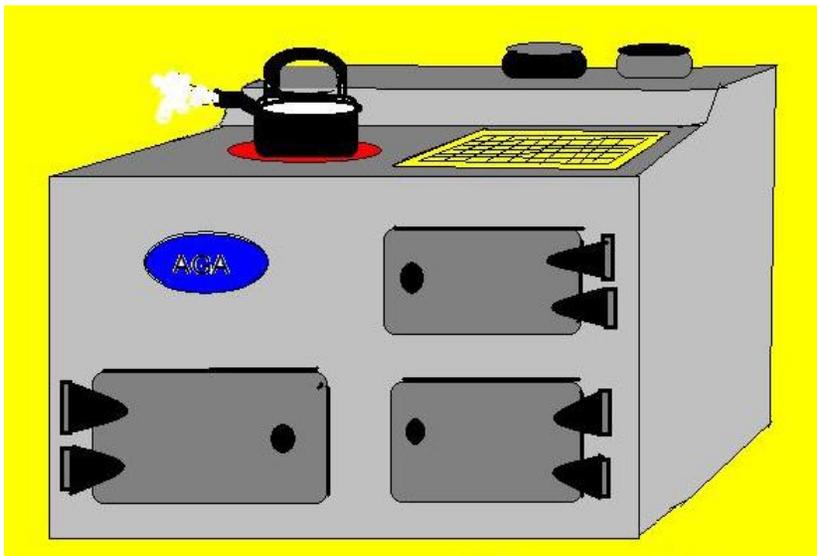


BRITISH

GO

JOURNAL





All the signs were that yet another Go player hadn't understood the AGA rules

PHOTO CREDITS

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

Front Cover: In Villach - advert for Woodblock Prints Exhibition - Tony Atkins

Inside Front: (above) a topical cartoon.

Inside Back cover:

Bei Ge receiving the Korean Ambassadors Cup - Ron Bell
Rengo at Leeds Go Club - The Editor

Answer to Photo Quiz in Issue 142:

In the basement museum of the Nihon Kiin headquarters, Ichigaya, Tokyo.

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EDITORIAL

journal@britgo.org

Welcome to 143rd British Go Journal.

In This Issue

There is a review, including personal observations, of the first game from this year's British Championship pulled together by Alex Selby.

Ian Davis offers us some insights from Cho Seok Bin, 7d, on making progress, which struck a nerve – your editor has been around 2k for 30 years!

The organisers of the Isle of Man 2008 congress write to urge early entry, and I trust the printers have included the extra tournament information with this Journal. An entry form is included: make a copy or use email to avoid 'chopping up your journal'.

As well as all the usual contributions for the 'permanent record', Tony tells us even more about the recent European Congress.

Future Journals

A mysterious and steady supply of cartoons is now on offer – I do hope you like the selections in this issue.

Call for a new Editor

I will not have time over the forthcoming year to edit/produce the Journal single-handed to the standard that you've all come to expect.

I will, however, do my best towards an orderly handover to a new Editor, or work alongside a second Editor so we can produce alternate Journals.

There are some helpful pages on the BGA website covering the style issues for articles and I'm always willing to provide further advice.

Technical

My latest addition to the toolkit for producing the Journal on a PC which lacked image manipulation software is GIMP <http://www.gimp.org>. Don't hesitate to ask for the rest of the software I've mentioned in previous issues.

Credits

I am indebted to Alex Selby for producing a masterpiece of a game review, pretty much ready to publish; supplying the diagrams and some pre-proof-reading, and frankly without this great article, it would have been a very light-weight Journal indeed.

Unfortunately, at this time, our President is busy moving house so unable to contribute quite as much as usual.

Tony, though as usual, provides the backbone of this Journal, though is currently away in Japan as it goes to press.

I commend our other contributors.

Again the Proof Readers are important; those making a significant contribution include Stephen Bashforth, Nick Wedd and Steve Bailey.

As always, 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/issue142>.

Barry Chandler



LETTERS TO THE EDITOR

Isle of Man 2008

Don't miss the Isle of Man Congress in 2008. Due to demand it has been moved to the more spacious venue of the Ocean Castle Hotel. The Ocean Castle is on the Promenade, with stunning views over Port Erin Bay.

It will be an excellent opportunity to develop your Go, with Matthew Macfadyen coming to give teaching sessions for different grades, and also simultaneous games, and game analysis.

Bring the family and have a great holiday. You can apply for free passes on the Island's historic transport system, including steam trains and Victorian electric trams. There will be free passes to the Manx National Heritage sites available, but you must apply for them on your application form. Passes are available for players, friends and family.

Extra events are planned in addition to all the usual array of Go competitions, both serious and light hearted. If you have another strategy game which you wish to share, bring it along. There will be a continuous Backgammon tournament as well. Do not forget

the Music evening: bring your own instrument and join in the fun.

Book your travel and accommodation early. The Ocean Castle is reserving some rooms at a special rate for Go players. This year the tournament coincides with Manx Grand Prix, but don't let that put you off. The bikers will not affect your holiday, since the course does not go near Port Erin. Most bikers prefer to stay in or near Douglas, but some, mainly older people with interesting bikes, prefer to stay in Port Erin.

So PLEASE BOOK EARLY TO MAKE SURE THAT YOU HAVE SOMEWHERE TO STAY!!

The bikers are really friendly enthusiasts!! Honest!! If you want the opportunity to watch a race, just let us know.

For really cheap accommodation contact celia@manx.net.

For all information see our leaflet, or go to the website iomgo.org.uk.

See you in 2008!!!

Leo, David, Celia, Ed and Steve

THE BGA ANALYST

dward1957@msn.com

David Ward would like to remind the membership of the analysis service available to members.

ISLE OF MAN - 2008 - ENTRY FORM

CONGRESS ENTRY FORM

Send to: Leo Phillips, 4 Ivydene Avenue, Onchan, Isle of Man, IM3 3HD, British Isles.
Tel: 01624-612294; email: leo@iomgo.org.uk or leo@manx.net

Cheques payable to Isle of Man Go Club. Cheques must be in sterling and drawn on a UK bank.
Non-UK entrants pay in cash at registration.

I wish to enter the Isle of Man Go Congress, Sunday 24 – Friday 29 August 2008

Name.....

Address

.....Tel.....

Email:.....No.of travelling companions.....

BGA member? Yes/No* delete as appropriate.

BGA gradekyu/dan* Club

Which of the Main and Afternoon tournaments will you be playing in?

	Full	Concessionary	Amount Payable
Both Main and Afternoon	£44	£22	
Main but not Afternoon	£38	£19	
Afternoon but not Main	£33	£17	
Neither Afternoon nor Main	£11	£6	
Friday Evening Buffet Dinner	£16	£16	
Additional Friday Evening Dinners – Quan ...	£16	£16	
Less: Early entry discount (before 31.5.08)	(£5)	(£5)	
Add: Late Entry Fee (after 31.7.08)	£10	£10	
TOTAL PAYMENT ENCLOSED			

Concessionary rates are available to all persons under 16 and all persons in full time education under 30.
They may also be available to others on application to the Committee of the Isle of Man Go Club.

Do you wish to receive Isle of Man Rail or Manx National Heritage passes, and if so how many?

Isle of Man Rail passes MNH passes

Please do not apply for passes unless you or your companions will be sightseeing.
Passes are subject to supply and will be allocated on a first come, first served basis
except that a second pass will be provided only if the supply is not exhausted by first pass allocations,
and so on. The deadline for application for passes is 17 August 2008.

With your consent, your name and address will be held on computer record to enable us to keep you informed
about future Congresses and other Go events organized by the Isle of Man Go Club.

If you do **NOT** want your name and address to be held on our records, please put a cross here.

UK NEWS

Tony Atkins

ajaxgo@yahoo.co.uk

Epsom

The sixth Epsom Tournament was held in National Go Week, like last year, on 07/07/07. It attracted 51 players, including two strong young ladies from the Baduk Department of Myongji University in Korea, who were staying the summer in St Albans. They ended up having to play in the final, in which Gook-Hwa Park, 6d, beat Bin-Na Park, 4d. All players on two and three wins got prizes thanks to continuing sponsor Forbidden Technologies. Those with three were: Steve Bailey, 4k, Andrew Cohen, 14k, and Peter Harold-Barry, 15k. Ingrid Jendrzewski, 8k, won 2.5 and St Albans won the team prize. Paul Tabor won the 13x13 side event and the 9x9 was won by Anna Griffiths.

KGS

Sunjang Baduk, the ancient Korean variant of Go with a fixed starting position, was the battlefield for this year's BGA online tournament. During the first two weeks of July, 20 players took part. Norwegian player Roy-Andre Kirkebo was the winner, with an unbeaten 5/5. In second place was Oxford student Mark Nubbert, just ahead of Matthew Crosby. Steven Donlon won the prize for best player under 5k.

MSO

This year the Mind Sports Olympiad, the 11th MSO, was held at the United Reformed Church in Potters Bar. Situated just north of London on the railway from Kings Cross and minutes from the M25, this proved a convenient venue, especially for the

organiser, Tony Corfe, who lives in the town. Support of some of the games was down and several Chess events were cancelled, but most of the usual wide range of games was available. For those who played for most of the ten days, points could be scored in the Pentamind contents. Matthew Hathrell scored enough points to win the second place in the MSO Junior Pentamind; second place in the adult version went to another Go player, Alain Dekker.

Small Board

This year the Small Board Championship was held on the first Saturday of the MSO. Natasha Regan, 1k, was winner of the national title on 13x13 boards. She beat Paul Smith in the final and took the gold MSO trophy for her 5 wins overall. Paul's 4 wins earned him the silver trophy. Worthy winner of the bronze trophy and a gold junior MSO trophy was Oscar Selby, 40k, who is not yet 5 years old but won 4 games. Eight took part.

MSO Open

The main MSO Open Go event took place on the last Sunday. 26 players took part including some strong UK Chinese and two guests from Korea. It was the qualifying event for the Korean Ambassador's Cup, with the top 8 UK players going forward. Winner with 4 out of 4 was Kyung-Nang Kang, a 17-year old girl from Korea. Silver place went to Ben He and bronze to Bei Ge. Others on 3 wins were Matthew Cocke, Felix Wang and Stuart Barthropp. Winner of the kyu division was Ron Bell and second was Nicholas Calderwood.

Korean Ambassador's Cup

The new Korean Ambassador's Cup was held on the Bank Holiday Monday at the MSO. The top 8 UK players from the MSO Open battled over 3 rounds with a trip to Korea for the second Korean Prime Minister's Cup at stake. Winner of the final was British Champion Bei Ge. Second was Matthew Cocke. Third on tie-break was Alistair Wall. They all received engraved crystal glass trophies from Mr Choi, Director of the Korean Cultural Centre at the Embassy. After the games there was a chance to play some of the touring party from Korea that included An Young-Kil, 5p, Lee Kang-Wook, 3p, and Professor Hahn.

MSO Rapid

The last Go event at the MSO, also on Bank Holiday Monday, was the Rapid. Nine players played a five-round Swiss Handicap. Winner from Epsom was Matthew Selby, 4k, who was unbeaten. On 3 wins and taking the silver place and bronze places by tie-break were John Collins, 17k, and Xinyi Lu, 5k. Natasha Regan was fourth and Matthew Hathrell won the junior gold.

Northern

The Northern was successfully revived as a one-day 3-round tournament in Stockport, at the Masonic Guildhall. 20 players attended, despite the first Sunday in September being rather a damp day. Matthew Ardron, 10k, from Sheffield won a prize by winning all 3 games, but the overall winner was

Norbert Bittner, 1d, who lives now in Manchester and also won all his games.

Cornwall

18 players took part in the Cornish Handicap Tournament in Penzance on the following Saturday in a sunny Penzance. Winner of the Go Bowls trophy was Swindon's Eric Hall, 5k. He beat Bristol's Peter Collins, 3k, in the final. 20 players took part in the Cornwall Tournament on the Sunday. Winner of the tournament was Shige Uno, 5d, who plays at the Nippon Club in London when in the UK. He would have received the Devon Go Stone but the trophy was unfortunately not present. However he did receive one of the usual wooden stones, as did local player Rob White, 5k, and Elinor Brooks, 8k, for 2.5. Elinor also received a fan as best lady and John Culmer received a fan as the organiser, special gifts from Shige Uno.

Swindon

The 11th edition of the Swindon tournament was held, like last time, at the Even Swindon Community Centre. This year it was switched from November to 23rd September, in order to help spread out the autumn events. 45 players entered and the winner was Jaeup Kim, the Korean 5d living in Reading. Prizes for three wins went to Alex Bell, 2d, Jim Clare, 2d, and Helen Harvey, 3k. Also a prize went to Fred Holroyd, 6k, for two wins and a walk over.

WORLD NEWS

Tony Atkins

ajaxgo@yahoo.co.uk

European Go Congress

The 51st European Go Congress was held at the Conference Center Villach in the south of Austria. Thanks to an error in booking the date, it was a week earlier than normal, being all in July. This did not unduly affect the attendance as 573 players took part in the main tournament. This included the now familiar group of strong Koreans. Open Champion was Hong Seok-Ui with 9 wins, and second and third with 8 wins were Park Jong-Wook and Cho Seok-Bin. The new European Champion was Ilya Shikshin from Russian who won 7 games and was placed ahead of Alexandr Dinerchtein by second tie-break (SOSOS). The other player on 7 out of 10 was Hong Seul-Ki, another Korean. Top Brit was T Mark Hall in 47th and Paul Blockley won 6. The 366-player Weekend Tournament was won by Hong Seok-Ui; in fact the top three was as in the Open. Of the Brits, Sue Paterson won 4 and Peter Harold-Barry, 14k, won all 5. Hong also won the rapid tournament with 7 out of 8; runner up was Antti Tormanen from Finland.

European Masters

Held during the middle weekend of the EGC in Villach, eight of the top European players played the fourth European Masters to determine who would play in pro events in the orient. Missing this year was the defending title holder, Svetlana Shikshina, who had given birth to a baby son on less than a month before. The final was between her brother, Ilya Shikshin, and Alexandre Dinerchtein. Dinerchtein, the pro from Russia,

was the champion. Csaba Mero and Cristian Pop were equal third.

US Go Congress

The 23rd US Go Congress was held in Millersville, Pennsylvania, with almost 500 in attendance and nearly 390 playing in the US Open. Yongfei Ge, 8d, from Canada won the Open with a perfect 6. His wins included beating Mingjiu Jiang, 7p. Mingjiu beat Feng Yun, 9p, in the final of the Ing Masters event. Cherry Shen and Eric Lui won the Pair Go and the Youth Pair Go, and Cherry won the Women's.

World Youth Goe Championships

The 24th World Youth Goe Championships were organised in Waltham near Boston, MA, USA starting on 6th August. It was run, as usual, on behalf of the Ing Foundation. After five rounds, the top four players in each of two age groups play knock-out. This year in the seniors three Europeans won 3 games: Artem Dugin (Russia), Dusan Mitic (Serbia) and Artem Kachanovskiy (Ukraine). The Russian made the cut, but lost to China and then Chinese Taipei in the finals stage to place fourth. Ming Sang-Yeon of Korea was the Champion followed by China and Chinese Taipei. In the junior section the winner was Han Seung-Joo of Korea. China was second, followed by Chinese Taipei and Japan. Playing for the UK, Chin-Yin Woo from Hong Kong won 2 out of 5.

European Student Go Championship

The third European Student Go Championships was held in

Stockholm, Sweden, following their Leksand camp, starting on the same day as the World Youth. 31 students from 11 countries took part in a six round McMahon tournament. Three players ended on 5. After tie-break the order was: first Benjamin Papazoglou from France, second Martin Jurek from Czechia and third Merlijn Kuin from Netherlands. Top female was again Manuela Marz (formerly Lindemeyer) from Germany. UK's Vickie Chan and Xinyi Lu both ended on 2 points.

Pandanet Go European Cup

Gu Wei Ying won the Leksand Tournament in Sweden. Again the Czech event was in Brno at the start of September. 148 players attended and Cho Seok-Bin, the Korean from

Germany, was again the winner. Istanbul joined the Cup for the first time and was won by Milos Bojanic from Serbia. Winner of the Leipzig Tournament was German Chinese Zou Jin, whose fifth game ended with a triple ko. At this point Merlijn Kuin led the Cup points table with 40. Cho and Zou were equal second with 27.

European Teams

Immediately after their Tournament, Leipzig was host to the European Teams. The Chinese Germans were the best team, but the European Champion's title went to Russia in second. Third was the team from the Netherlands. There were eight teams from five countries in all.



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KOREAN AMBASSADOR'S CUP

Ron Bell

president@britgo.org

The following press release was made on 28th August. Many readers will have missed it, so it is reproduced for all.



Mr Bei Ge [originally Chinese but now a naturalised British Citizen; Ge is his family name and Bei his given name] was the winner of the Korean Ambassador's Cup Go Tournament held yesterday at the Mind Sports Olympiad, United reformed Church, Darkes Lane, Potters Bar.

Eight of Britain's strongest Go players battled it out over three rounds for the right to represent the UK at the International Go Tournament being held by the Korean Amateur Baduk Association [Baduk is the Korean name for Go; it is Wei Qi in China] in Suwon City, Korea from 12-17th October, 2007. All expenses for the trip to Korea are paid by the generous commercial sponsors of the tournament, which is called the Korea Prime Minister's Cup International Amateur Baduk Championship.

Second place went to Matthew Cocke and third to Alistair Wall.

Go is one of the world's premier mind-sports being far more popular than chess in Japan, China, and Korea. Those countries support a network of Professional players. In Britain there are around 10,000 active Go players about 700 of whom are members of the British Go Association, which is the sport's governing body in the UK.



EUROPEAN GO CONGRESS

Tony Atkins

ajaxgo@yahoo.co.uk

Every year the European Go Congress is held for two weeks in the summer. It moves from country to country and this year Austria had been selected as hosts. Each EGC has a different feel to it and the new Austrian organisers had promised us a quite different environment from that at Vienna in 1990. That had been held in a rather cramped and hot school in the midst of city streets. Their promise was certainly kept.

Villach is a town right at the southern tip of Austria, very close to where it rubs shoulders with Italy and Slovenia.



It is in a river valley, with the river Drau flowing right outside the windows of the modern Conference Center Villach that was the venue. However there are mountains all around, the nearest easy to get to, but the highest ones forming the Slovenian border are further away.

To get to Villach some flew to airports a while away and hired cars or took a long train to get to the town. I opted to fly to nearby regional airport at Klagenfurt, served from Stansted three days a week. I ran into Edward and Celia Marshall at the airport so we travelled together, including negotiating the local buses and trains,

to arrive safely late afternoon. Their hotel was conveniently near the station and there were other hotels nearby, all within a five minutes walk of the site. I checked in with the organisers for directions of how to get to the convenient bus to my guest house, only to be told the convenient buses only ran in term time. Anyway they had had some cancellations and so I could lodge in a twin room in the main student dormitory just across the river. Others staying further out also suffered from the reduction in bus frequencies, but luckily Pat Ridley, at least, had a kind family with a hire car to drop him at the Go.

As president of the European Go Federation I have to attend the Annual General Meeting. I tend not to go along for the full two weeks, otherwise folk will think I am on holiday. It quite definitely is work for me with almost non-stop meetings of various kinds. Certainly I never play Go on these trips, but this time you would have seen me taking part in a small Shogi tournament on the Sunday evening. The AGM is held on the first Friday evening, and didn't last too long, despite getting bogged down in some unexpected rule debates. Ron Bell was the UK representative this year.

Saturday, the day after the AGM, I decided was my day off, and many searched in vain to have meetings with me. Helen and Martin Harvey had a hire car and kindly offered to take me out to see some scenery.



We drove east, past Velden, where they have a Go tournament every March, and along the south side of the large lake, called the Worthersee. We stopped at a quaint village called Maria Worth and then ascended the hill behind, on top of which is located a viewing tower called the Pyramidenkogel. After taking in the spectacular views, we continued east and then south a couple of valleys to a small steam railway line and transport museum. Returning west we passed a couple of small lakes which are completely surrounded by campsites and lidos.

However I never got to get up a real mountain, several of which nearby could be ascended by funicular and cable car. One you could drive almost to the top and Michael Marz admitted to carrying his baby's pram the rest of the way. It was worth it, he said. Indeed there was so much to do in the surrounding Kaernten area accompanying families did not get bored and the scenery was quite special.

In the town of Villach, there were enough restaurants to not have to repeat, a museum, and an art gallery. This had a special exhibition showing the Go woodblock prints, or "ukiyo-e", belonging to the collection of Austrian Go player Erwin Gerstorfer. Some 50 prints from 1725 to the present were featured, many of which

would be familiar to readers from the covers of Go World. In addition, at the start of the second week, the town hosted a street performance festival and at the weekend my room-mate had been to a nearby body art festival. In addition there were some classical concerts, held in the venue, so there was plenty going on apart from the Go.

One thing the organisers had not arranged was a social centre for drinking and playing in the evenings. Luckily a nearby bar called the Moby Dick agreed to act as social hosts and a quiet word with the mayor, who was supporting the event, meant they could stay open longer hours, the police just clearing the street area when it got late.

As for the Go itself, the site proved very comfortable with air conditioning and several rooms, lecture theatres and public area to use for Go playing, enough to house the large number of players (over 400 playing at any time).



As usual there was the main event starting in the morning, and they organised an afternoon tournament, the weekend tournament and several side events (based on a poll), such as Pair Go and 13x13.

Their lecture programme featured the ever popular Guo Juan, Miss Yoon and Miss Kang (the Koreans in Germany), Ms Kobayashi Chizu (who

lives in Austria) and a few visiting pros. The most famous of these was Mr Nakayama, who made a welcome return after some years at the US Congress. There was also a lecture on the new techniques used in computer Go, including replaying some recent games.

Next year the congress is in Sweden. The venue in Leksand is by Lake Siljan to the north of Stockholm and should appeal to those who like camping and outdoor pursuits. Maybe I will see you there?

MEMBERSHIP REMINDER

BGA membership runs on an annual basis, based on quarter start dates. Most however do run on calendar years.

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 ?

Contact
membership@britgo.org.



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HOW TO GET BETTER AT GO

Ian Davis

ian.davis@durge.org

Many people want to know what they need to do to achieve a certain rank. Beginners frequently pose questions on how best to reach 10th, 5th and even first(worst) kyu. Others find themselves stuck at the same rank for years with no idea of how to escape from their rut.

In this article I will reveal, exclusively, the true path to enlightenment.

At the Tampere Toyota Tour Tournament in Finland (Torquay was unavailable) a lecture on how to improve was given by Cho Seok Bin, 7d, in Europe.

(conversation is abridged)

Seok Bin: "What rank are you?"

Finn: "I am 2 dan"

Seok Bin: "How long have you been 2 dan?"

Finn: "I have been 2 dan for about 10 years"

(muffled laughter from audience)

Seok Bin: "Why don't you just learn some new joseki?"

Of course Cho Seok Bin was right, all that is needed to move from 2 dan to 3 dan is to learn a new joseki.

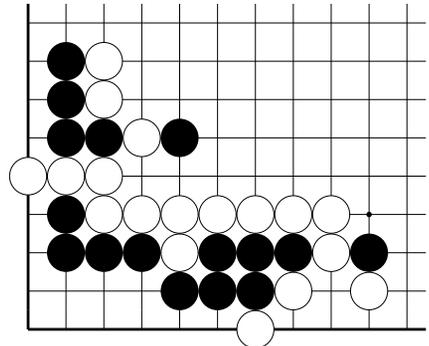
Indeed, I learnt recently that the Finn was promoted to 3 dan after the European Congress, most likely as a result of listening to Cho Seok Bin's advice.

The differences between other ranks are perhaps much subtler.

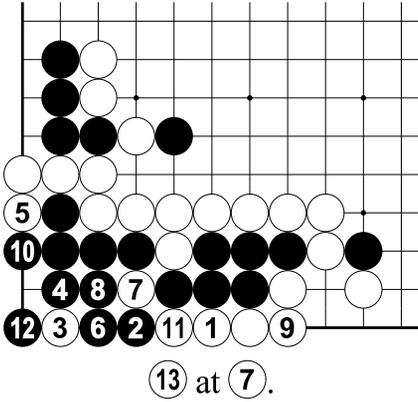
Take this position from the recent Korean Ambassador's Cup held in the Netherlands.

Although their identities must be kept secret, we can reveal that one player is 5 dan, and the other player is 6 dan.

The difference between these two, is that one has practised basic tsumego, but which one?



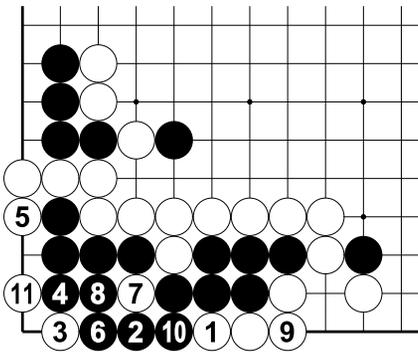
I invite you to play through the sequence yourself to test if you too can reach such heights.



The issue in question is the corner.

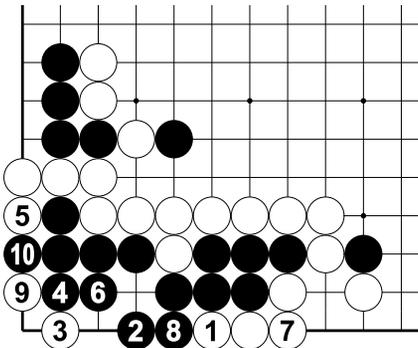
White pushes in and then tries the tricky move of ③.

⑥ is a fatal mistake, as we can see, it costs 6 stones.



The tesuji of ⑪ is why Black cannot save the stones.

A disconnect and die situation.



If Black played ⑥ correctly, the above would not have worked.

BRITISH CHAMPIONSHIP 2007 : GAME ONE

Alex Selby

alex.selby@pobox.com

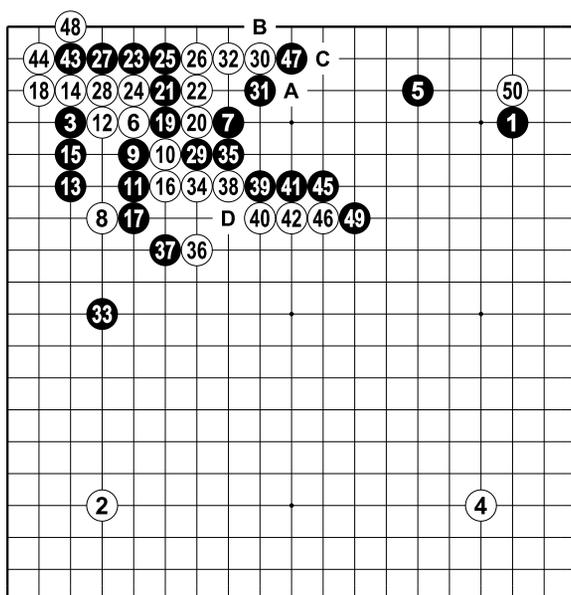
This has been a good Go year for me. I was pleased enough just to find myself in the (now somewhat anachronistically named) Challengers' League, but finishing in second place in as strong a tournament as that was well beyond what I had imagined would happen. I was pretty lucky on the way, winning two games by half a point, while Matthew Macfadyen, who had taken part in almost every title match for the last 30 years, was on the receiving end of some rather unfortunate results including two half point defeats.

So on the one hand I was delighted just to be involved in the title match, but on the other, I was slightly nervous about losing too easily with people watching! However, I do like the

longer time limits (as people who have played me know) and I was looking forward to taking part in a game where I would have the chance to really figure out what was going on. Or at least that was my idea.

In this game, we have the luxury of two high-level commentaries. Matthew Macfadyen (MM), 6d, gave a live commentary on the Go server KGS, and later answered some questions I asked him. Guo Juan (GJ), 5p, gave an audio commentary on this game (and the other British Championship games) and placed it on her Go teaching web site where it can still be found. Guo is an excellent teacher for players at any level and her site is well worth a visit if you haven't already encountered it.

<http://www.audiogolessons.com/>



Black: Alex Selby, 4d

White: Bei Ge, 5d

Date: 21 July 2007

Location: Oxford
(Nick Wedd's House)

Komi: 6.5

Time Limits: 3 hours
each, then 10 stones in
10 minutes overtime.

Figure 1 (1-50)

⑦ GJ: There is an important point in the middle of the right side. Black should, therefore, aim to play a joseki in the upper left which will end in sente and enable him to get the first move on the right.

GJ: I would prefer to play the tight pincer at 20 to put more pressure on White. A possible continuation with a modern joseki is shown in Diagram 1 at the end of which Black's stones are working well together.

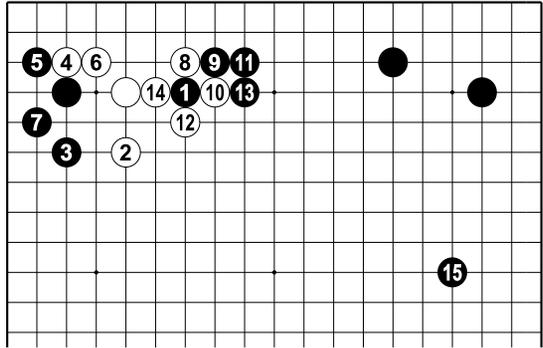


Diagram 1 (after move 6)

⑱ GJ: Locally this may be a good move, but I would prefer to play the simple move at 27 here to get sente and the important first move on the right side.

⑳ AS: The white stones 10, 16 cannot be captured because 4 breaks the ladder starting with black at 34 and 8 breaks the ladder starting with black at D (see Diagram 2), so the five black stones are dead. However, they have a lot of aji and this result is OK for Black.

㉓ AS: This move re-enables the ladder in Diagram 2 so threatens two white stones while at the same time setting up a black position on the left.

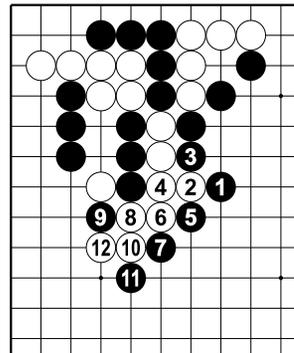


Diagram 2 (after move 32)

㉖ GJ: After the dust has settled Black still comes away with sente to play on the right side, which is the most important area.

㉗ MM: This move is not necessary (so probably bad) since there is no particular weakness to defend against.

AS: I was trying to give White's centre bad shape in order best to put it under pressure, however I believe I tried too hard to do this here and at several later points in the game.

MM: Black should play at 47 before the opportunity disappears.

④⑩ MM: White should play at A (in Figure 1).

AS: I assume this is because Black's upper middle group would then be cramped and would lose the function of taking territory on the upper side by blockading White's upper middle group. Furthermore, Black's block at 47 is sente (when it works) which makes a preventative move by White all the more valuable.

④⑫ MM: Again A is better

④⑬ MM: And still A is better. I don't understand why White is so keen on the centre. I am not impressed by White's thickness.

④⑭ MM: Black can consider B immediately to stop the White clamp at C.

AS: I wanted to keep three liberties on the captured six black stones to keep up the aji on white's centre, though as mentioned before it was probably a bit optimistic to expect a great deal out of this.

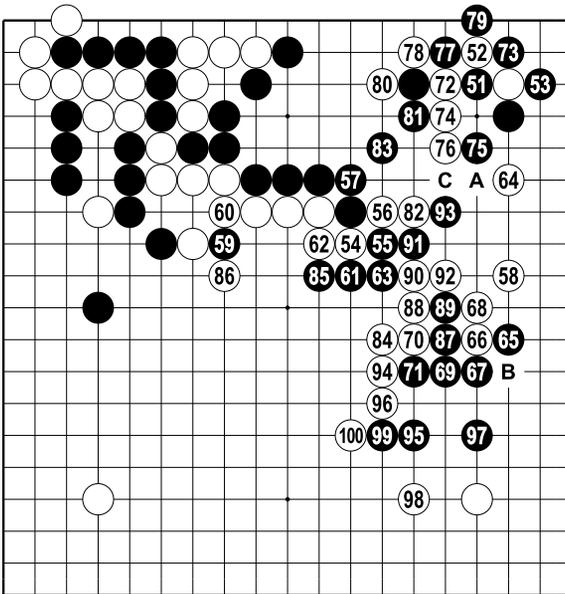


Figure 2 (51-100)

⑤② AS: This move seems to be a loss for White. Perhaps to the right of 1, or just tenuki is better here?

⑤③ GJ: Good move.

⑤④ MM: This white move is best left unplayed.

⑤⑤ AS: I must have spent at least 15 minutes trying to work out if this move was genuine kikashi or if White could resist it (for example by replying left of 86).

Such is the luxury of 3 hour time limits, but in retrospect this was a rather extravagant use of time considering how much more there would be to ponder on in the remainder of the game.

⑥③ MM: Good move. Only alternative is 91.

⑥④ At this point MM wins the prize for the most oblique Go comment ever by letting it be known, "I'll be away for 10 minutes. There is a rogue tree jammed in my bridge."

GJ: This move got White into real trouble. Better to patiently play at B. Black would be slightly ahead, but it would still be a game.

AS: It may look like 64 is aiming at some aji in Black's corner, but actually the corner is pretty stable so White is just heading towards thickness, which is almost never a good idea.

65 MM: Should be good enough to win the game for Black. White's hoshi stones (2 and 4) are falling apart.

GJ: Very sharp move. Fighting is hard for White. White's hands are tied in the centre because the six Black stones in the upper left still have three liberties.

AS: I had thought for a long time over the previous moves; but this one, at least, was easy to choose.

69 GJ: Good decision not to cover the cutting point at B.

If White were to cut then Black could play 1-4 in Diagram 3. It is very hard for White to handle this.

An example continuation is 5-18 in Diagram 3 which results in a very good position for Black since White is low and Black is thick.

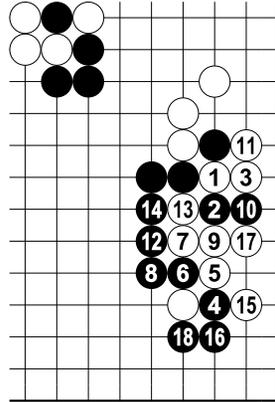


Diagram 3 (after 69)

74 MM: This is too much. Instead White could play at C which forces Black to defend at 74.

75 AS: Now Black can attempt to stir up some real trouble.

77 MM: Black wimped out here. Should play at A (in Figure 2).

GJ: Looks slow. I would play A (in Figure 2). Fighting looks very bad for White.

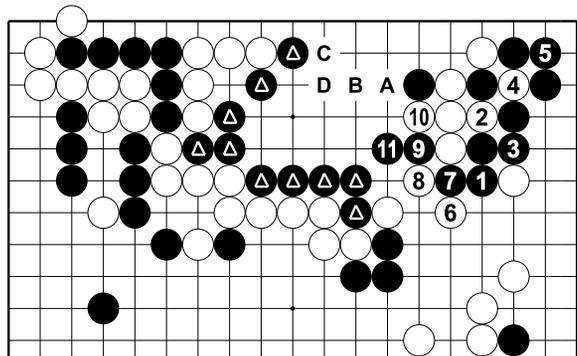


Diagram 4 (after move 76)

AS: When thinking about the previous move I had intended at this point to continue pushing at A, but when the time came I started to imagine ways this might go horribly wrong. This was the move I spent longest on in the game and as it happens it was the sealed move at the break. This meant I was 20 minutes late for lunch and had to catch up Bei and the others later at the pub in South Hinksey.

I don't have GJ's or MM's judgement and although I was happy with my position, it looked to me like White might be able to create counterplay by using one of the moves A-D in Diagram 4, endangering the triangled group, or perhaps creating a ko as in Diagram 5.

Revisiting the position now, it looks like those fears were groundless, though it is not very easy (for me, anyway) to see this.

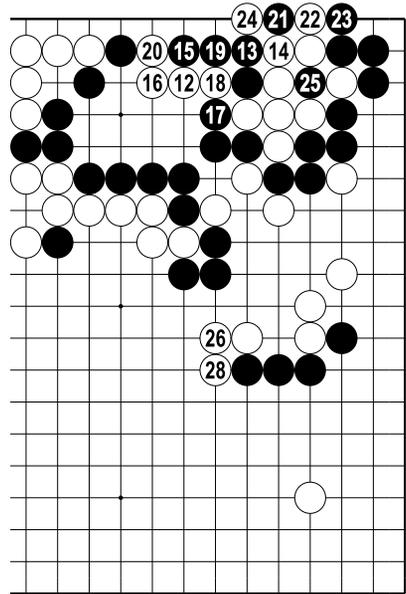


Diagram 5 (cont. from Diag. 4)
 27 at 21.

MM points out that Black can even afford to play simply, for example as in Diagram 6, and stabilise the triangled group of Diagram 4, letting White live on the upper side.

The best White can hope for is a small life in gote, whereupon Black can play 19 in Diagram 6 and get a very good result, sealing in the right hand White group and controlling the game.

Even so, 77 as played leads to a good position for Black.

37 AS: Now White has to let something go.

38 AS: This capture in the centre should make the game easy for Black, but Bei was not minded to give up so easily.

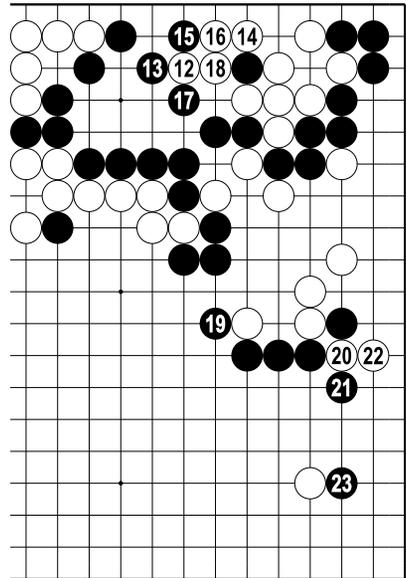
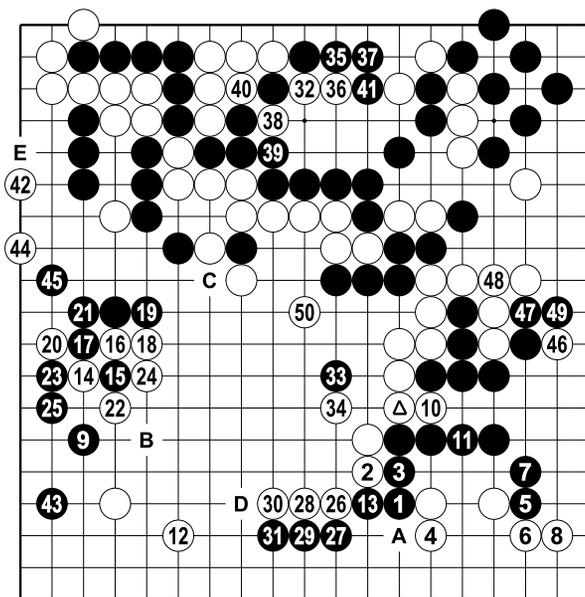


Diagram 6 (cont. from Diag. 4)



109 MM: I think 127 would be a good idea for White after Black 109, and so I would prefer to play 109 at B. Black is well ahead in territory (though White still has 132) and can afford not to become even slightly weak. If Black plays at A he will get some more sente moves to follow against the corner, get plenty of eyes, and cut the triangled group further adrift from safety.

Figure 3 (101-150)

118 GJ: Up to now Black has done very well, but from here on Black made some mistakes - played some soft moves. This move is not right.

I would play at B here, but locally A is better than 113. Now we get a chance to see Bei's sharpness.

AS: This was about where I entered overtime here and I think I lost confidence. Bei, by contrast, had used only about half an hour at this point! (He used 1 hour and a half by the end.)

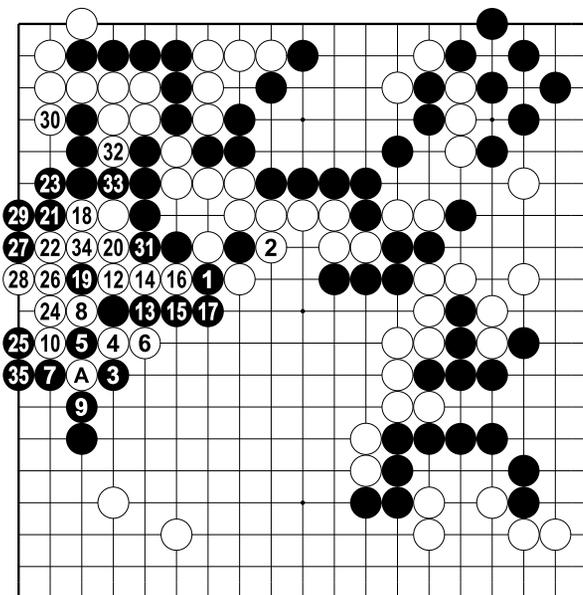


Diagram 7 (after move 114)

11 at A.

115 GJ: The sequence to 125 is not good for Black. Black should play the kikashi at C first.

If White replies to this then Black can cover White at 115 and if he plays carefully Black should win the resulting fight by one liberty, as in, e.g. Diagram 7.

If White ignores the kikashi then Black can play as in Diagram 8.

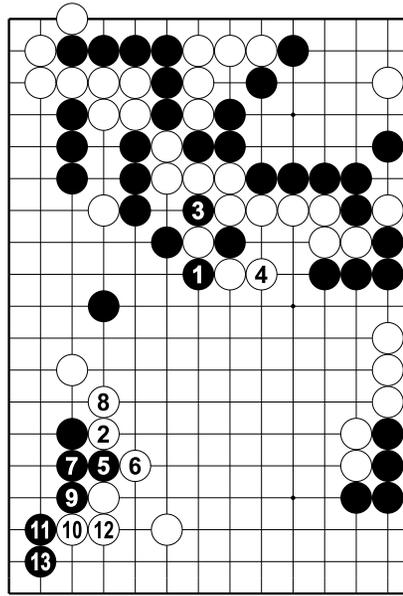


Diagram 8 (after move 114)

AS: GJ didn't say what would happen if White played atari from underneath at 6 in Diagram 8.

Possibly Black would then be able to mount an attack on White as for example in Diagram 9.

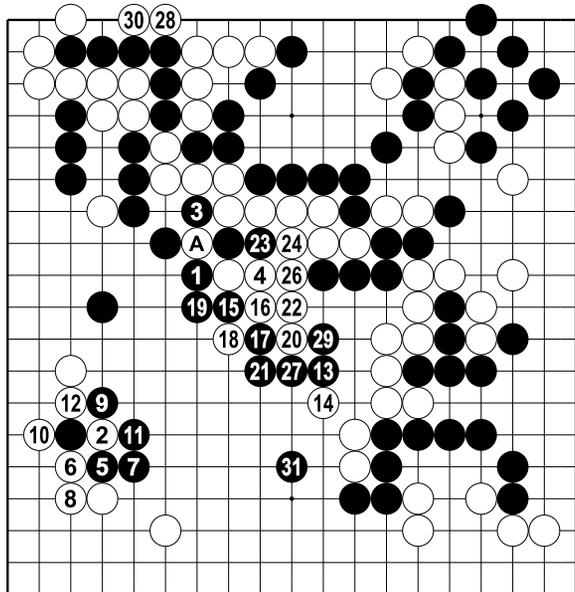
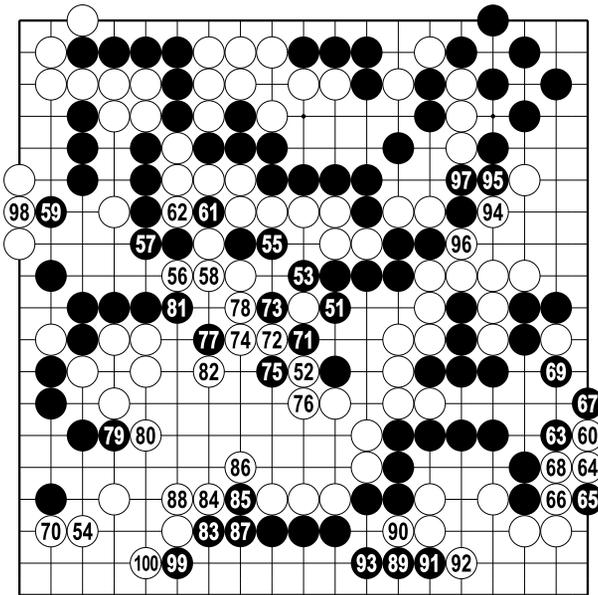


Diagram 9 (after move 114)

25 at A.

- ⑫5 GJ: White gained a lot here, though the game is still good for Black.
- ⑬2 GJ: Bei has a good judgement of the game. He knows he is behind so cuts here rather than defend at D, say.
- ⑬3 GJ: This is a bad move. It spoils the aji at D and helps White a lot.
- ⑬4 MM: Black could play at E and seal this monkey jump off in sente making use of the shortage of liberties on the upper-left white group.
- ⑬5 GJ, MM: Should be at the 3-3 point, 154. The upper left Black group is not in danger.
- ⑬6 AS: Since this gets cut off, it looks like it could be mistake (though it might have some beneficial effect on the White monkey jump from the other side).



⑬5 GJ: Black lost sente again. Should play at 154.

⑬5 GJ: This move is too slow. White can't do anything to Black. Locally, 181 is better.

⑬9 GJ: Again, this is too slow.

AS: I remember being annoyed with myself at the time after playing all these useless gote moves.

Figure 4 (151-200)

175 GJ, MM: Big mistake.

This loses the option to hane at 185 which would settle the game by marching into white's centre.

White cannot resist: see Diagram 10.

Now the game is close.

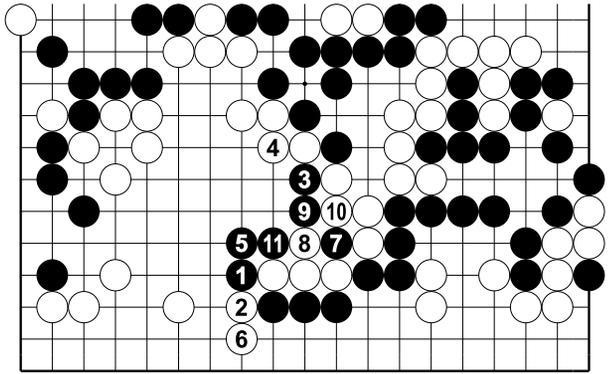


Diagram 10 (after move 174)

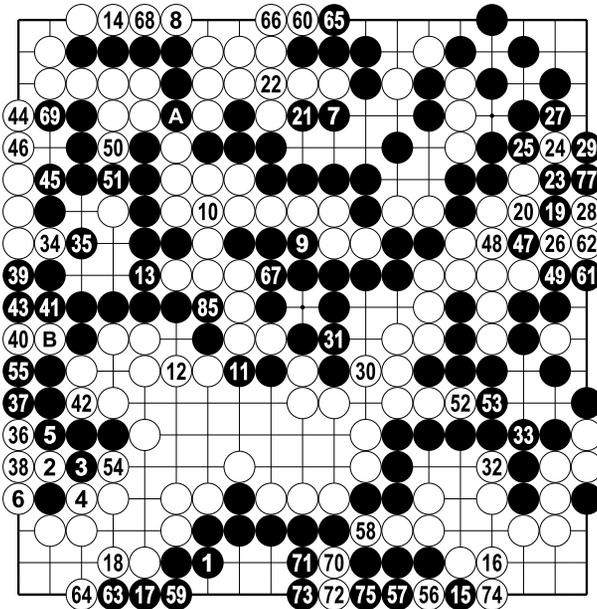


Figure 5 (201-285)

76 at 56, 78 at 47, 79 at 15, 80 at 70, 81 at 72,

82 at 56, 83 at A, 84 at B.

222 AS: Probably bigger to play 226.

284 AS: Here Bei paused to count the game and then forgot what phase the ko was in!

285 GJ: This ending was quite funny. If White didn't make this blunder then he would be ahead by 1.5 points.

GJ's summary: White 64 got him into a lot of trouble. Black played very well in the fighting, but many of his moves after the middle game were too soft.

More Information: <http://www.britgo.org/bchamp/2007/>

BOOK REVIEW: THINK LIKE A PRO: PAE

Ian Davis

ian.davis@durge.org



The first time I saw a book on ko, I remember thinking to myself, why on earth devote a book to such a narrow topic as ko. By the time I read this book, I had probably realised that there is a lot more to ko than meets the eye.

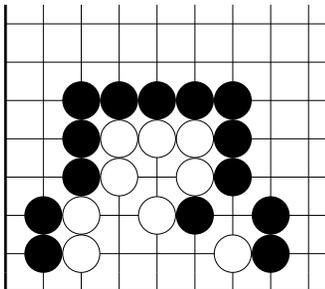
Overall, reading this book on the subject by the German resident professional, Youngsun Yoon, 5p, confirms that impression. The classic text, *Conceited Proverbs for White*, states "White always wins the ko". If you want to challenge that, you do need to become comfortable with fighting ko, is this the book to do it?

The worst thing in this book is probably the language, I am not counting the Korean vocabulary here, but rather the prose. The best that can be said is that the text is to the point. However, from a technical standpoint the book gives a broad coverage.

Problems guide you through using ko in life and death, joseki, yose, and then in actual games. These problems are often fiendish, I wonder how many will react as I did, when they turn over the page marked "Advanced problems" and discover "Dan problems" waiting. Playing through this book really gave my brain a good workout.

Perhaps from a beginner's standpoint, more time could be spent discussing the mechanics of fighting ko. For example: How to generate more threats, how to choose threats, or even when to fight ko. This book just dives straight into examples.

In summary, I would describe this as more of a physical training regime than a theoretical appreciation. In my judgment, for players above 5kyu wanting some practice, this book will be beneficial, below that rank you may want to look elsewhere.



Black to play illogically and make ko.

10 YEARS AGO

Tony Atkins

ajaxgo@yahoo.co.uk

The fourth Isle of Man Go Week was the first one held away from Douglas in Port Erin. Vesa Laatikainen from Finland won the main event and Francis Roads held on to the afternoon title. Finns and Trinks won the team event.

On at the same time was the first Mind Sports Olympiad at the Royal Festival Hall in London. Guo Juan won three gold medals in the main, the weekend and the 9x9. Shutai took two silvers for the main and weekend, and the bronzes in those events were won by Tony Goddard and Vladimir Danek.



David Ward and Paul Margetts received the other medals in the 9x9.

At the 54 player Northern in Manchester, held on the weekend of Princess Diana's funeral, Simon Shiu was the winner. Simon won again at Milton Keynes, where Matthew Macfadyen beat Charles Matthews to retain the British Championship. In the next event Matthew regained the goban trophy at the Shrewsbury Tournament.

The winners of the Thames Valley

League travelled to Cambridge to play the winner of the Sonoyama League; Cambridge won the match and also won the London International Teams shortly afterwards.

The Three Peaks was won by Francis Roads in a tie break. At Swindon Simon Shiu took a third autumn win and Laura Coe won the new tall trophy for 13x13. Also on 13x13 boards, a Korean at Cambridge called Shin won the National Small Board. David Ward, from Cambridge as well, won the West Surrey Handicap.

In Europe the Obayashi Cup was held in Amsterdam and won by Shutai Zhang; he beat Pei Zhao in the final. T. Mark Hall was fourth in October's Brussels Tournament; ahead of him were the winner Park, Guo and Danek.

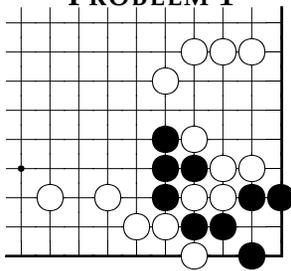
Matthew Macfadyen was entered into the European Fujitsu Cup at the European Go Centre as first reserve. He lost to Romania's Cristian Pop who went on to lose to fellow Romanian Catalin Taranu in the final.

On the International arena Kobayashi Koichi beat O Rissei to win the Fujitsu Cup. Yi Chang-Ho won the Samsung by beating Kobayashi Satoru, but a young Japanese team took revenge against the Koreans in an international match.

In Japan Cho Chikun held the Meijin against Kobayashi Koichi and Kudo Norio won the Tengen against Ryu Shikun. Winning the Oza, giving him his first top title, was Yamada Kimio. In China Ma beat Luo in the Mingren.

PROBLEM PAGE

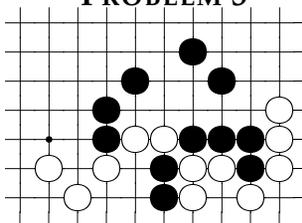
PROBLEM 1



Black to play

A 10x10 Go board diagram for Problem 1. The board shows a complex position with black and white stones. Black stones are located at (row, column) coordinates: (4,4), (4,5), (4,6), (5,4), (5,5), (5,6), (6,4), (6,5), (6,6), (6,7), (7,4), (7,5), (7,6), (7,7), (7,8), (8,4), (8,5), (8,6), (8,7), (8,8), (8,9), (8,10), (9,4), (9,5), (9,6), (9,7), (9,8), (9,9), (9,10), (10,4), (10,5), (10,6), (10,7), (10,8), (10,9), (10,10). White stones are located at: (3,4), (3,5), (3,6), (3,7), (3,8), (3,9), (4,3), (4,7), (5,3), (5,7), (6,3), (6,7), (7,3), (7,7), (8,3), (8,7), (9,3), (9,7), (10,3), (10,7). There are also two empty intersections at (4,3) and (5,3).

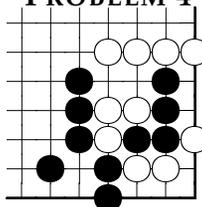
PROBLEM 3



Black to play

A 10x10 Go board diagram for Problem 3. Black stones are at (4,4), (4,5), (4,6), (5,4), (5,5), (5,6), (6,4), (6,5), (6,6), (6,7), (7,4), (7,5), (7,6), (7,7), (7,8), (8,4), (8,5), (8,6), (8,7), (8,8), (8,9), (8,10), (9,4), (9,5), (9,6), (9,7), (9,8), (9,9), (9,10), (10,4), (10,5), (10,6), (10,7), (10,8), (10,9), (10,10). White stones are at (3,4), (3,5), (3,6), (3,7), (3,8), (3,9), (4,3), (4,7), (5,3), (5,7), (6,3), (6,7), (7,3), (7,7), (8,3), (8,7), (9,3), (9,7), (10,3), (10,7). There are also two empty intersections at (4,3) and (5,3).

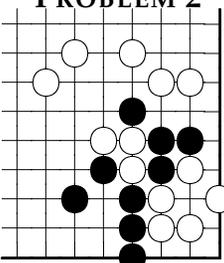
PROBLEM 4



Black to play

A 10x10 Go board diagram for Problem 4. Black stones are at (4,4), (4,5), (4,6), (5,4), (5,5), (5,6), (6,4), (6,5), (6,6), (6,7), (7,4), (7,5), (7,6), (7,7), (7,8), (8,4), (8,5), (8,6), (8,7), (8,8), (8,9), (8,10), (9,4), (9,5), (9,6), (9,7), (9,8), (9,9), (9,10), (10,4), (10,5), (10,6), (10,7), (10,8), (10,9), (10,10). White stones are at (3,4), (3,5), (3,6), (3,7), (3,8), (3,9), (4,3), (4,7), (5,3), (5,7), (6,3), (6,7), (7,3), (7,7), (8,3), (8,7), (9,3), (9,7), (10,3), (10,7). There are also two empty intersections at (4,3) and (5,3).

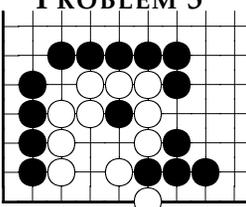
PROBLEM 2



Black to play

A 10x10 Go board diagram for Problem 2. Black stones are at (4,4), (4,5), (4,6), (5,4), (5,5), (5,6), (6,4), (6,5), (6,6), (6,7), (7,4), (7,5), (7,6), (7,7), (7,8), (8,4), (8,5), (8,6), (8,7), (8,8), (8,9), (8,10), (9,4), (9,5), (9,6), (9,7), (9,8), (9,9), (9,10), (10,4), (10,5), (10,6), (10,7), (10,8), (10,9), (10,10). White stones are at (3,4), (3,5), (3,6), (3,7), (3,8), (3,9), (4,3), (4,7), (5,3), (5,7), (6,3), (6,7), (7,3), (7,7), (8,3), (8,7), (9,3), (9,7), (10,3), (10,7). There are also two empty intersections at (4,3) and (5,3).

PROBLEM 5



Black to play

A 10x10 Go board diagram for Problem 5. Black stones are at (4,4), (4,5), (4,6), (4,7), (4,8), (4,9), (5,4), (5,5), (5,6), (5,7), (5,8), (5,9), (6,4), (6,5), (6,6), (6,7), (6,8), (6,9), (7,4), (7,5), (7,6), (7,7), (7,8), (7,9), (8,4), (8,5), (8,6), (8,7), (8,8), (8,9), (8,10), (9,4), (9,5), (9,6), (9,7), (9,8), (9,9), (9,10), (10,4), (10,5), (10,6), (10,7), (10,8), (10,9), (10,10). White stones are at (3,4), (3,5), (3,6), (3,7), (3,8), (3,9), (4,3), (4,7), (5,3), (5,7), (6,3), (6,7), (7,3), (7,7), (8,3), (8,7), (9,3), (9,7), (10,3), (10,7). There are also two empty intersections at (4,3) and (5,3).

PHOTO QUIZ



Nakayama-sensei simply loves ladder problems,
but what shape does solving this ladder make?

NEXT ISSUE

It has been a challenging year as Editor - attempting to build a respectable Journal appearing every 3 months. I have been fortunate that a few members, including past editors, have rallied around with help and support.

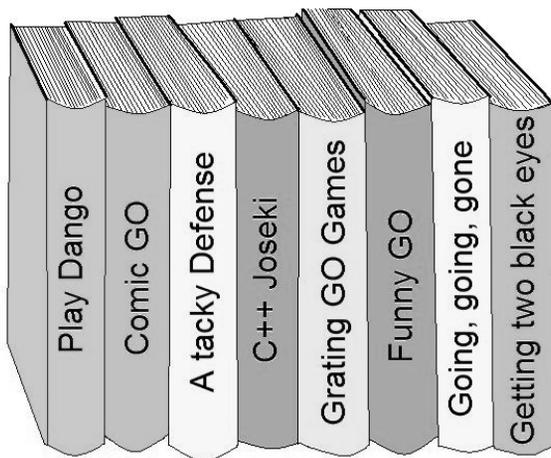
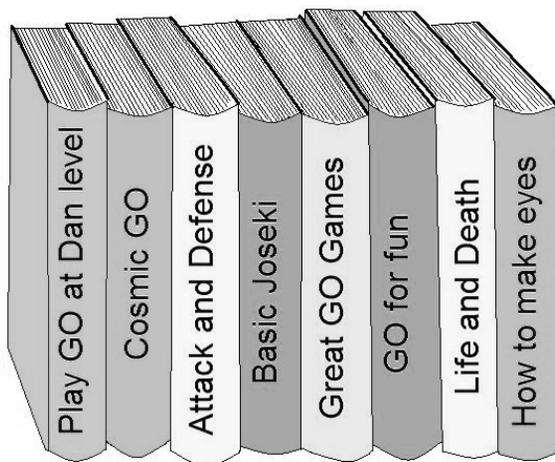
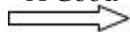
As the editorial points out; it is now too much for me to do single handed.

General Copy Date for next issue is 30th December 2007.

REVIEW: A GO PLAYER'S LIBRARY

Sideward Looking Persons

A Good
Library



A not so good
Library



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All significant changes between full lists will be published here. The order may vary from 'most recent first' to 'alphabetical' in subsequent journals.

Please subscribe to the email Newsletter for more frequent updates.

ABERDEEN New location : Cafe Kilau, Little Belmont Street, Aberdeen.

LEEDS New town club meets throughout the year on Thursday evenings from 5-9 pm on the Leeds University main campus. Contact: Graham Leigh grahaml@maths.leeds.ac.uk. Meeting place may vary, (the Union, the Maths Dept Coffee Bar, see photo on rear cover) so please apply to Graham to get on the club mailing list.

CORK (correction) Website is <http://nethercorp.org/corkgo/>

LIVERPOOL No longer meets.

OXFORD (correction) Email is oxfordgoclub@goban.demon.co.uk

ST ANDREWS GO CLUB Tuesday 19:00 – 21:00, The Salad Bowl, The Students Union (University students and staff only). From November – December 2007.

Wednesday 20:30, Aikman's Cellar Bar, 32 Bell Street, St Andrews. KY16 9UX. Also any lunchtime by arrangement.

gosoc@st-andrews.ac.uk

<http://www.st-andrews.ac.uk/~goclub>

LEICESTER Now meeting on Mondays.

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

BRACKNELL The Green Man, Crowthorne Road, Bracknell, RG12 7DL Tuesdays 20:00 onwards. Contact clive.hendrie@freenet.co.uk

FUTURE CONGRESSES

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

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

BGA OFFICIALS

The list of BGA Council members is kept up to date on the website.

See <http://www.britgo.org/officers/>.

It is worth noting that Ron Bell became President at the 2006 AGM; Steve Bailey is now Treasurer and Xinyi Lu was welcomed onto Council after the 2007 AGM. Stephen Bashforth is now secretary, taking over from Fred Holroyd who retired from that role at the 2007 AGM.

Phil Beck is now the membership secretary, a role Kathleen Timmins held for as long as I can remember.

Brian and Kathleen Timmins have now retired from holding active posts in the BGA over many years. I wish to especially acknowledge Brian's support in my early days as Editor, along with those cups of tea and games on the best GoBan I've ever played on.

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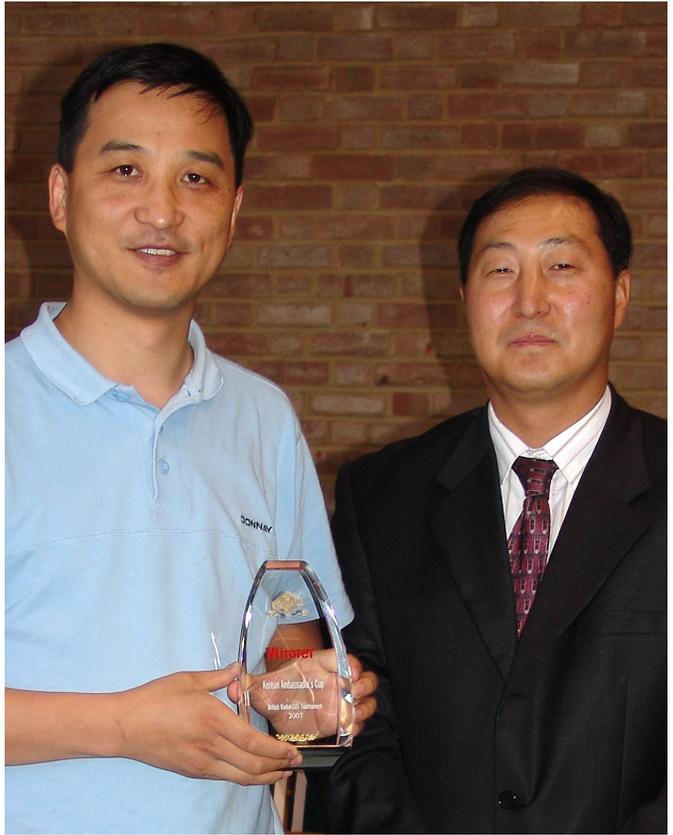
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Bei Ge receiving the Korean Ambassadors Cup trophy from Mr Kyuhak Choi, Director of the Korean Cultural Centre at the London Embassy of the Republic of Korea.



Rengo
at
Leeds Go club

Left to Right:
David Knipe,
Graham Leigh,
Hector Ratia.