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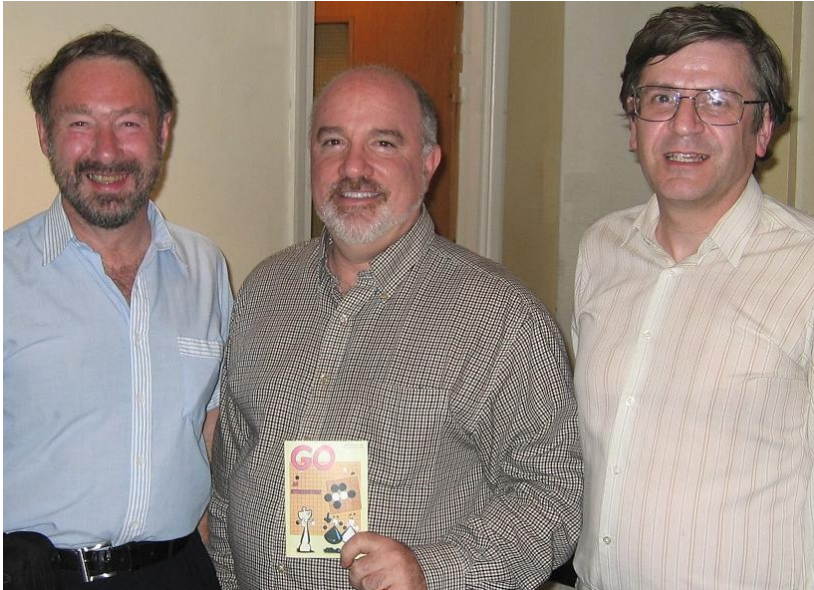


PHOTO CREDITS

Photos in the body of the Journal were provided by the article authors.

Front Cover : Figurines by Gerald Bayliss

Inside Front : The Three Presidents (from Ron's camera)

Mike Lash, President of the AGA, is in the centre.

Inside Back : Challengers League - Round 4

Answer to the Photo Quiz in Issue 141 : Plymouth

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EDITORIAL

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Welcome to 142nd British Go Journal.

In This Issue

I've often remarked when introducing Go to friends and acquaintances that I, like many of you, can beat any computer Go playing program - a feat that no-one can claim for Western Chess. However, those days now look decidedly numbered. Nick Wedd explains the recent leap forward in computer techniques, made possible by the power and availability of today's personal computers.

A review and analysis by David Ward of just such a computer Go game played on a 9x9 board shows practically how this form of computational approach has improved. David has also provided an analysis of a game between two KGS 4kyu players, and a piece from 'Journey to the West'.

The BGA President, Ron Bell, has spent a lot of time and effort over the past few months trying to resolve the 'rules' issues. He summarises this work and provides a recommendation. Please respond.

Plus the usual mix of Letters, Problems, News and the follow-on Answers to the Problems posed by Matthew Cocke and Jonathan Chetwynd in issue 141.

Did I forget to mention Tony?

Future Journals

Apologies for missing my own 3-month schedule. It was felt that reaching the page target and keeping the proof-reading cycle intact was more important than spending these few weeks of Summer in the garden. Besides, it was raining most of the time!

I am pleased to announce that Ron Bell has taken on the role of Contributions Seeker for the Journal. Hopefully future issues will feature a wider range of contributors, perhaps even some volunteers before the arm-twisting starts. There are helpful pages on the BGA website covering the style issues for articles and your editor is always willing to provide further advice.

Credits

Proof Readers for this issue included all the contributors, with special mentions to Nick Wedd, Stephen Bashforth, Steve Bailey and Edmund Stephen-Smith.

Simon Goss assisted Ron with the Rules article.

My thanks to all; the remaining mistakes are all my fault.

All the .sgf files, and the answers to the other five problems, set in the last issue appear on the BGA website at <http://www.britgo.org/bgj/issue141>.

Barry Chandler

LETTERS TO THE EDITOR

Joseki analysis service

I'd like to promote an excellent new free and expert joseki analysis service.
<http://321go.org/?ln=uk>

You do need to register, but this is currently free, and you can also read other people's queries.

First step is to check with kogo, then search on gobase:
<http://gobase.org/repository/>
and finally if there really is no online info on your joseki problem, ask!

Jonathan Chetwynd

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A beginners point of view

I first came across the game Go some 5 years ago, when it was mentioned briefly in the film "A Beautiful Mind" (about John Nash) and when I subsequently read the book. However, just a brief mention was made and no detail of the game was given which left me intrigued without knowing how to find out more. A couple of years later, I discovered that one of my friends knew the game and was prepared to teach me.

Fast forward a few months and I find myself on a nice sunny day in his back garden with a Go board and stones in front of me. The basics of the game itself took me only a few minutes to learn. We played a couple of games that day where I picked up a few tips. I was also shown the KGS server which has been my main source of games since (with a couple of exceptions).

I have been an intermittent player of Go since. I find I go through phases of being at home and awake enough after work to want to switch the computer on, interspersed with phases of not playing Go at all which obviously doesn't help me improve. The frustration stems from the fact that I only ever play online (the 2 human players I have found living nowhere near me). Hence I feel I am not improving in any way as I'm missing the human element to educate me on tactics.

I have joined the BGA and receive the journal and I am also a member of the Go Talk forum. One thing I have noticed is that it is difficult to find a Go club to join. Living in London I thought there would be loads I could go to, but a look on the BGA website reveals that I, as a South Londoner with (as is normal in London) no car could realistically get to 2 clubs. One meets on a Friday evening which is no good for someone of my age (30) who is wanting to go out with friends on a Friday night and the other is on Saturday afternoon, again no good, that would take up most of my Saturday after I've travelled there and back, especially as tubes can't be relied on at the weekends.

In the meantime I shall continue to be a virtual player and hope that, through practise and reading internet sites I can get a few hints and tips, and then eventually feel able to enter my first tournament.

Sarah Bayley

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UK NEWS

Tony Atkins

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British Go Congress

Each year the British Go Congress moves from place to place so that local players can easily attend the BGA's AGM. What could be better than holding it in the centre of British Go, Cambridge?

William Brooks, Phil Beck and others from Cambridge ran the 40th British Go Congress at Selwyn College, Cambridge, at the end of March.

The British Lightning took place on the Friday evening, as usual, in The Diamond in the modern part of the college, across the road from the red-brick main building. It was played on the Swiss system and, after five rounds, Phil Beck and Dave Buckley, both 1d, were unbeaten.

Afterwards many retired to the pub to play Pits and so on.

The British Open attracted 98 players, including several 5d and 6d. The top boards were not in The Diamond, but in an "ivory tower", a room over the gateway to the old building. The sunny weather afforded a chance to review some games outside amongst the cherry blossom. At the end of the first day everyone was surprised that the leader was Sam Aitken, 3d, who had beaten the last two British Champions. The AGM was held on the Saturday evening from in The Diamond. A rules presentation caused the meeting to drag a little and people were keen to go and eat, as tables had been reserved in three different Asian restaurants in town.

Despite being April Fools' Day, there were no fools at the top end of the draw and the winner of the Open had to be decided by tie-break. Sam Aitken

won ahead of Matthew Macfadyen, both on five wins. Also on five wins were Claas Roever, 2k, Pawel Szymczek, 4k, Andrej Sokolov, 4k, Richard Bentley, 8k, Ben Ellis, 10k, and Colin Maclennan, 13k.

Phil Beck won a play-off to take the British Lightning. Graham Phillips, 10k, won the 13x13; Sheffield won the Nippon Club Trophy for best team.

William Brooks won the Stacey Trophy for most above-bar wins (30) in 2006-2007. Next placed were David Ward 23, Francis Roads 17, Alan Thornton and Sam Aitken 16 and Ben He 15.

Online Students

The first British Online Student Tournament was held over four weeks of March and attracted 16 entrants from universities and colleges all over the UK. It was won by Will Brooks, 3d Hills Road (Cambridge), with three wins out of three. In second place, and the leading female entry, was Vickie Chan, 1k Warwick. Also putting in an impressive performance, winning all of his games (and hence a prize), was Asaad Al Traifi, 15k Nottingham.

Thames Valley Teams

Edwina Lee and Maidenhead club hosted this event at Bourne End Community Centre on Easter Monday. Six teams competed for a stand-in for the Broken Go Stone Trophy and a handmade chocolate egg by Annie Hall in the Thames Valley Teams event. West Surrey (Steve Bailey, Mark Nubbart and Pauline Bailey) won. Second equal were Swindon and Royal Standard (a Wanstead and Reading team). Players winning all three were

Elinor Brooks, Xinyi Lu, Steve Bailey and Mark Nubbert. Entering the 10x10 at 100 kyu and so winning his first event was the very young Oscar Selby.

London Teams

Six teams attended the Nippon Club in Piccadilly for the spring International Teams Match the following Saturday. Central London Club was the victor for a fourth time in a row, with 10 points. However, they only won on tie-break from China who also won 10 but had lost one more game. Other teams were Cambridge (8 points), Reading (7), Wanstead (7) and Nippon (4). Unbeaten in all four games were Jaeup Kim, Francis Roads, Felix Wang and Matthew Reid. Alex Rix, Ning Li and Jonathan Chin also did well.

Candidates

The six round Candidates' Tournament was played over the May Bank Holiday weekend at Selwyn College in Cambridge. There were 23 players and four local ghosts taking part, from 2k to 6d. Winner with a straight six was Matthew Macfadyen. Des Cann and Alex Selby finished on five.

The top four of the group on four wins also qualified for the Challengers' League: David Ward, T.Mark Hall, William Brooks and Sam Aitken. Tim Hunt was first reserve under the place last year tie-break. They would join Champion Bei Ge in the League in June.

Bar-Low

The same weekend in Cambridge was also the Mind Sports Olympiad. 18 players attended the Bar-Low kyu-players only tournament, which is a traditional part of this. Local

player Andrew Kay, 1k, was the overall winner with five wins. Kay Dackombe, 11k, and Ken Kneller, 10k, won four.

Bracknell

The Bracknell Tournament was held in Wokingham on a sunny 20th May. Out of the 55 players only two won all three games: winner Sam Aitken, 3d, and Julien Corcessin, 11k, from Reims. Best kyu player was Marika Dubiel, 1k, and best beginner was Sam McCarthy, 20k. There were entertaining side competitions: Francis Roads won the caption contest and Jonathan Green, 10k, won the Go Puzzle competition. Graham Philips, 7k, won the 13x13 (with 6/7) and the team prize was won by Leamington (with 9/13).

Scottish

The Scottish Open stayed at the Masons' Hall in the centre of Dundee on the last weekend in May and had the same number of players as last year at 38. The winner of the Open was the strong Chinese from Edinburgh, Shaoyou Ouyang, 5d, who won all six. Second on four wins was Galway's Claas Roever, 2k, and Elgin's Neil McLean, 1k, was third like the last two years. Also with 4 wins in fourth place was Tim Hunt, 3d. The only player on 5/6 was Markus Guhe, 8k, from Edinburgh.

Thanks to sponsor Real Time Worlds for the generous prizes; Bottles of Cairn O'Mhor wine and other local products. One went to Japanese Consul-General Shuhei Takahashi who won all his three games. He brought news of the visit of pro Kobayashi Chizu to the Edinburgh garden festival the following weekend. Prizes also went to Colin McLennan, 11k, Jenny Radcliffe, 9k, Colin Simpson, 16k,

Ian Morrison, 15k, to David Bell in the lucky dip and to Pete Clinch as best muffin maker. In the Friday evening small board lightning, the top scorers were Edwin Brady with 6/7, and Andrew Smith and Tim Hunt on 5/7.

Pair Go

This year the 17th British Pair Go Championships were held at the Foxcombe Lodge Hotel, Boars Hill near Oxford, on 3rd June. Last year's winners Kirsty Healey and Matthew Macfadyen beat Natasha Regan and Matthew Cocks in the final, to take the championship for the eleventh time. In the 8-pair handicap group the winners were High Wycombe's Lydia Feasey, 26k, and Jonathan Englefield, 7k, at what was Lydia's first tournament. Best dressed pair again was Elinor Brooks and France Ellul and they also won the English Literature quiz with 39/40. Everyone who took part enjoyed the hot sunshine, the tasty buffet lunch and a choice of prize of oriental crockery and chopsticks.

Durham

The following weekend the Durham Tournament, at St. John's College, attracted an attendance of 38, including some players from Norway. Guest lunch speaker Matthew Cocks, 5d, won all six games to take the first prize. William Brooks only lost to him to come second. Norway's Sveinung Fjaer, 13k, was un-stoppable winning all 6 and Lars Eirik Danielsen, 11k, won four. Also on four were dan players Tim Hunt, Christian Scarff, Allan Scarff and Andrew Jones. Sveinung Fjaer won the Lightning and Durham's Rich Bentley, 7k, and Andrew Thurman, 12k, jointly won the 13x13. Prizes were bottles of local Durham Brewery's best.

Challengers

The next weekend, the home of BGJ Editor Barry Chandler in Winnersh in Berkshire was the venue for the long weekend of the Challengers' League. The top players from the Candidates' joined with British Champion Bei Ge to decide who will play this year's title match. Bei took an early lead and won all seven games to take first place. Surprisingly Matthew Macfadyen only won 4 games, yet his losing scores only summed to 4.5! Alex Selby lost his first game, but then won his next four and the last one to end on five wins and clear second place; his wins against Matthew Macfadyen and Sam Aitken were both half-pointers. So Alex will challenge Bei Ge for the British Champion's title. This is only the second time since 1977 that the final will not involve Matthew Macfadyen, who ended third. Also on four wins was David Ward, on three Des Cann, two T Mark Hall and William Brooks, and one Sam Aitken. Tony Atkins was referee and ensured all went well and with Barry's help four games at the weekend were broadcast live on KGS.

Welsh

The 15th Welsh Open at Barmouth at the end of June was won by Matthew Macfadyen putting him on 73 wins and unbeaten at that event. Matthew Cocks was second and Alistair Wall was third, both on four. Prize winners with five wins were Vaughan Hughes, 10k, and Richard Bentley, 7k. On four were Sheffield's Kester Sandbach, 13k, and Tom McNeeny, 10k, Manchester's Martin Cook, 6k, and Bristol's Peter Collins, 4k. 37 players took part and despite the weather enjoyed the venue of the Min-Y-Mor Hotel and the carvery meal on Saturday evening especially.

PROPOSAL FOR BGA TO ADOPT AGA RULES

Ron Bell

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The BGA Council decided at the meeting on 8th July 2007 to announce that it is considering adopting the AGA (American Go Association) Rule Set for use in BGA tournaments and as the default recommendation for other tournaments. A proposal to implement this will be considered at the next meeting.

In the meantime, Council requests tournament organisers to consider trialling AGA Rules immediately to see if there are any unforeseen problems.

This article is intended to give members who have, so far, not taken part in the debate at the AGM or on Gotalk an opportunity to make their views known. Please contact me and let me know what you think before the next Council Meeting on 21st October 2007.

The Debate

The discussion on rules that I started at the AGM in Cambridge has blossomed on Gotalk into a fascinating and wide-ranging debate. A substantial majority of the contributors on Gotalk are in favour of moving to AGA Rules. My analysis is that, of the 26 contributors, six were turned off by the whole debate; 17 were in favour (mostly strongly so); three were against; and one had serious questions.

One of the more interesting threads has been the view that the normal use of "pass stones" (explained below) would greatly simplify the teaching of Go to children and other beginners. Often a new player has difficulty in seeing that a group is dead and this is best resolved if the teacher can simply say "Carry on playing and see whether they can be captured". Without pass stones, of course, this process would alter the score if the defending side simply passes whilst the attacking side fills liberties.

The Case for a Change in BGA Recommended Rules

The BGA has been using the Japanese 1989 Rule Set (J1989) for many years. This was just fine as long as no-one understood it or actually tried to use it in a tournament to resolve a dispute! J1989 was designed for use in high level tournaments and it seems unsuited to amateur tournaments in Britain where it is the weaker players who typically have disagreements about the status of groups. The referee, who may only have a hazy understanding of the J1989 "pass for ko" rule himself, first has to explain it to the players!

J1989 was well described in Simon Goss's article "Japanese Rules OK?" in BGJ 136 and this highlighted some of the difficulties, as did my article on "Anti-Seki and BGA Rules of Go" in the previous Journal.

If the players disagree at the end of the game about the status of groups, then J1989 (and most other Japanese Rule Sets) require that the "true" status be established by playing out the position on another board and consulting stronger players if necessary. In J1989, the playing out is done using an altered set of rules from ordinary Go - in particular, the "pass for ko" rule is added.

But the whole principle of establishing “true” status is disliked by referees (in the UK at least) who would prefer the players themselves to settle the issue according to a well-defined procedure. It may be possible to do this by grafting a “resumption of play with pass stones” rule onto J1989 or some other version of Japanese rules but it seems preferable to adopt an existing tried and tested Rule Set that explicitly provides for it. The AGA Rule Set seems the best candidate.

Territory and Area, Scoring and Counting

I think it was Jonathan Reece, in his article on “Rules and Counting” in BGJ 137, who first suggested in print that the BGA should move to AGA Rules. The main argument in favour is that it beautifully combines the merits of both the Japanese and the Chinese methods of counting the score.

With Japanese rules, as we all know, a player’s score, after dead stones have been removed as prisoners, equals his territory plus the other side’s stones held as prisoners. The result of the game is the difference in the scores adjusted for komi. This is Territory Scoring.

With Chinese rules, after dead stones have been removed, a player’s score is equal to his territory plus the number of his live stones on the board. Prisoner count is irrelevant and prisoners may be returned to the bowls. This is Area Scoring and, as is well known, the result is the same as territory scoring plus or minus one or two points. (Proving this is left as an exercise for the reader!)

I am now going to distinguish between scoring and counting. Scoring refers to what the result of the game is: “White wins by 9 points”, for example. Counting refers to the method the players use to determine the score, for example, filling one’s territory with prisoners held by the other side.

What the AGA Rule Set does, quite brilliantly and simply, is to allow either Territory Counting or Area Counting to be used and produce an identical result. Technically, AGA Rules are Area Scoring and the use of “pass stones”, as specified in the summary of the rules given below, has the effect of slightly modifying the Territory Count so as to exactly give the Area Score.

Summary of AGA Rules

The current AGA Rule Set is at

<http://www.usgo.org/resources/downloads/completerules.pdf>. A summary follows:

1. Players agree in advance whether to use Territory or Area Counting. If they do not agree, Territory Counting is used.
2. Komi in an even game is 7.5.
3. If area counting is used in a handicap game, White receives a “komi” equal to the number of handicap stones minus one.
4. If a player passes, he or she must hand over a stone to add to the opponents prisoners.

5. Prisoners must be kept separate and visible to the opponent even if area counting is to be used. This is in order to facilitate estimating the score during the game.
6. Play stops after two consecutive passes. If there is disagreement about the status of any group(s) then play resumes, with the opponent of the last player to pass going first, until the disagreement is resolved. The referee and the spectators must not offer any advice about the position until the players themselves have agreed the final score.
7. Once the players have agreed the status of all groups, then, if Black was the last to pass, White must make a third pass and hand over another pass-stone. (That is, White must play last – but only after disputes have been resolved by resumption of play.)
8. It is illegal to play so as to recreate a previous board position with the same player to play. [Situational superko]
9. Territory is defined as unoccupied intersections that can see only one colour of stone. So eyes in a seki count as territory, for example.

The Case for AGA Rules

- Either territory or area counting can be used and give the same score.
- Disputes are resolved by a resumption of play using the normal rules of Go.
- Playing inside one's own territory does not alter the score. This has two benefits:
 - Rather than passing, a player might as well reinforce any group of whose life they are unsure. This greatly reduces the likelihood of disputes where an unsettled situation is left on the board after two passes.
 - Teaching Go to beginners is simplified because players who are unsure about whether a group is dead can be advised to “just carry on until the stones are actually captured” without affecting the score.
- AGA rules respect Japanese, Chinese, and Korean traditions.

It is also worth mentioning that, in Europe, France has adopted a version of AGA rules. For France and America to agree about something has to be good for international relations!

How you should play differently under AGA Rules

Generally, almost the whole of a game of Go proceeds the same under AGA rules as the rules we are used to. In particular, dead stones are still valued and scored at two points each.

This section covers just the basic things which are different. I have considered it more important here to alert you to what you need to consider, rather than explaining why it's true with diagrams. Such explanations can get lengthy and difficult and you are advised to consult the voluminous literature on the web.

Dame are worth one point each

- Fill all dame points on the clock before passing. Missing the last dame, for example, and letting your opponent take it instead, will cost you two points.
- Remember to play any dame inside a seki that does not destroy the seki.

Playing inside your own territory or your opponent's territory costs nothing

- Once the dame points have all been played, reinforce any group about whose life you have the slightest niggling doubt before passing. (But, if there are still dame points to play, any unnecessary reinforcement will cost you two points rather than one.)
- Similarly, you might as well try any attempt to kill an opponent's group even if there is the possibility that he or she might be able to ignore it and pass. But, again, of course, only after all the dame points have been filled.

Bent four in the corner

This is not unconditionally dead if, for example, there is an external ko-threat that cannot be removed, the players must battle it out and actually capture the stones if necessary.

Situational Superko

Superko is any repetitive cycle longer than two in length. Such things happen only rarely. Traditionally, we have said that, if neither player will back down, such a situation is a tie (jigo).

A positional superko rule says that playing so as to recreate a previous board position is illegal. Situational superko adds "with the same player to make the next move". All rules to deal with superko have difficulties see, for example, Nick Wedd's article "Go Programs, Chinese Rules, and Superko" in BGJ 137.

The American Go Association has said that, if the BGA adopts AGA rules and we ask them to change this rule to be positional rather than situational, they may well agree. My feeling at the moment is that, if we decide to go ahead, we should adopt AGA rules as they stand and discuss later whether to request any change(s).

Komi

It is often said that, with area scoring, you must change komi by two to make a difference. In other words, for example, a komi of 7.5 gives the same results as one of 8.5. This is usually true but not always.

On a board with an odd number of intersections (for example, 19x19), if all the dame points have been filled, and there is no seki on the board, then, without komi, the margin of victory with area scoring must be an odd number. Therefore, to get jigo, requires an integral odd komi and any komi greater than some specified odd number and less than the next higher odd number give the same result. So, that 7.5, 8, and 8.5 would all be the same.

However, there are various things that can change this. For example:

- A seki with an odd number of dame points, or
- The accidental omission of filling the last dame.

Hence, to avoid jigo in all cases, it is still necessary to have a fractional number (rather than just an even number). The convention in the AGA Rule Set is to have an odd number plus 0.5. If it was desired to increase komi above 7.5, for example, increasing it to 8.5 would make a difference but only in a few cases. To make sense, it would have to be increased to 9.5.

If we move to AGA Rules, this would have to be explained at the Furze Platt tournament, for example, where it is traditional to bid for komi!

The last end-game ko

This is more complicated than under territory scoring and the result can depend on whether the number of dame points is odd or even (the parity) and whether the ko is settled before or after the dame have all been played. I am not considering cases consisting of more than one ko.

You can avoid most complications by playing as follows:

- If it is legal to capture the ko, do so.
- If your opponent has just captured the ko and you have a ko threat left, play it and recapture.
- If your opponent plays dame instead of a real ko threat, the usual safe thing to do is just fill the ko.
- But, if and only if you are sure that you have enough ko threats remaining to win the ko, then reply with a dame of your own and let your opponent recapture. Then use a real ko threat to recapture yourself. Usually, this will make no difference to the final score compared with just filling the ko but, as long as you end up winning the ko, you cannot lose points by playing this way and there are circumstances (see below if you are interested) when it can gain you two points.

The following points are interesting (well, I think so anyway) and true but, by following the strategy above, you do not need to understand them in order to play correctly.

- The circumstance when you get an extra two points by playing as in the last bullet above occurs when the dame become exhausted before the ko is filled and you then win the ko. If you have sufficiently more ko threats than your opponent, you can force this to happen – but it only works if the dame parity is correct. The number of dame at the point immediately after your opponent plays his dame needs to be odd.
- If the dame parity (after your opponent has played dame as above) is odd but neither side has enough excess ko threats to exhaust the dame, it makes no difference to the score who wins the ko.
- If the dame parity is even (rather than odd as before), the winner of the ko will be two points better off than if his opponent wins it, whether or not the dame are exhausted first (compared with one point under territory scoring).
- If the players both fill all dame before fighting the ko, they are, essentially raising the stakes. There is an even chance that the winner of the ko will be 4 points better off than if his opponent wins it.

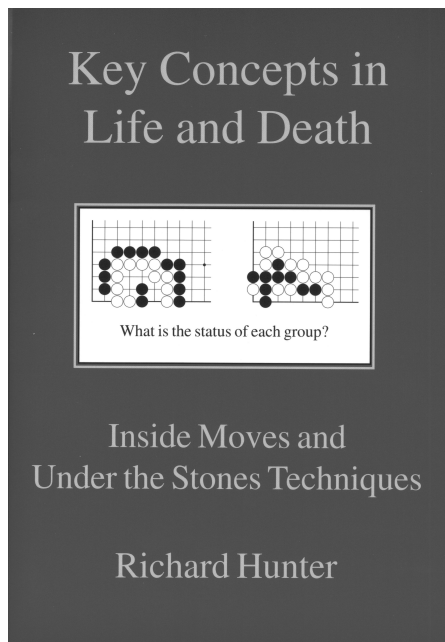
There are also many risk-free trick plays available, that is plays which (assuming you play correctly) cannot lose you points but which can gain points if your opponent makes a mistake. It is arguably correct to make these plays but only do so if you understand what you are doing. The golden rule to avoid being tricked yourself is: If the opponent plays dame rather than a real ko-threat, just fill the ko and do not reply with dame yourself, unless you have sufficient ko threats left to be sure of winning the ko.

Conclusions

A majority of the people who have taken part in the discussion so far (mainly on Gotalk) are in favour of the proposed change. However, there are a large number of members we have not yet heard from and this is your opportunity to let me know what you think. Council will take account of all views expressed before reaching a decision.

Please will tournament organisers in the immediate future consider using AGA rules in order to see whether there are any problems. I would think a copy of this article would suffice to summarise the rules and explain any differences in strategy.

BOOK ANNOUNCEMENT



The journal is pleased to announce that Richard Hunter's latest book has just been published by Slate & Shell.

Key Concepts in Life and Death: Inside Moves and Under the Stones Techniques, is based on a series of articles originally written for the British Go Journal.



More details and sample pages at

<http://www.slateandshell.com/libraryprod.asp?SSKey=SSRH004>

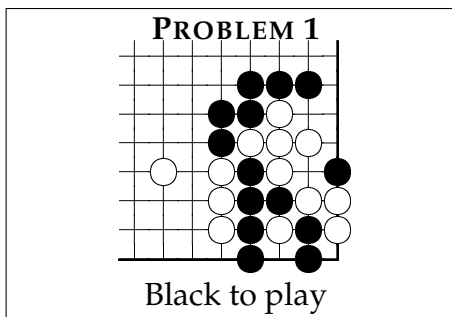
Also worth noting that the professional games discussed in the book

can be downloaded free as SGF files from the BJJ past issues at

<http://www.britgo.org/bgj/issue125/> as they were originally published, courtesy of GoGoD.

This book is now available from the BGA Book Seller at £12 (code SL54).

<http://www.britgo.org/bgabooks/bgaprices.html>



RECENT ADVANCES IN COMPUTER GO

Nick Wedd

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David Ward has provided an analysis of a recent 9x9 Go game, played between MoGo and Steenvreter in the Computer Olympiad in Amsterdam in June. He remarked "the level of play was higher than I was expecting".

I was not surprised to read David's remark. For years, from around 1997 until 2006, there was relatively little advance in the strength of Go-playing programs. Programmers were putting a lot of work into it, and processor speeds were improving, but the rate of progress was slow. However that changed last September, when two Hungarians, Kocsis and Szepesvri, published a paper "Bandit based Monte-Carlo Planning" [1], describing a method which has allowed significant advances in the strength of Go-playing programs. MoGo and Steenvreter (and other leading programs such as CrazyStone and valkyria) use the method described in that paper.

The purpose of this article is to describe, in very simple outline, the "UCT" method described there, and the simpler "MC" and "UCB" methods on which it builds.

MC

MC stands for Monte Carlo. In the context of Computer Go, it denotes a way of evaluating moves: for each possible move, you make that move, then play out the rest of the game multiple times with both players making random moves, and see which initial move gives the best proportion of wins. This can be done fast on modern computers. Starting with an empty 9x9 board, CrazyStone achieves

over 20,000 full playouts per second.

An improvement to the very simple Monte Carlo evaluation described above is to ensure that in the random playouts, neither player ever plays inside a solid one-point eye. This avoids the stupider results in which completely secure groups die. It also allows each playout to end sensibly: when all the vacant points on the board are one-point eyes, and not before, both players pass and the result is counted.

Note that in MC evaluation, a program is looking for the move that gives the highest proportion of wins, not the highest expected winning margin. It has been found that you get better results this way.

UCB

UCB stands for Upper Confidence Bounds. This method was first published in 2002 [2].

There is an analogy here with a casino full of one-armed bandits, hence the title of the paper "Bandit based Monte-Carlo Planning". Suppose you are allowed into a room containing a number of one-armed bandits, not similar as they would be in a real casino, but with a wide range of payout ratios. You only have a limited time to play them, and you want to make as much money as you can from them. Your best strategy will involve making a compromise between doing your research, testing them all to see which is best; and repeatedly playing the one which you estimate has the best payout. UCB tells you how to make this compromise. For each one-armed bandit, you keep a record of

how many times you have played it and how many of these times it paid out. You tend to prefer the ones with the best payout ratio, but also those about which you know least.

When you are using a combination of MC and UCB to choose a move in Go, you don't play out every move say 1,000 times and then choose the best. You continually prefer to try moves which look promising but about which you are relatively ignorant, so as to use your time most effectively.

UCT

UCT stands for UCB applied to trees.

When you are using MC and UCB, you may do a payout from one of your moves 100,000 times or more, and you will always be assuming that your opponent's response to it is random. You can do better if you apply the same UCB technique to choose the better responses for your opponent. This takes very little extra work, as you are already doing all the play-outs. All you need to do is to store their results in a game tree. And similarly, you can use UCB to choose the better of your responses to your opponent's responses. This method of growing a tree with a pair of values (number of times tried, number of wins) recorded for each position in it is called UCT.

How good are the results?

For a 9x9 board, the results are impressively good. Guo Juan, the 5-dan professional, recently played a series of 9x9 games against MoGo on the KGS Go server. She took white, and as a handicap the komi was only half a point. She lost nine of the games and won seven.

Any method based on MC is much less effective at 19x19 Go than at

9x9 Go, because the play-out to the end of the game takes longer, and because there are more moves to try. Nevertheless it has achieved some impressive results at 19x19 Go. At the time of writing, MoGo is rated at 3k on KGS, and CrazyStone at 2k. These ratings are based entirely on 19x19 games. KGS ratings are similar to BGA ratings.

Because UCT is trying to maximise its chance of winning rather than its winning margin, it can produce some strange moves in the endgame. Anything that yields a 100% chance of winning is good enough for it, even if it throws away a few points. So UCT-based programs very commonly win by exactly half a point, having made what appear to be irrational moves in the yose. This can have the entertaining consequence of angering people who lose to them: "look, it only won by half a point, and it made some really stupid moves, it must just have been luck".

For the future

UCT is less than a year old, and progress is still being made with ways to apply it. It can be combined with more traditional methods that tell us things like "keep your opponent's strings separated" and "empty triangles are often bad", both in the weightings assigned to moves selected for analysis, and in the play-outs.

Writers of traditional programs such as Go++ and GNU Go are testing how they can add UCT methods to their programs. Writers of UCT programs are looking at ways of incorporating what they call "domain knowledge", actual knowledge specific to Go, into their programs: reference [3] describes the automated acquisition of pattern information for use by CrazyStone.

I think we can expect to see further significant improvements in playing strength over the next few years, as

programmers find how to take fuller advantage of the benefits of UCT.

[1] <http://zaphod.aml.sztaki.hu/papers/ecml06.pdf>

[2] Auer, P. et al, (2002). Finite time analysis of the multiarmed bandit problem. *Machine Learning*, 47, 235-256.

[3] <http://remi.coulom.free.fr/Amsterdam2007/MMGoPatterns.pdf>

COMPUTER 9X9 GAME

BGA Analyst

Here is a 9x9 game record submitted by Nick Wedd from the recent Computer Olympiad held in Amsterdam between June 11-18.

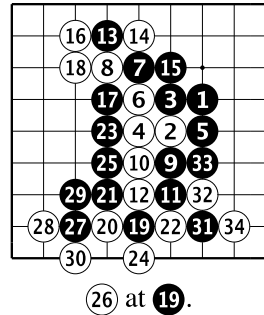
It is interesting because it is between two programs using the recently developed MC/UCT method, and is one of the best, or best-looking, of such games.

David Ward has provided some comments and variations.

Diagrams by Ian Davis.

Interesting move sacrificing 13 for aji at 17. I think this is the most interesting part of the game.

23 Normal to play at 24 - 2 stone edge squeeze - but this may be better in this situation.



DW: I would like to know how the computer would have come to play the interesting 13 in the first place. Clearly computers are getting stronger in the computational reading department.

I also mention that there is a question as to whether 9x9 is really Go at all.

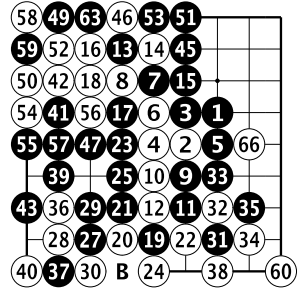
The very strong korean amateur Jin Yoon 7 dan who visited the UK a few years ago had never played on a 9x9 board (which didn't stop him from winning the 9x9 championship tournament at his first attempt!) and in China I have never seen Go played on small boards.

If replaying the SGF file from the website it is worth noting that the time limits were 30 minutes Sudden Death and that Komi was 7.5 using Chinese style counting.

39 Why not take the stone with B - the continuation looks good for Black.

52 Why not play out the fight?

See variations that follow.

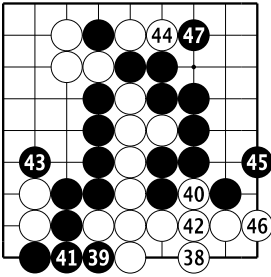


26 at 19, 44 at 32,

48 at 31, 61 at 13,

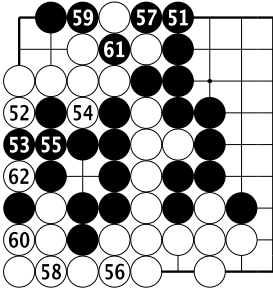
62 at 58, 64 at 46,

65 at 63.



39 Taking the stone.

This continuation looks good for Black.



52 Playing out the fight.

THE UK GO CHALLENGE

Tony Atkins

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Four years ago, in 2003, Paul Smith came up with the idea of running an event for schools along the lines of the successful UK Chess Challenge. With help of others on the Youth Committee he developed and launched the first event in 2004 when 23 schools took part with an estimated 400 pupils.

The Challenge is played on 13x13 boards and starts with heats for which the schools buy a tournament pack, which include prizes, instructions and draw materials for 25. The heat is run over five rounds, either all at once or on separate days, and the players earn points by playing as well as winning. Within each strength band (kyu to dan) the players get prizes and there is a threshold for qualifying for the finals. The best player gets the top prize, which in 2004 was a Go baseball cap.

Heats can be small with just a handful of children, up to the largest heat at Loughborough where there were 78. The finals were in Manchester, alongside the July Chess Gigafinal. There were medals for winners and cups for the best two schools, the senior one given in memory of John Rickard.

I took over for the second year and changed the logo graphics associated with the event to use the SToNES characters drawn by Germany's Andreas Fecke. These characters also feature in the BGA children's book. The prizes were adjusted so that the fridge magnets included the SToNES characters, and Go bugs replaced bookmarks. The top prize per heat was a Fridgeplay 9x9 magnetic Go set. Eighteen schools took part and the finals were held at Loughborough

Grammar. Very nice top prizes were donated by LG Electronics. As in the heats, all those who took part received a certificate, and there were large framed certificates for the prize winners.



In 2006 and 2007, some of the initial novelty had worn off and only 10 heats were held each year. The UK Chess Challenge advertise the event and the Go evaluation packs that support the activity can be bought for £5.00 from the BGA. The top prize this year (2007) was a Payday 13x13 set in a tube. A caption contest has been run to choose the new wording for the poster and magnets, now featuring the Chess pieces who learn from the Go stones, as a way of re-invigorating

interest in the UK Go Challenge.

As the rules say that any strong child who could not take part in a heat may, by the organisers' discretion, take part in the final, the numbers at the finals are boosted by some individual players. This year 53 attended the finals which were at the Meadows Community Centre in Cambridge on 1st July. The winners of the age group categories were:

U18 Boys - Tung Nguyen (Greenwich Community College)

U16 Boys - Matthew Hathrell (Finham Park School, Coventry)

U14 Boys - Hai Xia (King Edward VI, Aston)

U12 Boys - Ken Dackombe (St. Olave's)

U10 Boys - Peran Truscott (Cambridge)

U08 Boys - Ibrahim Mustafa (Birmingham)

U18 Girls - Kay Dackombe (Darrick Wood, Bromley)

U12 Girls - Christiane Walker (Milton, Cambridge)

U10 Girls - Hayley Baines (London Meed, Burgess Hill)

U08 Girls - Roella Smith (Milton, Cambridge)

Overall place winners were first Hai Xia, second Ken Dackombe and third Matthew Hathrell. Top boy, Hai Xia, and girl, Hayley Baines, won an LG MP3 player kindly donated by LG Electronics UK Ltd. Prizes for five wins went to Hamzah Reta, Abdel Badawy, Matthew Harris and Maria Tabor, and Aoife McCaul got the puzzle-solving prize. The Champion School was Wellington School from Somerset (beating Aston 2-1) and Champion Primary School was London Meed from Burgess Hill (beating Milton 4-3).

The newest feature of the Challenge is the Geographic Go Gala. This is a day of teaching, fun and competition held in one of the BGA's regions. About 20 youngsters and parents took part in the second East of England Gala at Milton School near Cambridge on 28th April. There was teaching and Hikaru to watch in the morning, and most took part in a 13x13 tournament in the afternoon. Age group winners were U18 Tung Nguyen, U14 Ken Dackombe, U11 Aoife McCaul and U8 Yao-Chih Kuo. Yasmin McMullon, Matthew Harris and all those winning three got prizes too.



17 children and a pair of parents took part in the first Midland Gala at King Edward VI School, Aston, on 19th May. Two Aston boys took the top prizes: winner was Hamzah Retah and second was Ismael Mustafa. Brother and sister, Matthew and Holly Hathrell from Coventry took the next two places, followed by Aston's Abdel Bedaway. Harry Cutts from Nottingham got a prize for answering most questions during the teaching session.

<http://www.ukgochallenge.com> for details of the fifth Challenge - taking place at a school near you!

WORLD NEWS

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Toyota - IGS-PandaNet Tour

At the start of April, the penultimate event in the Tour was Velden in Austria. Four players ended on 4 wins and, split by tie-break, in order they were Pal Balogh, Radek Nechanicky, Csaba Mero and Cho Seok-Bin.

The 35th Paris Open was the Tour finals, and attracted 291 players. Winner was 29-year old Nakano Yasuhiro, 9p, from the Kansai Kiin. Cho Seok-Bin, the Korean from Germany, was second and local Japanese Noguchi Motoki was third, both with 5 wins. Best UK player was Harriett-Olivette Wills, 19k, who won three.

Cho won the Tour with 130 points and so collected the €1500. Second and third were taken by Hungarians, Csaba Mero (102.07) and Pal Balogh (91.67). Best players from the UK were Li Shen and Ben He in 14th.

European Cup

The third European Cup ended after April's Bled Tournament (won by Ondrej Silt). European Cup winner was Pal Balogh from Hungary. Czechia's Ondrej Silt and Romania's Cristian Pop were equal second, and fourth place went to Francesco Marigo from Italy.

Pandanet Go European Cup

With loss of Toyota as sponsor, the European Cup and Tour have merged. The first event of the new Cup was in Hungarian spa town of Visegrád, won by Cristian Pop.

Also in May were two Pandanet Majors. At Amsterdam in the

European Go Centre, 109 players took part, including UK's Roger Murby, 3k, who won 4/6 and David Ward, 4d, whose 4 wins placed him 9th earning 3 Cup points. Robert Rehm was winner on tie-break from fellow Dutchman Merlijn Kuin and Ondrej Silt. The Hamburg Affensprung (Monkey Jump) was attended by 182 players. It was Germany's Chinese who dominated the event; Zou Jin won all seven games.

World Amateur

68 countries took part in the World Amateur Go Championship. It was held at the Nihon Kiin in Tokyo at the end of May. Unbeaten champion was Shan Ziteng, a 13-year old from China. Winning seven games were Woo Dong-Ha of Korea and Mori Hironobu of Japan. Topping the group on 6 wins was Cristian Pop from Romania. Next were Taiwan, Canada, Netherlands (Kuin), USA and Czechia (Silt). Russia (Kulkov) topped the group on five win. UK's Bei Ge was in 16th on five wins. He lost to 16-year old Andy Liu (USA) in round 1, but then beat Chile, Norway and Spain, lost to Russia, beat Slovakia and Germany, and lost to Korea. Ireland's Noel Mitchell ended 44th on three (against Morocco, Costa Rica and Slovenia).

Boat Trip

The Russian Go Congress was held on a cruise ship between Moscow and Saint Petersburg. It was won by Alex Dinerchtein, 1p. The European Pair Go Championship was held alongside with representatives from 7 countries. Russia took the top two, with Natalia Kovaleva and Dimitrij

Surin the winners. Poland was third. After the trip the European Women's Championship was held with Natalia

Kovaleva winning on tie break from Aigul Nareeva and Klara Zaloudkova, the 2006 champion.

10 YEARS AGO

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Antonio Moreno was the winner at Bracknell and Devon. Matthew Macfadyen won Leicester, Barmouth and the Scottish Open in Glasgow.

Matthew Macfadyen also won the 16-player Challengers' Tournament. As Shutai Zhang had returned to China, he played the title match against the Challenger's runner up, Charles Matthews. Macfadyen won this to regain the British Championship title.

Macfadyen also attend the first European Pair Go Championship in Amsterdam with Kirsty Healey. They lost the final to Germany's Christoph Gerlach and Britta Trepczik.

The 19th World Amateur was held in Sapporo and won by China on tie-break from Japan and North Korea. UK's Matthew Cocke was 26th with four wins.

Lazarev won three events in the European Grand Prix: Vienna, Budapest and Helsinki. Lee Hyuk won in Russia, Park in Hamburg, Guo in Amsterdam and Bogdanov in Warsaw.

The 31st European Go Congress was held at a university campus in the woods outside Marseille. The Championship was won by Guo Juan. Francis Roads replaced Alan Held as EGF President.

The US Congress was in Millersville, Pennsylvania. Thomas Hsiang won the Open and Zhu-Jiu Jiang, 9p, won the US Masters.

In Japan, Yoda held the Gosei title by beating Yuki Satoshi, and Cho Chikun made it nine in a row in the Honinbo, this time beating Kato.

Yi Chang-Ho was the best Korean player as always with a winning percentage of over 77.



Ing Chang-Ki, the millionaire supporter of Western Go and inventor of the SST rules, died on 27th August, aged 84.

ONLINE 4 KYU GAME

BGA Analyst

Here is a game played on KGS between two 4 kyu players and subsequently commented by the BGA Analyst David Ward.

Time Limit 5 minutes with 5 * 30 second byo-yomi periods. Komi was 6.5.

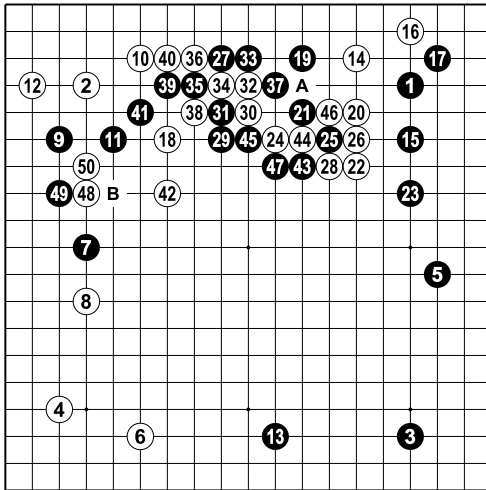


Figure 1 (1-50)

⑱ a reasonable opening for both but this looks like an overplay - better at A

⑲ good move - this highlights the fact that White has no base, so White will be busy settling these two stones and has no time to launch a profitable attack against the three black stones on the left

㉓ a nice move for Black territorially

㉔ good move - shows a flexible way of thinking and obstructs White from connecting up - if Black loses one or two stones it is not important if he becomes thick with the three stones on the left

㉔ White is getting short of liberties

㉖ White self indulgent reading

㉘ overplay - White should play at 39 - now the three stones may get captured - in a professional game Black would win from this position

㉚ White has no good move - losing the 3 stones is too painful

㉛ no! - just capture the three stones cleanly at 45 and the game is very good for Black

㉜ White misses his chance and plays in the wrong direction - give up two stones to attack the weak black group 43 looks best for White

㉝ again 45 is simple and best

㉞ no - better at 47

㉟ finally!

㊱ White's position is grim

㊲ maybe a bit better for Black to play the other side at B

- ⑤9 Black's first really bad move - 62 or C
- ⑥1 I would like to know what Black is thinking about when he plays in this area? It is far away from the biggest moves on the board. Connect at 62 or C to look after the only problem Black has, after that White is behind on territory and still has to settle his groups
- ⑥2 very big and very painful for Black
- ⑥9 a very painful sequence for Black- the black group is not even unconditionally alive - White is right back in the game all because of the ⑥1 - ⑥2 exchange.
- ⑨3 94 is absolutely necessary
- ⑨4 huge - Black is about to experience more pain

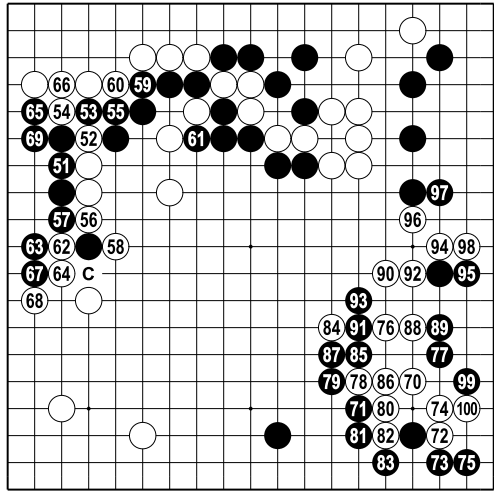


Figure 2 (51-100)

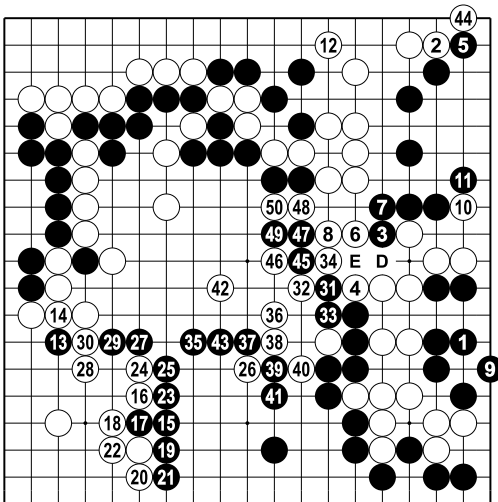


Figure 3 (101-150)

- ⑩10 very painful for Black to be surrounded in this way. Even if the black group struggles to get two eyes he will suffer in the surrounding positions
- ⑩9 a very modest life
- ⑩34 no good as it leaves a hole at D - better at E
- ⑩14 a nice sequence for Black

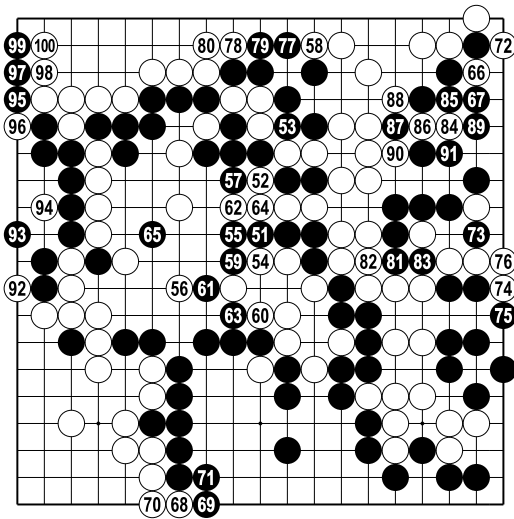


Figure 4 (151-200)

- ⓞ150 not the biggest move
- ⓞ161 good
- ⓞ165 not a big move
- ⓞ166 this is a bigger move
- ⓞ181 quite
- ⓞ192 the biggest move
- ⓞ194 the group is dead

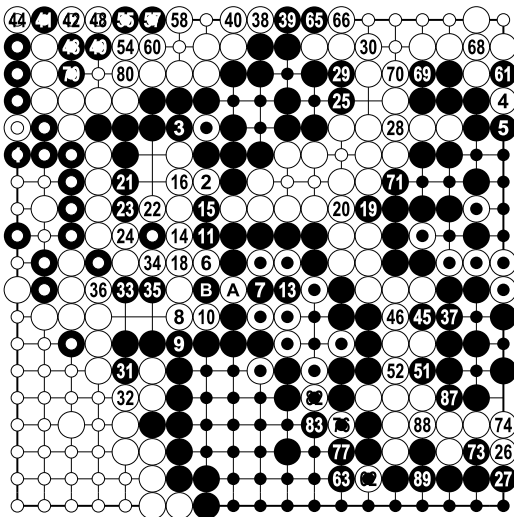


Figure 5 (201-291)

- ⓞ12 at A, ⓞ17 at B, ⓞ47 at A, ⓞ41, ⓞ50 at A, ⓞ53 at A, ⓞ56 at A, ⓞ59 at A, ⓞ64 at A, ⓞ67 at A, ⓞ72 at A, ⓞ75 at B, ⓞ78 at A, ⓞ81 at B, ⓞ84 at A, ⓞ85 at A, ⓞ86 at A, ⓞ90 pass, ⓞ91 pass.

White wins by 12.5.

PROVERBS FROM JOURNEY TO THE WEST

At the Challengers League weekend David Ward brought along a book he was currently reading - the Journey to the West. The book is a collection of Chinese mythological folk tales first collected together over 400 years ago by Wu Cheng'en (1500-1582).

This extract, albeit referring in this translation to chess, is really about WeiQi, not Xiangqi (Chinese chess). It contains many relevant proverbs.

The way of chess:

The best place is the middle of the board,
the worst is the side,
and the corners are neither good nor bad.

This is the eternal law of chess.

The law says:

It is better to lose a piece
than to lose the initiative.

When you are struck on the left, look
to the right;

when attacked in the rear, keep an eye
on your front.

Sometimes the leader is really behind,
sometimes the laggard is really ahead.

If you have two 'live' areas do not let
them be severed;

if you can survive as you are, do not
link up.

Do not spread yourself out too thinly,
do not crowd your pieces too closely.

Rather than being niggardly with your
pieces,

lose them and win the game.

Rather than moving for no reason,
it is better to strengthen your position.

When he has many and you have few,
concentrate on survival;

when you have many and he has few,
extend your positions.

The one who is good at winning does
not have to struggle;

the one who draws up a good position
does not have to fight;

the one who fights well does not lose;

the one who loses well is not thrown
into confusion.

Open your game with conventional
gambits,

and end by winning by surprise
attacks.

When the enemy strengthens himself
for no apparent reason,

he is planning to attack and cut you
off.

When he abandons small areas and
does not rescue them,

his ambitions are great.

The man who places his pieces at
random

has no plans;

the man who responds without
thinking is heading for defeat.

The book of songs says:

be cautious and careful

as if you were walking on the edge of
a precipice.

This is what it means:

The board is the earth, the chessmen
heaven,

the colors, positive and negative,

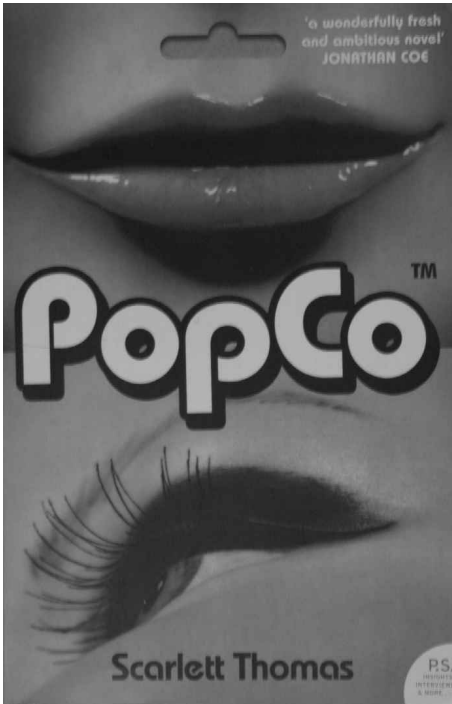
when you reach that subtle state when
all changes become clear,

you can laugh and brag about the
chess-playing immortals.

GO IN WESTERN CULTURE - NOVELS

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This series intends to cover works such as television programmes, films and books made in the West and in which Go appears.

There are very few Western novels that feature Go. Of course from the east came "The Master of Go" by Kawabata, which is usually available in good bookshops (new edition published in 2006) and from Korea came "First Kyu" by Dr Sung-Hwa Hong, which was available from the BGA.

The novel that the BGA has been selling most recently, and also available in bookshops, is of course "The Girl That Played Go" by Shan Sa. Translated from French, this book features the relationship between a Japanese officer and a Chinese Girl

whose lives become entwined around Go, and beyond, in an occupied Manchuria of the 1930s. The book is full of sex and violence, which is no doubt why it was popular amongst teenage girls in its native France. In Germany the book has been converted into a stage play, but I have no news of an English stage version.

A book that is being filmed about now is "Shibumi" by Trevanian. It is the story of Nicholai Hel, a trained assassin, and set in the Basque region. Where the Go comes in is during flashbacks to when he was young and being raised in Japan by a Go master. It is only hoped that Hollywood decides to keep the Go and the philosophy in and not concentrate too much on the thrills and violence. The section headings in the book also have a Go theme described as the "gameform": Fuseki, Sabaki, Seki, Uttegae (sacrifice), Shicho and Tsuru no Sugomori (crane's nest). The book's author is the late American professor, Rodney Whitaker.

Another book with a Go section name is Sara Paretsky's detective novel "Windy City Blues" which has a section called "The Takamoku Joseki". There are two small mentions of Go being played in the "Memoirs of a Geisha" by Arthur Golden.

The final book I am aware about is the one illustrated. "Popco" was written by Scarlett Thomas who lives in Canterbury and published in 2004 (paperback £7.99). Unfortunately it is quite hard to find in bookshops outside the big cities and the internet. However it should be easy to spot as it has a bright red spine and close ups of doll packaging on the front

cover. Do not let this put you off, as it is nothing much to do with dolls, but to do with the employees of the PopCo toy company who get sent on a mysterious thought camp in Devon. "Everyone at PopCo plays Go; it's virtually a prerequisite for working there." So says page 11, which goes on to introduce the game. The main

character has a cat called Atari, not named after the computer. The book is full of subplots, such as the solving of a treasure map which should appeal to most Go players, and is quite mysterious until the end.

If you know any more novels that feature Go please let us know.



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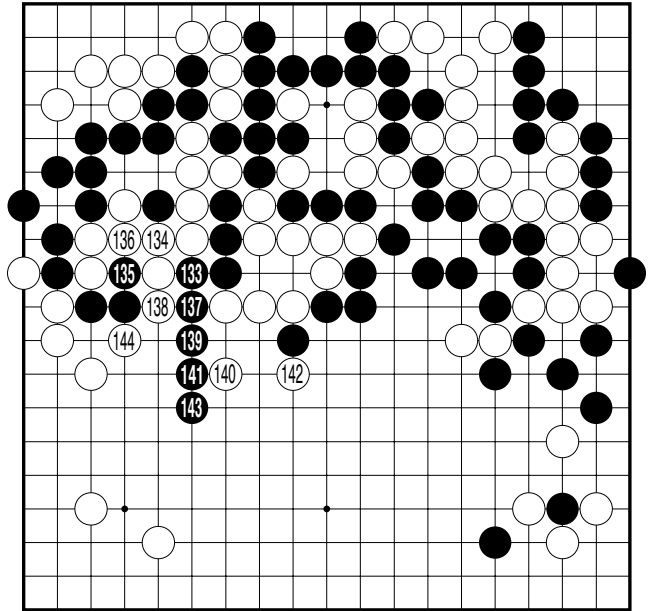
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MID-GAME PROBLEM - ANSWERS

Jonathan Chetwynd

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Journal 141 posed a mid-game problem, with no solution.

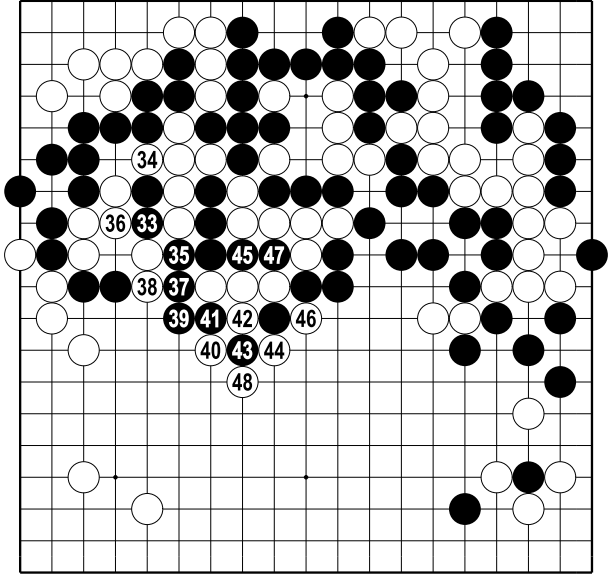


This is the line that the game took.

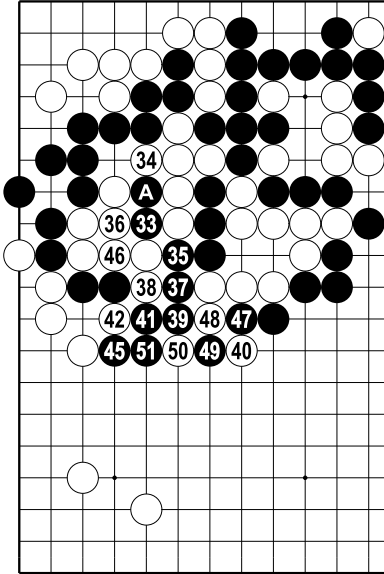
Here are some potential sequences that may follow, along the lines that the players analysed after the game.

This is an unusual situation as two really bad looking moves work in different but similar ways.

This line was agreed
by the 6d players to be
superior.

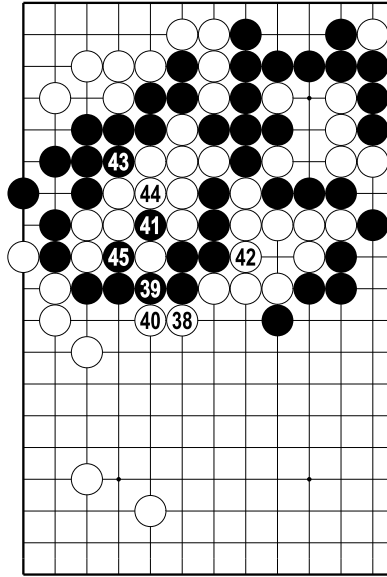


with a variation



43 at 33, 44 at A.

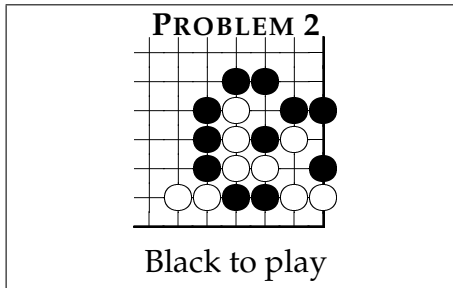
and another variation that may be of interest



THE THREE PRESIDENTS MEETING

On 25th April at a secret location near Paddington Station (actually the Korean-Chinese restaurant nearby), three Go presidents met up for international talks. The USA's Mike Lash was joined by the UK's Ron Bell and Tony Atkins of the European Go Federation to put the Go world to rights over some food and beverages. The main results were more interchange of news and a plan to set up a US-UK match at either the Isle of Man or US Go Congress.

See photo on inside front cover.



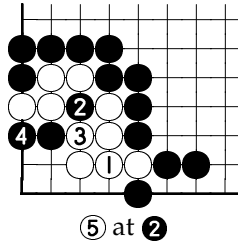
TSUME GO ANSWER - PART 2

Matthew Cocke

mwcocke@aol.com

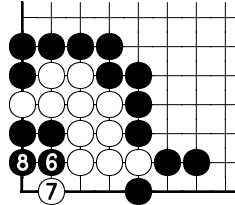
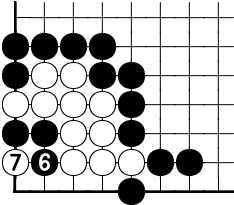
The solutions in the previous issue of the Journal to the problem composed by Cho U, 9p, finished with a further problem shown here.

Variation 3 - the answer

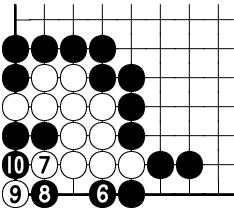


Here is the correct line for Black

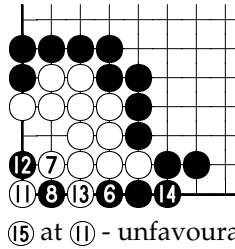
and here is another way that Black can go wrong



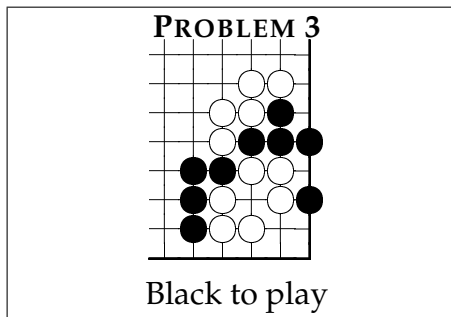
Yet another failure where White gets a ko



continuing



⑮ at ⑪ - unfavourable 2 step ko



FOOL'S MATE 2

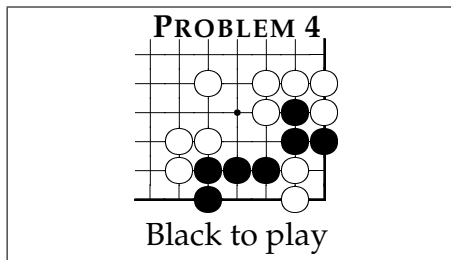
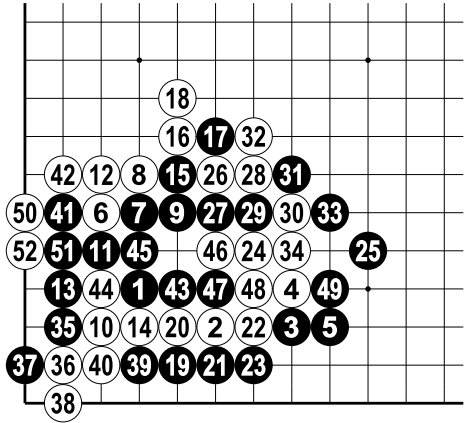
Jonathan Chetwynd

j.chetwynd@btinternet.com

Following the Fool's Mate from the last Journal.

Here is another sequence to avoid.

Does anyone else have any other good examples of such fights ?



NEXT ISSUE

General Copy Date for next issue : 30th September 2007.

Please send technical articles as soon as possible.

PHOTO QUIZ



The first Go Game in Space shown above featured BGA sticky numbers on a board supplied by Houston Go club.
Where is this museum exhibit now?

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MEMBERSHIP REMINDER

BGA membership normally
runs on the calendar year.

Please remember to renew
your membership before the
end of the year, or you may
miss out on the January copy
of the Journal.

Have you considered joining
for 5 years at a time ?

USEFUL WEB AND EMAIL ADDRESSES

Journal comments and contributions: journal@britgo.org

Email for advertising related matters: advertising@britgo.org

Email for general BGA enquiries: bga@britgo.org

BGA website: <http://www.britgo.org/>
specifically <http://www.britgo.org/bgj/recent.html>
for links to current issue .sgf files.

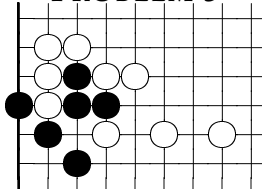
BGA email list: gotalk@britgo.org
used for general discussion and announcements - control from:
<http://three.pairlist.net/mailman/listinfo/gotalk>

For discussion of how the BGA operates: bga-policy@britgo.org
<http://two.pairlist.net/mailman/listinfo/bga-policy>

Newsletter Distribution contact: <http://SGBailey@iee.org>

BGA Tournament Day mobile has changed to 07506-555366.

PROBLEM 5



Black to play

ADVERTISEMENTS

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UK CLUBS LIST

The up-to-date clubs list, with a map of the UK, many 'phone and email contacts, and links to club webpages, is available at:

<http://www.britgo.org/clublist/clubsmap.html>

Please send corrections and all new or amended information to the Journal and Newsletter editors and Website maintainer via club-list@britgo.org

Recent changes are at: <http://www.britgo.org/clublist/update.txt>

Please subscribe to the email Newsletter for more frequent updates.

ABERDEEN

Nir Oren, noren@csd.abdn.ac.uk

Meets: Monday 18:00, Room 405, Zoology building, University of Aberdeen, Aberdeen, AB24 2TZ.

BARMOUTH (Also called WEST WALES)

Baron Allday, 01341 280365; Philip Ward-Ackland, wardackland@yahoo.co.uk.

Meets: Meets by arrangement.

BATH

Paul Christie, ccsphc@bath.ac.uk, 01225 428995.

Meets: Tuesday 19:30, The Rummer, Grand Parade, Bath, BA2 4DF. In the centre of Bath, near Pultney Bridge. <http://www.bathgo.co.uk/>

BELFAST AREA

Ian Davis, ian.davis29@btinternet.com, 07952 184010 (mobile).

Meets: Tuesdaynights, fortnightly, Dragonslayers Club in the Queen's University Belfast, Beech Room, on the first floor of the Student's Union, University Rd, Belfast, BT7 1NN. The Beech Room is open from 5:30pm to 11:00pm, a variety of other games are on offer as well as Go..

<http://uk.geocities.com/ian.davis29@btinternet.com/igo.html>

BILLERICAY (Also called ESSEX)

Guy Footring, Guy@Footring.demon.co.uk, 01277 623305.

Meets: Monday evening 19:30.

<http://www.footring.demon.co.uk/BillericayGo/>

BIRMINGHAM

No longer meets.

BOLTON

Tony McFadden, Chancegardener@aol.com

Meets: Tuesday 7:30pm, Upstairs in The Gypsy's Tent pub, 178 Deansgate, Bolton, BL1 4AB. On the corner of Deansgate and Moor Lane.

BOURNEMOUTH

Marcus Bennett, 01202 512655.

Meets: Tuesday 20:00, 24 Cowper Road, Moordown, Bournemouth, BH9 2UJ.

BRACKNELL

Clive Hendrie, Clive.Hendrie@freenet.co.uk 01344 422502.

Meets: Tuesday 20:30. No longer at the usual venue until further notice. Please contact Clive Hendrie for details of location.

<http://www.britgo.org/clubs/bracknell.html>

BRADFORD

Ewen Pearson, ewen.pearson@hotmail.com 01274 598980.

Meets: Wednesday 19:30, The Noble Comb, Quayside, Salts Mill Road, Shipley, BD18 3ST.

<http://www.britgo.org/clubs/bradford.html>

BRIGHTON

Jil Segerman, jil.segerman@gmail.com 07920 865065; Sue, 07740 376209; Jim, 07811 583802; Marcus, 01243 514128.

Meets: Tuesday 20:00, Grand Central pub, 29-30 Surrey St, Brighton, East Sussex, BN1 3PA. near Brighton Station. Phone to confirm meeting.

BRISTOL

Paul Atwell, Paul5Bristolgo@aol.com 0117 949 0924 (home), 0117 908 9622 (fax), 0781 195364 (mobile); Bob Hitchens, bob@hitchens10.freerve.co.uk

Meets: Wednesday 19:30, Ex-servicemen's Club, 50 St Paul's Road, Clifton, Bristol, BS8 1LP. <http://bristolgo.co.uk/>

CAMBRIDGE CHESS AND GO CLUB

Paul Smith, andreapaul@ntlworld.com 01223 563932.

Meets: Wednesday 18:15 – 19:45. <http://www.chessgo.org.uk/>

CAMBRIDGE UNIVERSITY AND CITY

Jonathan Medlock, j.medlock@ntlworld.com 01223 395550.

Meets: Monday during University terms, from 20:00, The Buttery, Clare College, Cambridge, CB2 1TL;

Wednesday 19:30 – 21:00, St Augustine's Church Hall, Richmond Road (just off Huntingdon Road) Cambridge CB4 3PS;

Thursday 19:00 - 21:00, Reading Room adjacent to Coffee Lounge, 3rd floor, the University Centre, Mill Lane, Cambridge, CB2 1RU;

Friday 19:00 - 21:00, CB1, 32 Mill Road, Cambridge, CB1 2AD;

Saturday 17:00 onwards. Informal meetings at CB1, 32 Mill Road (normally);

Sunday 16:00 onwards. Informal meetings at CB1, 32 Mill Road (normally).

<http://www.cam.ac.uk/societies/cugos/>

CANTERBURY

Kevin, (Café Proprietor) 0870 224 1630.

Meets: Sunday 13.00 - 17.00, Palace Street Café, 22 Palace Street, Canterbury, CT1 2DZ.

CARDIFF (Also called SOUTH-EAST WALES)

Neil Moffatt, neil.moffatt@ntlworld.com 0292 0412539.

Meets: Tuesday 19:00 – 23:00, Ocean Palace Chinese Restaurant, 48 Tudor Street, Riverside, Cardiff. CF11 6AJ.

<http://www.cardiffpubs.co.uk/Go/>

CHELTENHAM

David Killen, 01242 576524.

Meets: Thursdays 19:30, Meets various places.

CHESTER

Tony Pitchford, Tony@chester.goclub.info 01925 730583.

Meets: Wednesday 20:00, Ye Olde Custom House Inn, 65-67 Watergate Street, Chester, CH1 2LB.

<http://www.chester.goclub.info/>

CHESTER

Tamsin Jones, xenafan@btinternet.com 01244 344829.

Meets: Meetings by arrangement, Tamsin Jones's home.

CORK

Meets: Friday 20:00. Various venues.

<http://ethercorp.org/corkgo/>

DEVON (Also called EXETER)

Tom Widdicombe, tomwid@btopenworld.com 01364 661470.

Meets: Meetings by arrangement.

DUBLIN COLLEGIANS

Noel Mitchell, noel@ovation.ie

Meets: Monday and Wednesday 21:00-24:00, Pembroke Pub, 31 Lower Pembroke Street, Dublin 2. Off Baggot Street.

<http://www.geocities.com/Colosseum/Pressbox/9586/>

DUNDEE

Rich Philp, richphilp@hotmail.com 01382 202283.

Meets: Monday from 20:00, Mennie's, aka the Speedwell Bar, 165167 Perth Road, DD2 1AS.

<http://www.personal.dundee.ac.uk/~pjclinch/go.htm>

DURHAM UNIVERSITY

Jenny Radcliffe, go.club@dur.ac.uk

Meets: Monday 20:00, The Bar, Ustinov College, Howlands Farm, Durham, DH1 3TQ; Thursday 19:30, Room CM103, Maths Department, Science Laboratories, South Road, Durham, DH1 3LE.

<http://www.dur.ac.uk/go.club/>

EDINBURGH

Adam Heslop, niosol@rocketmail.com Phil Blamire 0131 663 0678.

Meets: Wednesdays 19:30, Alan Crowe's flat (1F1), 34 Haymarket Terrace. Not too sure this continues ; Thursday 19:00, Harlequin Cafe, Buccleuch Place, EH8 9LP.

<http://www.dogma.pwp.blueyonder.co.uk/Go/Edinburgh.html>

EPSOM

Paul Margetts, Paul@yuhong.demon.co.uk 01372 723 268. nb: Paul has moved. Now Meeting at Matthew and Natasha's: Wednesday 19:00 – 22:30, Check with Matthew Selby, matthew.selby@eidosnet.co.uk 07752 301096.

<http://www.yuhong.demon.co.uk/egc.html>

FARNBOROUGH VILLAGE

Brian Dackombe, briandackombe@hotmail.com 01689 857944.

Meets: Meetings by arrangement. Near Bromley.

FIFE (Also called WEST FIFE)

Colin Robertson, carobertson141@hotmail.com.

Meets: Alternate Mondays, as far as possible.

GLASGOW

John O'Donnell, jtod@dcs.gla.ac.uk 0141 339 0458 (home), 0141 330 5458 (work).

Meets: Wednesday 20:00 except during holidays, The Research Club, Hetherington House, 13 University Gardens, University of Glasgow, G12 8QQ.

<http://www.dcs.gla.ac.uk/~jtod/go/#club>

HASTINGS (Also called EASTBOURNE)

Patrick Donovan, bootlepop67@yahoo.co.uk 01323 640552.

Meets: Meetings by arrangement.

HEWLETT-PACKARD BRISTOL

Andy Seaborne, andy-seaborne@hp.com 0117 950 7390 (home), 0117 312 8181 (work).

Meets: Wednesday and Friday 12:00, Hewlett Packard. Please contact in advance to ensure there are players available.

HULL

Mark Collinson, councillor.collinson@hullcc.gov.uk 01482 341179.

Meets: Irregular Wednesdays, 12 Fitzroy St, Beverley Rd, Hull, HU5 1LL. Phone for details.

ISLE OF MAN

David Phillips, leophillips@manx.net 01624 612294.

Meets: Wednesday 19:30; Sunday 19:30.

LANCASTER (Also called GREGSON)

Adrian Abrahams, adrian.abrahams@btopenworld.com 01524 34656.

Meets: Wednesday 19:30, Gregson Community Centre, 33 Moorgate, Lancaster, LA1 3PY.

LEAMINGTON

Matthew Macfadyen, matthew@jklmn.demon.co.uk 01926 624445.

Meets: Thursday 19:30, 22 Keytes Lane, Barford, Warwickshire CV35 8EP.

<http://homepage.ntlworld.com/toby.manning/leamingtongoclub/>

LEICESTER

Richard Thompson, richard@leicestergoclub.org.uk Toby Manning, 01530 245298.

Meets: Thursdays 19:45, Stephen Bashforth's house, Mayfield, Station Road, Kirby Muxloe, Leicester.

<http://www.leicestergoclub.org.uk/>

LIVERPOOL

George Leach, Leachg.kd@merseymail.com 07739 897172; Jason Leather, jaybones@gmail.com 07900 308996.

No longer meets regularly. See <http://liverpool.goclub.info/>

LONDON SCHOOL OF ECONOMICS

Azan Aziz Marwah, su.soc.go@lse.ac.uk 07931 332 025.

Meets: Wednesday (during term) lunchtime or early afternoon, check their web site to be sure. Z032, LSE.

<http://societies.lse.ac.uk/lsego/>

LONDON, CENTRAL

Jonathan Turner, je_turner@hotmail.com 07968 538881 (mobile).

Meets: Saturday 14:00-19:00, The Grafton room, International Student House, 229 Great Portland Street, Regent's Park, London, W1W 5PN. right next door to Great Portland Street station.

<http://www.bexfield.com/clgc/>

LONDON, EAST (Also called WANSTEAD)

Alistair Wall, alistair@ajwall.demon.co.uk 020 8556 4232.

Meets: Thursday 19:15, Wanstead House, 21 The Green, Wanstead, E11 2NT.

<http://www.ajwall.demon.co.uk/Wanstead.htm>

LONDON, IMPERIAL COLLEGE (Also called IMPERIAL COLLEGE)

Yu-Xi Chau, yu.chau@imperial.ac.uk

LONDON, NIPPON CLUB IGO KAI

Kiyohiko Tanaka (KGS: matta), gokichi@tanaka.co.uk 07956 594040 (mobile).

Meets: Friday 17:30 – 21:00, Nippon Club Salon, 2nd floor, Samuel House, 6 St Albans Street, [off Jermyn Street] London, SW1Y 4SQ. Behind Mitsukoshi Department Store on Lower Regent Street. (Parallel and between it and Haymarket) Three minutes from Picadilly Circus Underground. At the entrance, ring the bell for Nippon Club to get in. Board fee still GBP 3.00 per player.

LONDON, NORTH

Kevin Campbell, nlgoclub@gmail.com 01442 262251 (home), 07801 270 342 (mobile).

Meets: Tuesday 19:30, Gregory Room, Parish Church, Church Row, Hampstead, NW3 6UU.

<http://www.britgo.org/clubs/lonn.html>

LONDON, NORTH WEST

Keith Rapley, rapleykeith@hotmail.com

Meets: Thursday 19:00-20:00, Greenford Community Centre, 170 Oldfield Lane South, Greenford, UB6 9JS. South of A40.

<http://www.britgo.org/clubs/lonnw/>

LONDON, SOUTH WOODFORD (Also called WOODFORD)

Meets: No longer meets.

LONDON, TWICKENHAM (Also called TWICKENHAM)

Colin Maclennan, colin.maclennan@btopenworld.com 020 8941 1607.

Meets: Wednesday 19:45, Pope's Grotto hotel, Cross Deep, Twickenham, Middlesex, TW1 4RB.

Please check with Colin.

MAIDENHEAD

Iain Attwell, 01628 676792.

Meets: Friday 20:00, various places.

MANCHESTER

Chris Kirkham, 0161 903 9023.

Meets: Thursday 19:45, The Town Hall Tavern, 20, Tib Lane, Manchester, M2 4JA.

www.cs.man.ac.uk/~chris/mango.html

MID-CORNWALL

Paul Massey, go@smartsw.co.uk 01209 891093, 07966 474 686 (mobile).

Meets: Monday 20:00, 5 Trekye Cove, Sandy Road, Porthtowan, Truro, TR4 8UL.

MIDDLESBROUGH (Also called TEESSIDE)

Gary Quinn, g.quinn@tees.ac.uk 01642 384303 (work).

Meets: Friday 12:00, University of Teesside.

MILTON KEYNES (Also called OPEN UNIVERSITY)

Secretary: Clari Hunt, C.H.Hunt@open.ac.uk

Fred Holroyd, f.c.holroyd@open.ac.uk 01908 315342.

Meets: Monday 12:30, The Cellar Bar, The Open University, Walton Hall, Milton Keynes, MK7 6AA;

Monday 18:30, The Wetherspoons pub, 201 Midsummer Boulevard, Central Milton Keynes, MK9 1EA.

<http://www.britgo.org/clubs/mk/>

MONMOUTH

Gerry Mills, bga-books@britgo.org 01600 712934.

Meets: Meetings by arrangement.

NEWCASTLE

Tom Coulthard, tomcoulthard@hotmail.com 0191 226 0014.

Meets: Wednesday 19:30, Tom Coulthard's house, 17 Curtis Road, Fenham, Newcastle Upon Tyne.

NORWICH AND NORFOLK

Tony Lyall, TLYALL@ccn.ac.uk 01603 613698.

Meets: unknown.

NOTTINGHAM

Brent Cutts, brent.cutts@boots.co.uk 0115 959 2404.

Meets: Wednesdays 19:30, Crown Inn, Church Street, Beeston, Nottingham, NG9 1FY. Please check with the club secretary before attending.

NOTTINGHAM - UNIVERSITY OF NOTTINGHAM GO CLUB

Nathanael Carton, llyznc@nottingham.ac.uk 0115 922 5473.

Meets: Tuesday termtime 19:30 – 21:30, maybe Portland Building, from 7th Nov.

OXFORD CITY

Harry Fearnley, oxfordgoclub@goban.demon.co
01865 248775(h), 01865 273928(w).

Meets: Tuesday and Thursday 19:00 – 22:30, Freud's Cafe, 119 Walton Street, Oxford, OX2 6AH.

<http://www.britgo.org/clubs/oxford.c.html>

OXFORD UNIVERSITY

Alex Webb, secretary@goplayer.org

Meets: Wednesday 19:30-23:00 in termtime only, The Arts Room, Trinity College, Broad Street, Oxford, OX1 3BH. If the door to Trinity is shut, press the buzzer and tell the porters you are going to go society. All are welcome.

<http://www.goplayer.org/>

PENZANCE (Also called WEST CORNWALL)

John Culmer, john.culmer@talk21.com 01326 573167.

Meets: Thursday 20:00, Flat 3, 1 Causewayhead, Penzance, TR18 2SN.

<http://www.johnculmer.f9.co.uk/go/wcgc.html>

PURBROOK (NEAR PORTSMOUTH)

Peter Wendes, pwendes@hotmail.com 02392 267648.

Meets: Most Thursday evenings, normally Peter's house, but if he is away, then at Mike and Suzi's. Phone to confirm.

<http://www.britgo.org/clubs/purbrook/>

READING

Jim Clare, jim@jaclare.demon.co.uk 0118 950 7319.

Meets: Monday 18:30, Brewery Tap, 27 Castle Street, Reading, RG1 7SB.

SHEFFIELD

Phil Barker, phil-and-jean@tiscali.co.uk 0114 255 1440 (home).

Meets: Sunday 19:30, Devonshire Arms, 118 Ecclesall Road, Sheffield, S11 8JB.

SOUTHAMPTON

No longer meets.

ST ALBANS

Mike Cockburn, cockburnm@yahoo.co.uk 01727 834035; Alan Thornton, 01442 261945; Richard Mullens, 01707 323629 (home), 07816 372001 (mobile).

Meets: Wednesday 20:00 (players normally present from 19:30), The White Lion, 91 Sopwell Lane, St Albans, AL1 1RN. Non-regular visitors should ring to confirm a meeting.

<http://homepage.ntlworld.com/mullens/go/St.Albans.html>

ST ANDREWS

Edwin Brady, eb@dcs.st-and.ac.uk

Meets: Wednesday 20:00, Aikman's Cellar Bar, 32 Bell Street, St Andrews KY16 9UX. Also any lunchtime by arrangement.

<http://www.dcs.st-and.ac.uk/~eb/StAndrewsGo/>

SWANSEA

Sam Woodward, GoSwansea@gmx.net 01792 470071.

Meets: Sunday 15:30, JC's Pub, Fulton House, Swansea University Campus, Singleton Park, Swansea, SA2 8PP.

<http://www.geocities.com/goswanseaweb/>

SWINDON

David King, secretary@swindongoclub.org.uk 01793 521625.

Meets: Wednesday 19:30, Prince of Wales, Coped Hall Roundabout, Wootton Bassett, SN4 8EP.

<http://www.swindongoclub.org.uk/>

TAUNTON

Meets: Seems to have ceased to exist.

WALSALL GO CLUB

Paul Trebbett, paultrebbett@blueyonder.co.uk 01922 429349.

Meets: Meetings by arrangement, Can cover Birmingham to Wolverhampton and points above and below..

WARWICK UNIVERSITY

Vickie Chan, Vickie.Chan@warwick.ac.uk

Meets: Wednesday during University term 17:00 – 19:00, Varied. Saturday during University term from 17:00 – 19:00, Varied. Please check web page for location of meetings each week.

<http://www.sunion.warwick.ac.uk/portal/organisation/6560/>

WEST SURREY (Also called GUILDFORD)

Pauline Bailey, pab27@stocton.org 01483 561027.

Meets: Monday 19:30 - 22:00 except bank holidays.

<http://www.stocton.org/go.htm>

WINCHESTER (Also called HURSLEY)

Alan Cameron, alan.cameron@iname.com 01794 524430 (home), 07768 422082 (work).

Meets: Wednesday 19:00, The Black Boy Public House, 1 Wharf Hill, Bar End, Winchester, SO23 9NQ. Just off the M3.

<http://www.britgo.org/clubs/winch.html>

WOODLEY

Tony Atkins, kisekigo@yahoo.co.uk 0118 926 8143.

Meets: Some Saturdays and Sundays 18:00.

<http://www.kisekigo.com/woodley.html>

WORCESTER AND MALVERN

Edward Blockley, 01905 420908.

Meets: Wednesday 19:30.

YEOVIL

Julian Davies, GoStone at gmail dot com, 01935 423046.

Meets: Thursday 19:45, Mason's Arms, 41 Lower Odcombe, Odcombe, Yeovil BA22 8TX.

YORK

Joss Wright, joss@pseudonymity.net

Meets: Wednesday 20:15, El Piano cafe, Grape Lane, York.

YORK UNIVERSITY

Joss Wright, joss@pseudonymity.net

Meets: Tuesday 20:15, Room G/010, Goodricke College, University of York, Heslington, York, YO10 5DD.

FUTURE CONGRESSES

Volunteer clubs are required to host the British Go Congress
over a weekend near Easter in 2009, 2010, 2011.

Contact anyone on council or Steve Bailey (treasurer@britgo.org).

Challengers League - Round 4

