

BRITISH

GO

JOURNAL



HOYLE'S
OF OXFORD

**GOBANS AND BOARDS, STONES AND
BOWLS, BOOKS FOR ALL ABILITIES**

Visit us in Oxford or online! Find us at
71 High Street, Oxford, OX1 4BA | hoylesoxford.com

For more information, email us at
info@hoylesoxford.com or call us on 01865 203244

Use code **BGA10** at the cart for 10% off every purchase



Guo Juan 5P is a popular Go teacher based in Amsterdam and a long-time friend of the British Go Association.

Her online go school features a Spaced Repetition System with over 13,000 custom-made problems covering specific subjects plus short focused lectures that explain WHY. And there is a new feature that lets you make and upload your own problems into the SRS.

Try it for two weeks for free!

€15 voucher (10% annual discount) for BGA members
Email mem@britgo.org with your membership details to claim your discount

internetgoschool.com



Front cover: Ryan Zhang, British Youth Go Champion 2024 – see Youth News.

CONTENTS

EDITORIAL	2
LETTERS	3
PRESIDENT'S MESSAGE	Colin Williams 4
THE NEW INDEX TO THE <i>British Go Journal</i>	Jochen Fassbender 6
JOHN TILLEY 1948-2024	Jon Diamond 12
WORLD NEWS	Tony Atkins 13
BRITISH CHAMPIONSHIP 2024: GAME 2	In-Seong Hwang 14
FASCINATING TSUMEGO: PART ONE – QUESTION	Richard Hunter 19
SUICIDE MAKES A DIFFERENCE	Toby Manning 20
UK NEWS	Tony Atkins 22
50 th LONDON OPEN GO CONGRESS	Gerry Gavigan 26
TOURNAMENT HISTORIES XXIII: BRITISH SMALL BOARD	Tony Atkins 28
FASCINATING TSUMEGO: PART ONE – ANSWERS	Richard Hunter 30
DEATH OF A GO CLUB	Francis Roads 34
YOUTH NEWS	Tony Atkins 36
SOLUTIONS TO THE JOURNAL PROBLEMS	39
ASSOCIATION CONTACT INFORMATION	44

Credits

Many thanks to all those who have helped to produce this Journal.

Contributors: Tony Atkins, Jon Diamond, Jochen Fassbender, Gerry Gavigan, Richard Hunter, In-Seong Hwang, Toby Manning, Alex Rix, Francis Roads and Colin Williams.

Editing: Quintin Connell

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

The photographs in this edition were provided by the article authors, sourced from the BGA website, or are credited directly in the article.

EDITORIAL

journal@britgo.org

British Go Journal 210

John Tilley

As reported in the previous Journal, John Tilley died in October. Jon Diamond has written an obituary for him in this edition. John was a frequent contributor to the Journal (by my count, some 49 articles as author or co-author) and indeed was working on the 25th part of his Go Jottings series when in late 2023 he became too ill to continue.

Though I never met him in person, I felt I had come to know him at least a little through the many emails we exchanged about his articles. There was something about his writing style I enjoyed very much, though I struggle to define quite what it was. Perhaps it was the way he conveyed his infectious enthusiasm for the game, as if he had just learned something exciting about Go and was sharing it with you, down at the club.

Index for BGJ 101 to 200

We are excited to announce that we now have an index to Journals 101 to 200, thanks to the gargantuan efforts of Jochen Fassbender: you will find it at britgo.org/files/bgj/index/BGJ_Index.101.200.pdf. Jochen is an indexer by profession and we are extremely lucky and grateful that he has undertaken this mammoth task free of charge and produced for us an index to full professional standards.

The new index complements the one he made for Journals 0 to 112 (online at britgo.org/bgj/index/top.html). Initially, this first index was for BGJ 0 to BGJ 100 and was made available as a printed booklet – something scarcely feasible for the new, far more detailed index, which would run to over 390 pages!

See Jochen's article about the new index in this edition.

Pat Ridley
February 2025

Copyright © 2025 The British Go Association.

Articles may be reproduced for the purpose of promoting Go and *not for profit*, providing that the British Go Journal is attributed as the source and the permission of the Editor and author(s) have been sought and obtained in writing, in advance.

Views expressed are not necessarily those of the BGA, nor of the Editor.

LETTERS

Two photos

Dear Editor

I thought members might wish to see two photos:

The first is of a small representation of a Go board in stone that I found in the Sichuan museum in Chengdu, China. It dates from the Tang period (618-907 AD) and was found in 1978 in a burial site. The board is not exactly 19x19 as far as I can see but it's close to that. Chengdu is an enormous city in western China that is also home to a Panda research institute.



Tang period board

The second is my 2 dan diploma from the World Amateur in July last year.¹ These were given to all the participants at the end of the tournament.



2 Dan Diploma

Best regards,

Alex Rix

alexander-rix@yahoo.com

¹Alex reported on the WAGC in [BGJ 208](#).

PRESIDENT'S MESSAGE

Colin Williams

president@britgo.org

31st December 2024



All information is on the Events Calendar; please do make the effort to attend and support as many as you can this year.

INTERNATIONAL CHAMPIONSHIPS

The Christmas period has seen a number of formal invitations arrive for international events.

World Amateur Go Championship

This is being held in Vancouver in May 2025, the first time it will be outside Asia. Our representative this time is Alistair Wall, a stalwart of our domestic tournament scene for many years. We wish him well.

Nanyang Cup – World Amateur Weiqi Invitational

This is a new event to be held in Singapore, hosted jointly by the Chinese and Singapore Weiqi associations, with significant sponsorship. They have invited 32 countries to send a top amateur player for this five round event, and we are privileged to be one of those.

As this is a new event we do not have any rules to determine our entrant, but will ensure we send someone who will represent us well and hopefully retain our status as a top 32 country for future years. If this does become an annual fixture we will agree and publish a method for candidate selection, as we do for other major events.

AN APPEAL FOR HELP

I would like to start this time with a quick appeal for a volunteer to come forwards. We are still looking for someone to take over the Membership Secretary role from Chris Kirkham. The BGA is only as strong as the effort put in by its volunteers, so if you do have a few hours spare each month and are willing to support British Go please do contact me or Chris.

A BUSY YEAR FOR TOURNAMENTS

2025 is already looking likely to be an excellent year for domestic tournaments. Of particular note are:

- the return of the Skye tournament in mid-May;
- a new 'Aspirants' event running alongside the Candidates in early May.

1st International ParaGo Championship

I found out about this just today, the event will be held in Korea in February. I will send information round via GoTalk and the Newsletter.

A BRITISH PROFESSIONAL?

Damen (Ho Yeung) Woo will be participating in the EGF's Professional Qualification event in Vienna in February. If all goes well we may have our first ever professional player.

FINANCIAL SITUATION

As previously promised we have published updates on our financial position, and the results of the consultation on our use of the reserves. Feedback on those documents has been positive and

work on the issues within them will continue. The reports can be found at britgo.org/history/accounts.¹

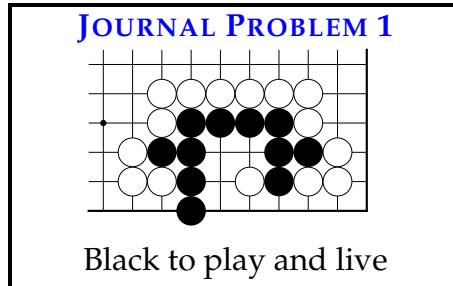
LONDON OPEN

This is the premier domestic event of the season in terms of entries received from overseas. This year it has been supported by the Nihon Ki-in who have sent over Ohashi Hirofumi (7P) to be the professional in residence. Our thanks go to Gerry Gavigan for the effort he and his team put into organising this each year.

~ ~ ~

To finish, I would like to wish you all an active and successful year of Go in 2025.

□



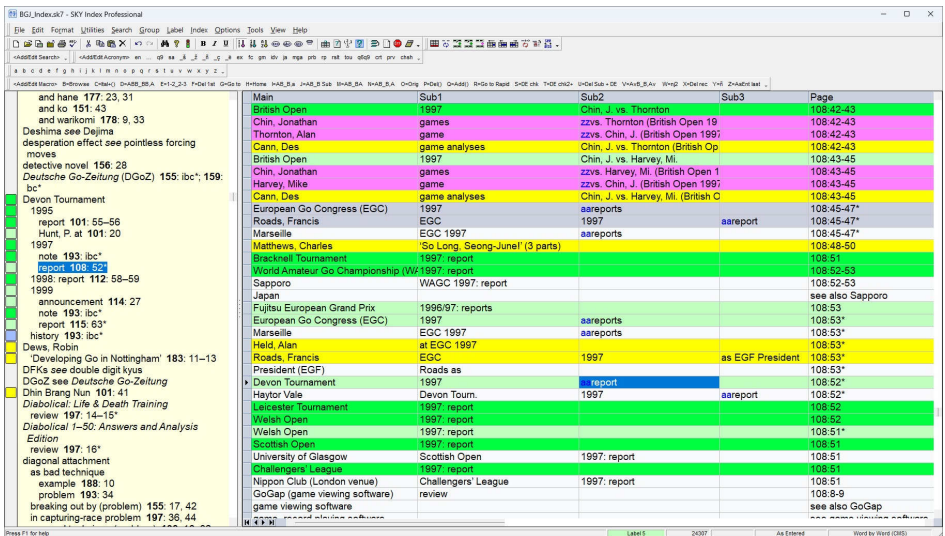
¹Requires Member's login.

THE NEW INDEX TO THE *British Go Journal*

Jochen Fassbender

gojodojo@googlemail.com

The *British Go Journal* is a huge treasure trove of Go knowledge, its contents waiting to be discovered or rediscovered. The journal can also be considered to be the main memory of Go in the UK, so it well deserves to be indexed. This index project took way longer than originally thought due to other commitments. Even so, it is my hope that the new index, which follows modern indexing standards, can considerably enhance the findability within the one hundred issues of BGJ 101 to 200¹, especially the myriad details widely scattered within the 4,859 indexed pages. Once you have a look inside the very detailed index, which has over 390 pages, you may begin to grasp why it took so long to finish.



SKY Index Professional with the loaded BGJ index in the making.

Left: preview pane with the developing index, right: data entry grid with the main entry 'Devon Tournament', subheadings '1997' and 'report' selected. Different colours are labels to indicate different meanings for filtering and statistical purposes, e.g. persons (yellow), tournaments (green), games (violet).

I took on the challenge when current editor Pat Ridley asked me in spring 2021 if I could index the one hundred BGJ issues up to BGJ 200. I did other Go indexes in the past², so I knew what to expect. Indexing Go can be as difficult as playing Go – it is not a trivial process. Nowadays I'm using special indexing software (see screenshot) which enormously helps in the intellectual process of creating large and detailed indexes. Still, I needed some time to find the

¹The new index is available as a PDF on the BGA website at britgo.org/files/bgj/index/BGJ.Index.101.200.pdf.

²Including BGJ Index 0 to 112, see britgo.org/bgj/index/top.html.

right index structure. I chose two indented subentry levels and a third run-on if needed, so as to be able to consistently accommodate all elements of indexed topics such as tournaments, players, problems, joseki, shapes, and techniques.

Index features

- Main headings are given in bold.
- Locators consist of a bold issue number and, after a colon, page numbers or ranges, e.g. **162**: 18–21; an asterisk behind page numbers indicates picture(s) of the indexed item.
- There are many cross-references to more specific or related entries, either as ‘see’ or ‘see also’, the latter being at the end of main entries’ subentries.
- Good indexing practice is also followed by flipping many of the subheadings, so as to become main headings of their own, e.g. you can find ‘joseki: studying’ as well as ‘studying: joseki’ with the same locators. This way you can rely on this index whichever entry you happen to look up.
- There are many Japanese technical terms with their equivalent English ones. Topics are either indexed under the Japanese or English terms, with a ‘see’ cross-reference to the preferred term. The majority of the latter are English terms, apart from widely-known Japanese terms or less-known concepts for which no fitting English term exists. Please refer to a glossary³ if need be.
- Main headings are sorted word-by-word, e.g. ‘New Zealand’ sorts before ‘Newcastle’.

Example entry

This is how the main and subentry levels actually look like; it is just a small extract from the main entry ‘London Go Centre (LGC, 2018–)’:

London Go Centre (LGC, 2018–)

London Open

2018: report **187**: fc–ifc*, 20–21*;
entrants to **186**: 15; **187**: 4; letter to
the editor **186**: 4–5; Hunt, T. vs. Yang
(middle-game problem) **187**: 10, 27
2019: report **190**: 28–29*
2021: report **198**: 24–25*

NTLO

2018: report **184**: 22–23
2019: report **188**: 22
2022: report **200**: 48

opening weekend tourn. 2018: report **183**:
20

publicity for **181**: 22

‘Re-creating the London Go Centre’ (Gavi-
gan) **181**: 20–22

This main entry makes use of all three subentry levels available.

The first subheading on the second subentry level is ‘2018’, followed by several run-on subentries divided by semicolons as the third level.

Subentries like ‘London Open’, ‘Not The London Open’, and ‘publicity’ can also be found as main entries.

³For example, Richard Bozulich (ed.): *The Go Player’s Almanac 2001*, Second Edition, Kiseido 2001, pp. 331–374, or online glossaries like the ones on the BGA website at britgo.org/bgj/glossary.html and britgo.org/general/definitions.html.

What's inside the index?

The new index includes every imaginable topic as long as it is indexable and meets the chosen depth of indexing. Also, note that, for example, names of persons shown in pictures or specific Go techniques may not be mentioned verbatim in the text but, nevertheless, were indexed. On the other hand, the notorious passing mentions (just a name or word without any further information) are excluded from the index by default, so that there is no waste of time when looking up specific topics.

The old BGJ index, apart from its alphabetical part, also includes a sub-index sorted according to over 50 categories. This is no longer available in the new index which is an alphabetical only one. However, the index introduction explains how to do a top-down hierarchical search by listing some of the broadest terms available as index entries. These broadest terms are similar to categories and the cross-references from them lead to more and more specific entries if you want to try a hierarchical approach.

A lot of articles were fun to index, for example, the technical articles, book reviews, youth Go activities, historical topics, humorous items and articles, or the many reports about trips to other countries (e.g. those by globetrotter Francis Roads). Relatively easy to index were tournament reports (thanks to the consistent coverage of veteran reporter Tony Atkins) or games (to be found under players' names and tournaments if any).

There are also some amazingly odd, mysterious, or surprising topics you wouldn't expect to find in the BGJ, for example, the Second Opium War (in 19th-century China), Bouvet Island (an isolated and uninhabited island in the South Atlantic), or Her Majesty Queen Elizabeth II. Why on earth would these topics be covered in the BGJ? What do they have to do with Go? Well, just look them up in the index. Browsing the index and stumbling upon such details will improve your experience of serendipity!

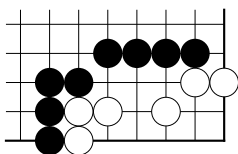
Incidentally, even the index itself got indexed when it was covered in the BGJ. Or more precisely the old index when Brian Timmins was the BGJ editor.

Apart from this project's sheer number of pages to be indexed, one of the toughest challenges was the indexing of Go problems (e.g. the approximately 300 numbered problems alone, starting in BGJ 140). Having an entry like 'life-and-death problems' with an endless number of undifferentiated page references would be the worst beginner's indexing mistake. Instead, there should be meaningful subheadings to break down such overloaded entries. I indexed them according to the Go techniques involved. The downside of this approach is the increased likelihood that you may pick up the idea of the solution by looking at the respective main or subheadings. Even so, it hopefully helps when studying specific techniques in context of problems and other scenarios. Like karateka⁴, who regularly practice and know their techniques by heart and name, so Go players and especially kyu players should become aware of the many available Go techniques and their names: without knowing them you can't apply them and thus can't improve.

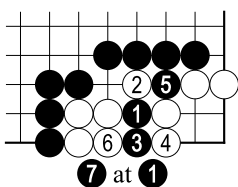
⁴Practitioners of karate.

This does not include just some basic techniques like hane, cut, and connection but advanced ones like hanekomi, dipping down (hekomi), and oshi-tsubushi⁵.

Example: life-and-death problem with two indexed key techniques.



Black to play and kill



Correct solution

In the index it looks like this:

life-and-death problems

increasing the sacrifice

and warikomi 178: 9, 33

warikomi

and increasing the sacrifice 178: 9, 33

increasing the sacrifice

in life-and-death problems

and warikomi 178: 9, 33

warikomi

in life-and-death problems

and increasing the sacrifice 178: 9, 33

The problem is indexed under three main entries. Apart from the two techniques warikomi⁶ (①) and increasing the sacrifice (③), it can be found twice under ‘life-and-death problems’ because the first subentry level is also flipped due to the length of this main entry over several pages. Note that the solution to this problem actually involves two more techniques – an atari from the correct direction (⑤, so as to avoid ishi-no-shita⁷) followed by a throw-in (⑦) – but the number of indexed techniques per problem is restricted to two, so as to keep the indexer’s sanity intact. There are just a few exceptions to this.

Go proverbs come in non-standardised ways of different wordings. For example, ‘There is death in the hane’ and ‘Death lies in the hane’ are the same proverb and refer to the technique of hane-goroshi (killing hane). Therefore, most proverbs are not indexed verbatim but also according to the techniques involved.

Joseki are indexed up to three moves, unless a joseki has its own name like the ‘small avalanche’ or ‘taisha’. The first joseki move is indexed under its coordinates, e.g. ‘3-4 point joseki’. The second and third moves are worded as

⁵Hanekomi: a move which is a hane and also wedges in between two of the opponent’s stones - see senseis.xmp.net/?Hanekomi.

Hekomi: a first-line tesuji guaranteeing two eyes - see senseis.xmp.net/?Hekomi.

Oshi-tsubushi: a squashing move which guarantees two eyes by preventing the connection of the opponent’s stones inside one’s own eye space - see senseis.xmp.net/?Oshitsubushi.

⁶Warikomi: a wedge in between two of the opponent’s stones - see senseis.xmp.net/?Warikomi (though the first example here is actually also a hanekomi!).

⁷Ishi-no-shita: a play ‘under the stones’ in a space which has become free because some of your own stones have been captured - see senseis.xmp.net/?Ishinoshita.

in joseki dictionaries, e.g. ‘knight approach (3-4 point joseki)’ and ‘one-space high pincer against knight approach (3-4 point joseki)’. Most joseki entries have subentries to distinguish various contexts.

The saddest index entry is ‘obituaries’. However, the late players, who ended up under this main entry, are also main entries on their own. And it is under these main entries that late players can be remembered while being alive. This is some sort of consolation the index can provide.

On the bright side there are also some humorous index entries and cross-references which hopefully are not too difficult to spot. These include the unique ‘Sideways Looking Persons’ cartoons with such masterpieces as confusing the avalanche joseki with something else, the ‘one-eyed seki’, and Captain Ahab’s game against Moyo Dick! Altogether the late Ian Marsh left us about one hundred cartoons to enjoy.

Apart from fictitious characters, there are fictitious tournaments, too; for example, the humorous story of the 2025 Lower Final of the British Go Championship.⁸ I also indexed it under the entry ‘future’ (as of writing this article at the end of 2024), though it is obviously of transient nature, as I will have to delete it in a future index update.

There remain some indexing gaps, especially recognizing players in pictures. For example, only about half of the players in the group photo of the first British Go Congress 1968 in Oxford (BGJ 200: 19) could be identified so far. More recent examples are the players in the pictures of the Learn Go Week 2014 events in Nottingham and Stevenage (BGJ 169: 20) or the two participants on the right in the picture from the Isle of Skye Tournament 2018 (BGJ 183: 24).

Most active BGJ contributors

Who are the most active contributors of BGJ 101 to 200? No doubt it is Tony Atkins with 248 contributions (plus way over 1,000 news items which are not individually indexed under his name), followed by Francis Roads with 126. Tony also holds the records of the longest article series ‘In the Dark?’ (66 parts) and ‘Collecting Go’ (40 parts), beating the old record by Andrew Grant’s ‘Four Hundred Years of Japanese Go’ (23 parts), which ended in BGJ 107. Simon Goss, T Mark Hall, Tim Hunt, Richard Hunter, Matthew Macfadyen, Charles Matthews, Alex Rix, Paul Smith, John Tilley, David Ward and Nick Wedd also belong to the top prolific writers. As for cartoons and drawings, Ian Marsh and Jiri Keller are clearly the outstanding artists. Jon Diamond and Toby Manning are the most active contributors among BGA presidents. But over the years there have been too many diligent contributors – be it article authors or game and book reviewers – to list them all. Not to mention all the BGJ editors and their many supporters who keep the journal alive and kicking.

Alison Bexfield (formerly Jones) is the most prominent female player in the BGJ since the beginning of the 1990s, whereas overall Matthew Macfadyen is the player mostly covered since the earlier days of the journal because of his

⁸‘Masters of Go (Looking back to the Year 2025)’ in BGJ 79, republished in BGJ 162.

many activities and British Go Championship title matches, apart from being a prolific book and game reviewer himself.

The most voluminous issue, by the way, is [BGJ 135](#) with 104 pages (including covers), followed by [BGJ 134](#) with 80 pages, both done by editor Andy Brixey in 2004. Both issues are so large because the quarterly publication schedule couldn't be kept up back then.

Intro and feedback

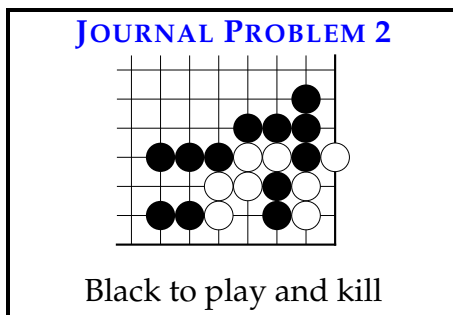
There is an introduction with more details on features, tips for searching and some statistics at the beginning of the index. The chosen depth of indexing is a minimum of about ten lines per column (or about five lines without columns) for a topic to be indexed. The result is a very detailed index with over 5,250 main entries.

Please send questions and suggestions to me. If feedback on the new index won't be too disastrous, I might continue/improve the index as time permits. I might even try to retrospectively index issues prior to BGJ 101, so as to ideally have one single index. In any case, it has been an honour for me to once again index the flagship publication of the BGA. May the *British Go Journal* continue to flourish into the future (look up the cross-reference '22nd century Go')!

Acknowledgements

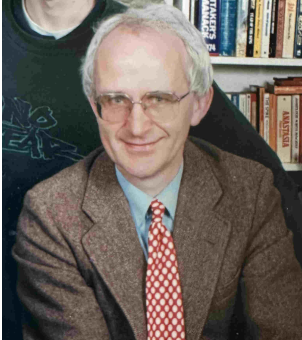
Last but not least, special thanks to the following distinctive veterans: Pat Ridley and Tony Atkins for their enormous patience in answering many hundreds of detailed questions, especially about missing or ambiguous names; John Power for his assistance in discussing the nuances of a number of Japanese Go terms and identifying less-known professionals in pictures; and Richard Hunter for identifying some incomplete names and games of professionals. Thanks also to Mike Cockburn, Jon Diamond, John Fairbairn, Harry Fearnley, Klaus Flügge, Emil García, Gerry Gavigan, Roland Halliwell, Helen and Martin Harvey, Toby Manning, Rob Payne, Natasha Regan, Alex Rix, Francis Roads, Paul Smith, Dave Weimer, and Sheila and Peter Wendes for their helpful answers and explanations to some of my odd questions.

□



JOHN TILLEY

1948-2024



John Tilley was born on 14th February 1948. He learned Go from the Emanuel Lasker book, but really learned at Trinity College, Cambridge, where he joined the Cambridge University Go Society in its second year in 1966. During his time there he became my assistant on the British Go Journal and I remember very well his using the rubber stamp with blue ink to get a coloured heading for it! His first article was published in Winter 1968, when his rubber stamp made its final outing as the format of the BGJ was changing.

He was a good player, at least by the British standards of 50 years ago, achieving a best grade of 2 dan in 1980. He attended tournaments in those early days, but no records exist. The European Go Database only contains tournament records since 1996.

After leaving Cambridge he went to Japan for 14 months, working for the Overseas Department of the Nihon Ki-in and acting as an editorial assistant for Go Review and the Ishi Press, and also playing at Kitani and

Iwamoto's schools. He was on the BGA Council from 1968 to 1974 (partly whilst he was in Japan).

He then came back to UK, working at IBM Hursley for 40 years as an international specialist in SNA¹ and Networking, and living in Micheldever. During this time he lost interest in Go, not playing, but still reading a few books. He regained some interest 25 years later, becoming Secretary of the Winchester Go Club in the 2010s, sustaining it and helping it grow.



l to r: Jon Diamond, John Tilley and Paul Prescott
British Championship match, 1974²

Following his retirement, he moved to Cambridge in 2018, but his health was declining. He started writing for the BGJ again until he fell seriously ill in June 2023.

He died on 4th October 2024 and leaves a widow, Amanda.

He was a good friend, attending the Trinity Gatherings with me, and I shall miss him.

Jon Diamond

¹Systems Network Architecture.

²See [BGJ 25](#).

WORLD NEWS

Tony Atkins

ajaxgo@yahoo.co.uk

For summaries and sgf files of the UK matches in the Pandanet Go European Team Championships described below, see britgo.org/events/euroteams2024.

UK Team

The UK team was promoted to the B-League of the Pandanet Go European Team Championship at the end of the 2023-2024 season. After the first match of the new season they were in sole first position! They had played Austria on Tuesday 15th October and won four games to nil. This was despite Austria having the strong player Victor Lin on board one, he being beaten by Michael Cheung. The other winners were Scott Cobbold, newcomer Jake Game and team captain Bruno Poltronieri. Second place was claimed by Croatia, who beat the Netherlands despite a triple ko in one game. Italy beat Serbia to take third, earning penalty points for a no-show on board one. The other matches were drawn.

In the second match, on Tuesday 12th November, the UK team played well against a very strong Netherlands team, but lost three games to one. Damen Woo was our only winner, beating Rob van Zeijst, and Bruno's long game with Michiel Eijkhout ended with him half a point behind. Scott played Gilles van Eeden and Jake played Frank Janssen on the other boards. This meant the team slipped to third behind unbeaten Italy and Belgium.

All the games in the UK team's third match, played on 10th December, ended in resignation. Unfortunately, it was three-one in Croatia's favour, with Bruno's long game ending with

him being the only UK winner. On the other boards were Scott, Jake and newcomer Ryan Zhang, our youngest-ever team member. This loss moved the team down to seventh. Italy won again (against Finland) to stay at the top and the Netherlands beat Lithuania to move up to second.

Irish Team

On the same dates, Ireland was giving battle in the C-League. Their first match saw the team of Karl Irwin, Philippe Renaut, James Hutchinson and Matei Garcia beating Kyrgyzstan four-nil. They next drew with Slovenia, with wins for Philippe and John Courtney, but losses for Karl and James.

#	Team	Board Points						Game Points				
		G	BP	1	2	3	4	Pen	W	D	L	P
1	South Africa	3	11	3	3	3	2	0	3	0	0	6
2	Ireland	3	9	1	3	2	3	0	2	1	0	5
3	Spain	2	5	1	1	1	2	0	1	0	1	2
4	Slovakia	3	3	2	0	1	0	0	0	2	1	2
5	Slovenia	2	2	1	1	2	0	2	0	2	0	2
6	Kyrgyzstan	3	2	1	0	0	1	0	0	1	2	1
7	Kazakhstan	3	2	0	1	0	1	0	0	1	2	1
8	Denmark	1	0	0	0	0	0	0	0	1	0	1

League C

The third match saw another win, this time three-one against Slovenia. Karl lost, but Philippe, James and John all won. This moved the team into second place behind South Africa, who had beaten Spain, Kyrgyzstan and Kazakhstan.

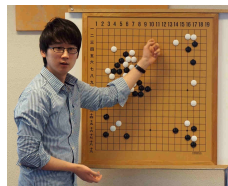
□

BRITISH CHAMPIONSHIP 2024: GAME 2

In-Seong Hwang

admin@yunguseng.com

Reigning champion Ho-Yeung (Damen) Woo and Yaoling Yang played a 'best-of-three games' match for this year's British Championship. In this article, well-known Go teacher In-Seong Hwang¹ reviews the second game. As reported in *BGJ* 209, the game was played at the house of Brent Cutts on 14th September.



In-Seong Hwang

The *sgf* with In-Seong's comments is at

britgo.org/files/bgjgames/210-BGA-Champ-Game-2.sgf.

Black: Yaoling Yang 7d.

White: Ho-Yeung Woo 6d.

Time controls: Fischer, 1hr 40mins + 45 secs/move.

Result: B+R.

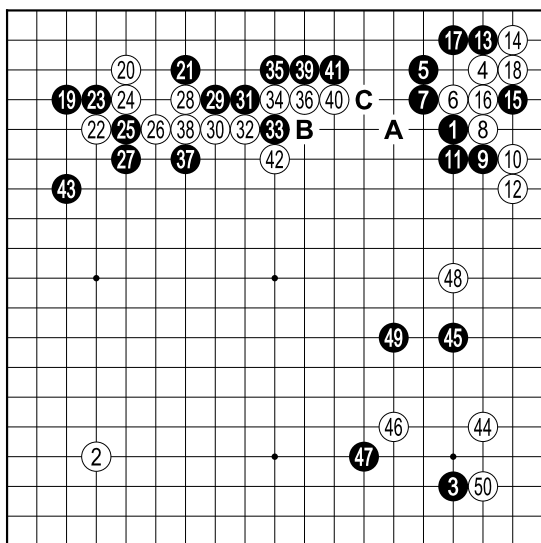


Fig. 1: 1 – 50

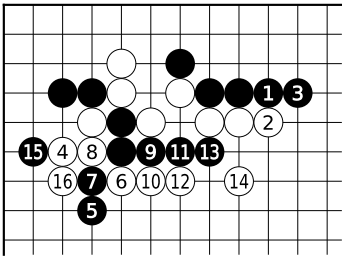
⑮ Yang started the game with an unusual move: 4-5. White invaded there immediately, and this result was good for White. White took over Black's corner, and weakness A is annoying.

⑬ The upper left corner variation is a very recently updated version. Without knowing move ⑬, Black may fail, as in Dia. 1.

The results of the patterns in the upper left and upper right favour White.

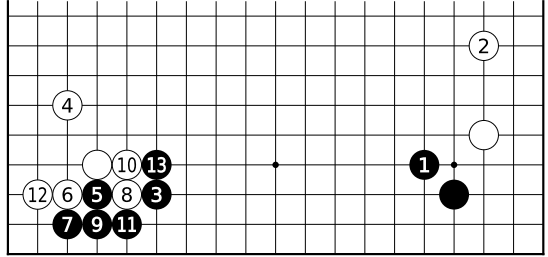
⑮ This black pincer was questionable. Since the right side isn't important, Black should have played for one of the other sides, such as the left or lower side for example – see Dia. 2. This could also be the ladder breaker at B, however White's extension at C would be sente, so it wasn't a ladder.

¹In-Seong is the main teacher at the [Yunguseng Dojang](http://yunguseng.com) online Go school.



Dia. 1: variation for ③

If Black plays at ① instead of the actual game move, White pushes once more with ② and executes ④. Up to ⑬, Black is in trouble.



Dia. 2: variation for ④

This looks more natural.

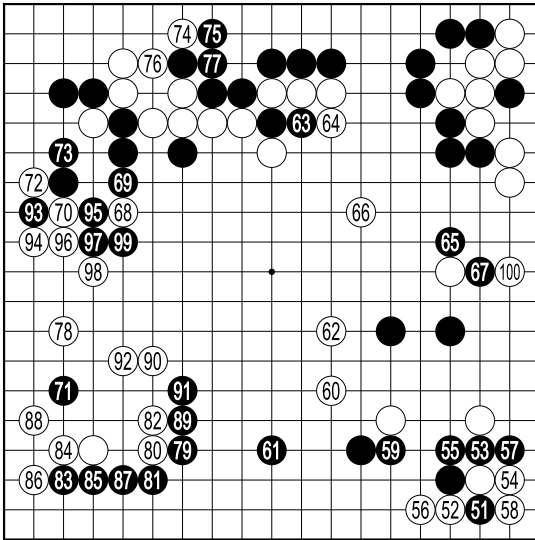
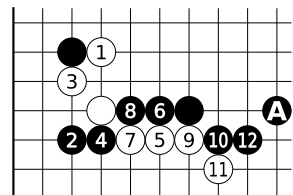


Fig. 2: 51 – 100

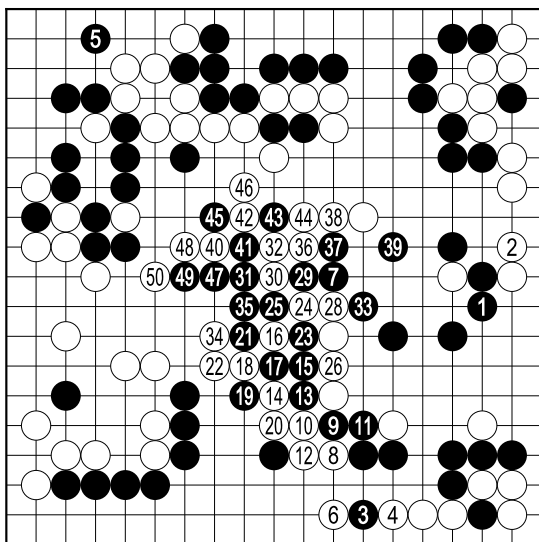
Usually, White responds with ①, then after ④, an invasion with ⑤ must be available. However, since Black has a helping stone at A, it's not an easy fight for White.

- ⑤ White quickly abandoned the right side and took a corner, so White is clearly ahead.
- ⑥ White didn't need to move at ⑥ right away. However, Black made a bad exchange ⑥, ⑦ to get a good ladder breaker ⑥. ⑥ was a mistake and White kept the lead.
- ⑦ White ⑥, ⑦ were a good combination! When Black tenukis, White had a very yummy sente with the move ⑦.
- ⑧ See Dia. 3.
- ⑨ White chose move ⑧, but up to ⑨, Black made a favourable result, so caught up a bit.



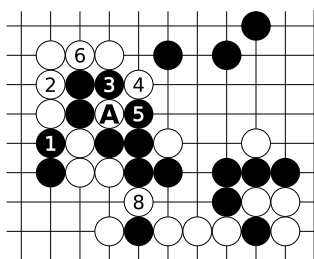
Dia. 3: variation for ⑧

- 103 This was the biggest move! Black should have played here instead of move 97. And White also had to take that spot instead of 100. As Black took this spot eventually, the game became close.
- 107 After White takes 106, Yang draws his sword. Yang probably thought that it would not be easy to win if the game went into territorial mode.
- 108 White welcomes the fight.
- 113 Black doesn't back down and cuts.
- 117 See Dia. 4.



27 at 16

Fig. 3: 101 – 150

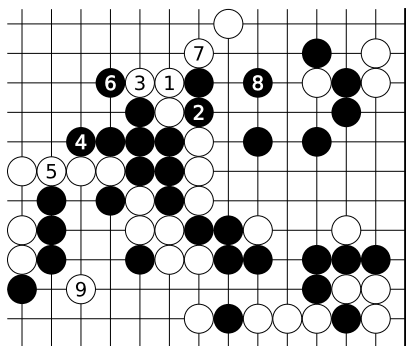


7 at A

Dia. 4: variation for 117

If Black chooses a different option, such as 1 here, White may quickly squeeze Black and simplify the situation. This result is hopeless for Black.

- 127 White 116 was a great idea to simplify the situation, and Black couldn't avoid the variation up to move 127. Now, White has two options: 128 (as played) and at 129.
- 128 See Dia. 5.



Dia. 5: variation for 128

I expected this result when I made a live commentary of this game. It can make the middle area clear for White and let White play the first move on the lower side, like this. Black is in trouble.

164 This is somewhat a similar result to Dia. 5. Still, White plays the first move on the bottom group, and Black is in trouble.

166 This is the critical moment in the game and its most exciting phase! Black and White must find good moves to solve an exact reading problem.

169 Black's 167, 169 are a very good combination! Without finding this move, nothing works for Black – see Dia. 6.

174 And this atari looks obvious, but this was the losing move!

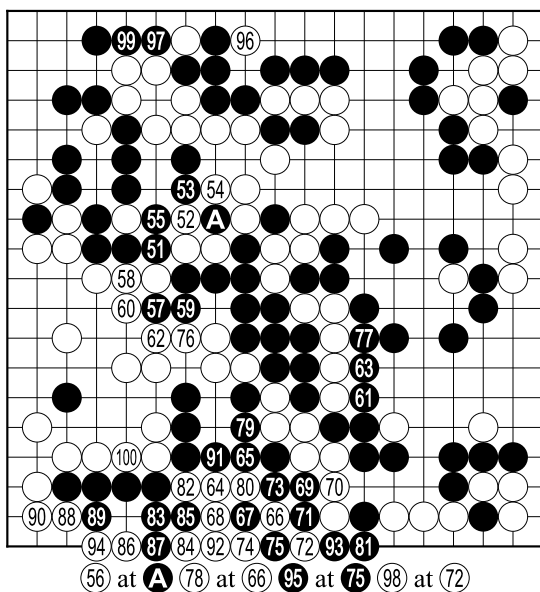
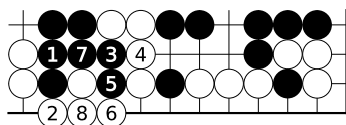
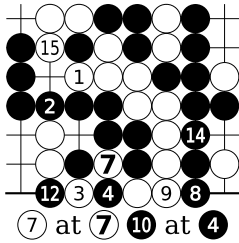


Fig. 4: 151 – 200



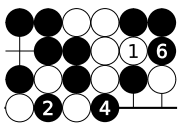
Dia. 6: variation for 169

White connects underneath without any problem. Black's whole group is dead.



Dia. 7: variation for 174

- ⑦ White should have exchanged ①, ② before executing the ko with ③. In this case, there's no good ko threat for Black.
- ⑮ This is the best result for both and White is leading by many points.



Dia. 8: variation for 180

If White endures the ko with ①, Black finishes the ko with ④ and can take White's eight stones with ⑥. This is the difference between this diagram and the previous diagram.
The tiny difference between the last two variations makes a massive gap in the outcome.

- ⑳ White eventually takes Black's bottom side group but has to pay for seven stones and the upper side connection. Black is leading by far now, and the game is over.

The game ended at 265.

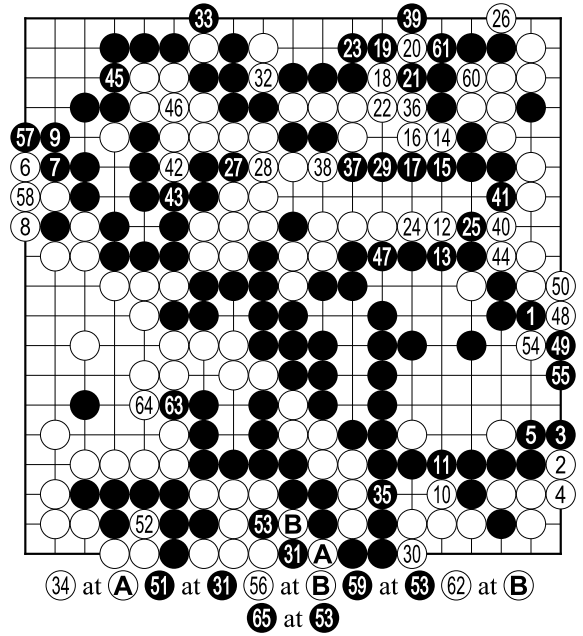


Fig. 5: 201 – 265

So Yaoling Yang won both games and became the 2024 British Champion!

□

FASCINATING TSUMEGO: PART ONE

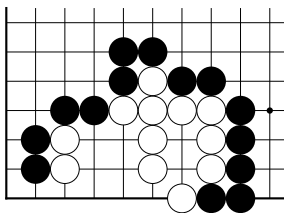
– QUESTION

Richard Hunter

In each part of this new series, I will discuss a tsumego problem from my bookshelf that captivated my attention. I will usually provide more text and diagrams than the source book. The overall theme follows on from my article *Failure Breeds Success* in [BGJ 193](#). I chose the adjective 'fascinating' because the British Thesaurus includes the following relevant meanings: captivating, interesting, enchanting, enthralling, enrapturing, entrancing, spellbinding, riveting, engaging, gripping, thrilling, enticing, charming, attractive, intriguing, delightful, entertaining, and amusing.

The problems will usually be difficult. While strong players can spend time trying to solve them, other players should only briefly think about them and then read the answers and instructive discussion.

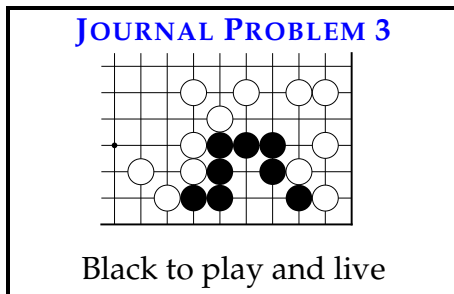
Problem



Black to play

For the answers, please see the continuation of this article on page [30](#).

□



SUICIDE MAKES A DIFFERENCE

Toby Manning

ptm@tobymanning.co.uk

Difference 1

We all know that one of the Rules of Go is that suicide – for example playing at **A** in Figure 1 – is not permitted, as the resultant three stones will have no liberties.^{1,2} What are the implications if it is allowed?

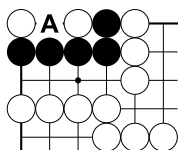


Figure 1

The most obvious change if suicide is permitted is that it could be a valid ko threat. If White were to play the suicide move at **A** and complete the move with the removal of all three dead white stones, then Black would have to reply at **A** to avoid being killed. The White move could thus be used as a ko threat that is not available under rules forbidding suicide. Although this ko threat would cost White a point, as Black will have to play at **A** after all the outside liberties are filled, it may be worth playing if it results in winning the ko.

Difference 2

However, the gain of a ko threat is not the only difference permitting suicide can make. It is possible to construct a pathological case whereby it can

significantly change the result, and one such is shown in Figure 2.

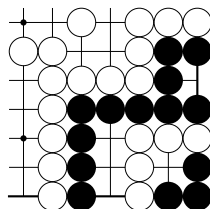


Figure 2

In this position, there is a fight between the black and white groups: under ‘normal’ rules, the white group wins this battle because White has a big eye.³

After stones have been played at ① and ② to reduce the number of mutual liberties to one, White captures the three black stones by playing at the 2-2 point (Figure 3) and clearly wins the capturing race, as shown in Figure 4.

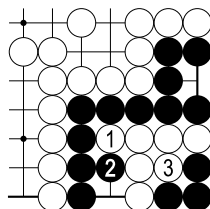


Figure 3

¹This refers to the ‘normal’ rules under which we typically play, such as BGA and Japanese rules, but there are some rule sets in which suicide is allowed, for example Ing, New Zealand and Tromp-Taylor rules – see senseis.xmp.net/?Suicide.

²See also articles by John Hobson in [BGJ 199](#), page 42 and [BGJ 176](#), page 19 – *Ed.*

³A big eye has more liberties inside the eye than the number of points – see senseis.xmp.net/?BigEye.

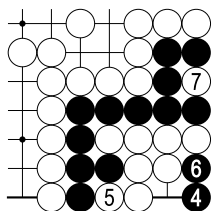


Figure 4

However, Figure 5 shows what happens if suicide is permitted. Black plays ① at the 2-2 point and completes his move by removing his four stones.

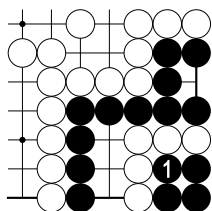


Figure 5

Figure 6 shows the sequence after Black has committed suicide.

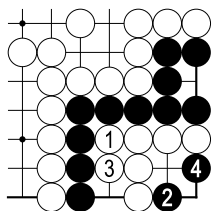


Figure 6

Even if White starts to fill in the mutual liberties with ①, Black plays

② at a 2-1 point and waits until there is one mutual liberty shared by his 11-stone group and White's corner stones (after ③).

Black clearly dare not fill the penultimate mutual liberty: he would die. But when White fills it with ③, Black can play on the other 2-1 point with ④ to create a seki in what used to be White's corner.

In this case, permitting suicide can significantly change the status of the group. It should be stressed, however, that this is a particularly rare case.

Incidentally, White can also play ③ at 4 to create a different seki, but this is gote: Black does not need to respond.

Another item of interest is that this position represents a 'ko threat that cannot be removed'. Imagine that there is a ko somewhere else on the board (not shown here). After Black plays at ②, he can do nothing: if he plays at ④ before White plays ③ White will play atari at the 2-2 point, capturing two stones, and live. However, at any time White can play the ko threat of ③, threatening to capture the 11 black stones, and this requires a response by Black.

The normal procedure for dealing with cases such as 'Bent four in the corner',⁴ where one side is helpless and the other player can start a ko at any time, is for the latter to remove all ko threats before starting the ko; but if a position such as Figure 2 exists then this is not possible.

□

⁴For an explanation of this term, see senseis.xmp.net/?BentFourInTheCorner.

UK NEWS

Tony Atkins

ajaxgo@yahoo.co.uk

Full UK tournament results are available at britgo.org/results/12months.

Sheffield

David Wildgoose attracted 43 players on Sunday 13th October to Sheffield's Greenhill Library, the usual venue. Winner was Japanese player Yasumasa Furukawa (4d). Runner-up was Qinghao Xiao (5d Cardiff) on tie-break from Yifan Bao (5d) and Peikai Xue (4d UCL). Winning three games lower down were Toby Manning (1k Leicester), Florian Pein (4k Lancaster), Sam Curran (6k Sheffield), Huw Mort (10k Lincoln) and from Cheadle Hulme School Tom Satterthwaite (20k) and Joe Bonser (21k).

British Small Board Championship

This sporadic event was this year combined with the UK Go Challenge Finals on Sunday 20th October at Storey's Field Centre in Cambridge. This was to celebrate 30 years of the Cambridge Junior Chess and Go Club. The bar was at 5k and a double knockout was run among the nine adults and top three youngsters to determine the winner.



Prize table at the Small Board Championship

In the end, Peikai Xue (4d UCL) had to play Jun Su (4d Cambridge)

three times to determine the result, with Peikai being the eventual event winner on six and Jun second on five. Alison Bexfield (2d Letchworth) was third, also with five wins. These got first choice of prizes from the well-covered prize table.

Wessex

The 54th Wessex was in Bath at its usual St Mark's Community Centre and on its usual end of summer time Sunday, 27th October. Thirty-two players enjoyed the day despite the early train from London being cancelled. The eventual winner was Zeyu Qiu (6d Birmingham), beating Michael Tik Wai Cheung (5d Nottingham) into second place, with Yifan Bao (5d) third. Eike Mueller (10k Bath) was the only player lower down to win all three games. Steve Bailey kindly donated a number of old British Go Journals from his late mother's collection to the bookstall.



Paul Atwell with the winner, Zeyu Qiu

Online Leagues

Daniel Milne successfully resurrected the BGA online leagues in 2023 and the season running from July to October 2024 has now ended. Tim Hunt and James Hutchinson jointly won League A, Joel Barrett won League B, David Cantrell won League C, Richard Jones won League D and Daffyd Robinson won League E.

Bar Low

Twenty-seven people participated in the 26th Bar Low on 2nd November. A good time was had by all, with at least one first-time visitor to the London Go Centre deciding to come to the London Open as a consequence of attending. Mike Cockburn (1k St Albans) won on tie-break from Tuong Nguyen (1k) and Jose-Manuel Pavon (1k South London). Book prizes were awarded to participants on four or five wins out of five: Chun Yin Ng (2k), Jayden Navarro (7k LGC), Egor Dunaev (8k Oxford) and Jed Lau (13k Oxford). Stig Petersen turned up betting with organiser Gerry Gavigan that a full tournament would have at least one person fail to show, which proved to be correct. Ben Murphy had an emergency and had to return home, but fortunately, Francis Roads was convinced that the Bar Low was on Sunday and turned up expecting it to be social Go, but instead got roped into rounds four and five.

Three Peaks

The Three Peaks Tournament was held on the 2nd and 3rd November at its usual venue of the Wheatsheaf Hotel in Ingleton in North-West Yorkshire. The 38 players who took part (though fewer played on the Sunday) helped raise money for the Rainbow Centre in Morecambe, a self-

funded charity social centre for the elderly, of which Go organiser Adrian Abrahams is a trustee. The winner of the £50 first prize, on five wins, was Peikai Xue (4d UCL). Second on four wins was Ryan Zhang (3d London) who took home £25. Zhan Shi (3d Manchester) and Haoran Peng (1d Lancaster) shared third place. Lower down David Storkey (5k Exeter) won four games.

Northern

This year's Northern on Sunday 17th November was even better than last year's. Ten dan players participated, an increase, but there were fewer competitors, with 48. As last year, they were comfortably accommodated in the Underpass at Cheadle Hulme School (CHS). This was much quieter than last year because the school generously allowed us to use part of the dining room for drinks and biscuits, and the library for the 13x13 side competition and game reviews. If only the weather would improve!

The overall winner was Yasumasa Furukawa (5d Japan) and, as last year, there was a tie for second place, this year between Bruno Poltronieri (4d Cambridge) and Yifan Bao (5d). Also winning prizes, for winning all three games were Kerry Poltronieri (15k Cambridge), Olivia Jennison (22k CHS), Jake Bentham (28k CHS), Imogen Goundry (29k CHS) and Nathaniel Armstrong (31k CHS). Fighting-spirit awards went to Milly O'Flaherty (37k CHS) and Zarrar Ahmed (38k CHS).

In the side competition, Soorena Zarafshani (21k CHS) and Olivia Jennison (22k CHS) won prizes for winning all 15 games and playing the most games (24), respectively. Thanks are due to Helen and Martin Harvey

for running the side competition, and assisting and advising the 13 CHS students throughout.

The event concluded with a hearty round of applause for the school, as represented throughout the tournament by Mr David Barnett.

UK Students 9x9

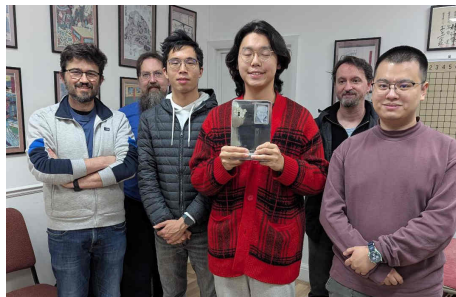
On the early evening of Sunday 24th November the BGA ran an online 9x9 event for students, held on OGS. Ten people came to play, chat and watch the games in a friendly environment, from as far afield as Lancaster, Manchester and Exeter. Grades ranged from 2d to 25k.

First prize was won by Rowan Litting (13k Durham), winning four out of five. Prizes were also given to Chun Yin Ng (2k) and Kwun Yin Ng (1d), both from Michaela Community School in Wembley). Prizes were generously sponsored by Go Magic. Thanks go to everyone who supported this event, in particular Marco Praderio for organising it and Ai Guan for helping to run it.

T Mark Hall Rapid

Held annually in commemoration of the Go player whose legacy enabled the London Go Centre to be established, this year's event on Saturday 7th December attracted 26 entries, ages spanning over 70 years (the youngest entrant was nine years old) and grades 25 kyu to 5 dan.

A clean sweep of five wins by Yifan Bao (5d) made him the winner, trailed by Michael Cheung (5d Nottingham) and Peikai Xue (4d UCL). Players winning four lower down were Diego Campoy (11k London City), Peter McLoughlin (15k LGC) and Chun Hei Hui (17k).



l to r: Jose-Manuel Pavon, Alistair Wall, Michael Cheung, Yifan Bao, Diego Campoy, Peikai Xue

London Open

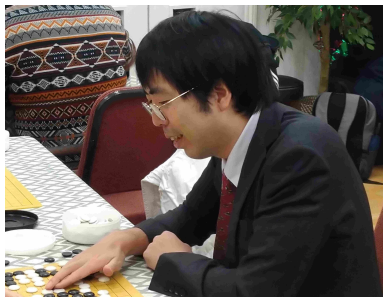
The first London Open was in early 1975 at Imperial College. Continuing its history from [BGJ 190](#) (Tournament Histories III), the last Open held at the Young Chelsea Bridge Club was in 2019. When the event restarted in 2021 after lockdown (with only 37 players), the venue became the new London Go Centre, which it remains. The landmark fiftieth edition was on the last four days of 2024, with 73 players.

The organiser's report of this historic event is elsewhere in this Journal (page 26). As reported there, the joint winners were Tingxu Zhao and Yuhang Xing (both 6d), with third place going to the youngster, Chenhe Yuan (5d). Peikai Xue was fourth and Michael Cheung fifth (the David Ward Trophy winner).



Top room, Round 1

Yangran Zhang (3d Manchester) was top player below the bar, ahead of Xin Liu (2d Geneva) and Gokul Ramanan Subramanian (2d Cambridge). Chun Yin Ng (2k London) was the best kyu player with six wins, ahead of Ai Guan (1k Birmingham) and Belgian player Philippe Tranchida (2k).



Ohashi Hirofumi 7p

Best Double Digit Kyu was Gerold Nicolassen (10k) from the Netherlands, ahead of Peter Hall (11k) and Kerry Poltronieri (14k Cambridge). Also doing well by winning five out of seven were Jan Adamek (4k) from Czechia, Alec Edgington (5k Cambridge), Marek Labos (6k London City) and Mike Sun (7k UCL). Peikai Xue and Yuhan Xing won the small Pair Go tournament and the twenty-player Lightning was won by Damon Woo.

The professional Ohashi Hirofumi (7p), visiting with his wife and young daughter, spent a lot of time analysing games for the players, took part in 'the changing the Nihon Ki-in calendar ceremony' and reviewed the last round board one game on the demo board after the prize ceremony.

□

THE BGA ANALYSIS SERVICE

analyst@britgo.org

One of the benefits of being a BGA member is that you can have your games analysed by a stronger player. If you would like to take advantage of this, please send me the game record as an SGF file. (If you don't know how to do that, don't worry. Just get in touch and we can sort out the practicalities.)

For more details, please see
britgo.org/positions/gamereviewservice.

Tim Hunt

50th LONDON OPEN GO CONGRESS

Gerry Gavigan

londongocentre@gmail.com

In many ways fifty is just a number, however it seemed appropriate to make some fuss regarding this year's event.



We were very lucky that the Nihon Ki-in agreed and wanted to help us celebrate by sending us a professional, duly dispatching Ohashi Hirofumi, 7P. He is widely known in the East where he is an acknowledged educator and he was well received here in London.

We marked his visit by presenting him with a small souvenir of London (Richard Wheeldon doing the honours) and he reciprocated by donating a copy of his Tsumego book *Under One Sky*¹ to the LGC library (already out on loan...).

There were other personalities at this event who are worthy of mention.

The first was unable to stay for the awards ceremony so we were unable to acknowledge his unique achievement at the event, but step forward Go luminary Francis Roads.

He has attended every edition of the London Open since its inception.

Congratulations to this long-standing supporter of British Go. See you next year...



Above the bar continues to be a very strong event. This year we had thirteen players at 4D or stronger.

Chinese students dominated the event with two 6D players taking joint first place.²

¹boardnstones.com/09-All-Titles-009-BNS009.php.

²europeangodatabase.eu/EGD/Tournament.Card.php?&key=T241228A.



There was no rational way of separating Tingxu Zhao and Yuhang Xing. We don't use SODOS (described by Andrew Kay, 4D as a 'random number generator') but if we did, Tingxu would have shaded it.

However, the only person to take a game from him was Yuhang. . . . (on Ohashi 7P's right with Tingxu on his left).

Interestingly, the game Yuhang lost was to Chenhe Yuan, 5D, who performed so strongly at this year's British Youth Go Championships.³

Michael Cheung, 5D, took the David Ward cup for the second year in a row.

This year, rather than live streaming the top board we used IZIS intelligent boards to relay the three top boards to OGS (in the future, Pandanet as well) and Michael will be reviewing these games for our YouTube channel.⁴

A surprising newcomer to the LOGC was Victoria Gray, 23 kyu. She performed outstandingly in our side events, Pair Go and Lightning. Yes, she had high handicaps but she played solidly; coming second in the Pair Go (aided by Daniel Guest, 3 kyu) and in the Lightning, finally falling to eventual winner, Damen Woo, 6D.



□

³britgo.org/results/2024/youth.

⁴youtube.com/@LondonGoCentre.

TOURNAMENT HISTORIES XXIII: BRITISH SMALL BOARD

Tony Atkins

ajaxgo@yahoo.co.uk

Wanstead Go Club, in East London, was often seen as a centre for Go innovation: hence they started the British Small Board Go Championship on 9th February 1980. Francis Roads and David Crompton organised the event and 35 players (half of whom were below 10k) battled it out over eight rounds of 13x13 Go. Terry Stacey was the first Champion.



2002 winner Jinhoon Yoon

speed you should play the tournament games. Richard Hunter, visiting from Japan, coped best, becoming champion.

In 1997 the event was held at Milton Community Centre, just north of Cambridge, and was combined with the Cambridge Junior Chess and Go Club annual event. This was the format for several following editions; Go players were often seen playing Chess between rounds (see [BGJ 118](#) page 58). In 2002 and 2003 the venue was Whittlesford Memorial Hall, south of the city, and then three editions were held at the Meadows Community Centre in the northern suburbs.

The Mind Sports Olympiad (MSO) often featured small board events, including at the Cambridge MSO. However it was the main MSO in London that hosted the British Small Board in 2007, 2008 and 2009. During this decade the attendance ranged from eight up to the thirties.

The 2010 edition and the 2011 edition (early in 2012) were both at Whewell's Court at Trinity College in Cambridge. The 2014 edition was the next, held at Robinson College. After a gap, the event returned, still in Cambridge.

The following year Richard Granville organised and won the second event, held in Malvern, and the third event was held in Birmingham in August 1982, players split into divisions. In 1983 it was back at Wanstead and handicaps were given as only 14 players turned up.

After a long gap, in June 1995 the event was resurrected in Cambridge, which became the home of the event. In between the rounds, players could play lightning full board games and it was a little hard to determine at what



2005 winner Alex Selby

To celebrate 25 years of the Cambridge Junior Chess and Go Club, the event was jointly held with the UK Go Challenge Finals. This attracted 56 players, including the juniors, to the Storey's Field Centre.

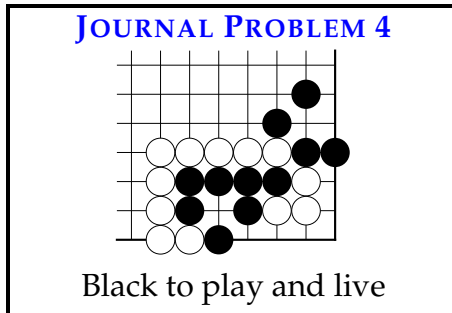


2023 tournament

There were two editions in 2023, one being the delayed 2022 edition. The Old Library at Pembroke College was the venue, attracting nearly 40 players. In 2024 the event repeated the 2019 format, this time to celebrate thirty years, as described in UK News.

The events have seen a great variety of winners over a range of grades. Winning the championship twice were Francis Roads in 1983 and 1995, Paul Smith in 2008 and 2014, Andrew Simons in 2010 and 2011, and Tunyang Xie in 2019 and 2023.

□



FASCINATING TSUMEGO: PART ONE

– ANSWERS

Richard Hunter

Here are the answers to the problem posed in *Fascinating Tsumego: Part One – Question* on page 19.

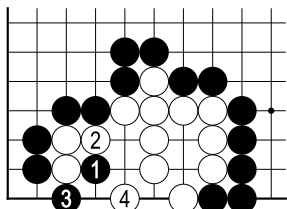


Diagram 1 – failure

① might look like the vital point. ③ is atari, but White does not unthinkingly connect. ④ is a life-saving tesuji. ① and ③ are an unsophisticated (or vulgar) way to play.

Playing ① one point to the right (above ④) is not mentioned in the source book, but I will come back to that later.

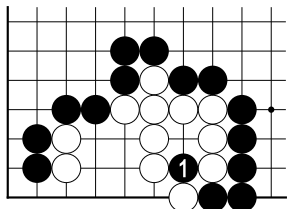


Diagram 2 – correct

The throw-in at ① is the correct way to start. It offers White a choice of responses and may lead to a shortage of liberties. Playing ① first lets Black choose the appropriate follow-up move rather than committing to one that White can respond to appropriately.

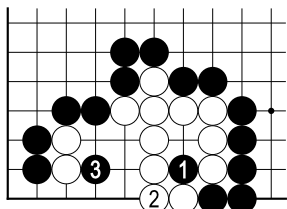


Diagram 3 – continuation 1
White dies

If White connects at ② in response to ①, then ③ works. Notice the difference from Diagram 1. White cannot make a second eye. If White blocks above and Black connects underneath, as in Diagram 1, White has no good follow-up.

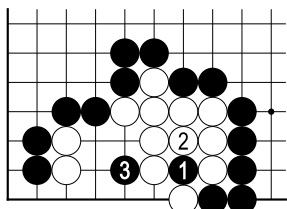


Diagram 4 – continuation 2
White dies

If White captures with ②, then ③ is the killing move. The source book has a total of six answer diagrams on one page. This diagram stops at ③ and the text says ‘please consider the later variations yourself’. So Diagrams 5 – 6 are my thoughts.

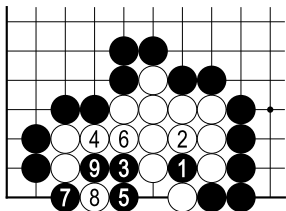


Diagram 5 – continuation 2 deeper reading

④ is the obvious response. ⑤ might be hard to spot, but it works better than the diagonal move to the left, which would let White create a ko. ⑤ threatens to cut and trap White in a shortage of liberties on both sides, so White connects with ⑥. Black connects out with ⑦. The throw-in of ⑧ would work if White wasn't short of liberties. However, the exchange of ①-② means that a white atari would also be self-atari in this case.

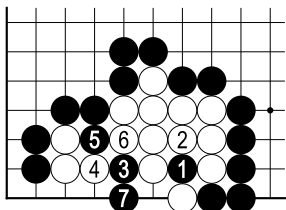


Diagram 6 – continuation 2 deeper reading

White could try ④ here, but after ⑦, White has a shortage of liberties. Playing ⑤ at 6 would lead to a similar result, as would ④ at 6. However, if White does play ④ at 6, note that playing ⑤ at 4 on the second line would be a mistake, leading to the same result as in Diagram 14. In a game, it can help to give your opponent more opportunities to make mistakes.

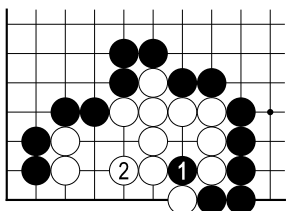


Diagram 7 – continuation 3 Wow!

Back to the source book. In response to ①, ② is a move I didn't consider when trying to solve this problem. Amazingly it gives White a better result. In a game, you answer moves played on the board and try to refute responses you had not considered. But they can also disrupt your evaluation of the game score. Reading the other player's responses in a problem is an important technique for getting stronger. Don't assume you play clever moves and your opponent will simply make obvious ones.

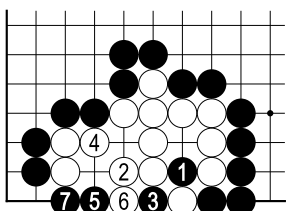


Diagram 8 – correct result is ko

③ is the best continuation. ④-⑦ lead to a capture-first ko for White. This is the correct result of the problem.

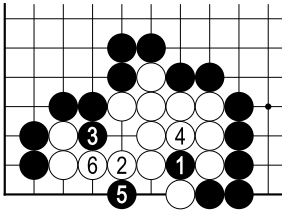


Diagram 9 – variation 1

For example, ③ and ⑤ here let White live.

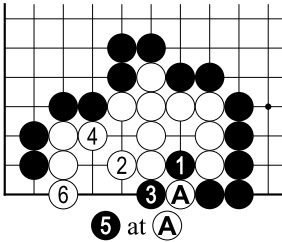


Diagram 10 – variation 2

Connecting at ⑤, lets White make a second eye.

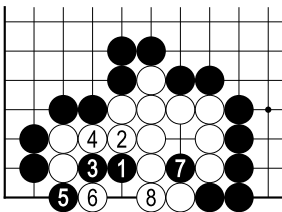


Diagram 11 – ① failure

Let's return to this ①. It is not mentioned in the source book diagrams or text. However, I think it is worth investigating. These are my ideas. I think ② is the best refutation. Black has four possible choices for 3. Extend on the second line, hane from the corner, or throw in (the correct first move). None of these work. ③-⑥ fail. White could also play ⑥ one point to the right. If Black throws in with ⑦, then White does not capture and remove the two Black stones, which would lead to a ko.

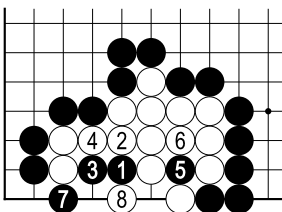


Diagram 12 – failure variation

Throwing in with ⑤ doesn't work. It's too late. At this stage, White can either capture or connect without ending up short of liberties.

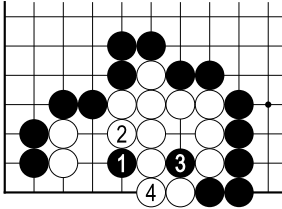


Diagram 13 – failure variation

Throwing in with ③ doesn't work either. White can choose to connect at this stage.

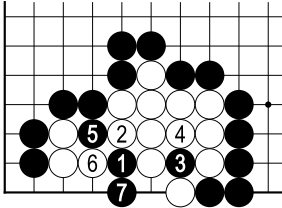


Diagram 14 – White dies

Capturing with ④ would be a fatal mistake this time, letting Black recover from his ① mistake. The final result is the same as Diagram 6.

In summary, as shown in Diagram 8, Black should throw in with ①. Then ② lets White fight a ko for life.

I hope you enjoy this new series. Some future problems will be more difficult, but instructive for both me and you.

□

JOURNAL PROBLEM 5

Black to play and live

DEATH OF A GO CLUB

Francis Roads

francis.roads@gmail.com

Sad to say, the Wanstead Go Club had to cease meeting this year, owing to falling attendances. As a result, we have a substantial collection of Go sets and books to give away. Please get in touch at francis.roads@gmail.com if you are interested.

In 1971 the club moved to Woodford, following my own relocation. A few years after that we found a permanent home at Wanstead House Community Association, where we remained for four decades.



Alistair Wall and Francis Roads



Alistair Wall and Charles Leedham-Green

The club dates from 1968. In that year the BGA had been invited to run a Go stall at the Daily Mail Boys and Girls Exhibition at Earls Court. Three of us volunteers to run this event found we lived near each other, and founded the Enfield Go Club. These were Jeremy Hawdon, Wayne Walters and myself, all of whom remained active in the club until its demise.

In the early years we were well attended and active. We played matches with other clubs, which were reported in the local press. We even fielded a bridge team, in a competition for non-bridge clubs, mostly golf clubs, as we discovered. There were annual Wanstead Go tournaments.



Wayne Walters – co-founder



Wanstead Tournament

The growth of internet Go reduced both the demand for our tournament and our weekly attendance. We struggled on, and from time to time new Go players turned up. We made them as welcome as we could, but they never seemed to remain. I suspect that as we were all ageing, they came away with the impression that Go was a game only for old men.

Covid further reduced our attendance. As so many organisations found, some members just didn't come back. We had to rent our room, and we reached a point where we were not covering expenses and had to accept the inevitable.



Bill Streeten and David Strowlger

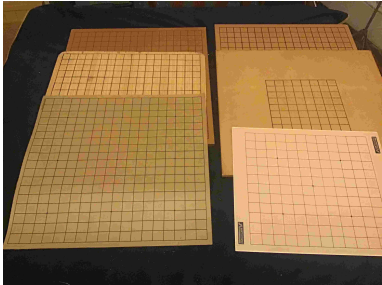


Après Go

Still, good may come of it; if anyone has a use for all our sets and books, I look forward to hearing from them.



Free Go books



Free Go boards



More free Go books



Free Go stones

□

YOUTH NEWS

Tony Atkins

ajaxgo@yahoo.co.uk

UK Go Challenge Finals

The UK Go Challenge Finals should normally be played in the summer, but for 2024 they were combined on Sunday 20th October, as they were in 2019, with the British Small Board Championship; the events were brought together by Paul Smith at the modern Story's Field Centre. The combined event celebrated 30 years of the Cambridge Junior Chess and Go Club. Highlights of the day were undoubtedly the many cakes provided by the Smith family and being able to play the BGA's Go robot.



UKGC top three
l to r: Belinda Chen, Andrew Volovich and Ethan Chen, with organiser Paul Smith in the background



Games in progress at the UKGC Finals

The junior overall place and age group categories were determined by a knockout system, but the top juniors could also aim for places in the British Small Board Championship. The top three junior players, Belinda Chen, Andrew Volovich and Ethan Chen, and all age group winners, received a certificate showing their achievement, something from the prize table and a cash prize; the rest of the 27 young players received a participation certificate.

Winners:

- U16 Boys - Jianzhou Mei
- U14 Boys - Andrew Volovich
- U12 Boys - Ethan Chen
- U10 Boys - Clarence Qin
- U08 Boys - Yuchen Wu
- U16 Girls - Belinda Chen
- U12 Girls - April Chen
- U10 Girls - Kacey Chen
- U08 Girls - Alethea Peck

HK Match

On 9th November we started a fourth match on KGS between eight British youth players and a team of eight children from Hong Kong Children's Go College. The format, as in the other matches, is that of last team standing, with the winner of each game staying on, one or two games being played each weekend.

Adam Siqi Chan lost the first game, but Aidan Fung beat their Owen Lin in the next game. Aidan then beat

Man Hok Lam and should have lost to Alan Zheng, however the game was miscounted by Alan and the Hong Kong captain insisted the result in Aidan's favour should stand. Playing for UK, So Wai Kiu beat Lau Yan Ming, but lost to Lam Pak Yin who then beat the returning Aidan Fung and his sister Audrey. Our Lin Ho Lai got revenge, but lost to Xu Yinghan who then beat Michael Mitcham Harding. Our Sung Hee Lim beat Cora Yiu and Pang Cheuk Fung to gain the chance to play their last player, Xu Yinghan.

After the Christmas break, Sung Hee did in fact beat Xu and the match ended 8-6 in our favour, as we still had Daniel Yang in hand.

SEYGO

As well as winning the Welsh Open, Edinburgh and Swindon Tournaments, as reported last time, and winning the British Youth Go Championship, as described below, Ryan Zhang did well in the 2024 SEYGO European Youth Go Tournament, held in October in Istanbul, Turkey. Ryan won the Under-12 group, beating strong Under-18 opponents Dragos Boldeanu (Romania 2d) and Stjepan Medak (Croatia 4d).

Grand Prix

However, Ryan only took second in the annual Youth Grand Prix with 1059 points. He had been raced all the way by Clinton Yu who amassed 1153 points to take the first place. Third was Olivia Jennison with 620 points. 102 youngsters scored points by playing and winning games in tournaments during the year. Clinton also won the Double Digit Kyu Grand Prix, open to adults, with 893 points,

and Olivia also won the Under-20 kyu section of the same category.

British Youth Go Championships

On Saturday 9th November the British Youth Go Championship was held at the central location of Leicester Bridge Club for a fourth time. As usual, it was run by Toby Manning and Tony Atkins, with Helen and Martin Harvey running the novices, and with help from Peter Fisher.



Helen Harvey gives a helping hand

Congratulations go to Ryan Zhang (3d) who was Under-12 champion and became British Youth Go Champion for the first time. However, he was not the best of the 37 players who had come from as far as Edinburgh to play. Chenhe Yuan (5d), just arrived in the UK from China, won all six games to take the Open title.

There was nobody in the Under-18 category this year, but the other age-group winners were: Alvina Kwok (Under-16 and Top Girl), Audrey Fung (Under-14), Aidan Fung (Under-10) and Ezreal Yang (Under-8).

The Novices winner was Nathaniel Armstrong from Cheadle Hulme School and winners of 5/6 games were Joshua Fai, Clinton Yu and Claude Robinson.



Audrey Fung and Andrew Volovich



Open Champion Chenhe Yuan



Peter Fisher was The Ghost



Alvina Kwok



Lukasz Kudla



Michael Mitcham-Harding

□

SOLUTIONS TO THE JOURNAL PROBLEMS

The SGF files for these problems are to be found at britgo.org/bgj/issue210.

Solution to Problem 1

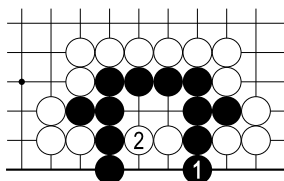


Diagram 1a – failure

- ❶ Making a big eye space does not work.
- ❷

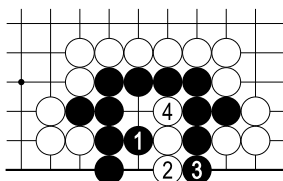


Diagram 1b – correct

- ❶ This is the correct play.
- ❷ This is White's best continuation.
- ❸ Black lives in seki.

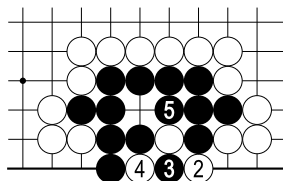


Diagram 1c – correct, variation

- ❷ This allows Black to live with territory.
- ❸ White cannot save the two stones.

Solution to Problem 2

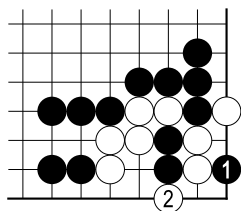


Diagram 2a – failure

- ❶ This is incorrect.
- ❷ White is alive.

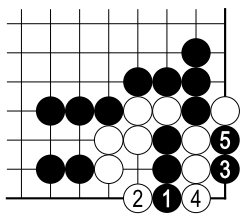


Diagram 2b – correct

- ❶ This is the correct start.
- ❷ This stops Black escaping to the left.
- ❸ Now this works.
- ❹ The three black stones are only one eye when taken and the eye on the right edge is false.

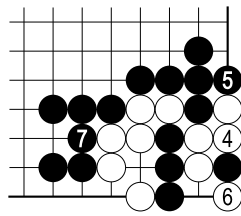


Diagram 2c – correct, variation

- ❹ This is White's strongest reply.
- ❺ However Black avoids ko by playing here.
- ❻ White cannot now capture the three stones.

Solution to Problem 3

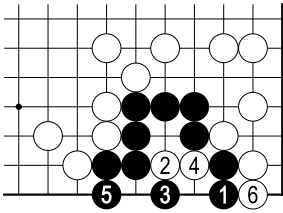


Diagram 3a – failure

- ① Making a large eye space like this fails.
- ⑥ Black dies.

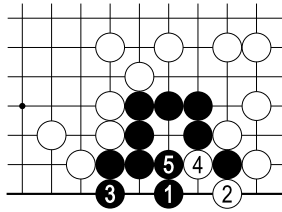


Diagram 3b – correct

- ① This is the correct play.
- ② White can capture one stone starting here.
- ⑤ Black lives.

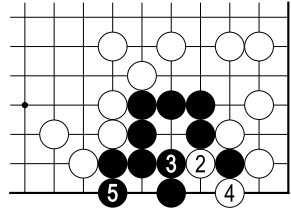


Diagram 3c – correct, variation

- ② This also allows Black to live.
- If ② at 5 instead, then ③ at 4 lives.

Solution to Problem 4

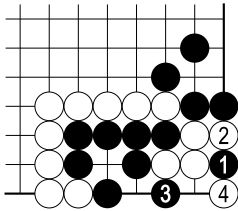


Diagram 4a – seki

- ① Black can try this 2-1 point.
- ④ This is seki.

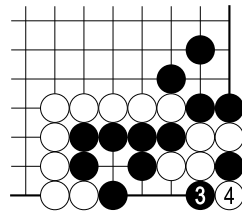


Diagram 4b – failure

- ④ This is ko.

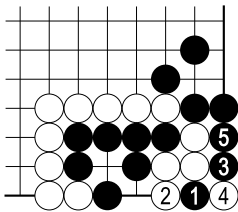


Diagram 4c – correct

- ① However this 2-1 point works.
- ② This is White's strongest play.
- ④ This is White's only play that is not self-atari.
- ⑤ White can never capture the seven stones as White cannot win this ko.

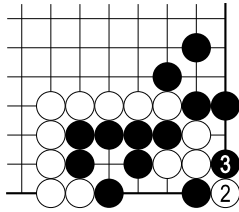


Diagram 4d – failure

② This fails.

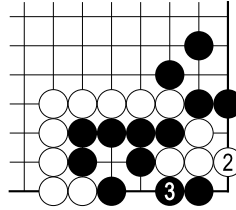


Diagram 4e – failure, variation

② This also fails.

Solution to Problem 5

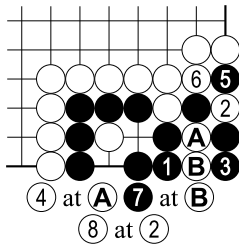


Diagram 5a – failure

① This is incorrect.
 ⑦ Black has to win the ko to live.
 Black 3 at 5 leads to the same result.

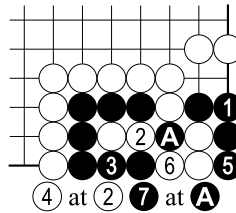


Diagram 5b – correct

① This is correct.
 ④ This looks like it causes Black to run out of liberties.
 ⑤ However this creates a snap-back shape.
 ⑦ Black lives.

□

THE BGA YOUTUBE CHANNEL

The BGA's YouTube channel has a growing number of videos with game reviews and other teaching materials at various levels, including material aimed at kyu-level players, by professional and other strong players.

The channel may be found at youtube.com/@BritishGoAssociation.

Latest video: live analysis and review of the British Championship 2024 Game 2 between Ho-Yeung (Damen) Woo and Yaoling Wang, with Game 1 summary, by In-Seong Hwang at youtube.com/watch?v=yIcc-OWr3wE.

In addition, London Go Centre has an active YouTube Channel with a wide range of content at youtube.com/c/LondonGoCentre, including lectures by Stanisław Frejlak from the 2024 Not The London Open and lectures by In-Seong Hwang from the 2023 Not The London Open.

THE JOURNAL ONLINE

Recent Journals and SGF files

Links to this, the preceding three journals and the SGF files for the problems and games, are available in the BGA Members Area at britgo.org/membersarea.

Log in to see these recent editions.



BGJ Archive

Past Journals are available online, at britgo.org/bgj/bgj. All but the last four may be read without logging in.



Active Links

Online copies from [BGJ 158](#) onwards contain active links to related information, including SGF files for the games and problems.

BGA Publications

General information about the Journal and other BGA publications, links to associated files and guidelines for submitting articles appear on the BGA website at britgo.org/pubs (no login required).



ASSOCIATION CONTACT INFORMATION

Association contact page: britgo.org/contact

Email for general BGA enquiries: info@britgo.org

President: Colin Williams president@britgo.org

Secretary: Sebastian Pountney secretary@britgo.org

Membership Secretary: Peter Fisher mem@britgo.org

Safeguarding: Sue Paterson child-protection@britgo.org

Newsletter Editor: Jil Segerman newsletter@britgo.org

Journal Editor: Pat Ridley journal@britgo.org

Analyst: Tim Hunt analyst@britgo.org

Our Facebook page: facebook.com/BritishGoAssociation

Follow us on X: twitter.com/britgo

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

CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal is **1st April**.

Contributions are welcome at any time and the earlier the better, please. Those received after the copy date are likely to be too late for inclusion in the next issue. Please send them to journal@britgo.org. The Editor will be glad to discuss the suitability of any material you may have in mind.

TROUBLE MASTER

The brand-new tsumego problem books by In-seong Hwang 8 dan



...It is true that most people believe that life-and-death ability in Go depends solely on reading power, specifically depth or length of reading. While this is important, another crucial aspect is suspicion. Your suspicion primarily detects and guides the direction of your reading. Then reading ability (depth of reading) comes into play. However, what happens if you miss a chance simply because you did not even notice something was happening? This realization reinforced my belief that there should be a training tool designed to help my students seize those moments.

While pondering those thoughts one day, I had an insightful moment: "Why must all problems have a definite solution? Wouldn't it be even more entertaining if they were uncertain?"Each book contains 20 problem sets / about 150 troubles. Moreover, I share my insightful advice, which comes from over 20 years of teaching experience, through a problem description of each problem set.

I hope these problems make your Go world even more entertaining and rich. The books are available on [Amazon](#).



Filter, sort and book the most suitable Go teachers for you!



 **polgote.com**
The Marketplace of Online Go Lessons



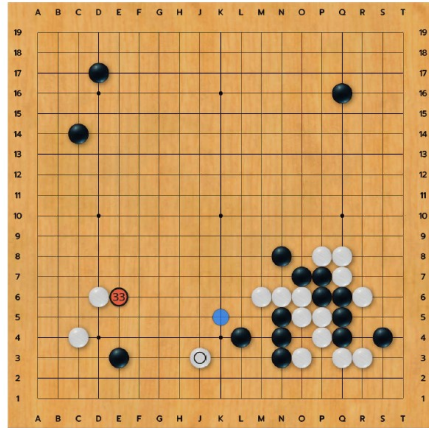
AI SENSEI

**Studying Go was
never this easy.**

Analyze your games with our
advanced AI for **free** and take
your Go to the next level.



ai-sensei.com



A MODERN PLATFORM TO STUDY GO

- ★ Game-based Interactive Learning
- ★ Carefully Structured Video Lessons
- ★ Solving Quizzes with the Skill Tree
- ★ Tools, Materials and more...

on GOMAGIC.ORG

20% discount for BGA members
Get your discount at
<https://britgo.org/membersarea/discounts>

