

BRITISH

GO

JOURNAL



Number 191

Spring 2020

25th European Youth Go Championship



Parents: (Back) Liudmila, Paul, Kalle, Keith; (Middle row) Iva, Shirley, Sue, Mandy; (Front) Iona holding shy Filoteea



Game reviews: can you spot several from the team?

CONTENTS

EDITORIAL		2
THE CREATIVITY CODE	Colin MacLennan	3
WORLD NEWS	Tony Atkins	4
GO JAPANESE	Richard Hunter	6
HARRY PARKES	Donald A Campbell	8
PRESIDENT'S MESSAGE	Toby Manning	12
GO JOTTINGS 12	John Tilley	13
25 th EUROPEAN YOUTH GO CHAMPIONSHIP	Martin Harvey	19
THE TRIVIAL KO IS WORTH $0, \frac{1}{4}, \frac{1}{3}, \frac{1}{2}, 1$ OR 2 POINTS	Toby Manning	24
UK NEWS	Tony Atkins	26
SOLUTIONS TO THE NUMBERED PROBLEMS		30
UK CLUBS LIST		35
ASSOCIATION CONTACT INFORMATION		40
TOURNAMENT HISTORIES IV: EYGC	Tony Atkins – Rear Cover	

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EDITORIAL

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Welcome to the 191st British Go Journal.

In This Issue

As we go to press the country is in lock-down over coronavirus and the playing of Go in the UK has been significantly affected. Many Go Tournaments have been cancelled including the British Open. I have not printed a list of forthcoming tournaments as the situation is changing daily and it would almost certainly have been out of date by the time you received your copy of the journal. I suggest you keep watching the BGA website for the latest events calendar and news.

Clubs are still managing to have virtual meetings on Go platforms like OGS; the list of clubs currently active in the UK is given at the end of this journal.

Some new contributors have provided material for this issue namely Colin Maclennan and Donald Campbell and old faithfuls like Martin Harvey and Toby Manning have been busy here too, penning a report of this year's EYGC and an insight into 'the trivial ko' respectively.

In addition to his proof reading, for which we are very grateful, Richard Hunter has written about the virtues of Japanese Go books. And John Tilley has written another in his excellent series of Go Jottings, this time a study of the angle tesuji.

We are living through a challenging time in all of our lives and I hope that all of you out there in the Go community are keeping safe and find some solace in our beautiful game to see you through the enforced isolation we must temporarily endure.

Bob Scantlebury

Credits

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

Contributions: Tony Atkins, Donald Campbell, Martin Harvey, Richard Hunter, Liu Yajie, Colin Maclennan, Toby Manning, and John Tilley,

Photographs: *Front cover*, UK Youth Team and Coaches at the EYGC. All other photographs in this edition were provided by the article authors or sourced from the BGA website.

Proofreading: Tony Atkins, Barry Chandler, Mike Cockburn, Brent Cutts, Martin Harvey, Richard Hunter, Pat Ridley, and Nick Wedd.

THE CREATIVITY CODE

Colin Maclennan

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THE CREATIVITY CODE How AI is Learning to Write, Paint and Think by Marcus du Sautoy

Marcus du Sautoy's latest book *The Creativity Code* will be of interest to many Go players. The book is an exploration of the developing world of artificial intelligence (AI). Du Sautoy probes the question raised by Ada Lovelace, the 19th century mathematician who worked with Charles Babbage on his 'Analytical Engine'. She was the first to recognise that the machine had applications beyond mere number crunching and proposed what is thought to be the first computer program. However she did not think it could ever be possible for a computer to go beyond what had been entered by the coder. Any creativity must lie with the coder, she thought. It is this question that du Sautoy probes in this book, and he suggests a *Lovelace Test*.

After a discussion of creativity, du Sautoy starts with a blow-by-blow account of Demis Hassibis and the development of DeepMind's AlphaGo to the point where it beat Lee Sedol, South Korea's eighteen-time world champion. I found du Sautoy's explanation illuminating that in hundreds of years of playing Go, human players have built up conventions that lead to what mathematicians would call a 'local maximum'. What AlphaGo has done by starting from scratch and learning to improve its play is to find another maximum which is higher.

The book moves on from Go to describe the development of the algorithms and their use in selecting recommendations for music, films, books etc. on the basis of users' previous choices, and explains how they modify their results as more data accumulates. Later chapters bring us to the application of these techniques to creating new works in the style of famous composers and artists. Du Sautoy is an amateur musician and he focuses in some detail on development of AI algorithms to compose music. He refers to DeepBach, which generates Bach chorales that music students were unable to tell apart from the real thing.

Du Sautoy does not reach a firm conclusion on Lovelace's question, though he thinks the Lovelace Test has been passed in the case of music, but he certainly does enough to suggest to me that the question is very much an open one. Meanwhile AlphaGo has now been retired from competitive play and DeepMind are now looking to other goals: healthcare, climate change, energy efficiency, face and speech recognition. It's all getting serious!

So where does AlphaGo leave Go played by humans? Will it will be possible to build upon the lessons learned from AlphaGo to develop new conventions and styles of play, such that a human player will eventually be able to beat AlphaGo and claim the higher peak that AlphaGo has discovered?

□

WORLD NEWS

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European Teams

The UK continued to play in the B-League of the Pandanet Go European Team Championship. In the fifth match of the season on 14th January the team was up against Switzerland. Andrew Simons won on board one after a marathon game that finally saw Fabien Lips resigning. Alex Kent lost to Armel-David Wolff by 16.5, Sandy Taylor lost to Sylvain Praz and Des Cann lost to Flavien Aubelle, both by resignation, to lose the match and drop the team to sixth.

On 4th February the team was up against Lithuania. Promoted from the C-League for this season, their team had been struggling and, with only one draw and no wins, they were sitting bottom of the table. For whatever reason, they were reluctant to turn out to play and only one board was contested; Alex Kent beat Vldas Zaleskas by resignation. Sandy Taylor, Des Cann and Jamie Taylor had no opponents. This win moved our team up to fourth place, but with the top three teams left to play.

Serbia put out a strong team on 3rd March. Jon Diamond played a day early and lost to Milos Bojanic by 7.5, and despite playing well the other three lost too, losing the match four-zero. Bruno Poltronieri misread against Dusan Mitic, Alex Kent lost by 4.5 points to Nikola Mitic and Sandy Taylor lost to Mijodrag Stankovic by just 2.5. This result saw the team drop one place to fifth with just Italy and Belgium left to play.

European Finale

Sixteen top European players qualified for the 3rd European Grand Prix Finale by earning qualifying points from the top European tournaments of 2019. They met up at Leksand in Sweden from 16th to 21st January to battle in four-player groups, followed by a knock-out stage. Daniel Hu's great result at the London Open meant he could take part and he had an excellent tournament. He topped Group D, beating two pros, Pavol Lisy and Tanguy Le Calvé, but losing to Stanislaw Frejلاك of Poland. He then beat France's Benjamin Dréan-Guénéaizia to reach the semi-finals. This he lost to the Ukrainian pro Artem Kachanovskyi and then he lost again to Stanislaw Frejلاك in the play-off to end a very creditable fourth. Polish pro Mateusz Surma won the final against Artem. Russia's Ilya Shikshin was fifth, having earlier been eliminated by Stanislaw.

UK Youth Team

The UK youth team played Romania in their third round match of the 2019/20 European Youth Go Team Championship over the weekend of 18th and 19th January. Yueran Wang fought bravely against a 6 dan on board one, which was balanced by Scott Cobbold notably beating a 2 dan by 3.5 points. George Han won his game by half a point, but the remaining team members were unable to emulate this performance and they lost 3-2. However, Daniel Yang only

lost by 8.5, whilst Bill Shen lost by resignation to a 3 dan.

The fourth and final match was against Czechia over the week up to 15th February. Scott Cobbold's game was the first played, which he won by 7.5, followed by Alexander Hsieh's, which was a close loss by 7.5. On the last day of the match Alexander Timperi got ahead but ended up just losing. Yanyi Xiong played a solid game to take a win, but Daniel Yang on board one fought long and hard, ending up losing the game and the match 2-3. Germany managed to win the league for the first time, ahead of the two Russian teams. The UK ended up the ninth-placed country (tenth team out of sixteen). This tournament encourages our younger players, with all members of the team able to contribute, inspiring some of them to play in the actual European Youth Go Championships.

Ireland

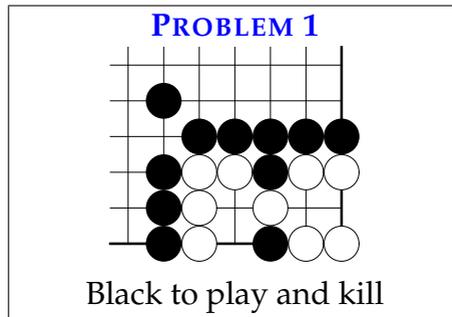
A player currently living in Ireland dominated the Irish Go Congress held in Dublin at the Teachers' Club from

28th February to 1st March. Lucas Zhirui Ye (2d) was unbeaten in the Irish Rapid Play on the Friday evening and in the 25-player Irish Open on the Saturday and Sunday. Adding the five games he won to win the Cork Tournament in November, this took his run to fifteen wins. Dublin's Pdraig O'Feich (6k) was the only other player to win more than three wins in the Open.

Matei Garcia emerged triumphant in the final game of the three-game 2019 Championship match against James Hutchinson to take his first Irish Champion's title.

In the Pandanet C-League Ireland beat Slovenia on January 28th (with wins for Philippe Renaut, Ian Davis and James Hutchinson, and a loss for Karl Irwin against Gregor Butala). On 25th February Karl, Philippe, James and Matei all lost to a very strong South African team. The 31st March match was against Greece and saw wins for Karl, Philippe and James, but a loss for Ian. This left the team second on tie-break from Croatia.

□



GO JAPANESE

Richard Hunter

I bought my first Japanese Go book in the London Go Centre in the mid 1970s. That was the original LGC near Belsize Park, which opened in 1975 and closed in 1978. 'Why would anyone buy books in a language they don't understand?' A good question. And one that I was recently asked by my brother (the one that never played Go) in relation to my recent writing project. The answer is that you can get enough out of a book just by looking at the diagrams to make it worth buying. Many players have bought Japanese Go books without being bothered at all by the language being totally or mostly incomprehensible.

In the mid 70s, there were few Go books in English. My club at that time (Oxford University) had some in its library, and I had some myself. The main publisher of Go books, Ishi Press, had only been going a few years and they had published only a few titles. People at the LGC eagerly awaited the arrival of the next publication. In the meantime, to fill the gap, they bought imported Japanese books. You could browse through ones for sale on the bookshelves of the LGC's shop. Before the arrival of personal computers and electronic game files, the main way to access professional games was to buy Kido Yearbooks. How the times have changed.

Several translation guides have appeared in the pages of the British Go Journal over the years. The first was in 1970¹, which was before I started playing Go. It was aimed

specifically at helping players read the tsumego problem books written by Maeda Nobuaki, whose nickname was 'the god of tsumego'. I still have my three-volume set. It went through many reprints, but was out of print until recently when it was reissued as a revised two-volume set. One book that I bought in the LGC, which I still have in my possession, came with a translation guide on a single piece of paper. That was the Tesuji Dictionary by Segoe Kensaku and Go Seigen, a real classic that is still popular today. The guide explained the chapter headers, which were the names of some tesujis such as tsuke, kosumi, and tobi. It also explained the colours (Black to play) and the correct, reference, and variation diagrams. For more complete definitions, it pointed you to the International Handbook and Dictionary (Ishi Press G4, 1970), by John Tilley (with German translations by Horst Mueller), which I did buy later on. Strangely, the book's translation guide omits the Japanese for failure diagram. The Tesuji Dictionary has very few diagrams labelled failure, but it does have some (e.g. vol. 1 p. 98). In modern problem books, on the other hand, the answer diagrams are predominantly labelled correct or failure, with reference and variation diagrams appearing less often along with a few other types of diagrams.

You can read and enjoy Japanese Go books with no knowledge at all of Japanese, but knowing even a small amount is a big help because

¹<http://www.britgo.org/bgj/01215b>

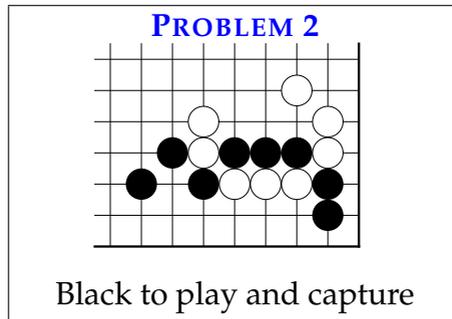
most problem books use a standard format. If you recognize the colours Black and White, which side is to play in a problem, and the diagram labels correct and failure, then you have taken a giant step forward. There is a free translation guide on Sensei's Library². For a more leisurely introduction to the Japanese used in Go books, try the e-book Just Enough Japanese vol. 1³.

There are many Japanese Go books in homes in the UK. People bought them in the LGC and visitors to Japan took many back home with them. Some people bought new books in the Nihon Ki-in or in the famous specialist book store in Jinbocho. When I was living in Japan, I bought lots of Go books in ordinary second-hand bookshops and sold many extra copies to visitors. If you are curious to see some examples of Japanese

Go books, the simplest way is to look at sample pages on Amazon; for example⁴. Tap on the book cover and then scroll down. The problems start on page 13, after a long introduction.

Why would you want to read Japanese Go books nowadays when there are so many English Go books? I think Japanese ones are well written and well laid out and contain useful information beyond what is available in English. The best books to read are books of problems on tsumego, life and death, tesuji, and semeai. You can get a lot out of those. A few have been translated into English and some English Go books have been compiled from Japanese sources. However, my library of Japanese books has lots of problems that have not appeared in English.

□



²<https://senseis.xmp.net/?BasicJapaneseForReadingGoBooks>

³<https://gobooks.com/books-by-series.html#just-enough-japanese>

⁴<https://tinyurl.com/vbh516j>

HARRY PARKES

Donald A Campbell

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Editor's note: here is the second BGJ article about Harry Parkes, the first being Harry Smith Parkes, The First British Go Player in Japan by Guoro Ding and Franco Pratesi in BGJ 152, Summer 2010¹. This is one of a series of articles on the early history of Go in Britain, which may be found here². The present article provides some interesting background about Parkes' role in the Diplomatic Service in the late nineteenth century, including in the Opium Wars with China.



Early life

Parkes was born in 1828 in Birchill Hall in the parish of Bloxwich in Staffordshire, England. His father, Harry Parkes, was the founder of

Parkes, Otway & Co., ironmasters. His mother died when he was four and his father was killed in a carriage accident in the following year. He lived with his uncle, a retired naval officer, at Birmingham and was educated at a boarding school in Balsall Heath before entering King Edward's Grammar School in May 1838.

In June 1841, Parkes sailed to China to live with his cousin, Mary Wanstall, who was also the wife of the German missionary Karl Gützlaff. Upon arriving in Macau in October 1841, he prepared for employment in the office of John Robert Morrison, a translator for Sir Henry Pottinger, who was then the British envoy and plenipotentiary and superintendent of British trade in China. Around the time, the First Opium War (1839–42) was being fought between the British and the Qing Empire of China.

Parkes learnt the basics of the Chinese language and joined Morrison in Hong Kong in May 1842. On 13th June, he accompanied Pottinger on an expedition up the Yangtze River to Nanking. He witnessed the Battle of Chinkiang, the last major battle of the First Opium War, on 21st July. He was also present at the signing of the Treaty of Nanking on board the HMS Cornwallis on 29th August.

In August 1846, Parkes and Alcock were transferred to Shanghai, where Parkes continued to serve as Alcock's translator. He started studying the Japanese language in the following year. In March 1848, he accompanied

¹<http://www.britgo.org/files/bgj/152-Harry-Smith-Parkes.pdf>

²<http://www.britgo.org/history/earlyhist>

the British vice-consul in Shanghai to Nanking to negotiate the punishment of the Chinese men who assaulted three British missionaries in Tsingpu, Shanghai.

Parkes' position as the acting British Consul in Canton brought him into renewed contact with Ye Mingchen (or Yeh Ming-ch'en), the Qing-appointed Imperial Commissioner and Governor-General of Canton. Conflict between them eventually led to the outbreak of the Second Opium War (1856–60).

On 8th October 1856, the Chinese-owned lorcha³ Arrow, which was allegedly sailing under the Red Ensign, was boarded by officials from the Qing water patrol when she entered the Pearl River after they received intelligence that several pirates were on board. They arrested 12 Chinese sailors and took down the Red Ensign from the Arrow. Parkes protested to Ye against the removal of the Red Ensign because he saw it as an insult to Britain. Ye replied that the Arrow was owned and crewed by Chinese sailors and the flag was not flying at the time. Parkes considered this action a violation of British treaty rights so he reported the incident to Sir John Bowring, the Governor of Hong Kong, and portrayed it as an insult to Britain.

The deliberate escalation of the incident into a war had the object of forcing the removal of Britain's obstacles to trade and diplomacy in Canton.

Ye refused to capitulate despite minor reprisals, thus the Royal Navy breached Canton's walls on 29th October, after which Parkes accompanied Admiral Sir

Michael Seymour in entering Ye's administrative office. The British did not have sufficient troops to permanently occupy Canton, but they kept warships on the Pearl River and positioned their artillery to overlook the city. On 16th December, Qing forces set fire to the European settlement outside the city. Parkes retreated to Hong Kong and spent nearly a year there.



Battle of Canton

British reinforcements assembled in Hong Kong in November 1857 in preparation for war against the Qing Empire under the direction of Lord Elgin, who had been appointed as the British High Commissioner and Plenipotentiary to China. The British acted in coordination with the French, who were also drawn into the Second Opium War over the death of Auguste Chapdelaine, a French missionary in China. Parkes, who was attached to Admiral Seymour's staff, was part of the group of Anglo-French representatives who delivered an ultimatum to the Qing officials on 12th December. When the ultimatum expired, the British and French bombarded Canton on 28th December and conquered the city by late December. Parkes hunted

³A type of boat, see [https://en.wikipedia.org/wiki/Lorcha_\(boat\)](https://en.wikipedia.org/wiki/Lorcha_(boat))

Ye Mingchen through the streets of Canton; George Wingrove Cooke reported that Parkes took special pleasure in humiliating Ye. 'Ye was my game,' said Parkes, and finally found what a report called 'a very fat man contemplating the achievement of getting over the wall at the extreme rear' of the administrative office.

On 9th January 1858, Bogui (or Po-kuei) was nominally reinstated by the Qing government as the Governor-General of Canton, but the city was actually governed by a European commission of two Englishmen (one of whom was Parkes) and a French naval officer. Parkes was the leader of the trio because he was the only one among them who could speak Chinese. The commission established a court, administered a police force, and opened the port on 10th February. Even though the Treaty of Tientsin was signed on 26th June, the Qing authorities in Kwangtung province remained hostile towards Europeans in Canton throughout 1858. They even mobilised militias and placed a large bounty on Parkes's head. Parkes was made a Companion of the Order of the Bath (CB) by Queen Victoria on 6th December 1859. He is known to have been a member of the Grand Lodge of freemasons, and appears to have been initiated into a lodge in Canton, but after the Cultural Revolution, the lodge its buildings and records were destroyed by the Red Guards.

In May 1865, during a trip to the Yangtze ports, Parkes received a notification for him to succeed Sir Rutherford Alcock as 'Her Majesty's Envoy Extraordinary and Minister Plenipotentiary and Consul-General in Japan.'

This correlates with the end of the Edo government which had sealed

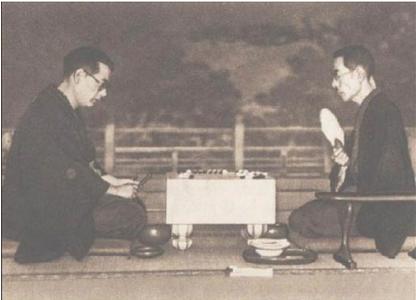
off Japan from trade with the outside world for fear that contact with Westerners would upset the social order. The new Shogunate was called the Meijin and in that period the game of Go or Wei Qui was formalised as one of the achievements required by a gentleman to discuss matters of state and trade with the Imperial Court. These were Calligraphy, Music, Painting, Poetry and the ability to play Go.



At this point the Meijin (literally brilliant men) court set up four formal academies of the game which undertook regular tournaments. After concluding successful negotiations in relation to trade deals, Parkes was invited to play in the Honinbo tournament before leaving to continue his work in Korea. It is recorded in the history of the Honinbo that Parkes competed at a Honinbo tournament in 1886 where he was apparently given a six stone handicap. However, it is unlikely but this was a real rank as to attain that degree of ability would take many years of study. It is more likely that he was given a very large handicap to assist him in playing more skilful players so that neither would then lose face. It is unclear who taught him the game but he must have learned this whilst in the Far East. On returning to England he gave a lecture at the Royal Geographical

Society on his experience in Japan. At that lecture he met Josiah Conder, an English Architect who taught in Japan and whose pupils designed and built many of the Imperial Dwellings of the Meijin period, using the skills learned from Josiah Conder. Conder had also learned to play Go for similar reasons to Parkes but there is no evidence that the two of them ever played the game together in England.

The game of Go continues to be played in Britain to this day. This photograph is one of the most famous in 20th and 21st century Go. It depicts a game between the venerable master Wu Qingyuan and his successor Lin Hai Feng and is the subject of a beautiful film, *The Go Master*, available on DVD.



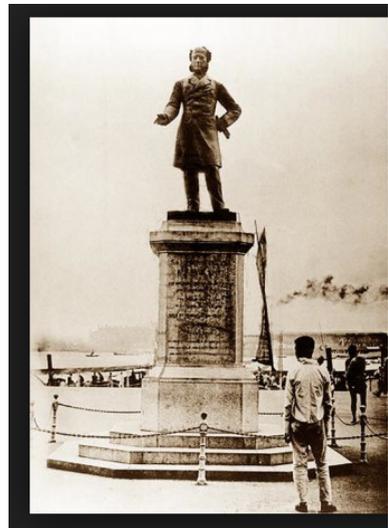
Career in Korea (1883-84)

Having represented the British in the negotiations leading to a treaty of 'Friendship, Commerce and Navigation,' signed in the Kyongbok Palace in Seoul on 26th November 1883, Parkes was appointed as the British Minister to Korea in 1884. The new treaty came into force in April 1884, when Parkes returned to Seoul to exchange ratifications. Of interest is the fact that the Koreans claim to have invented the game and certainly have evidence of the oldest board ever discovered thought to date from approximately 3000 BC:



This is found on a flat surface of a large rock at the bottom of Sain-am (rock) in Daegang-myeon, Danyang-gun, where a 19 x 19 grid baduk board is engraved. The structure of the board is a regular square of 50cm by 50cm (width x length), the boundary of which is decorated with double lines.

Parkes died of malarial fever on 21st March 1885 in Peking. On 8th April 1890, the Duke of Connaught (then Grand Master of the United Grand Lodge of England) unveiled a statue of Parkes at the Bund in Shanghai, where it stood until it was removed during the Japanese occupation of Shanghai in the Second Sino-Japanese War.



PRESIDENT'S MESSAGE

Toby Manning

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Coronavirus

I have to start this message with some words about the coronavirus outbreak.

This has significantly affected all of us.

On a local scale clubs have stopped meeting and local tournaments have been cancelled; at the time of writing this has affected Frodsham, the "Kyu players' Weekend" and Nottingham and I expect it will also affect tournaments at least until the end of June. On a national scale, we have had to cancel the British Congress, Pair Go and the Candidate's Tournament (the first stage of the British Championship). Almost all international tournaments up to midsummer, including the World Women's Go Tournament and the World Amateur, have been cancelled.

Nevertheless Go playing has not ceased: a number of clubs are meeting regularly over the internet (using tools such as Zoom) and Matt Marsh is arranging a national tournament to be played online.

AGM

The national lock-down also means that we are unable to hold the Association's AGM. Our Constitution requires us to hold an AGM during the first half of the year, but there is a quorum of 20 with no allowance for postal or proxy votes. We will arrange to hold the AGM at a suitable location when the lock-down is relieved.

At the AGM we will be putting forward two motions. Firstly, we will be proposing the introduction of proxy voting, which will enable more members to vote at the AGM,

although it may make it more formal. (For example we will need nominations for Council to be submitted well before the meeting so that members have a chance to vote on them.)

The second motion will be to approve in principle the conversion of the BGA to a Company Limited by Guarantee, as mentioned in my message in BGJ #188. Please note that this will not actually authorise the transition, but will give Council the confidence to go ahead with its plans knowing that the principle of transition is endorsed. Actual transition will require a further General Meeting of members.

New Council Member

On a positive note, I am pleased to welcome Colin Williams from Bristol onto Council. Colin's Go trajectory through life has been similar to many members, he learned to play at school and went on to join West Surrey Go Club... then there was a 25 year hiatus as work and family duties intervened. However, retirement has rekindled his passion and a few weeks ago he approached me, asking if there were ways in which he could help; as a result we decided to co-opt him onto Council.

Communications

Council always welcomes feedback from members: in particular if you have views on conversion to a Company Limited by Guarantee, the future of the British Go Journal, our response to coronavirus or any other matter then please get in touch.

□

GO JOTTINGS 12

John Tilley

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The Angle Placement

The inspiration for this article comes from a game played next to mine at The Winchester Go Club some two or three years ago - it all came down to the 'angle-placement' tesuji, which is often a blind spot for many players. This tesuji is called ate-komi in Japanese, sometimes in English it is called 'angle-wedge', but I prefer 'placement' as there is not really any wedging going on.

First of all a relatively easy text book example.

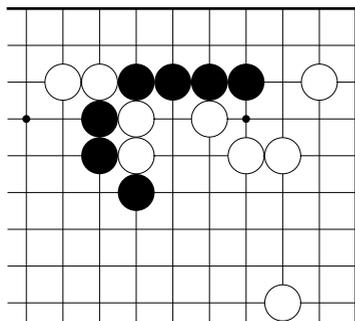


Diagram 1

Problem 1 – Black to play

Black's four stones on the top are cut off; if this position is given as a problem then perhaps most SDK would solve it.

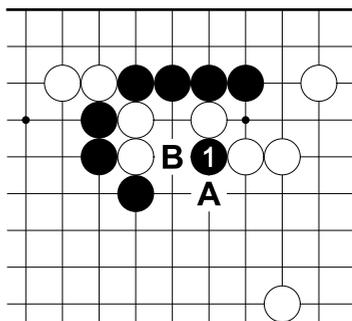


Diagram 2

The answer is ❶ here, the angle-placement. The two points 'A' and 'B' are now miai; if White plays atari at either then Black can pull out the stone and White has a shortage of liberties.

Problem 2

This is the position from the game at the Winchester Go Club, it was a 4 or 5 stone handicap game and it was Black's move, could he rescue his four stones or not?

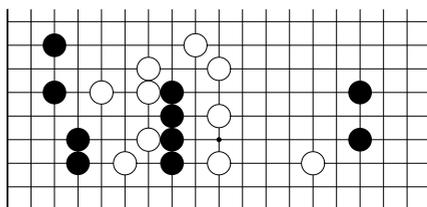


Diagram 3

Black (6 kyu) couldn't solve this during the game and as it's a fairly well known (or so I thought) position I presented it as a problem the following week. No-one could solve it.

The first move that probably occurs is ① in Diagram 4.

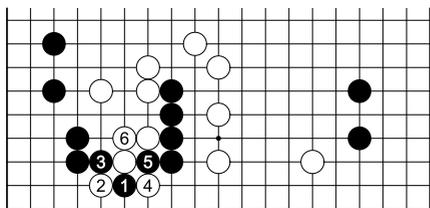


Diagram 4

However, White can easily prevent Black from connecting as the sequence to ⑥ shows.

Black's only move is ① in Diagram 5 and given the title of this article it must come as no surprise! It's much easier to spot the right move when it's presented as a problem with a hint or when you spot it in someone else's game – after all the Go Proverb says 'The onlooker is eight stones stronger.'

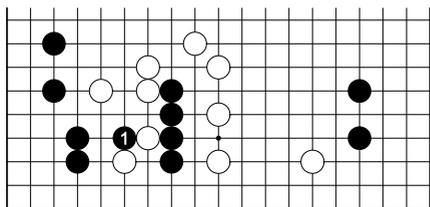


Diagram 5

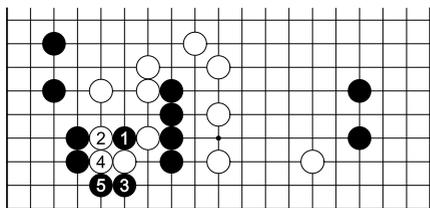


Diagram 6

① sets up the connection and when he plays ③ here, his four stones can

connect. There are other variations, hopefully these aren't too difficult – in these White's stones get cut off.

This type of position does occur quite often in games. Once you have seen it then I think a 5-6 kyu could spot it in an actual game; if you haven't seen it before it's a bit of a blind spot and even a dan player might struggle.

The two examples of the angle-placement so far have involved a single isolated stone being played into the angle. It's also possible to play into the angle from another stone, as in the next problem.

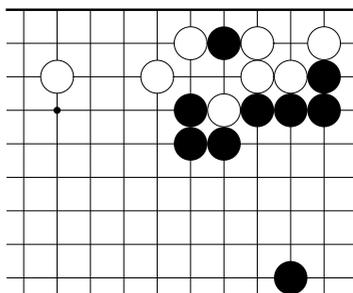


Diagram 7

Problem 3 – Black to play

Black could of course capture the single White stone, but then White would link his stones together on the first line.

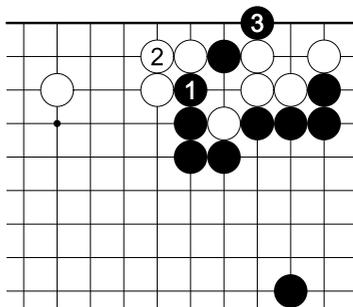


Diagram 8

① here is an angle-placement and it separates White's position. If White protects with ② in Diagram 8, then ③ works as White has a shortage of liberties and can't connect his stones.

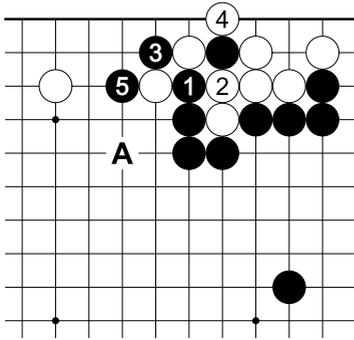


Diagram 9

White could save the single stone but Black can break through on the other side with ③ and ⑤. If White pulls the single stone out, then Black can start a squeeze with 'A' to build great thickness.

The majority of the examples of the angle-placement that I have looked at while preparing this article have been where the stone played into the angle is a solitary stone, as in problems 1 and 2. This solitariness is what can make this tesuji so unexpected.

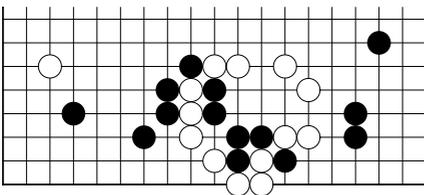


Diagram 10

Problem 4 – Black to play

Black's five stones have been cut off. White's connection does look a little

bit suspicious though. How can Black use his single stone? Please note that this problem has a 'C' rating, which means 'relatively easy'. I am taking that as solvable by a SDK. Yes it's the angle-placement tesuji again, but you can only claim to have solved this when you can visualise the moves.

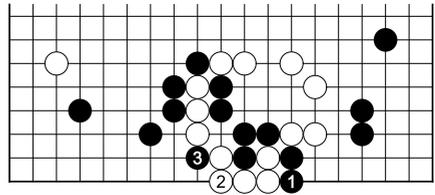


Diagram 11

Black starts by forcing White to connect and then comes the angle-placement with ③, a surprising move if you haven't seen anything like it before. Note that Black's five stones are short of liberties, so ① and ③ playing from the outside of the position are correct; don't start by filling in the common internal liberty one point above ②.

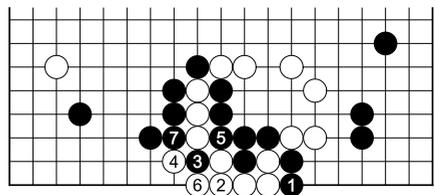


Diagram 12

White has to play at ④ and now Black can play at ⑤. White must capture and now ⑦ will capture White's three stones.

There is a similar position to Problem 4 in a famous game from 1871 when Murase Shuho, 7 dan professional, played a yose sequence and filled

in a liberty, failing to spot the angle-placement. Diagram 13 shows the relevant moves, I omitted an exchange of two moves elsewhere between ① and ②, as it's not relevant to this sequence.

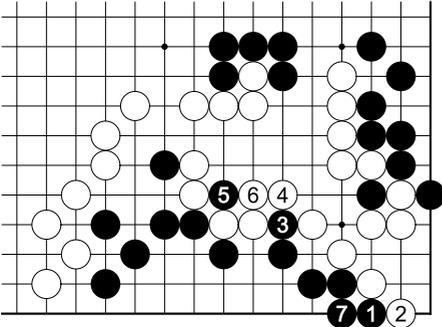


Diagram 13

After the ① ② exchange, Black pushes with ③ and then plays ⑤ in sente to help him later in reducing White's territory. Unfortunately the ③ ④ exchange has filled in a liberty.

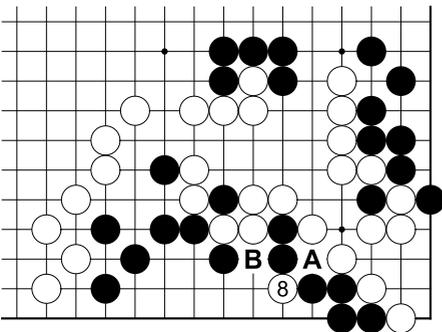


Diagram 14

Honinbo Shuwa played ⑧; now Black can't stop White cutting at 'A', as if Black 'A' then White 'B' is atari.

Murase Shuho was then a professional 7 dan, so if you too fail to spot the angle-placement then you are in good

company. He famously wrote later about not relaxing until the game is over and the stones are back in their bowls. This game was played on 23rd June 1871.

I suspect some amateur Black players seeing ⑧ might complain of a 'rip-off'; not the case here; don't fill in your own liberties, it's asking for trouble.

When I was writing this article I referred to The Nihon Kiin's Great Tesuji Encyclopaedia (published in 1992), as I was keen to check the definition of the angle-placement tesuji. The Encyclopaedia groups the problems into objectives, e.g. 'to live', 'to kill', 'to connect', 'sabaki', 'yose' and so on.

Having looked at the problems in the Encyclopaedia, it seemed to me that there are also several different flavours of the angle-placement and this is mentioned in Sensei's Library.

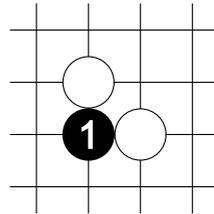


Diagram 15: The ate-komi; a single stone played into the angle. This is the hardest flavour to spot.

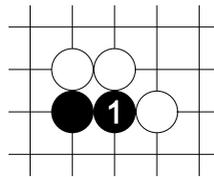


Diagram 16: The ate-komi; a line of stones pushing into the angle.

You can also find it online in Denis Feldman's 'Bestiary' collection of 'strange situations, famous tesujis and other wonders.'

Look here¹ and scroll down to Problem 5. This problem is highly recommended.

Denis Feldmann's explanations in 'Bestiary' are aimed at a 5 kyu, but the actual problems can be much, much harder. The sheer beauty of many of the problems makes this a magical resource. There is another example of Honinbo Shuho missing an atekomi in a game here²; scroll down to Position 4.

This game was played on 16th November 1884 and White's group was left alone for almost 90 moves, its status unsettled. Black then failed to kill it. It would be interesting to know if any professionals watching the game spotted the angle-placement. It would have been hard to have kept quiet for so long.

Oscar Wilde might have written, 'To miss one angle-placement may be regarded as a misfortune; to miss two looks like carelessness.'

The famous unplayed tesuji in the Honinbo Shuwa and Gennan Inseki game is an angle-placement. It's interesting to note that Honinbo Shuwa must have read this angle-placement out many moves in advance. This game is in *Appreciating Famous Games*³ and it's Diagram 52

on page 195. It's also in the 'Bestiary'. The fact that there are examples of professional players missing the angle-placement shows how hard it can be to visualise this move.

Perhaps I need to give a warning at this stage. It is possible to find some much harder problems, in fact insanely difficult angle-placement problems, in the classic collection *The Hatsuyoron*⁴. Problem 132 is included in the 'Bestiary' here⁵; scroll down to his Problem 9. In order to solve this you must read out 24 moves before you have to spot the angle-placement, which, most satisfyingly, is the very shape of Problem 1 in this article. The SGF solution is on the web, but not the 27 explanatory diagrams covering the key variations. I remember back in 1970 I spent Sunday afternoons at Iwamoto's Go Salon Kunwa in Tokyo. His daughter was standing at the desk and one of Iwamoto's pupils was stuck trying to solve a problem. Yokosan looked at me and said 'This book is not for you.'

There are some forty-four different tesuji listed in the various reference works that I possess. The 'angle-placement' is probably the hardest to spot. As an SDK please don't ignore the first few problems in this article – even the hardest tesuji has some easy examples and surely everyone can solve Problem 1.

□

¹<http://denisfeldmann.fr/bestiary2.htm#p53>

²<http://denisfeldmann.fr/bestiary2.htm#p54>

³<https://senseis.xmp.net/?AppreciatingFamousGames>

⁴https://en.wikipedia.org/wiki/Igo_Hatsuy%C5%8Dron

⁵<http://denisfeldmann.fr/bestiary2.htm#p53>

25th EUROPEAN YOUTH GO CHAMPIONSHIP

Martin Harvey

Stubičke Toplice in Croatia

11th to 14th March 2020

What are EYGCs?

The European Youth Go Championship is a youth competition, played face-to-face, in a different country each year. It is very well supported, with players from most European countries. Some national teams are very big and strong, with Russia being in the ascendancy.

The atmosphere is always great, many friends are made, new cultures experienced, European players' grades cross-calibrated, and naturally youngsters improve at Go.

As a key (and a youth) annual event, it is co-organised between the host country and the European Go Federation (EGF)¹. Several members of the EGF committee attend, headed by its President, Martin Stiassny.

Every year, the BGA asks for volunteers who will gauge UK demand, broadcast the event, grow the group, inform, organise and lead the UK team, and take care of unaccompanied youngsters in particular. Then take photos, write up the trip, add photos, send photos to parents, settle expenses with parents and the BGA, and finally alter report(s) for the Journal. A lot of work, but worth the effort, and an inspirational experience for our ever-improving players - whether elite or as yet lower-graded.



Group photo - 162 entrants from 14 countries

EYGC 2020²

The BGA had asked Helen and me to be Team Coach and Team Leader respectively for the trip. We undertook this for the two most recent years where demand was sufficient to send a UK team – Grenoble in 2017, and Kiev in 2018. This involved much research and many emails to and fro, organising transport, hotel and all other information for the UK party. This year we were pleased to have 13 youngsters (1 non-playing) and 12 adults (all named below). This is a good mix of responsibility at the event.

The 2020 edition took place in Stubičke Toplice³ in Croatia.

The event spanned 11th to 14th March 2020. Day 1 was for arrival, registration, the Opening Ceremony and the Team Leaders meeting. Days 2-4 were for Rounds 1-6, via 2 games per person per day. Actually, for us, there was a further day (March 15th), when most of us flew back to the UK.

¹<https://eurogofed.org/>

²<https://eygc2020.hgos.hr/>

³https://en.wikipedia.org/wiki/Stubi%C4%8Dke_Toplice

One hundred and sixty-two youngsters competed; so an average of 11.6 over the 14 countries. The UK was a typical size.

This report follows on from our earlier online report⁴ – which we posted after round 4 of 6 – and we happily report that the event then continued to go very well for us. We would have sent more and timelier reports, but the hotel wi-fi (whilst free) was not of a standard worth paying for!

All the UK Team youngsters had a brilliant time.

Fear of coronavirus understandably robbed the event of a third of its initially-registered players from across Europe. Of the UK's original party of 29, we lost only 1 child and 3 adults re fear of quarantining. Against this background everybody, wisely, was instructed to wash their hands multiple times per day, and had to have sanitiser sprayed on their hands to enter the playing rooms.

The main hotel was also the venue for all events, so nearly all the UK team stayed there, on full board. This made it easier to keep everybody safe and informed. It also contributed to team bonding, especially for parents less familiar with the UK-wide Go scene before this event.

Five of us flew from Manchester, with 3 of us joining the majority of the other 20 at Heathrow for the onward flight to Zagreb. It had been good planning to go through Heathrow as it made it easy for others to meet up with Helen and me. It also made it simpler for us to coordinate shuttles to and from the venue. All rooms were arranged so as to be fairly close to other UK guests.



U16: Adrian Kabashi, Megan Upton, Edmund Smith, Julia Volovich, Scott Cobbold

UK party

Seven of our 12 players were new to EYGC events, largely as we didn't go to Moscow in 2019, so all are now two years older since Kiev in 2018. Even so, all 12 won at least two games out of six rounds.

We had a good distribution across all three age groups.

Note that names of their accompanying parents or sisters are also shown, in brackets.

A big thank you to each of our 25 travellers, as all added to the team's personality.

⁴<http://www.britgo.org/news/2020/eygday2>

U12

- Alexander Timperi 12k (+ parents Kalle, Ioana and 4-year-old Filotea)
- Lawrence Baker 19k (+ mum Iva)
- Andrew Volovich 19k (+ mum Liudmila)

U16

- Edmund Smith 3k (+ dad Paul)
- Scott Cobbold 4k (+ parents Keith and Sue)
- Megan Upton 14k (+ mum Shirley)
- Julia Volovich 18k (+ mum)
- Adrian Kabashi 19k

U20

- Jayden Yui-Him Ng 1d
- Hilary Bexfield 13k (+ mum Alison)
- Lizzy Pollitt 15k
- David Baldwin 15k (+ mum Mandy)

How did Team UK fare?

Of the 72 games we played, we had 38 wins (53%), 31 losses and 3 byes. Very pleasing overall for the UK, and one of the best UK performances at an EYGC, where there are always several very strong teams.

Benefits of such events (namely record and review games)

You can judge the success of a trip in many ways. There's fun, team-building, inspiration, experience, social-improvement... and yes, wins.

But maybe more important still is how much Go improvement a youngster makes? Such events are a golden opportunity.

Full credit to those players who used their time during a game to record some (but not too many) of their opening moves on kifu paper, so that they could then learn from each game by a later (preferably immediate) review. Most players did record, so they could take the maximum benefit from the game, whether they'd lost or won. During a game, players ponder many alternative moves, plumping for one. A review is the chance to ask many related questions and get proper advice. Whilst one can learn from a self-review, it's clearly more productive to talk to the adults, who are very experienced at review techniques, or at least our own stronger youngsters.



Winners of 5 out of 6

My personal mantra is, 'I'd rather lose and have a good review, than win.' What matters in the long run – in Go as in much of life – is not how much success you enjoy in an event, but how much you can learn from the time and money invested. I honestly believe this is true and, moreover, at all youth events we stress that it's better to lose than win. Really? Why? Because when

they lose, a clever person spots a mistake and learns from it; the winner may have learnt nothing (not true of course if the game's recorded and reviewed). Thus a negative (losing) is turned immediately into a positive (lessons learnt), and an unhappy face becomes a more content one, with extra confidence for the next challenge.

Alison Bexfield, the all-year-round UK Squad captain wore a UK hoodie, so that she (like Helen and I) could enter the playing rooms, to watch and decide on some talking points for later player-debriefing.

Alison, Paul, Helen and I reviewed many of the games – not to mention professional Catalin Taranu (5p) and Kim Young-sam (8d)⁵ who also did.

Pair Go

Martin Stiassny ran the popular Pair Go side-event, where up to 16 pairs competed, in each of the U12 and U16 groups. This was a knockout event, and three of the four UK pairs went through to Round 2. Some of the pairs were brave and resourceful enough to acquire a non-UK partner. All contestants received a Pair Go tee-shirt; these are always very popular with UK youngsters.

Other activities

Several of the team went on either one of two excursions for sight-seeing in Zagreb, complete with knowledgeable local guides from the hotel.

Some also enjoyed the local science museum. And we all went for local walks around the hilly streets, perhaps

using the ATMs or enjoying coffee and pancakes in the cafes.

To relax and socialise, many of our team played cards, with games 'Palace' (a variation on 'Castle'⁶) and 'Domino'⁷. Both were very popular.

One evening was allotted for optional UK Go game-practice, pairing players against those of similar strength, to calibrate better each individual's grade.

Martin 6k lost to Alexander 12k (gulp!), consoled only by the latter's father Kalle 1d losing to Scott 4k. (This information is our secret – surely you won't pass it round?!)

Many often relaxed too by using the free, lovely and heated outdoor swimming pool.

Many of our 25 went on walks, for fresh air, exercise and nice scenery. All 25 (bar Edmund, who'd kindly agreed to start R6 early, so his opponent could catch a rearranged flight) walked uphill on the last lunch break to a great viewpoint, where we took more team and family photos.



Damir (left) and the organising team

⁵<https://eygc2020.hgos.hr/game-commentary/>

⁶[https://en.wikipedia.org/wiki/Castle_\(card_game\)](https://en.wikipedia.org/wiki/Castle_(card_game))

⁷[https://en.wikipedia.org/wiki/Domino_\(card_game\)](https://en.wikipedia.org/wiki/Domino_(card_game))

Closing Ceremony (March 14th, after final round)

Apart from the top players in the groups, there were five youngsters who won 5 out of 6 games. All five were invited on stage as a group, to the applause of 250 onlookers. The UK were honoured to have three of these five winners – one in each age group – Andrew Volovich (U12 section), Julia Volovich (U16) and Lizzy Pollitt (U20).

The three looked good on stage together, in their UK DeepMind⁸-sponsored red hoodies. Julia and Lizzy attended last year's 3-day BGA summer Go camp⁹, pleasingly.

All five received a trophy, and €50 voucher for one year's use of Guo Juan's online Go school, plus a bunch of flowers for the girls.



Pair Go: Edmund and Megan

It had been a very well-organised event, especially with the coronavirus obstacles.

So when the whole organising team, superbly led by Damir Medak, went on stage together after all prizes

had been awarded, you can just imagine the generous applause they all received.

The closing ceremony was rounded off by a – most amusing – video showing things that happened during the event and its excursions. Members of all the teams could be seen, and the end of the video heralded a huge round of applause.

In short, a very enjoyable and successful event. Many thanks to Damir and his helpers.

Next EYGC (2021)

One imagines that surely the BGA will expect to continue sending a UK team to EYGCs.

Please keep an eye on the BGA Calendar, our Junior section or Newsletters for further details, in due course.

The venue is probably one of two places in the Czech Republic – either Prague or Karlovy Vary¹⁰ [aka its German name of Karlsbad] which is 72 miles from Prague airport, and also has its own international airport. Format: probably 6 days (3 learning then 3 playing - good!) Date: probably week 1 or 2 of March. Venue: possibly a boarding school, as it's inexpensive, safe and fine.

Please keep an eye on the EGF Calendar¹¹ for news, as and when more precise details are published.

□

⁸<https://deepmind.com/>

⁹<http://www.britgo.org/news/2019/youthcamp>

¹⁰https://en.wikipedia.org/wiki/Karlovy_Vary

¹¹<https://eurogofed.org/calendar/>

THE TRIVIAL KO IS WORTH $0, \frac{1}{4}, \frac{1}{3}, \frac{1}{2}, 1$ OR 2 POINTS

Toby Manning

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The trivial ko, as shown in Figure 2, is well known to be the smallest point on the board and will be played last. But what is it worth? There are arguments for any value between 0 and 2 points.

Over 10 years ago the BGA adopted 'AGA Rules' to ensure that the end of the game was defined precisely, and to cover all 'anomalous' positions. These rules ensure that the game is played out until the end (including all the dame) and, to ensure that 'Japanese' and 'Chinese' counting (also known as territory scoring and area scoring) gave the same result, white has to play last.

This last requirement means that, for most games, the final score (without komi) is always an odd number of points (i.e. jigo is impossible, and the winning margin cannot be even) although an even number of points difference is possible with certain types of seki (see Figure 1 for an example).

In the diagrams that follow we assume that there have been no captures, and that there is no komi.

As a consequence the trivial ko is worth 0 or 2 points. In Figure 2 the ko is worthless, while in figure 3 it is worth 2 points.

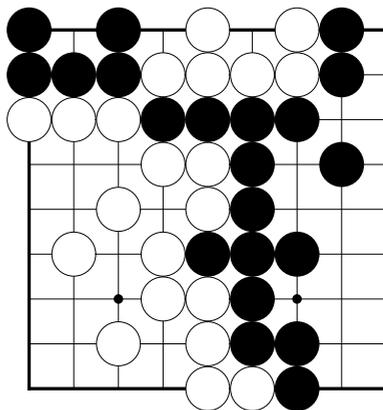


Figure 1: The position at the top is seki, and the result is jigo.

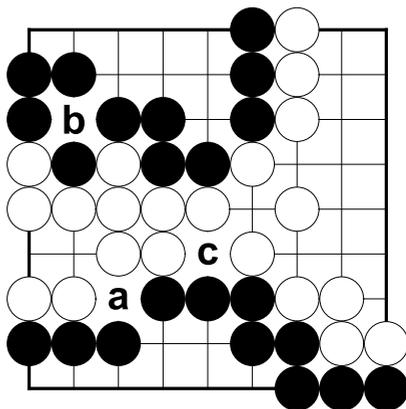


Figure 2: W to play. If W plays at 'a', followed by B 'b', W 'c' the result is a win for W by 1 point. If W takes the ko at 'b', followed by B 'a', W fills the ko, B 'c', W gives B a stone (as the last move), the result is the same: a win for W by 1 point.

So the trivial ko is worth 0 or 2 points, depending upon how many dame there are on the board. As this issue is too subtle for most amateurs, we take an average value and say that the ko is worth 1 point.

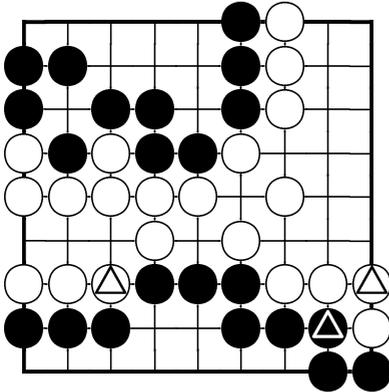


Figure 3: W to play. This differs from Figure 2 by the position of the marked stones. Here, if B fills the ko he wins by 1 point, while if W can win the ko, then W will win by 1 point.

point because that is the chance he wins the ko.

This argument is wrong. The actual probability that W wins the ko is 25%; if we take the ko in Figure 2 there is a 50% chance that B will make the first play in the ko (in which case he wins it); if W makes the first play then he starts the ko with a 50:50 (approximately) chance of winning it.

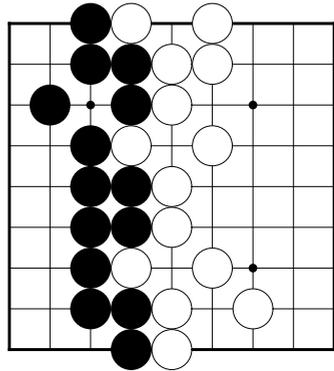
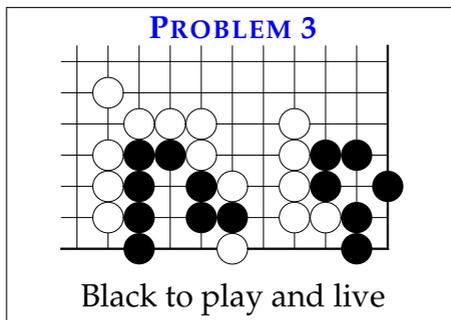


Figure 4: Whoever is to play, W will fill two kos and B will win the third.

And when we count the game, it is simple (but wrong) to assume the ko is worth $\frac{1}{2}$ point as the probability of winning it is 50:50. So a simple count in Figure 2 would say that W has $18\frac{1}{2}$ points – 18 points of territory and $\frac{1}{2}$

So why is it sometimes called a $\frac{1}{3}$ point ko? Please look at Figure 4; for every three kos on the board, B can guarantee to win one of them – hence it is worth $\frac{1}{3}$ point.

□



UK NEWS

Tony Atkins

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Harpenden

The second Harpenden Go Tournament was held on Sunday 12th January. It was held again in the Harpenden Arms public house. This still had its Christmas lights up to honour the tournament, which wouldn't have happened on the previous year's March date. Twenty-six players (and a few hangers-on) enjoyed the Go and some also enjoyed dinner afterwards at a local Italian restaurant.

The event was restricted to shodan (1d) and below; two such graded players made the final. Toby Manning was the winner, just clinching the game by a small margin against Michael Webster.



Harpenden: Toby Manning v Mike Webster

Prizes were also given to other winners of two or more games. Winning three games were Alexander Hsieh (6k Cambridge) and Theodor Calota (13k St Albans); winning two were Kalle Timperi (1d Imperial College), Richard Wheeldon (2k West London), Michael Charles (2k St Albans), Sebastian Pountney

(5k), Scott Cobbold (5k Wanstead), Zaichen Lu (6k St Albans), Spyridon Roumeliotis (10k Cambridge), John Collins (10k St Albans), Joe Monk (13k Epsom) and Oliver Bardsley (18k Sir John Lawes School, Harpenden).

Maidenhead

It was all fun and games at the Hitachi-Maidenhead Tournament on Saturday 18th January. A large selection of games was available as prizes, as well as bottles and mystery envelopes. Also non-playing organiser Alison kept other non-players and early finishers amused with various card and dice games. In the Go, 35 players battled over three rounds with London's Peikai Xue (2d) being unbeaten to win the event. Runner up this time was Jon Diamond (2d), third was Jacob Zhang (4d) and fourth Kalle Timperi (1d).



Maidenhead: The prizes

Gokul Ramanan Subramanian (3k Cambridge), Oliver Bustos-Langton (6k Keele) and Oliver Bardsley (17k Sir John Lawes) each won three games and received two of the three prize choices. All those on two wins got

one choice of prize: Tony Atkins (1k Reading), Edmund Smith (3k Cambridge), Sebastian Pountney (5k), Stephen Bailey (6k Arundel), David Denholm (6k Maidenhead), Malcolm Hagan (7k Arundel), Robert Scantlebury (9k), Neil Cleverly (9k Bournemouth), Alexander Timperi (12k Imperial) and Abizer Nasir (25k).

The best school team, winning some old Go World magazines, was Sir John Lawes from Harpenden. As Hitachi are still planning to vacate the offices, which they so kindly provide as the venue, there may have to be a new venue for 2021, possible in nearby High Wycombe if not Maidenhead.

Oxford



Oxford: playing room

There was a strong entry at the Oxford Tournament. There were five players at 4 dan and above, and a further five at 3 dan; all, bar one from Romania, were of oriental origin. The event had changed back from May to its traditional February date, Saturday 8th being not far from Valentine's Day. The venue was the same though, the former meeting house that is now the Oxford Deaf & Hard of Hearing Centre, tucked behind the new Westgate Shopping Centre. This time 62 players took part, up from

57 last time, but a further 14 novices played their own event in the back room during the afternoon.

It was again sponsored by Hoyles Games, the local games shop who ran a book and equipment stall, but also by Five Rings Capital LLC. This meant the first prize was £100, with £50 for the runner-up, £25 for the best player below the bar, a best youth prize and book vouchers for all those on three wins. The event was ably run by John Bamford and Temitope Ajileye from the University Club and Harry Fearnley from the City Club. As well as the Go they also organised as usual the Simon Eve Memorial Supper for the evening afterwards at a local Thai eatery.

Winner of the first place this time was Zeyu Qiu (5d). He beat local student Han Yang (5d) in the final. Ho Yeung Woo (5d Nottingham) just missed out on a prize in third place; the fourth-placed player was also the best below bar player, Tetsuro Yoshitake (3d Nottingham). Edmund Smith won the youth prize, being the highest graded junior winning over half. Those on three wins were Alistair Wall (1d Wanstead), Richard Wheeldon (2k London), Howard Xu (9k Oxford University), William Zhibo Wang (10k Cambridge), Oliver Bardsley (17k Sir John Lawes) and Andrew Volovich (30k Cambridge).

In the Novices' Tournament, the players competed over five rounds on 13x13 boards. Unfortunately the sudden death time limit sometimes proved too fast for some players. In the end the clear winner was Adam Maryosh, on five wins, and runner-up was Jess Rowley on four. Other prizes went to Emma Bluemke who also won four, and to Django Wright who won all three games played.

Trigantius

Cambridge's Tunyang Xie (5d) was the winner of the Trigantius Tournament for the second year in a row. The event was held at the Cambridge University Social Club on Saturday 7th March. It attracted 47 players despite fears over Coronavirus, though ten pre-registered players did not show. Recommended prevention advice was followed and there were no problems. The runner-up and third this year were also from Cambridge: Jun Su (4d) and Jamie Taylor (2d).

Players winning all three games were Gokul Ramanan Subramanian (2k Cambridge), Roger Daniel (8k Central London), Richard Scholefield (10k Milton Keynes) and Andrew Volovich (25k Cambridge). In addition there were prizes for the highest placed player at each of 20k, 10k, 3k and 1d, namely Odysseas Jones-Roumeliotis (Cambridge), Abhirami Sankar (Cambridge), Baron Allday (No Club) and Alistair Wall (Wanstead).

Skye

A decade since the first edition, the sixth Skye Go Tournament was again held in the Tongadale Hotel, Portree. In pleasant Spring-like weather, the event on 14th and 15th March managed to be held just before travel restrictions set in, though, at 21, attendance was a third down on previous non-weather-affected editions. The hotel's generosity is what has made the tournament possible, but they now make more use of the dining room and unexpectedly the organisers were told to vacate it

ninety minutes earlier than previously. This resulted in the third round on Saturday being cancelled, allowing a more leisurely evening meal. By starting earlier all three rounds on Sunday were managed, cutting the event down from six rounds to five.



Skye: Winner Matthew Reid

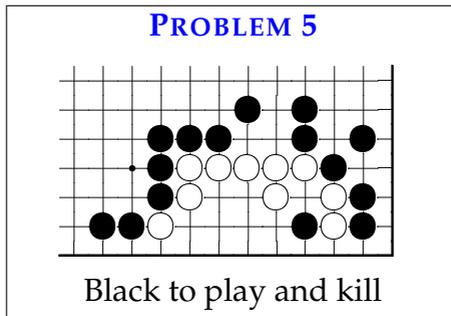
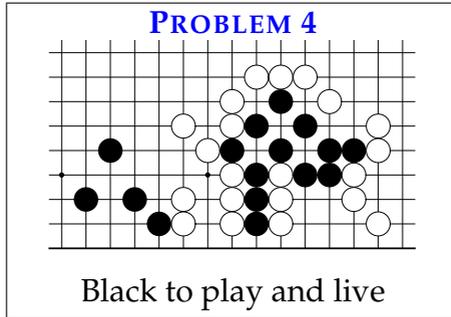
Matthew Reid (2k Cambridge) won all five to take first place and went away with the 'Isle of Skye' whisky; this was not Talisker as Diageo had generously donated that five times, but decided a sixth was overdoing it. Edward Blockley (5k) and Edwin Brady (2k St Andrews) each won four, and John Collins (10k St Albans), Rab Fulton (1d Glasgow), Carel Goodheir (9k Skye) and Neil Sandford (15k Edinburgh) won three. Eleven people played in the 9x9 league: Serie A was won by Matt Reid, B by Peter Collins and C by Greg Cox.

Cheshire and Later

The Cheshire Tournament had changed date from early February to late March and from Saturday to Sunday, to fit in with organiser and venue's availability, but in the end it was abandoned as the quarantine restrictions started. The British Go Congress, planned for the middle of

April at Eastwood Hall Hotel, near Nottingham, was also cancelled, along with several later events, such as the Candidates' Tournament planned for Milton Keynes, and Kyu Players Weekend at the London Go Centre, both in May.

□



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/issue191.

Solution to Problem 1

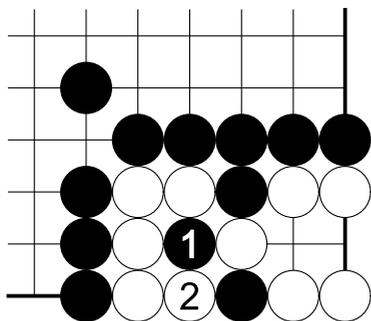


Diagram 1a (failure)

- ❶ This looks like a snap-back shape, but it is not.

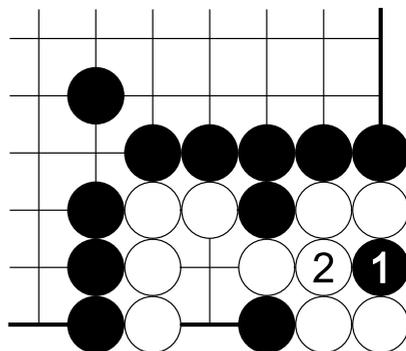


Diagram 1b (failure)

- ❶ This also fails.

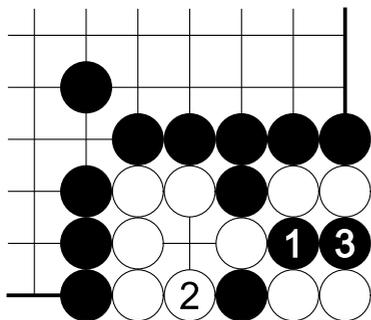


Diagram 1c (correct)

- ❶ This is the snap-back shape. White is defenceless.
- ❷ This fails to save White.

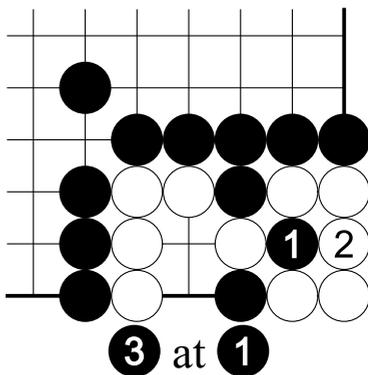


Diagram 1d (correct – variation)

- ❷ And so does this.
- ❸ Snap-back.

Solution to Problem 2

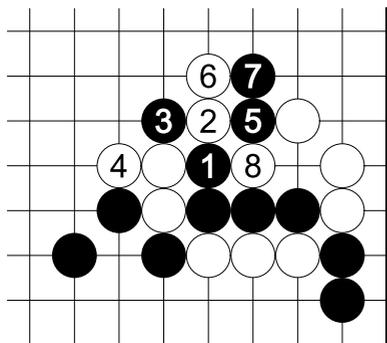


Diagram 2a (failure)

- ❶ Black can try to fight on the outside.
- ❸ Black is caught in a snap-back.

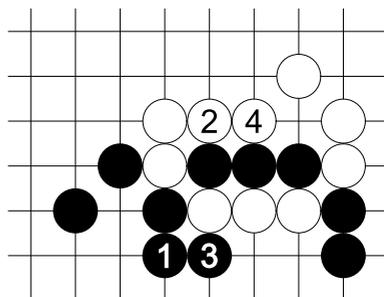


Diagram 2b (failure)

- ❶ This protects a weakness, but it is not fast enough.

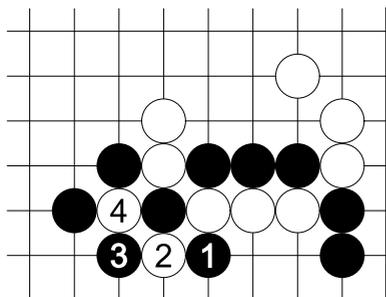


Diagram 2c (mistake by Black)

- ❶ This is the correct first move, though White can try and use the atari to escape.
- ❸ Black should not allow this ko.

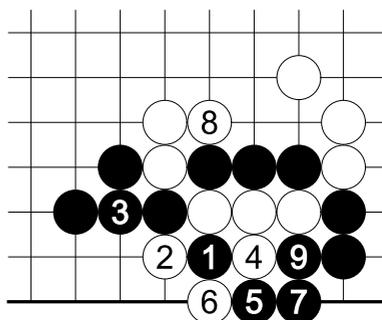


Diagram 2d (correct)

- ❶ Black can play here keeping White short of liberties.
- ❷ White is still a liberty behind.

Solution to Problem 4

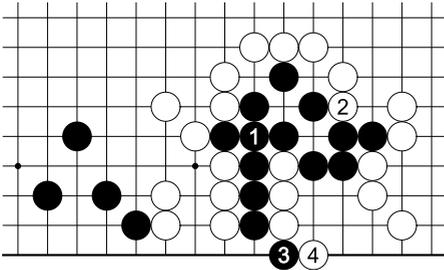


Diagram 4a (mistake by Black)

- ① Connecting here threatens to make two eyes.
- ③ This play fails.

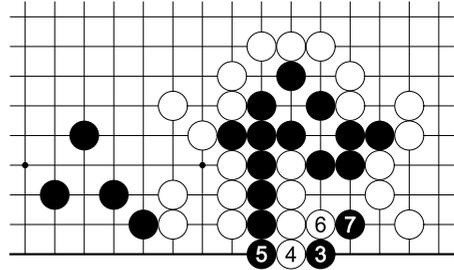


Diagram 4b (correct)

- ③ This is the tesuji that takes advantage of White's weakness.
- ④ White cannot block.

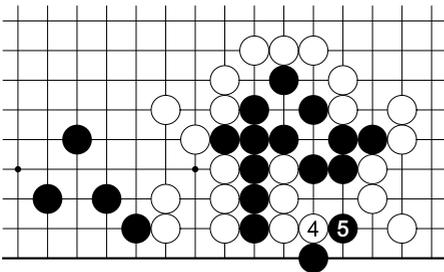


Diagram 4c (correct – variation)

- ④ Nor can White connect to the right.

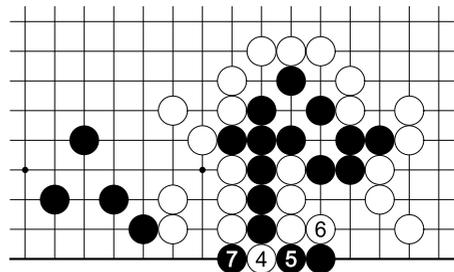


Diagram 4d (correct – variation)

- ④ This looks best for White.
- ⑦ However, after this Black can either capture or escape to the left.

Solution to Problem 5

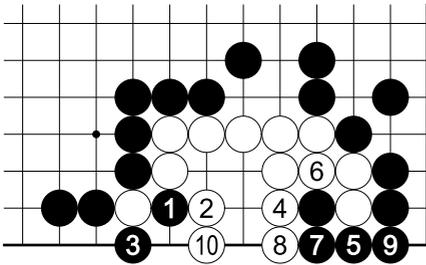


Diagram 5a (failure)

- ❶ Capturing this stone does not work.

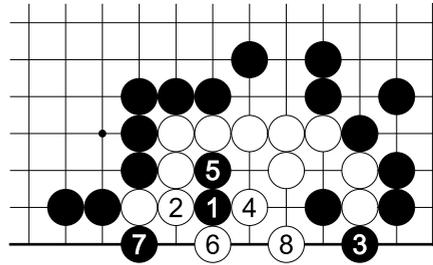


Diagram 5b (failure)

- ❶ Peeping at it also does not work.

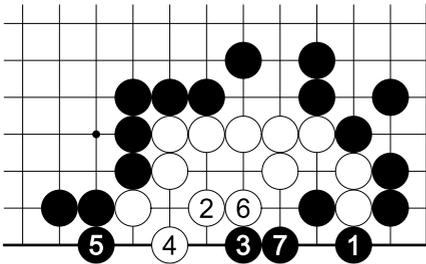


Diagram 5c (correct)

- ❶ Attacking from this side is correct.
- ❷ White only has one eye.

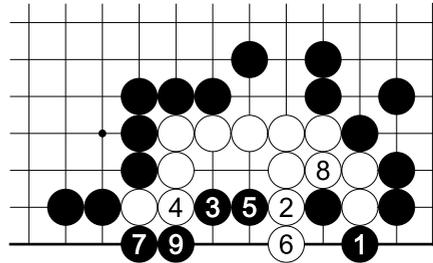


Diagram 5d (correct – variation)

- ❷ White fails to make two eyes this way too.
- ❸ and ❹ are miai.

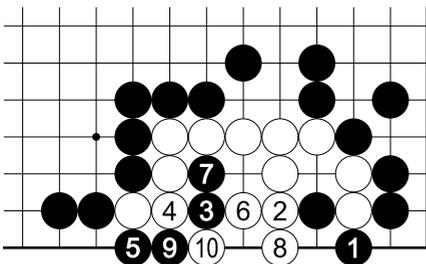


Diagram 5e (mistake by Black)

- ❺ Black should not play here...
- ❻ ... White lives.

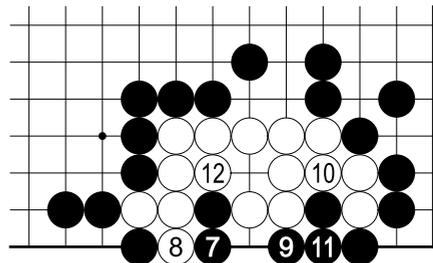


Diagram 5f (mistake by Black – variation)

- ❷ If Black plays here...
- ❸ ... White connects and still lives.

UK CLUBS LIST

For current meeting and contact information and links to club web pages please visit britgo.org/clubs/map

The list below is of active Go clubs. Any player turning up at the venue at the advertised time can be reasonably sure of a game, but it's advisable to check first. (The list on the website also includes 'inactive' clubs, which may meet by arrangement if you make contact.)

Anyone not within easy reach of an active Go club can be put in touch with any Go players in their area by our Membership Secretary.

Please send corrections and all new or amended information to the website maintainers at web-master@britgo.org

ARUNDEL 1 Town Quay, River Rd, Arundel, West Sussex BN18 9DF; Sunday - last in month, but please ring first to confirm; Sue Paterson Tel: 07549 898376 suepat812@btinternet.com

BATH Widcombe Social Club, Widcombe Hill, Bath BA2 6AA; Tuesday 19:30; Paul Christie Tel: 01225 428995 paul@widcombe.me.uk <http://www.bathgo.org/>

BEVERLEY GO CLUB ; T.B.A.; Rob Begnett rob.begnett@gmail.com

BILLERICAY 42 Mons Avenue, Billericay, Essex CM11 2HQ; Monday 19:30 in term-time ; Guy Footring Tel: 01277 623305 Guy@Footring.net <http://www.goclub.footring.net/>

BIRMINGHAM Starbucks café/seating area in the International Convention Centre (ICC) B1 2EA; Sunday 14:00; Andrew Russell ar41284@yahoo.co.uk <http://www.brumgo.co.uk/>

BOURNEMOUTH 24 Cowper Road, Moordown BH9 2UJ; Tuesday 20:00 ; Kevin Drake 07804 985429 kevindrake204@gmail.com

BRADFORD The Noble Comb, Quayside, Salts Mill Road, Shipley BD18 3ST; Wednesday 19:30; Ewen Pearson Tel: 01274 598980 ewen_pearson@hotmail.com <http://www.britgo.org/clubs/bradford>

BRIGHTON Druid Arms, 79-81 Ditchling Rd BN1 4SD; Wednesday 20:00 ; Felix Shardlow 07940 973406; John Allen aka "Yogi" 01273 383254 or 07854 218920; Jil Segerman 07920 865065 or 01273 470346 felix37@gmail.com <https://sites.google.com/site/brightongo/>

BRISTOL Bristol County Sports Club, 40 Colston Street, Bristol BS1 5AE; Wednesday 19:00; Luke Oram bristolgoclub@gmail.com <http://bristolgo.co.uk/>

CAMBRIDGE CITY Devonshire Arms, 1 Devonshire Road, Cambridge CB1 2BH; Sunday 18:00-22:00 Thursday 19:00 - 21:30 ; Simon Mader mader.simon@gmail.com

CAMBRIDGE JUNIOR CHESS AND GO St Augustine's Church Hall, Richmond Road CB4 3PS; Wednesday (term time) 18:00-19:15; Paul Smith Tel: 01223 563932 junclub@chessgo.org.uk <http://www.chessgo.org.uk/>

CAMBRIDGE UNIVERSITY New Common Room, Foundress Court, Pembroke College in term time, University Centre in holidays CB2 1RF; Thursday 19:00-22:00; also Monday 19:00-22:00 (term); Nathan Corbyn nc513@cam.ac.uk; Peter Rootham-Smith peter.rootham@alofmethbin.com <http://cugosoc.soc.srcf.net/>

CANTERBURY Chocolate Cafe in Canterbury, 1 Guildhall Street, Canterbury CT2 2JQ; Wednesday 19:30; Andy Renshaw (0793 1624178) andy@religoran.co.uk

CANTERBURY 26 Martyrs Field Road, Canterbury CT1 3PT; Sunday 19:30; Andy Renshaw (0793 1624178) andy@religoran.co.uk

CARDIFF Cafe area of Chapter Arts Centre, Market Road, Cardiff CF5 1QE; Tuesday 19:00-23:30; Dylan Carter welshgoplayer@gmail.com
<http://www.cardiffgo.com>

CHELTENHAM ; Thursday 19:30; David Killen CheltenhamGoClub@killen.fastmail.fm

CHESTER Ye Olde Custom House Inn, 65-67 Watergate Street CH1 2LB; Wednesday 20:00 - players are normally present from 19:30; Tony Pitchford Tel: 07870 893153 pitchtony@gmail.com <http://www.britgo.org/clubs/chester>

COLWYN BAY Parkway Community Centre, Park Way, Rhos-on-Sea, North Wales LL28 4SF; Tuesday 19:00; Mike Vidler michael_vidler@hotmail.com

DUNDEE Mennie's, aka the Speedwell Bar, 165-167 Perth Road DD2 1AS; Monday from 20:00 during University terms; Rich Philp Tel: 01382-666129; Peter Clinch Tel: 01382 665322 richphilp@hotmail.com

DURHAM The Elm Tree pub, Crossgate DH1 4PS; Monday 20:00-22:00 Wednesday 19:00-21:00 ; Andrew Ambrose-Thurman play@durhamgo.club

EDINBURGH Edinburgh Games Hub, 101 Lauriston Place, Edinburgh EH3 9JB; Thursday 18:30 - 22:00; Rob Payne edinburghgoclub@gmail.com
<https://edinburghgoclub.wordpress.com/edinburgh-go-club/>

EPSOM Epsom KT19; Occasionally; Matthew via mobile: 07752 - 301 096 MatthewJSelby@aol.com

EXETER White Hart Inn, South Street EX1 1ED; Monday 19:00 ; David Storkey Tel: 01392 461182 dave.storkey@fastmail.uk

EXETER UNIVERSITY The Forum, Devonshire House, Exeter University, Devon EX4 4PZ; Wednesday 18:00;

Rasul Verdi 07452 842631 <https://www.facebook.com/rasul.verdi>

Ben Bwye <https://www.facebook.com/bwye.ben> rasul.verdi@gmail.com Our Guild Website is still not up yet; out of our hands for the moment.

GLASGOW Curlers Rest (upstairs), 256 Byres Road, Glasgow G12 8SH; Thursday 19:00; Quinlan Morake quinlan@morake-development.com

HARPENDEN Harpenden Arms 88 High St, Harpenden AL5 2TR; Monday 17:30 Juniors 19:30 Adults - third Monday each month; Pierre Oliviere 07766 704149 <http://www.harpenden-go.uk/>

HULL The BoardRoom (games cafe and shop), 135 Newland Road, Hull HU5 2ES; Thursday 19:00; Mark Collinson Tel: 01482 341179 micollinson@micollinson.karoo.co.uk

ISLE OF MAN 4 Ivydene Ave, Onchan IM3 3HD - Phone/email to check if meeting IM3 3HD; Sunday 20:00; David Phillips, 4 Ivydene Ave, Onchan IM3 3HD Tel: 01624 621192 davidp@manx.net

KEELE UNIVERSITY KPA Clubhouse, Keele University ST5 5DY; Monday 16:00-1900 in term-time; Oli Bustos Langton w8v44@students.keele.ac.uk

LANCASTER Gregson Community Centre, 33 Moorgate LA1 3PY; Wednesday 20:00 - players normally present from 19:30; Adrian Abrahams Tel: 01524 34656 adrian7k@live.co.uk

LEAMINGTON 22 Keytes Lane, Barford, Warwickshire CV35 8EP; Thursday 19:30, not Easter Thursday; Matthew Macfadyen Tel: 01926 624445 mrmacfadyen@gmail.com

LEEDS The Griffin, 31 Boar Ln, Leeds LS1 5DF; Tuesday 19:00-21:30 once a month; Alice Bradley icyballadeer@gmail.com

LEICESTER Normally Stephen Bashforth's house, Mayfield, Station Road, Kirby Muxloe. LE9 2EN; Thursday 19:45; Toby Manning Tel: 01530 245298; 07798 825299 ptm@tobymanning.co.uk

LETCHWORTH JUNIOR CHESS AND GO CLUB Central Methodist Church, Norton Way South SG6 3TR; Thursday 18:30-19:30/19:30-20:45 (term-time); Alison Bexfield alison@bexfield.com <http://www.letchworth-go.org.uk>

LINCOLN The Wig and Mitre, Steep Hill LN2 1LU; Monday 19:00-22:00 (1st Mon); Richard Leedham-Green richard.leedham-green@ntlworld.com

LIVERPOOL 'Sugar & Dice' Board Game Cafe - <http://sugaranddice.co.uk> . It's at 33a Cornhill. L1 8DP ; Tuesday 19:00-22:00; Peter Allen peter.allen@gmail.com

LONDON CITY The Inn of Court pub, 18 Holborn EC1N 2LE; Monday 18:00-23:00; Richard Mullens richard.mullens@gmail.com <http://www.citygoplayers.org.uk/>

LONDON, CENTRAL The Inn of Court pub, 18 Holborn EC1N 2LE; Saturday 14:00-18:00 often later; Jonathan Turner Tel: 07968 538881 (mobile). je.turner@hotmail.com

LONDON, IMPERIAL COLLEGE Huxley Building SW7 2AZ; Monday 17:00-20:00; Kalle Timperi kalle.timperi@gmail.com

LONDON, KINGS COLLEGE Philosophy Bar (aka Sports and Social Bar), Surrey Street WC2R 2ND; Wednesday 16:00-18:00 in term-time; Joanne Leung joanne.leung@kcl.ac.uk

LONDON, NIPPON CLUB IGO KAI ; Kiyohiko Tanaka Tel: 07956 594040 KGS: matta tanaka@gokichi.org.uk

LONDON, NORTH Allatson Room, Parish Church, Church Row, Hampstead NW3 6UU; Tuesday 19:30; Michael Webster nlgoclub@gmail.com

LONDON, QUEEN MARY UNIVERSITY QMU Campus, room varies, check with the organiser E1 4NS; Wednesday 18:00-20:00; Yuqiao Liu y.liu@smd17.qmul.ac.uk <https://www.qmsu.org/groups/16571/>

LONDON, WEST London Go Centre, c/o Young Chelsea Bridge Club (behind Sainsbury's), 54 Goldhawk Road, W12 8HA ; Wednesday 19:00; Gerry Gavigan wlgc@londongo.club

MAIDENHEAD; Friday 20:00; Iain Attwell, Norhurst, Westmorland Rd, Maidenhead, SL6 4HB Tel: 01628 676792 wintergarden@talktalk.net

MANCHESTER 1 Nexus Art Cafe, 2 Dale Street, Manchester, M1 1JW - opposite the "Vinyl Exchange". Tel. 0161 - 236 0100. Please see <http://www.nexusartcafe.com/visit.html> M1 1JW; Sunday 14:00-18:00 Various other days, by arrangement; Gary Ashworth 07864 186256. Leave a Go message & Gary will ring you back. harveymartin939@gmail.com <http://www.britgo.org/clubs/manchester>

MANCHESTER 2 The Shakespeare pub, 16 Fountain Street M2 2AA; Thursday 17:30-23:00 Various other days, by arrangement; Chris Kirkham Tel: 0161 903 9023 cckirkham@btinternet.com <http://www.britgo.org/clubs/manchester>

MANCHESTER UNIVERSITY Students' Union (usually room 2.2 or 2.3), Oxford Road, but check the facebook page M13 9PR; Wednesday 19:00 - 21:00 in term time;

MID-CORNWALL 1 Penhalurick Barton, Penhalvean, Redruth, Cornwall TR16 6TG; Tuesday 20:00; Paul Massey Tel: 07966 474686 paul@bluefruit.co.uk

MID-CORNWALL 2 Bluefruit Software, Gateway Business Centre, Barncoose, Redruth, Cornwall TR15 3RQ; Friday 13:00 - 14:00; Paul Massey Tel: 07966 474686 paul@bluefruit.co.uk

MILTON KEYNES Open University MK7 6AA; Tuesday 12:15-13:15 ; Tim Hunt Tel: 07850 119939 T.J.Hunt@open.ac.uk <http://www.britgo.org/clubs/mk/>

MILTON KEYNES Wetherspoons, 201 Midsummer Boulevard MK9 1EA; Tuesday 18:15; Tim Hunt Tel: 07850 119939 T.J.Hunt@open.ac.uk http://www.britgo.org/clubs/mk

MONMOUTH Estero Lounge Coffee Bar, Commerce House, 95-97 Monnow Street, Monmouth NP25 3PS; Sunday 10:00 most weeks; Dave Wheeler 07395 518 847 daj.wheeler@btinternet.com

NEWCASTLE The Carriage pub NE2 1DB; Thursday 19:00; Tom Coulthard tomcoulthard@nhs.net

NOTTINGHAM The Dice Cup, 68-70 Mansfield Road NG1 3GY; Tuesday 19:00 - 23:00; Brent Cutts brent.cutts63@gmail.com <https://nottinghamgoclub.com>

OXFORD CITY 38 Henley Street, Oxford OX4 1ES; Tuesday 18:30-23:00; Harry Fearnley, 38 Henley Street, Oxford OX4 1ES Tel: 01865 248775 (day/eve) harryfearnley@gmail.com http://www.britgo.org/clubs/oxford_c

OXFORD UNIVERSITY St. Peter's College OX1 2DL; Monday 19:00-22:00 - wks 1-8 Oxford Univ. term ; John Bamford john.bamford@oriel.ox.ac.uk <https://www.ougosoc.co.uk>

PORT TALBOT Beefeater Bagle Brook, Pentyla-Baglan Rd, Port Talbot SA12 8ES; Sunday 14:00 (third or fourth sunday in month); Daniel Jones spoon_man666@hotmail.com

PRESTON Preston's Mystery Tea House, 23 Cannon Street, Preston PR1 3NR; Sunday 12:00-17:00 and other days by arrangement (e.g. on Facebook); Martin Harvey harveymartin939@gmail.com

READING Eclectic Games, 5 Union Street, Reading RG1 1EU; Monday 18:30; not bank holidays; Jim Clare 0118 950 7319 jimclarego@gmail.com <http://www.britgo.org/clubs/reading>

REIGATE AND REDHILL The Gamers Guild, 12 Linkfield Corner, Redhill, Surrey RH1 1BB ; First Friday in month 17:00-21:30; Jackie (shop owner) sales@thegamersguild.co.uk <https://www.facebook.com/gamersGuildRedhill/>

SEAFORD 149 Princess Drive, Seaford BN25 2QT; Tuesday - fifth in the month 19:00-21:30 (not every month); Keith Osborne (01323 492158) keithcosborne@aol.com

SHEFFIELD Old Queen's Head, 40 Pond Hill, Sheffield, South Yorkshire S1 2BG; Sunday 19:30; Matt Marsh: 07795 297779 info@sheffieldgoclub.org.uk <http://sheffieldgoclub.org.uk>

SHEFFIELD UNIVERSITY Usually Students Union, The Zone (level 3) - check FB S10 2TG; Friday 18:00-21:00 in term-time check FB; Nicolas Goldstein

ST ALBANS The Garibaldi, 61 Albert Street AL1 1RT; Wednesday 20:00 until pub closing; Secretary: Brian Ellis 01727 872575, Mike Cockburn 01727 834035 brianparkstreet@aol.com <http://stalbans-go.org.uk/>

STEVENAGE (NORTH HERTS) Cafe Green, IBIS Hotel, Danestrete, STEVENAGE, Herts. SG1 1EJ; Tuesday 19:30-22:30; Aorja (AJ) Harris 07913 005557 or Tony Collman 07816 541821 715stones@gmail.com

SWANSEA The Mill Pub, 75 Brynmor Road SA1 4JJ; By arrangement; Dylan Carter welshgoplayer@gmail.com <http://www.swanseago.com>

SWINDON Windmill Pub, Freshbrook Village Centre, Worsley Road SN5 8LY; Wednesday 19:30; David King, 21 Windsor Rd, Swindon Tel: 01793 521625 secretary@swindongoclub.org.uk <http://www.swindongoclub.org.uk/>

SWINDON The Beehive, Prospect Hill SN1 3JS; Sunday evening; David King, 21 Windsor Rd, Swindon Tel: 01793 521625 secretary@swindongoclub.org.uk <http://www.swindongoclub.org.uk/>

TEESSIDE ; By arrangement; Matthew Holton M.D.Holton@tees.ac.uk

TWICKENHAM The Railway Bell, Station Road, Hampton TW12 2AP; See website for details; Colin Maclennan Tel: 020 8941 1607 colin.maclennan@btopenworld.com <http://twickenham.londongo.club/>

WANSTEAD Wanstead House, 21 The Green, Wanstead E11 2NT; Thursday 19:00 except August; Francis Roads Tel: 020 8505 4381 francis.roads@gmail.com

WARWICK UNIVERSITY Room R3.25 on campus (see website for details) CV4 7AL; Wednesday 17:00 during University term; Jonas Egeberg; Alternative email: su363@warwicksu.com J.Egeberg@warwick.ac.uk <https://www.warwicksu.com/societies/GoSociety/>

WEST CORNWALL John Culmer's house, Rose-in-Vale, Gweek, Helston TR12 7AD; Thursday 20:00; John Culmer Tel: 01326 573167 johnculmer@btinternet.com <http://www.jj-uk.com/go/wcgc.html>

WINCHESTER The Black Boy Public House, 1 Wharf Hill, Bar End SO23 9NQ; Wednesday 19:30; Phil Smith (07890 637 540); David Siegwart winchestergoclub@gmail.com <http://www.britgo.org/clubs/winch>

YEOVIL Mason's Arms, 41 Lower Odcombe, Odcombe BA22 8TX; Thursday 19:30; Steve Ashton Tel: 07850960605 sashon@gmail.com

YORK UNIVERSITY University Library foyer YO10 5DD; Tuesday 18.00 - 21.30; Leonardo Sandoval gosociety@yusu.org <https://yorkgosociety.wordpress.com/>

ASSOCIATION CONTACT INFORMATION

Association contact page: britgo.org/contact

Email for general BGA enquiries: bga@britgo.org

President: Toby Manning president@britgo.org

Secretary: Jonathan Chin secretary@britgo.org

Membership Secretary: Chris Kirkham mem@britgo.org

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.

TOURNAMENT HISTORIES IV: EYGC

Tony Atkins

ajaxgo@yahoo.co.uk

Whilst there had been a world championship for young Go players since the 1980s, there was no European equivalent. With help of the Ing Foundation the European Youth Goe Championship was started in 1996. The name "Goe", the preferred language-independent name invented by Mr Ing whose rules were also used, was adopted until 2012. The first edition was held in Baile Felix in Romania; it attracted 119, most of whom were locals, split into Under-18 and Under-12 age groups. The first winners were Csaba Mero and Antoine Fenech.



Bognor Regis 2014



Julia and Adrian at EYGC 2020

The second event was in Bratislava and the next two in Cannes alongside their game fair. These had less than 100 players, but that in 1998 saw two British players take part for the first time (Paul Hyman 12k and Thomas Blockley 5k). The number of attendees grew over the next five years: 125 in Sinaia (Romania), 141 in Uston (Poland), 197 in Prague and 276 in Cannes. In 2004 William Brooks of the UK attended Cologne making the total 277, though if Ukraine and Belarus had got visas it would have been a lot more.

After that the number of players settled down to between 100 and 150 in most years. William also attended Kosice (Slovakia) in 2005, but not the next year in St. Petersburg. In 2007 the venue was a Centerparcs on the Dutch coast at Zandvoort; Chun-Yin Woo, representing the UK, came second in the Under-12. UK players were absent from Mikulov (Czechia) and Banja Luka (Bosnia), but in 2010 in Sibiu (Romania) Anson Ng was first Under-12 and Vanessa Wong was second Under-16. This was the first time the Under-18 players were split into their own group, which was because of a change to the World qualifying rules. Vanessa repeated her second place the following year in Brno (Czechia). The top group was extended to Under-20 for St. Petersburg in 2012, to match the qualifying for a new event; this was continued in Budapest in 2013 and thereafter.



Bognor Regis 2014

In 2014 the BGA had offered to run the event so Butlin's at Bognor Regis was booked for a weekend at the end of February. Though it was a relatively small event, with 12 Under-18s, 35 Under-16s and 42 Under-12s, it was very successful with a large home team taking part, and also the British Go Congress being held alongside for the adults. Oscar Selby was seventh Under-12.

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U20 UK team EYGC 2020

In 2015 it returned to Zandvoort with a small UK party taking part – but only Edmund Smith at Subotica (Serbia) – and Grenoble thereafter. A big UK team attended the 2018 event in Kiev (Ukraine), which attracted 208 players. In 2019 lots of locals boosted the Moscow edition to 281, the current record.

The 25th edition in 2020 was held in Stubice Toplice (Croatia) and attracted 162 including another large UK team. Section winners were Vsevolod Ovsienko (Ukraine), Linh Vu Tu (France) and Anton Chernykh (Russia).