15 7NT

Newsletter Editor: newsletter@britgo.org

Journal comments and contributions: journal@britgo.org

Our Facebook page: facebook.com/BritishGoAssociation

Follow us on Twitter: twitter.com/britgo

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.

CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal is **26th February**.

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.

COLLECTING GO XXXV: RULE LEAFLETS

Tony Atkins

ajaxgo@yahoo.co.uk

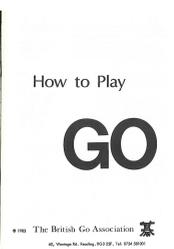
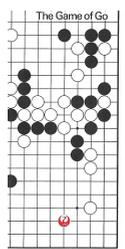
Many are the times when people have come to the BGA saying that they had bought a Go set but they could not understand the rules supplied with it. This was usually because it was written by someone who did not play or was translated from an oriental language by someone who understood the words and not the meaning.

For instance, in the early 1980s the BGA sold a Japanese magnetic set that contained the following advice:

ETIQUATTE:

From old times, strict etiquette and formality have been requested to those who enjoy this game. According to the Nihon Ki-in's igo rule, some special clauses on this matter concerned read as follows: "While you are playing the game, you have to pay attention to your manner lest you should not perturb the thinking of your opponent, or give unpleasant feeling to him because of your speech and behavior. There of course is 'No not ready' clause and also a clause forbidding to get an advice from the side-looking persons.

The first rule leaflet produced by the BGA to try and overcome this problem was the "JAL Leaflet", a trifold cover with two bifold sheets inside, sponsored by Japan Air Lines and produced in the early 1970s. This is shown alongside its replacement, the 1983 leaflet "How to Play Go". This was two sheets of folded A4. Its second edition in 1984 was joined by an informative "Go Facts" flyer, with one folded sheet of interesting facts about Go.



These two leaflets were merged in 1992 to produce "Go The most challenging board game in the world". Its 1993 edition is shown here, the first with a glossy, patterned cover. After five editions it was replaced in 2001 by "Play Go". This was the first with a colour cover and had the tagline "The most challenging game in the world". The covers of the 1993 and 2004 edition of these two are shown here. The tagline was changed to "A few simple rules... limitless possibilities" for the current version of this leaflet.



From 2009 a trifold flyer was issued which was designed to be handed out in response to casual interest and to also contain a membership form. The original and latest versions are shown here. The BGA also produces the English version of the cartoon booklet "Go An Introduction" which originated with Andreas Fecke in Germany; this can be seen on the website.

GO

How To Get Going

Shown here are various leaflets that have come out of the Netherlands, most being the promotional output of the European Go and Cultural Centre. The English versions of "Go Step by Step" and "Go The most fascinating game" have been available in the UK but, as they were more expensive to produce than the BGA leaflets, they were not widely available. Leaflets from American, Japan and other European countries can also be seen from time to time.

Play Go Today

Go is a game for two players. Being each other across a board, each side is to capture the other's stones on the board in a game to capture territory and stones.

A general board consists of 19 x 19 lines. The game is played using the intersection of the lines, and this is the origin point for the black and white stones. The board is divided into four quadrants by the center line. The board is divided into four quadrants by the center line. The board is divided into four quadrants by the center line.

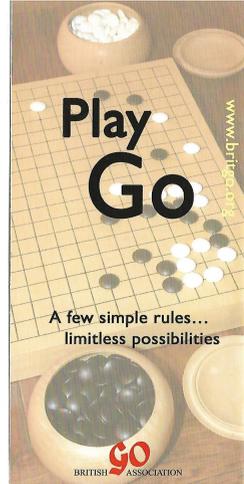
Go starts with an empty board and each player has a stone. The first player to capture stones of the board and territory is the winner. The game is played using the intersection of the lines, and this is the origin point for the black and white stones. The board is divided into four quadrants by the center line. The board is divided into four quadrants by the center line. The board is divided into four quadrants by the center line.

The object of the game is to use one's stones to form territory by surrounding areas of the board and capturing the opponent's stones. The game is played using the intersection of the lines, and this is the origin point for the black and white stones. The board is divided into four quadrants by the center line. The board is divided into four quadrants by the center line. The board is divided into four quadrants by the center line.

The use of intersections or points is not limited to the 19 x 19 board by counting from the top right-hand corner. The board is divided into four quadrants by the center line. The board is divided into four quadrants by the center line. The board is divided into four quadrants by the center line.

Go starts with an empty board and each player has a stone. The first player to capture stones of the board and territory is the winner. The game is played using the intersection of the lines, and this is the origin point for the black and white stones. The board is divided into four quadrants by the center line. The board is divided into four quadrants by the center line. The board is divided into four quadrants by the center line.

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A couple of BGA members, including Dan Gilder, have produced single-sheet rule flyers. Gerry Mills produced a very clear one, "Play Go Today", for the Payday Games sets he was producing at the time. It is shown here to the right of a booklet "Go How To Get Going" which was produced with the BGA's help in 1994 for a London Go set company called Greenlight.

