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Above: The organising team at Bognor Regis – Sue Paterson, Toby Manning and Tony Atkins

Front Cover: Minematsu Masaki, 6p, and Kobayashi Chizu, 5p, visiting the EYGC and the British at Bognor Regis.

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THE JOURNAL ONLINE

SGF Files

The SGF files for problems and games printed in this journal appear at www.britgo.org/bgj/issue168.

Online Journals

Online copies of this and the preceding three journals are available in the BGA Members Area at www.britgo.org/membersarea. Login to see these recent editions.

Links to electronic copies of earlier issues, associated files, guidelines for submitting articles and information about other BGA publications appear on the BGA website at www.britgo.org/pubs (no login required).

Active Links and Colour

Online copies from **BGJ 158** onwards contain active links to related information, including SGF files for the games and problems. The links are identified by blue text – clicking on these will open the selected links on your computer. Original photographs in colour are reproduced in colour in these issues.

EXPLANATION OF JAPANESE TERMS

Where space permits, less-common terms are explained in footnotes. If no explanation is provided then take a look at:

www.britgo.org/general/definitions
www.britgo.org/bgj/glossary
or search senseis.xmp.net/?GoTerms.

Please let the Editor know if the term is still not found. One of the experts can then write an article to explain it ☺

Erratum in BGJ 167

Apologies to Tiberiu Gociu, who kindly provided photographs from the Irish Open for BGJ 167, but whose surname was misspelt inside the front cover and in the Editorial.

EDITORIAL

journal@britgo.org

Welcome to the 168th British Go Journal.

In This Issue

From February 28th to March 3rd the BGA hosted this year's European Youth Go Championships alongside the British Lightning and Open, at Butlin's Holiday Camp at Bognor Regis. Our major article in this edition, "*It was all Go at Tournament*", reports on the fruits of all the hard work of the main organisers: Tony Atkins, Toby Manning and Sue Paterson. The Glasgow club also hosted the Scottish Open this year, following a successful recruitment drive – Michael Comerford tells us about it in *Glasgow 2014*.

Chinese professional Liu Yajie, 2p, reviews the decisive game played by Chris Bryant and Alex Rix at Bracknell. Liu Yajie was a good friend of the late David Ward, and readers will have seen her contribution to David's obituary in the [previous BGJ](#). We hope to have more material from her in future editions. Tim Hunt reviews a recent BGA Online League game, and Chris Oliver provides us with another article in his series for Double Digit Kyu players.

New Editor Needed

As mentioned last time, I would like to hand over the editorship by the end of the year. There have been no volunteers so far. If you have retired and are looking for a rewarding activity to fill some of the time previously taken up by w***, this is just the job for you.

Credits

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

Contributions: Tony Atkins, Michael Comerford, Jon Diamond, Tim Hunt, Liu Yajie, Chris Oliver, Alex Rix, Francis Roads, Jil Segerman, and our anonymous cartoonist, Sideways-Looking Persons.

Photographs: Jon Diamond provided both the photos on and inside the front cover. Andrew Russell, Tony Collman, John Collins and Joseff Thomas provided photos used in *UK News*. Those in "*It was all Go at Tournament*" were provided by Tony Atkins, Jon Diamond, Sue Paterson, Matthew Selby and me. The others were provided by the article authors. Thanks also to Nick Wedd for improving the colour balance and focus on some of the photographs.

Proof-reading: Tony Atkins, Barry Chandler, Martin Harvey, Richard Hunter, Neil Moffatt, Isobel Ridley, and Nick Wedd.

Pat Ridley

BGA NEWSLETTER NO. 198

Jil Segerman

newsletter@britgo.org

The next Newsletter will be distributed by email. The deadline for contributions is 3rd August 2014. Please send them to the email address above (please DO NOT use bganewsletter@gmail.com).

If you would prefer us to contact you on a different email address, please advise the Membership Secretary on mem@britgo.org.

NEWS

For the full set of recent news items see the BGA News Pages: www.britgo.org/views/newsletterfull. If you prefer to scan the headlines and pick and choose what to read, see www.britgo.org/views/news, which covers the last twelve months.

FUTURE EVENTS

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

Mind Sports Olympiad, London, Sunday 17th – Monday 25th August

– **MSO 9x9**, Sunday 24th August

– **MSO Small Board**, Sunday 24th August

– **MSO Open**, Monday 25th August

Belfast, Saturday 30th – Sunday 31st August

Northern, Manchester, Sunday 7th September

Cornwall, Penzance, Saturday 13th – Sunday 14th September

Shropshire, Hinstock, Saturday 20th September

Swindon, Sunday 28th September

International Teams Match, London, Saturday 4th October

East Midlands, Thorpe Astley, Saturday 11th October

British Small Board, Cambridge, 19th October

Wessex, Bath, Sunday 26th October

Cardiff, CANCELLED

Three Peaks, November (provisional)

Coventry, November (provisional)

Edinburgh Christmas, December (provisional)

London Open, Sunday 28th – Wednesday 31st December

Maidenhead-Hitachi, January (provisional)

Advance notices:

British Go Congress, Shrewsbury, Friday 27th – Sunday 29th March 2015

Isle of Man Go Festival, Port Erin, Sunday 23rd – Friday 28th August 2015

CAN YOU HELP?

There are several vacancies for people to help with running the BGA. Links for details on some of these are given on www.britgo.org/positions/vacancies and some new vacancies are listed below. If you are interested in any of these please contact our President, Jon Diamond, or any member of Council.

- *Marketing Manager*: following the successes at various events this year and discussions in Council, we'd like someone to be in charge of all our marketing efforts, so we've created a Marketing Manager position. Roger Huyshe is temporarily holding the fort in this area, but we really need someone to undertake the role permanently. Is there anyone interested in this (non-Council) role?
- *BGJ Editor*: Pat Ridley has said that he want to retire as editor of the British Go Journal at the end of this year, so we're looking for someone who'd like to undertake the job. There are plenty of people who will continue to help with the BGJ, including Pat, but an Editor is needed to be responsible for putting it together. If you're interested please contact Pat, who will be more than happy to let you know what's involved; email journal@britgo.org.
- *British Championship Organiser*: since Jenny Radcliffe retired as British Championship organiser after many successful years, we've been struggling along with various people doing different jobs, but we really need someone to take overall charge and ensure better continuity. Is there a volunteer out there?
- *Council Member*: we failed to find a replacement for the retiring Fred Holroyd this year, so we're short of a member of Council. If you're interested in helping with managing and steering the organisation, you can join Council too, so please talk to me or one of the other Council members about what is involved.

CLUB CHANGES

A complete list of clubs was included in [BGJ 166](#), and changes were noted in [BGJ 167](#). Since then, the following changes have been reported:

Aberdeen: the club has restarted, meeting at 10:00 every second Saturday from 19th April 2014, but check the website <http://aberdeengoclub.yolasite.com>. Venue: "Wild Boar" (downstairs), 19 Belmont Street, City Centre, AB10 1JR, Aberdeen. Contact: Neil McLean

Oxford City: no longer meets Thursdays. The Tuesday start time has changed from 7:00 to 7:30pm. Always check web site www.britgo.org/clubs/oxfordc for changes.

□

INFLUENCE v. TERRITORY

Chris Oliver

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Which is the more powerful – Kazakhstan or the Vatican City? One has a massively greater territory (and population), the other has a greater influence across the world – especially when we consider how small a place it is.

Of course, this question is patently absurd and the answer over-simplified, but serves to illustrate the theme of this article, aimed at Double Digit Kyu players (DDKs) – the concept of “influence versus territory” in the game of Go¹.

In the end, all games boil down to a matter of points of territory (and prisoners), but the term “territory” has a slightly different meaning when contrasted with the term “influence”.

Territory in this sense means secure, established territory – a group which is (or at least appears to be) alive, safe, secure *et cetera*. In the early to mid-game, this sort of territory can quickly become established in a corner or on the edge of the board, but is much less likely to be established in the centre of the board where areas are harder to surround, eye shape is more difficult to secure and groups are more prone to being surrounded. Establishing territory in the middle of the board is a very gote enterprise – unless you use dual-purpose moves².

Diagram 1 shows a rare 5-4 point joseki (since we were light on examples of 5-4 play in the previous article). White has established a territory in the corner, and Black has chosen influence on the outside but has not established any territory yet.

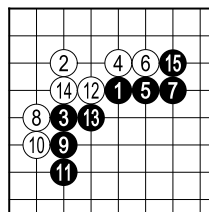


Diagram 1

Despite being utilised and referred to by all players at higher levels, influence is a bit of a vague concept. However, we can think of it as “assistance” – providing an advantage (or handicap) in a particular fight or exchange.

All Go players instinctively understand the basic premise – we naturally understand that a board with a nine-stone handicap is going to make life easier for Black, and more difficult for White. The handicap stones are exerting influence across the whole board. Similarly we understand that building a group next to a line of your own stones is easier than building next to the edge of the board, which in turn is much more favourable than trying to build next to your opponent’s wall.

¹The sgf supporting this article is at

www.britgo.org/files/bjgames/168-influencevterritory.sgf.

²The concepts of gote and dual-purpose moves have been explored in previous articles, but briefly: *gote* moves are those which require no response from your opponent and which give up *sente* (the advantage of playing first); *dual purpose moves* are generally moves which keep *sente* by forcing a local response from your opponent but have another use; for example: threatening another of your opponent’s groups or strengthening one of your own.

Here are a few key points to help refine the understanding of influence:

- influence is the effect of a stone or group on another area of the board;
- influence has direction;
- influence extends over empty space – but it doesn't necessarily stop at an opponent's stone or wall;
- influence does reduce with distance – but the effect of a stone on the opposite side of even an almost infinitely large board is not zero (because of ladders);
- finally (and often forgotten): influence by itself is worth nothing.

Once we are clear on what influence is, the question is: how do we use it? Influence is only worth anything when it is used – and there are various ways that one can make use of influence:

- by providing safety for an escaping group;
- by using a group or a wall as a base to form territory;
- by using your stones to support an attack on your opponent's stones;
- by denying your opponent the space to make territory.

The rest of this article will be a little departure from the norm for this series. No, I'm not going to abandon my quasi-humorous style, I'm going to review the opening of a full game. Have no fear, it's a rather simple and easy-to-follow game.

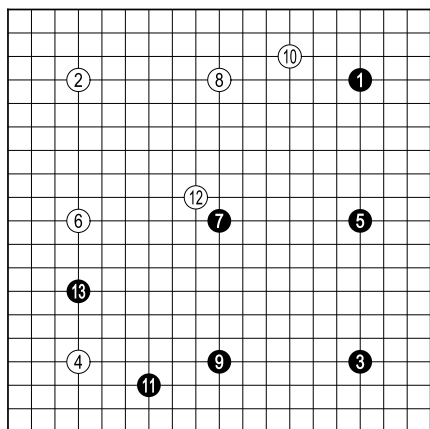


Diagram 2 (1-13)

The game was played on KGS between JeetKunGo[10k] (Black) and Marckus, with a five minute time limit and five byo-yomi periods of 30 second – so by some accounts, this was a blitz game, but this only partly explains how passive the opening play is.

Both Black and White open with San Ren Sei^a and go on to form the Go Ren Sei^b, although Black takes tengen (the centre point) out of the normal sequence – at 7 rather than 9. ▶

^aSan Ren Sei: roughly translated from Japanese as “three star points”.

^bGo Ren Sei: “all star” opening.

⑬ puts pressure on the bottom-left corner, and White responds by taking territory, which means Black builds some significant influence with the outside wall. The sequence to ③ couldn't be a better example of White taking territory and giving influence to Black.

Already after ③ this looks like a poor choice of response from White – his corner group is secure, but is entirely enclosed on the left side, and cut off from the group on the left side. Black now has a wall seven stones high, facing back towards an area with two well-placed Black stones and an absence of White. It is the direction of this influence which makes it particularly damaging for White.

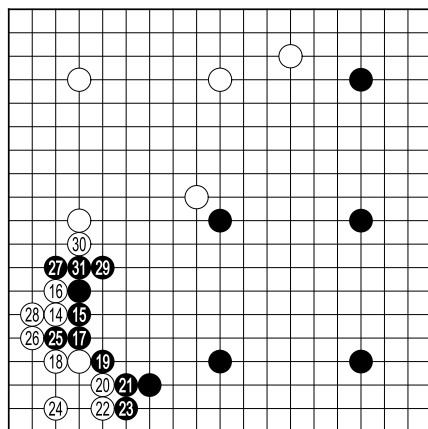


Diagram 3 (14-31)

Black's game plan has pretty much been decided by this exchange – he will try to build the bottom side into a single territory, and to make as much as he can of the moyo³ which is already in place in the bottom-right half of the board. A possible alternative would be to focus on the weak two-stone white group on the left side, which now looks a little isolated.

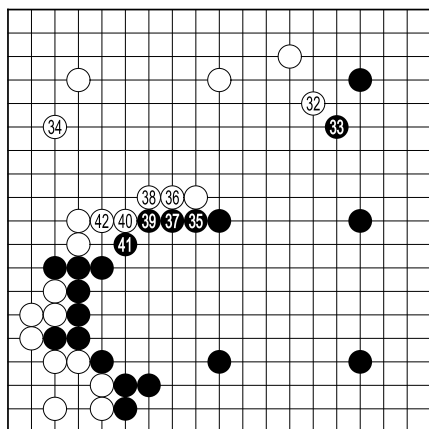


Diagram 4 (32-42)

③② is not an effective move: it doesn't cut Black into two groups in the top right, and doesn't develop much in terms of territory for White.

③④ allows Black to take sente. Without forcing a response from Black, this move of White's seems small, although it does go some way to helping out the two stones on the left.

③⑤ puts White on the back foot, and although in other circumstances this move (forcing White to strengthen with such a large area behind) would be a

³Moyo: a loose framework, with the potential to become a territory.

mistake, in this case, as Black is enclosing more territory than White with each move, it makes sense. After ㉑, Black now has a large area (40+ points) walled on three sides (including the bottom edge); things look desperate for White – but by protecting his wall at ㉒, White again allows Black to keep sente. White’s plan now must be to invade the Black framework.

㉓ seems to be a poor choice. Black’s game now rests on preserving the territory at the bottom, so playing tenuki^a and giving White a chance to go on the attack against the black framework was a mistake – although Black’s gamble paid off, and White responded locally.

Black’s next move at ㉔ makes use of the influence of ㉓. Black now threatens to cut the L-shaped group on the left, and threatens to cut off the three white stones at the top.

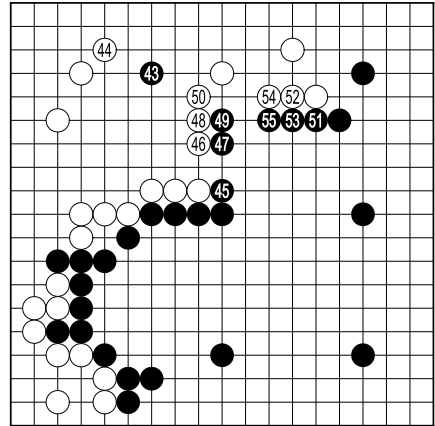


Diagram 5 (43-55)

White’s responses are effective in protecting his position, but with each threat, Black continues to develop his own wall – and with each move, Black is enclosing more territory than White is protecting. Black is aware of his goals, and the probable invasion, and is using solid, straight walls wherever possible to minimise cutting points and aji⁴.

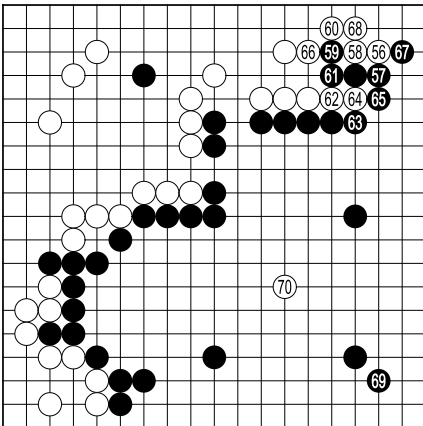


Diagram 6 (56-70)

White takes the corner at ㉖ – but takes the wrong corner. The bottom right is worth more and could potentially create aji to exploit while invading.

However, allowing Black to put more stones in the corner could equally work against White’s main invasion – giving Black more influence and shrinking the space that White needs to invade.

⁴Aji: the potential left behind in a position which can be exploited.



- Ⓟ instead of at Ⓞ prevents the use of an empty triangle, and some awkward aji later. It may seem that this move concedes a point, but it should save a defensive move later on (in fact in this particular game, White tries to exploit the cut, but Black's shape holds up and he wins the semeai⁵ with a liberty to spare).
- Ⓣ is gote, and marks the end of a run of sente play for Black which started at Ⓟ. Most of these moves threatened White stones and also developed the now humongous Black enclosure (nearly 170 points). Ⓣ is Black battering down the hatches for the coming storm, which arrives with Ⓢ.

Tune in to our online subscription-only channel to see the exciting conclusion! Just kidding – as it happens, the rest of the game is available online for BGA members as an .sgf file accompanying this article on the BGA website⁶. Black went on to win, with White only making one eye, and failing to connect out in the lower left.

Black's game plan rested on being able to defend the White invasion – it was all or nothing. Furthermore, Black had used up all his time by Ⓣ, so played out the whole invasion in 30 second byo-yomi. This is short enough for players at this level to find reading a challenge, and defending an invasion is a one-sided business.

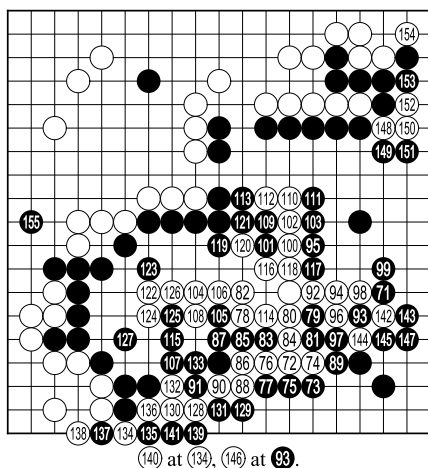


Diagram 7 (71-155)

Like Chelsea Football Club's recent travails in Europe, this approach requires the defender to make no mistakes. White can keep throwing stones in and trying his luck, and Black has to successfully defend every attack. Giving White two eyes here would tip the balance (White would win by about 30 points, allowing for Black's attack at Ⓢ).

There's not really a definitive answer to whether influence-based play or a territory-based approach works best – although it is clear that you're unlikely to win a game unless you make use of both. Most single-digit kyus and amateur dan players that I have come across, however, advocate an influence-based approach. So use your influence – go out there and make a difference!

⁵Semeai: a race to capture.

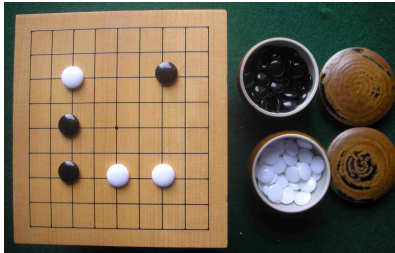
⁶www.britgo.org/files/bgjgames/168-influencevterritory.sgf.

STONE BOWLS

Francis Roads

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When I competed in the Prime Minister's Cup in Korea in 2008, I was given a Special Award for being the oldest player present (64). The prize was a miniature goban ruled for 9x9 Go (or baduk). But there were no stone bowls, just a pair of cardboard boxes, so when I was in Skye in March, I ordered these custom-made pottery stone bowls from the [Uig Pottery](http://www.uigpottery.co.uk)¹



~ ~ ~

PROBLEM 1

Black to play and capture some stones

¹www.uigpottery.co.uk.

UK NEWS

Tony Atkins

ajaxgo@yahoo.co.uk

Cambridge Trigantius

The Trigantius was held this year at Parkside Community College in Cambridge on Sunday 9th March. Jon Diamond (4d) won the tournament for the first time. He beat ex-Cambridge student Will Brooks (3d) in the last round, to end top of the list of 35 players. Jonathan Richman (5k) and Simon Mader (6k) were the two local players who won all three games. Tor Gillberg (11k) from the London City Club and local player Geoff Kaniuk (4k) both won two games out of two.

Skye

A record thirty-six players made it over the sea to Skye for its third tournament on the 15th and 16th March. The venue was again the Tongadale Hotel in Portree and again the local players made everyone who came very welcome. Four dan players, six kyu players and five late arrivals from Glasgow played in 9x9 leagues on the Friday evening. These were won by Matthew Macfadyen (6d Leamington), Nick Wedd (3k Oxford City) and Donald MacLeod (4k Glasgow) respectively.

Matthew Macfadyen also won the main tournament, with six wins. Ulf Olsson (3d Gothenburg) was second with five wins. Joseff Thomas (13k) and Gediminas Sarpis (20k), both from Glasgow, also won five games. On four wins each were Matthew Reid (1d Cambridge), Sue Paterson (4k Arundel), Rob Payne (7k Edinburgh) and Alasdair Clarke (11k Edinburgh).

The prizes again included bottles of "Skye Monkey Jump Ale", with Go quotes on the back labels replacing

the Go proverbs of two years ago. Those quoted range from Confucius to Captain James T Kirk. Local firms and craftspeople donated prizes and Diageo again gave a bottle of Talisker single malt. Jia Luqi (3k Glasgow University) from Singapore and Carlos Garcia Cordero (8k Darmstadt) from Mexico received prizes for being the players furthest away from their homes.

Birmingham

Eighteen people from 4d to 8k attended the Birmingham Tournament on 29th March. Several players won two games, but only local player Andrew Kay (4d) won three games. He was the tournament winner, beating Alex Kent (3d) in the last round.



The weather was amazingly good and there was a particularly enjoyable game review seated on the sun-warmed grass in the garden of the venue, Newman House (the University of Birmingham Catholic Chaplaincy).

London International Teams

The Spring edition of the London International Teams tournament moved from its usual Sunday to Saturday 5th April, to fit in with its new venue, the Melton Mowbray. This is the pub in Holborn where the London and City Go clubs both meet.



This time a strong team of French players took part, but they lost out on the tie-break of Captains' results (a match result tie-break would have given the same outcome) to the North London Club. So North London was first, France was second and Central London A was third. Wanstead took fourth place, with Alistair Wall bravely playing simultaneous games, as they were a player short. Aja Huang (6d) of North London and Nengli Lim (4d) of France won all three games.

South London won the handicap group, as in the previous Spring event. They won all three matches by two games to one. Second was Central London B, third was the Scratch team and TFL was fourth. Francis Moore (5k) of South London was the only player to win all three games.

Welwyn Garden City

Twenty-two players attended the fourth Welwyn Garden City

Tournament, which this year was held at the Red Lion Public House in Hatfield on 26th April. The winner, after a showdown against Alistair Wall on the top board, was Paul Taylor (2d St Albans). Also winning three games out of three was Colin Maclennan (10k Twickenham). A prize for best young player was given to Edmund Smith (13k Cambridge), who won two games. Some smaller prizes were given at the organisers' whim to other winners of two games, including to Mark Baoliang Zhang (1k).

Bar-Low

On 4th May the Bar-Low tournament moved from Cambridge to Warwick University in order to regain its usual place alongside the Candidates' Tournament. Chris Volk (1k) won four games, only losing to the dan-level ghost player, Ngoc-Trang Cao. Ben Ellis (3k) also won four, only losing to Chris. Those two agreed to have a blitz play-off game. This was won by Chris, so he took home the £30 top prize, while Ben took the second prize. The tournament was generously sponsored by a BGA member, so most of the eleven players won cash prizes, including Peter Fisher (7k) who also won four games out of five. Everyone took home some chocolate.

Candidates'

Twenty-four qualified players made it to the Midlands venue of the University of Warwick for the first stage of the 2014 British Championship, the Candidates' Tournament. They played six rounds on the three days of the May Bank Holiday weekend. The only player to win all his games was Bei Ge. Losing only to Bei was defending

champion Andrew Kay. Alex Kent, Boris Mitrovic and Sandy Taylor all tied for third at the top of the group on four wins. Sixth was Des Cann, seventh was Tim Hunt and eighth was local organiser Bruno Poltronieri. Alistair Wall was the final player on four wins and so became first reserve for the Challengers' League, which was to be held the next Bank Holiday in London.

Bracknell

The Bracknell Tournament on 11th May was held as usual at the Wooshill Community Centre in Wokingham. Not usual, though, was being locked out for the first twenty minutes until the caretaker arrived to let everyone in. Alex Rix (3d London) won the tournament. He beat Chris Bryant (1d St Albans) in the last round to claim the Clive Hendrie Trophy for a year. The number of players was down at 24, but nearly everyone played closely matched games, due to a gap between 1k and 5k, and exactly eight players 1k and above. Best of the 5k players was Steve Bailey (Arundel) who won all three, but close behind was Eric Hall, also 5k (Swindon), who won two with a second round jigo. Daniel Peace (8k Oxford) also won three games.

The team prize was won by "SwinMaid" on a close decision from St Albans. Bruce Tinton (11k South London) won the problem solving contest, playing at his first tournament. The caption contest (Tony Atkins holding his arm out with fingers stretched) was won, by popular acclaim, by Shawn Hearn's "And this move is the Incy Wincy Spider Pincer".

Pair Go

The British Pair Go Championship settled into a new home for the 24th edition, as the old venue near Oxford had closed down. The event was held at the same place as the Welwyn Garden City Tournament, the Red Lion in Hatfield. The pub lies less than five minutes walk from both the station and the historic old town area, and proved a good replacement, with an outside seating area and the ability to provide lunch. However the event changed from a Sunday to a Saturday and moved back from June to 17th May. This did not suit some of the regulars which, together with some illness, meant a lower than recent attendance. As there were only ten pairs taking part they were split into six for the top section and four for the handicap section.



**Natasha Regan and Matthew Cocke
– British Pairs Champions again**

Winning the top section and returning to the champions' position were Natasha Regan and Matthew Cocke. Winning the handicap section were

Jil Segerman and Patrick Ridley. The Fighting Spirit prizes went to Edwina Lee and Charles Leedham-Green and to Roella and Edmund Smith. The Physical Education Quiz (pairs of sport terminologies) was won by Kelda and Paul Smith, with a score of 31 out of 40. Best Dressed Pair was the local pairing of Sam McCarthy and John Collins.

British Youth

With the oldest players of recent years moved on to University, the way was open for the new generation to take over at the British Youth Go Championships at King Edward VI School Aston, Birmingham, on 18th May. Many players were this year inspired to do better than before by having attended the first training session for the new British Youth National Go Squad, that had been held thirteen days earlier in Letchworth. Everybody expected Oscar Selby to triumph, at 6k being three grades above the rest of the field.

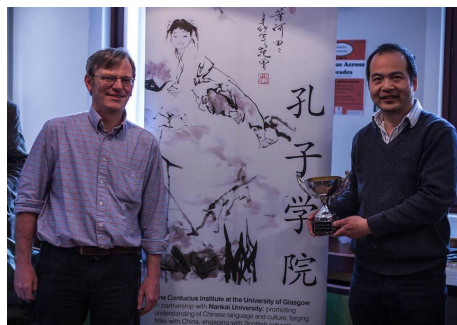
However Oscar made a mistake in a fight to lose by less than ten points to Leamington Go Club's Dylan Zhu-Dong. Dylan beat the other top players too and ended up collecting the Under-14 and Youth Champion titles. Oscar won the Under-12 and was runner-up in the overall championship. Runners-up in those age groups were Hasan Nisar from Aston and Kelda Smith from Cambridge. Melchior Chui from Cambridge won again in the Under-16 section, with Thomas Meehan from Solihull the runner-up. Hilary Bexfield of Letchworth won at Under-10 and Margot Selby played very well to come second. Andreas Ghica from Newmarket won the Under-8 at his first Go tournament.

In the team competition, Stamford Green Primary School from Epsom beat Bloxham School 2-1. Winning the handicap prize was Alex Terry from Bungay; Hilary Bexfield won the problem solving competition and Constance Selby won the Fighting Spirit Prize. Nineteen players in all took part, a few of whom were able to get some tips from British Champion Andrew Kay, who popped-in as he lives nearby now.

Scottish Open

In advance of the Commonwealth Games, a total of 25 players came to Glasgow on 24th and 25th May for the 2014 Scottish Open, the same number as the previous year. The venue was also the same, being the Gilchrist Postgraduate Club at Glasgow University.

This year's Scottish Open champion was David Lee (3d Dundee), on a perfect six wins. Bob Scantlebury (8k Sheffield) claimed five wins, and four wins were recorded by Joseff Thomas (10k Glasgow), Carel Goodheir (9k Skye) and runner-up Francis Roads (1d Wanstead).



David Lee (right) receives the Scottish Open trophy from Donald Macleod

A big difference this year was the generous sponsorship from the local

branch of the Confucius Institute, whose banner was proudly displayed at the event, which meant that fourteen players (all those on three wins or above) were able to select a book from the BGA bookstall. In addition, the champion received a pewter quaich (a Scottish drinking cup) as well as the cup, and everyone received a bottle (mostly Skye Go Beer) or some chocolates.

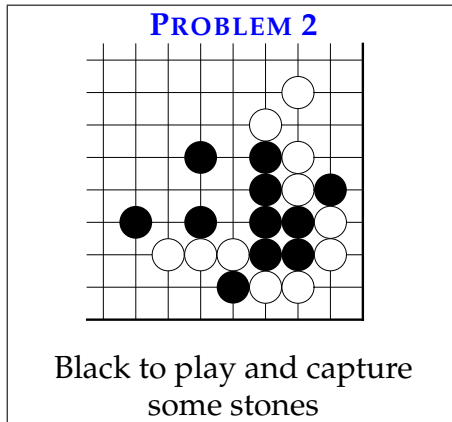
Challengers' League

The Challengers' League was held again at ISH in London over the Bank Holiday weekend, but this time it started a day later, on the Saturday (24th), and ran to the following Tuesday. Eight of the top players from the Candidates' Tournament, who were both available and managed to confirm their attendance, took

part under the watchful eye of Jenny Radcliffe. Several of the qualifiers, including the Candidates' winner Bei Ge, did not take part, so quite a lot of reserves were able to play.

Reigning British Champion Andrew Kay won all his seven games to win the League. Alex Kent won five games, losing to Andrew and also to Harry Fearnley, to become the other player in the forthcoming title match. Third were Des Cann and Boris Mitrovic with four wins, fifth were Harry Fearnley and Alistair Wall with three, Alex Rix was seventh with two and Kiyohiko Tanaka was eighth.

For the British Lightning, Open and European Youth Go Championships, held at Bognor Regis at the end of February and beginning of March, see the reports in the article on page 18.



VIEW FROM THE TOP

Jon Diamond

president@britgo.org

This is an unusual missive as I'm taking the opportunity to announce that the T Mark Hall Foundation is now in existence. It's been a while since T Mark died, but these things always take longer than we would wish, with probate only issued in early June.

The T Mark Hall Foundation is a company limited by guarantee, with its members (shareholders) being British Go Association members of at least five years standing. Members are required to provide a guarantee of only £1, which will be called upon in the unlikely event that the Foundation becomes bankrupt.

Its directors will be our President, Secretary and Treasurer and John Fairbairn (T Mark's good friend and partner in GoGoD). This means that the directors will automatically change whenever our officers change.

The Foundation's objective is to promote the playing of Go in the UK, with some specific aims taken from T Mark's will (summarised below):

- maintenance of his library of books, magazines, pictures etc. until a permanent home can be found;
- research to find a permanent London Go Centre;
- financial support to young players to study Go in the Far East.

The directors intend to interpret these aims and objectives in the light of T Mark's many discussions with John Fairbairn.



We are sure that T Mark would have wished to establish a London Go Centre, but although the initial funds are likely to be at least £250,000 (subject to the selling of his flat), this isn't anywhere close to the sum that we think would need to be available to set one up on a permanent basis. One idea is to use the Internet to help create some kind of virtual Go centre as part of the project. Another is to get together with Chess and other games-playing groups in the London area. However, you may have other ideas as to how this might be achieved.

So we'd like to invite you to participate in this research project, and especially we'd like to recruit someone as a project manager. Please contact me if you have some ideas or wish to actively participate in this project.

Full details of the Articles of the Foundation and so on will be available on our website, and we're planning on AGMs for the Foundation to be immediately before the AGMs of the Association, so you'll all have an opportunity to provide your views then.

□

“IT WAS ALL GO AT TOURNAMENT”

Tony Atkins

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European Youth Go Championship and British Go Congress
Butlin's, Bognor Regis, 28th February - 3rd March

The title of this article is the heading that was used for the write-up of the event in the local paper. For those organising, it was certainly all go from early the day before, right through to the end of the day after.

It has been the British Go Association's official policy, since helping Ireland run the European Go Congress in 2001, to run each of the lesser European title events.



The Bognor Review

We ran the Pair Go in 2005 and the Women's in 2006, so when it was suggested that we run the European Youth, we jumped at the chance; this only leaves the Student event to host (volunteers anyone?).

Now I knew that the Dutch had run a successful Youth Championships at a Centerparcs seaside camp in 2007, so I looked at what they could offer in the UK – an expensive weekend was the answer. So I suggested instead we looked at Butlin's, who have long been known for running specialist holidays off-season. Bognor Regis was the obvious choice as, being on the south coast, it is not that far from the continent (by way of Gatwick Airport or other connections via London or the Channel Tunnel).

So in 2012 Jon Diamond, representing the BGA, and Sue Paterson, from the local Arundel Go Club, went along to look at their conference centre to see if it would fit our needs. Indeed it was large enough for the two events together and highly suitable. Butlin's even promised to repaint the black walls into a brighter colour before we came.

Toby Manning visited it as well and agreed it would suit. Butlin's promised good accommodation rates too and so the event was booked for the 28th to 31st March. Later, however, the Butlin's head office decided that weekend would be adults only. We decided to move to an earlier date, rather than change completely, but we managed to get some extra accommodation discounts from them as compensation.

Preparation

To get ready for the publicity flyers and the website, I checked the weather forecast at the end of June 2013 and saw some hazy sun predicted for the 25th. Thus I rushed down to Bognor to take some pictures of the town and the venue before the rain set in for the summer. The next week, the heatwave started.

The event was promoted to the European Go Federation members, and with the website set up, featuring my rather hazy shots of Bognor, entries started to come in.

In December Toby, Sue and I met together at the London Go Club venue to thrash out the details of what was happening and how. Paul Smith was also on the organising committee, as someone who had actually been to the event before, and Jon Diamond kept a BGA President's eye on us.

The start of 2014 was taken up with processing entries, procuring items for the goody bags, ordering trophies (thanks to Leicester Go Club), sorting out who was doing what and so on. We organised children and adult entertainment, thanks to BGA members Martin Solity (aka Rhubarb the Clown) and John Allen (aka Yogi the Morris Man). We had a few problems with Butlin's (especially the week Sue and Toby had gone skiing), but eventually all problems were sorted out. Jenny Radcliffe helped out with the pairings, despite discovering a social clash and collecting a damaged car wheel, which turned her into a part-time member of staff. Nick Wedd came on board to referee the British, Steve Smith and Malcolm Hagan from the local club joined the team, Roger Huyshe brought the book stall, and many other BGA members kindly helped out too. Also Jana Hricova, the EGF Youth Officer, oversaw the Youth Championship, so we did not need to referee that, but we did have to provide assistance when possible to stop her getting completely worn out by the stresses of Ing Rules.

Professionals

Tom Urasoe, who some will remember living and playing in London a few years back, is now at the Overseas Department of the Nihon Ki-in and keen to help his British Go friends. So he kindly arranged, with generous sponsorship from the Great Britain Sasakawa Foundation, for two professionals to visit at the time of the event. The first was Ms Kobayashi Chizu (5p), who is often in Oxford as her daughter is studying there, and Mr Minematsu Masaki (6p), who last visited England after the European Go Congress in 1987. Their first event was in Oxford on 27th February at the Thom Building of the Engineering Science Department. After a team fuseki game with the 13 players from 5d - 20k who attended, they played simultaneous games. This was hard for the pro with jet-lag.

After their time at Butlin's, Masaki had to return to Japan, so it was only Chizu who attended the Tuesday night meeting at the North London Club in Hampstead, where she again played simultaneous games. After this she took the train up to Edinburgh, where two sessions were held at the University, either side of a buffet, with more than a dozen players learning from her game review and teaching. ▷

High spots:

- The friendliness of all the team captains and their teams of youngsters.
- The enthusiasm for our goody bags, especially from the cool teenagers who immediately donned their Play Go hats.
- The respect shown by the young players towards their opponents.
- Dancing with sticks with Yogi's Morris Men.

Low spots:

- The centre's lift being out of order (all the equipment had to be lugged up the stairs).
- The sight of a small boy gently weeping over the Go board. We have all been there when our position seems hopeless, but it was sad to see real tears falling.

Sue Paterson, local organiser



European Youth Go Championships – group photo

Overview

Hopefully the 89 young players in the 19th European Youth Go Championship went away with happy memories of their time at the event. Inevitably there was the odd tear or two when a blunder was made in a game, and unfortunately one girl had to withdraw due to sickness, but most players had a really good time both on and off the board. By holding the event at the Butlin's holiday centre there was a lot to amuse the children between and after games, and very few were seen at the venue after the second game of the day was over.

Bognor is the sunniest place in England and the weather did not disappoint on that count, although the competitors were greeted by rain when they arrived on the Friday and the Sunday evening turned stormy too. The recent storms

had reshaped the beach at Bognor, with the shingle moved up over the path in many places, and it was just a few steps from the camp entrance to enjoy the sea views.



Edmund Smith



Kelda Smith



Roella Smith

One Go Family's Weekend

Edmund (8):

- liked the EYGC goody bags, the Butlin's swimming pool, the crazy golf course, ice cream parlour, Freddie Mercury music event;
- not too happy with how late the lightning tournament finished.

Kelda (11):

- liked the playing venue, enjoyed being able to play against new people, the awesome country flags!
- disliked the bad weather on the first day.

Roella (14):

- liked playing against new people, the side events like the Pair Go, getting a free team tee shirt, enjoyed the Butlin's tee shirt painting activity, liked the ice cream parlour.

Paul (father):

- enjoyed seeing so many young people playing Go, thought it was a brilliant place to spend his wedding anniversary, was pleased that on their journey to Bognor they went through a place called Warninglid, liked the giant deck chair in the entrance to the venue.

Andrea (mother):

- really enjoyed the Butlin's spa (very relaxing, except for the snow cave!).

Friday

On arrival at the Shoreline Conference Centre the players and adult team members were given their badges, but more importantly for the children they were given "Play Go!" goody bags, full of sweets, magazines, souvenirs and black woollen ski hats, with the same message embroidered on them, that proved very popular.



Toby manning the Reception Desk

At 19:00 on the Friday evening the opening ceremony was called to order by the Arundel town crier, a friend of Sue's. After a few speeches of welcome from the Presidents of the BGA and EGF, entertainment was provided by Rhubarb the Clown, who fell over his feet a lot and showed how to ride various heights of unicycle. After this players were allowed to join in the first event of the parallel British Go Congress weekend, the British Lightning.

British Lightning

Forty-eight players sat down on the Friday evening, in eight groups, to play the British Lightning. The winners of the groups went on to the knock-out stage: Paul Barnard, Cornel Burzo, Francisco Divers, Anton Kriese, Andrei Mramorov, Des Cann, Jonas Welticke and Richard Hunter. Cornel then went on to beat Francisco to reach the final against Jonas, who had beaten Andrei. The final was decided on the clock (and on the board) in favour of Cornel Burzo, the Romanian 6d.



Arundel Town Crier



Rhubarb The Clown



**Jonas Welticke,
Lightning Runner-Up**



**British Youth Studying:
Oscar Selby, Charlotte Bexfield and
Roella Smith**

Saturday

The European Youth tournament got underway with the first game on the Saturday morning. Eighty-nine young players sat down, in three divisions by age, in the large and spacious Grosvenor Suite. The 12-player Under-20 group played a Swiss system by Japanese rules, as the top prize was a trip to a new event in Japan later in the year. The 35-player Under-16 and the 42-player Under-12 sections were using Ing Rules and a McMahon system, as the aim was to select players to play in the World Youth Go Championship (played by Ing Rules), which is being held this year in Kuala Lumpur, in the summer. As the BGA does not own enough Ing sets (and no Ing timers), there was the ritual of counting the stones to ensure 180 at the start of each round, which was quite like the twittering of sparrows heard when playing Mahjong, and an unusual time-purchase system for overtime.

In parallel on the Saturday and the Sunday was the British Open, which distracted some of the adults that accompanied the children.



The Brighton Morris Men

On the Saturday evening, after the second round, and before the BGA's AGM, the Brighton Morris Men entertained for 45 minutes, including getting the Go players dancing with large sticks, but unfortunately most of the children were elsewhere and missed this sample of English culture being presented on St David's Day.

Later in the board room the EGF executive held a meeting to discuss various current issues, whilst adults and players from the British were able to relax and enjoy the bar. ▷

British Open

The British Open was held over the two days of the weekend as normal, with the players in the Windsor Suite at the other end of the building from the youth event. Sixty-one players from several countries took part. As well as winning the British Lightning, Cornel Burzo won all six games to win the British Open. He was two points clear of Robert Rehm, Bei Ge, Felix Wang and Andrew Kay, who respectively took the next four places. Francisco Divers did very well, winning all six games to end sixth. The trophies and prizes were all awarded based on divisions by grade. Also receiving a trophy was event organiser Toby Manning, who collected the Terry Stacey Trophy¹.



**Cornel Burzo,
winner of the Open and the
Lightning**



**Martin vs. Helen Harvey, for only
the second time in recorded
tournament history**



**Minematsu Masaki, 6p, reviews
Jonathan Chin vs. Michael Webster**



**Small spectators at the Open,
watching Jonathan Chin vs.
Manja Marz**

¹For the winner of the Stacey Grand Prix – see www.britgo.org/hof/stacey.

Division Winners

Div 1 Cornel Burzo 6d RO
Div 2 Robert Rehm 5d NL
Div 3 Felix Wang 4d UK
Div 4 Francisco Divers 1d UK
Div 5 Michael Charles 1k UK
Div 6 Martin Harvey 4k UK
Div 7 Jan Willemson 6k EE
Div 8 Gerry Gavigan 12k UK

(Runners-Up)

(Bei Ge 5d UK)
(Andrew Kay 4d UK)
(Roger Huyshe 3k UK)
(Wojciech Szychowiak 5k PL)
(Mikhail Mramorov 13k RU)

Sunday

Two more Youth games were held on the Sunday and the British Open came to its conclusion. The evening was given aside to a Pair Go tournament. In a side room, Go teachers from the Czech Republic, Germany and the UK discussed various issues about teaching Go to children, and how the different cultures affect what is possible in each country.

Pair Go and Doubles

On the Sunday evening an informal Pair Go tournament was held for both the children and adults. There were ten mixed pairs in the main group, and after three rounds the unbeaten winners were the young Polish children Marianna Szychowiak (aged 9) and Wojceich Malkiewicz (aged 10). They beat Germany's mother-and-son pairing of Manja and Ferdinand Marz (aged 7) in the final.



Marianna Szychowiak and Wojceich Malkiewicz, winners of the Pairs

In the same-sex doubles section, two of the 16 teams ended with three wins: French teenagers Matthias Mangin and Sylvain Bousquet, and Czech girls Adriana Tomsu and Dita Vasova. They were joint winners as there was insufficient time to run the planned fourth round.



Training Day

Throughout the weekend there was the chance to have your games reviewed by one of the two professionals available, Mr Masaki Minematsu and Ms Chizu Kobayashi, and indeed several youngsters were seen keenly listening to a pro's advice. Also the pros gave some lectures and on the Monday ran a special training day for British and other adults. More than a dozen interested players took part in the training. The students split into two, using the two halves of the Windsor Suite, with Masaki taking the strong players for game reviews on the demo board in the morning, and the second group after lunch. The teaching wrapped up before the prize giving of the Youth, so that Chizu could present the prizes.

Kobayashi Memories

I seem to remember on the Monday morning there were about eight of us with strengths ranging from 4k down to 12k. Ms Kobayashi arranged us in a cosy horseshoe shape, so she could almost reach anyone. One thing she said in her introduction was that, whereas her past teaching had been largely with upcoming young players, she now felt a need to focus on the increasingly large ageing population. This struck a chord with me for I have often felt that the current obsession with mind-training gizmos is entirely misplaced. Just learn to play Go - it keeps you forever occupied mentally and socially!

On the teaching side she did go through some standard 3-3 invasion joseki, showing how easily misled one can become when the colours are reversed. She was good at encouraging people to come up with answers – even if they were often not quite correct.

Geoff Kaniuk

Monday

Meanwhile the children were playing the last two rounds of the tournament, with a group picture before the last round, and finally the results² and winners were known.

These winners were then awarded with their trophies at the prize giving and closing ceremony, at which the long and complicated draw process was done to select the players and reserves for the World Youth Go Championship.



Oscar Selby, 6th in the Under-12s

²Full results are at www.britgo.org/eygc2014/results.



**Kobayashi Chizu with
Oscar Vazquez,
Under-12 winner**



**Minematsu Masaki with
Alexandru-Petre Pitrop,
Under-16 winner**



**Kobayashi Chizu with
Lukas Podpera,
Under-20 winner**

EYGC WINNERS

- Under-20
1. Lukas Podpera (CZ)
 2. Jonas Welticke (DE)
 3. Tanguy LeCalve (FR)
- Under-16
1. Alexandru-Petre Pitrop (RO)
 2. Grigorij Fiorin (RU)
 3. Viacheslav Kaymin (RU)

- Under-12
1. Oscar Vazquez (ES)
 2. Denis Dobranis (RO)
 3. Arved Pittner (DE)

Also winning trophies were:

- Under-20: Aleksander Vashurov (RU) for 4/6 in 4th
- Under-16: Stepan Popov (RU) for 4/6 in 4th
Valerii Krushelnytskyi (UA) for 4/6 in 5th
Mirta Medak (HR) for 5/5 at 14k
Viktoria Csizmadia (HU) for 5/6 at 16k
- Under-12: Mikhail Dobricyn (RU) for 4/6 in 4th
Jakov Galunov (RU) for 4/6 in 5th
Jaroslav Krainov (RU) for 5/6 at 13k
Ismael Fathallah (FR) for 5/6 at 18k
Gregor Semmler (DE) for 5/6 at 20k

Finally

The players all had the choice of whether to stay an extra night somewhere else or immediately leave for home by plane, train or car. Quickly they were all gone, and so, when all the packing up was done, the organisers went away too for a well-earned rest.

One additional event to follow on from any local publicity was the Sussex Go Day run at Fishbourne, by Peter and Sheila Wendes, the following Saturday.

Time Off for Good Behaviour?

When they should have still been hard at work updating the results, counting the money or safely storing the BGA's equipment, the BGA's EYGC team were spotted in an Arundel pub winning a pub quiz. The BGA team scored 31 points out of 60 to win a meal voucher and also £33 in the raffle. A BGA spokesman said "At least they are good at something."

Arundel Anarchist



GLASGOW 2014

Michael Comerford

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The 24-25th May saw the Glasgow Go Club host the Scottish Open¹ for the second year in a row at Glasgow University's Gilchrist Postgraduate Club. A lot has changed for the Glasgow Club in a year. At last year's tournament, encouraged by colleagues from Skye Go Club and with support from the BGA, a plan was hatched to establish formal ties with the University and make a concerted effort to recruit more students. We thought it might be useful to discuss these efforts here in case they help other clubs think about ties with local universities and colleges.

We applied for affiliation as an official university club through the Students' Representative Council (similar processes exist at all student unions) and crucially we were given a stall at the Freshers' Fair; this was a two-day event for all clubs and societies to advertise their activities and recruit new students. Armed with flyers, posters and copies of 'Hikaru no Go', Carel Goodheir (Skye), John McDonald (Skye), Quintin Connell (Glasgow) and I manned the stall. We recruited over 30 potential new members, and followed this up with a welcome session and introductory games for new players.

Turning back to the Scottish Open, our efforts earlier in the academic year paid off. We've managed to keep a good number of those new members recruited in October, and 12 players from the Glasgow Club competed in the Scottish Open, almost double the number in 2013. This also has an impact on neighbouring

clubs, as we were able to send a decent delegation to the Edinburgh Christmas Tournament and the Skye Tournament.



Francis Roads guards the prizes at the Scottish Open

Our links with the University this year bore fruit in another way. The University has a Confucius Institute (a non-profit public institution affiliated with the Chinese government that promotes Chinese language and culture). This year the Scottish Open received generous sponsorship from the Confucius Institute, for which we are very grateful, and we've formed a relationship which I hope we can build on in the future.

Plans are under way for repeating our Freshers' Fair and welcome activities for new students, and there's no reason why we can't recruit another 30 new members for the 2014-15 academic year!

Congratulations to David Lee from Dundee for taking the Scottish Open title this year, but let's hope our efforts mean the Scottish Champion might hail from Glasgow in the not too distant future!

□

¹See UK News on page 12 for details of the results.

BRACKNELL FINALE – BRYANT v. RIX

Liu Yajie

liu.yajie@qq.com

Chinese professional Liu Yajie, 2p, reviews the last round game¹ at Bracknell between Chris Bryant and Alex Rix, which Alex won to win the tournament.²

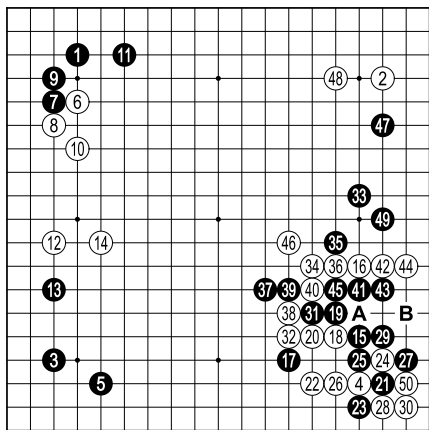
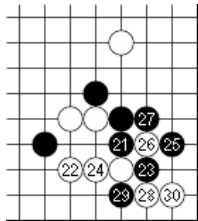


Diagram 1 (1-50)

- ② This is an unusual and complicated move.
- ⑩ The result is better for White - see Variation 1 at Black 21.
- ⑩ Maybe Black should play at ⑩ – this shape doesn't seem right.
- ④ If White plays at A instead, either the two marked stones would be captured or the whole group killed - see Variation 2.
- ④ White can still play at B to kill the group.
- ⑤ This is a misreading. B is still the right move.

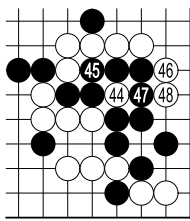
Variation 1 (21-30)

The position up to ⑩ is the same as the game, and although the exchange of ⑥ for ⑦ is not good, the exchange ② for ③ lost Black too much territory and a base for eyes.



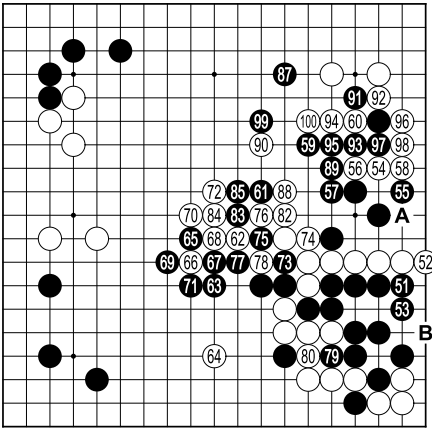
Variation 2 (44-48)

This kills the black group.



¹The sgf file is at britgo.org/files/bgjgames/168-bracknell.sgf.

²See also UK News on page 12



81 86 ko at 75.

Diagram 2 (51-100)

52 This would be better at A. If Black blocks at 55, white B will kill the group.

58 Good move by White.

61 Perhaps black at 82 is the right shape.

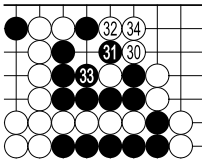
64 Good.

72 White has given up one stone to make his group strong – good strategy.

78 This ko is not very serious for White.

98 White played well here.

130 Play at 131 would be much better – see Variation 3.

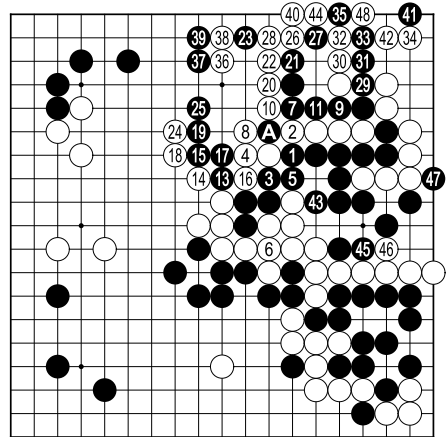


Variation 3

136 The position still favours White.

144 This reading is good.

146 Good!



12 at A.

Diagram 3 (101-148)

White won by resignation, as the two black groups in the upper and mid-right are dead.

□

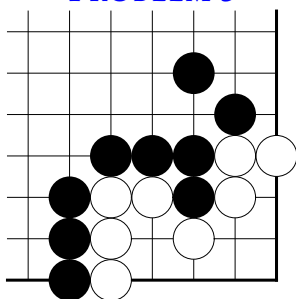
Liu Yajie and Wang Hongjun – professional Go tuition

Liu Yajie is a 2-dan professional. She started learning Go at the age of 8. She won the national women's youth championship, and qualified as a professional in the same year at the age of 14. She was promoted to 2-dan at 16. In 1985 and 1986 she received two years' training in the Chinese national team. She has been teaching children and youth players to play Go for more than 10 years. Liu Yajie teaches on KGS as **shuyi**. She has twice visited the UK for teaching.

Wang Hongjun is a 7-dan Chinese professional. He took sixth place in the 1987 Chinese Go Championship and fifth place in the Mingren (Meijin) in 1990. Some of his students have attained high levels within short periods of training – for instance, Liao Xingwen (who attended the 2000 MSO in London) and Liu Yu reached amateur 6d when they were aged nine and eleven respectively. Wang Hongjun teaches on KGS as **Hongjun**.

Yajie and Hongjun are available for on-line teaching games and game analysis. If you are interested, please contact Yajie by email at liu.yajie@qq.com.

PROBLEM 3



Can Black kill, or just capture some stones?

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VIEW SAMPLE PAGES AT WWW.SLATEANDSHELL.COM

SIDEWAYS LOOKING PERSONS



Of course some people think
Descartes hesitated when saying
“Cogito (..er..) Go sum” .

WORLD NEWS

Tony Atkins

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Pandanet Teams¹

The last part of the 2013-2014 season started with two more wins for the UK team. The match on 11th March against Bulgaria was won fairly easily. Des Cann's opponent had some stones cut off in overtime and resigned, and Alex Kent made a large strong moyo to win by resignation. Paul Taylor also won by resignation, but the captain Chris Bryant, on board four, played a slow move that allowed his opponent to get ahead and stay that way.

On 1st April the UK team showed they were no fools and beat the UK's oldest ally, Portugal. However it was not the expected four-nil victory, as Alex Kent's game was lost by half a point; Andrew Simons, Des Cann and Sandy Taylor won by resignation. At this point the UK was up to equal second in the C League on match points with Switzerland and Spain, but fourth after looking at board points.

The first match in May, on the 6th, was against Cyprus and was drawn. Des Cann and Chris Bryant both won easily, but Ben Ellis lost on board four and board two had to be left free and the game defaulted. The loss of two board points and only drawing the match might have been critical in the UK's attempt to reach the play-off position (second), but the teams above the UK all had easy last games.

The second May game, on the 27th, fell at a bad time, being just after the

Bank Holiday weekend that featured the Challengers' League. It also, because of the time difference between us and Kazakhstan, featured a very early evening start. In turned out that only the brave captain, Chris Bryant, could play. He won, but collecting a loss, three penalty points and a penalty match point ruined our chance of hanging on to fourth spot (the teams above won as predicted).

Ireland drew with Spain in March, with wins for Tongyu Cao and Ian Davis. The same two plus Eoghan Barry and James Hutchinson beat Croatia 4-0 in April. The same team got the same result against Bulgaria in May. In their last match Ireland played Portugal. They won by resignation on the top board and had a default win on board 2. However Eoghan lost, but James won the last game of the league to finish (by 3.5) to claim yet another match win. This meant Ireland overtook the UK to end the C League season in a very creditable fourth place to the UK's fifth.

The top four teams of the A League qualify for the live finals at the European Go Congress, this year in Sibiu in Romania. With one match still to go it was clear they were to be Ukraine, the Czech Republic, Russia and France. The Czech Republic were only just second in the end, as they were tied with Ukraine on match, board and first board points. Romania was fifth. Israel was demoted and

¹For details of the UK and Irish matches in the Pandanet Go European Team Championships see www.britgo.org/events/euroteams2013 and www.irish-go.org/category/euroteams. For other details see <http://www.eurogofed.org/teams>.

Hungary played-off and lost to the B League runner-up. That was Poland, who finished one match point behind B League winners Netherlands; this position was decided by the very last game in the final round, when these two played each other. Slovenia was demoted from B League and Italy played-off against and beat the runner-up of C League, which was Switzerland. Turkey won every match of the season, and mostly they were four-nil wins, to earn clear promotion to the B League by five match points. Spain took third place behind Switzerland.

European Pairs

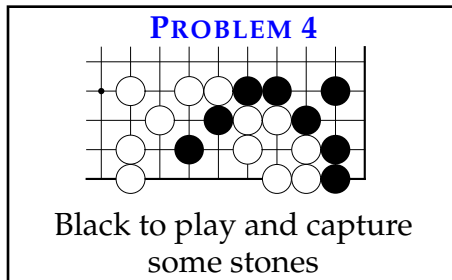
The European Pair Go Championship was held on the first weekend of May at the Bridge Arena in Helsinki, Finland. Nineteen pairs from eight countries took part. In addition there was a lecture by Su Yang (6d) and the mandatory trip to a sauna. Also there was a 30-player, five-round individual

tournament on the Saturday and Sunday, won by Tuomas Hella (4d). The winners were Russian sister and brother, Svetlana Shikshina and Ilya Shikshin. Second were German players Manja Marz and Benjamin Teuber. Third place went to Natalia Kovaleva again, playing this time with strong Russian player Dmitri Surin. The winners are eligible to represent Europe at the SportAccord World Mind Games and the runners-up at the International Amateur Pair Go Championship.

Galway

The Galway tournament took place on the weekend of the 17th and 18th of May, and was again a handicap Swiss tournament with 11 players. This year the winner was Marie Julien (4k), from Compiègne in France, winning all five games. Second was Aurelien Journet-Brochet (1d) from the same club. In third was Dublin’s Julia Bohle (16k), who pushed local favourite Richard Brennan (10k) into fourth on tie-break.

~ ~ ~



BGA ONLINE LEAGUE GAME REVIEW

Tim Hunt

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Tim Hunt reviews this recent game¹ from Division 2 of the BGA Online League, between Thomas Meehan of the UK Youth Team and Stephen Bashforth of Tiger's Mouth.

The point that stands out for me in this game is about invading, or rather, not invading. Black has many great opportunities to invade, but never does.

The thing to realise is that not all invasions are the same. If you just leap in to your opponent's area of strength, you will get attacked and that is no fun at all. However, most of the invasion opportunities in this game are of the other sort. By jumping in between your opponent's stones you separate at least one weak group from the rest and then it is a fair fight. You would expect both groups to run away and eventually survive, but in the process your invasion has succeeded and destroyed an area of your opponent's territory. This is the sort of invasion that you should be looking out for, and as I said, Black misses several opportunities in this game.

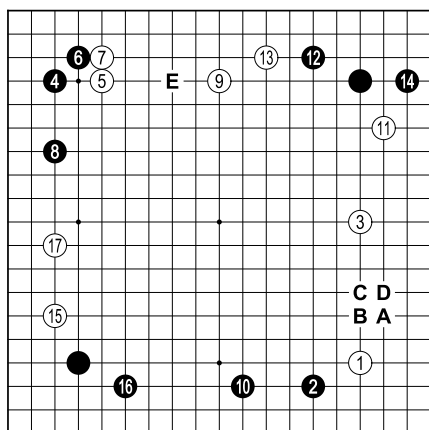


Diagram 1 (1-17)

Black: Thomas Meehan (15k)

White: Stephen Bashforth (12k)

- ② Playing in the empty corner would be normal.
- ③ Another odd move for no good reason. White will have to come back to A, B, C or D at some time, after which this last move might not be on exactly the point you want it. Better to play one of these first.
- ④ Good.
- ⑥ This is not good. It is too small. If you want to take the corner territory, attach at ⑦.
- ⑨ Greedy. The proverb is to extend 3 from a 2-stone wall. If Black now plays at ⑬, White needs a move, but doesn't have a great one. The invasion at E is also tempting.
- ⑩ This is a bit slow. Since White omitted a move, I want to play a double-approach. I would probably choose B, but they are all good. A double-approach here would be an example of a good invasion.
- ⑫ Good.
- ⑭ Good.

¹The sgf file is at britgo.org/files/bgjgames/168-online.sgf.

16 Because 10 is low, it would be better balance to play this on the 4th line.

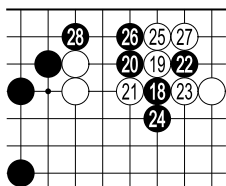
17 This is a really good moment to stop and look at what a good invasion is like.

The invasion at D is now really good, because it threatens to split White into two weak groups. White will be on the defensive, so Black will be in little danger.

Also, because Black now has the extension at 10, the double-approach around B is a strong attack on the corner, and once White has defended that, the three-space extension above will be weak and can then be attacked.

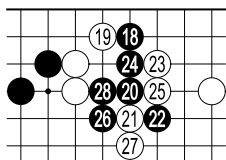
So, Black has various good attacking options. In contrast, the move played (see Diagram 2 overleaf) is rather passive.

Let's look at some possibilities for 16 (variations 1, 2 and 3).



Variation 1

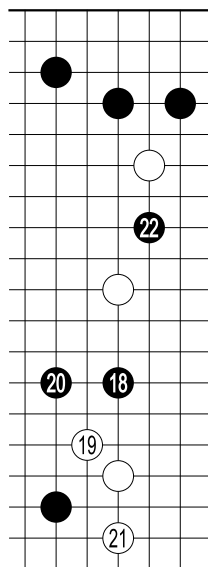
There are many possible variations here. Even if you can't read them all out, it does not matter. Like here, Black will almost certainly get something.



Variation 2

18 In fact, in this shape, this is the vital point. If Black stops White connecting ...

28 Again, many complex variations, but it does not matter. Black will almost certainly get something.



Variation 3

Fun for Black.

⑲ With all the other weaknesses on the board, this is very risky. This is also an example of the kind of invasion you don't want to play. The black groups on both sides are quite strong, so only White will be attacked.

㉕ Because Black has become very strong in the centre (the kind of good result you can get when you are attacking), White feels it is necessary to defend here before Black plays a good invasion at C. However, now is not a good time to play on the right.

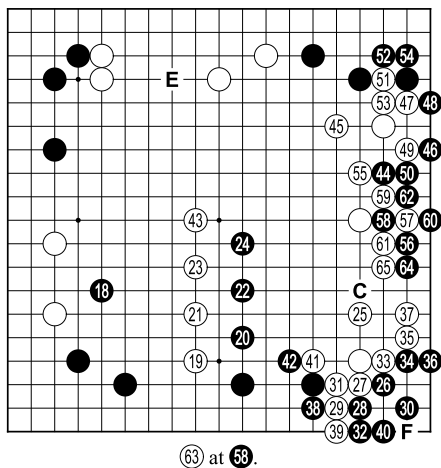
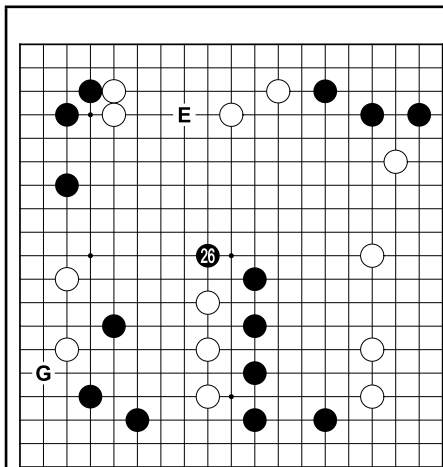


Diagram 2 (18-65)

㉖ Black misses an opportunity – see Variation 4. Also, this is dangerous. It makes the black group weaker. If Black gets weak, then White's invasion with the three stones becomes a good invasion, cutting off a weak group. By move ㉙, you can see this risk is realised.



Variation 4

This ㉖ would have been really wonderful.

White now has to try to survive with his three stones. It does not matter if they live. Black does not need to go all out to kill them. Just play moves that attack a bit, while doing something else like making territory or influence.

If Black gets stronger in the upper centre, the good invasion at E gets even better. If Black gets stronger towards the right, then it may be possible to attack the white stones a bit with a move like G. Again, you don't need to attack to try to kill. Just playing G in sente to secure the corner is a great gain.

- ⑳ White should atari before connecting.
- ㉓ Not best. Can be at ㉔.
- ㉗ F is safer. This move leaves ko possibilities.
- ㉚ Lucky White!

- 44 This is an example of a good invasion, but quite a small one. It only threatens to cut off one stone. Of course, I still want to play E.

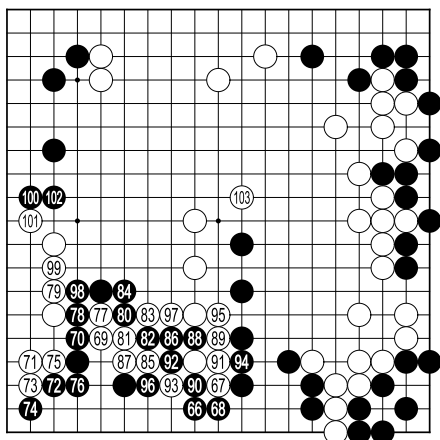


Diagram 3 (66-103)

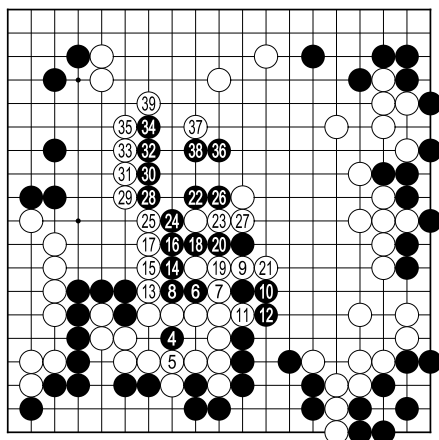


Diagram 4 (104-139)

- 92 Oops!
- 104 This is pointless. There is no way this white group will die, so this is worth -1 point.
- 121 Now Black has a weak group cut off, and it just has to run away while White attacks. This is a typical result from a bad invasion, although here it did not actually start with an invasion as such – still, it is no fun to be in this situation.
- 139 For example, the white group at the top is now safe. White was able to defend it in sente while attacking.

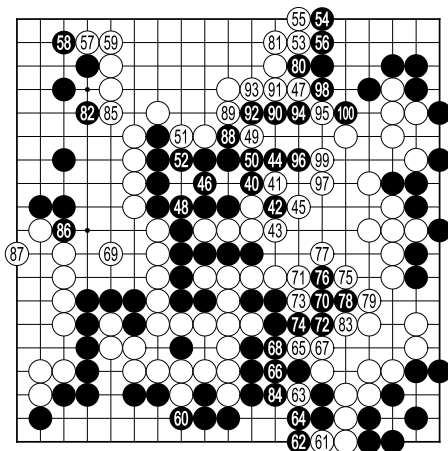
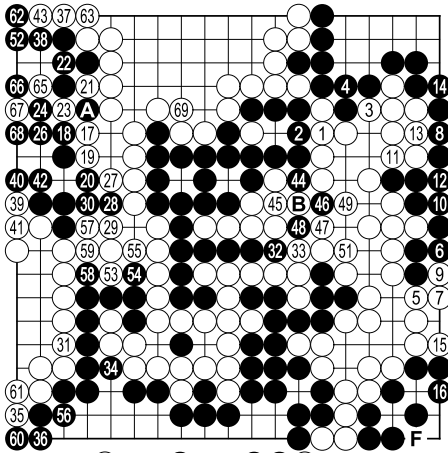


Diagram 5 (140-200)



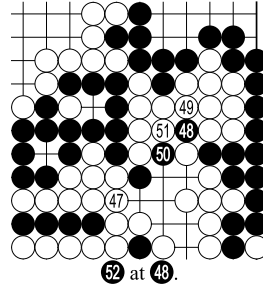
(25) at A, (50) at B, (64) (70) (71) pass.

Diagram 6 (201-271)

216 Necessary. It would not have been necessary if Black had defended the corner with F originally.

245 Oops! Luckily, this does not lose the game.

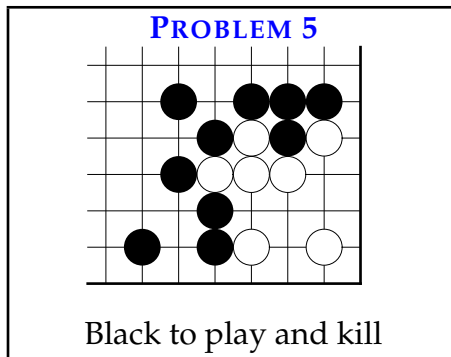
247 Connecting at 248 could have been disastrous – see Variation 5.



Variation 5

In reality, White would give up eight stones rather connect at 249.

White won by 5.5 points.



SOLUTIONS TO THE NUMBERED PROBLEMS

The SGF files for these problems, showing a fuller set of lines and including failures, are to be found at www.britgo.org/bgj/issue168.

Solution to Problem 1

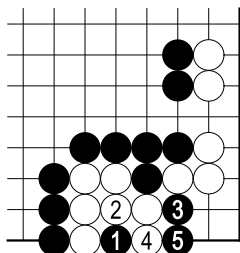


Diagram 1a (correct)

This first atari leads to a series of ataris, ending with White losing several stones. White should just give up the four stones.

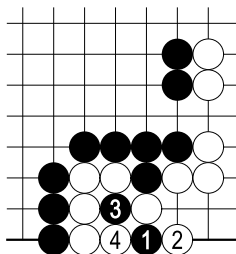


Diagram 1b (failure)

This move threatens a snap-back shape, but White can defend by playing this way.

Solution to Problem 2

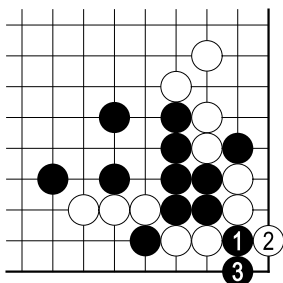


Diagram 2a (correct)

Black should play the 2-2 point. Then, regardless of which 1-2 point White plays, when Black adds a stone on the other 1-2 point it is self-atari for White to play atari on either side.

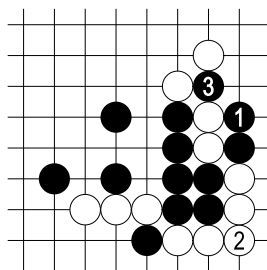


Diagram 2b (failure)

Black should not start with this atari, as White can defend the corner instead of connecting the two stones.

Depending on the sequence that White follows, after the initial 2-2 point by Black (Diagram 2a), Black may be able to get this move in later, being careful about the timing. ▷

Solution to Problem 3

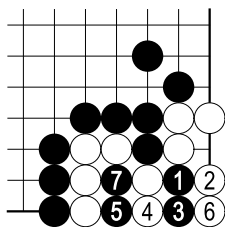


Diagram 3a

Whatever Black does, if White answers correctly, then White can live, but may have to give up four stones.

The 2-2 point does not kill in this position, as White can give up four stones to live in the corner.

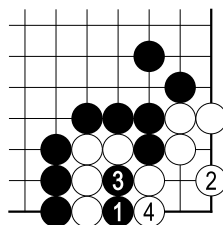


Diagram 3b

This atari will lead to White's collapse if White tries to save everything.

However, again White can make eyes in the corner and give up four stones.

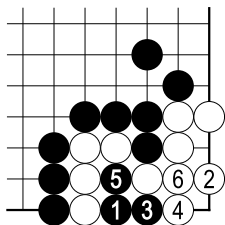


Diagram 3c

Black's most severe way of playing after ② in Diagram 3b is like this, reducing White to two points in sente.

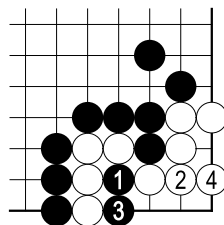


Diagram 3d

This atari leads to the hardest lines for White. White should connect at ② here and give up the four stones.

Black can also play ③ one point to the right, as in Diagram 3c, but he may prefer to leave a ko threat rather than take the immediate point reduction.

Other replies can lead to the white group's death by ending in bent four, by being cut at the 2-2 point or by ending in ko.

Solution to Problem 4

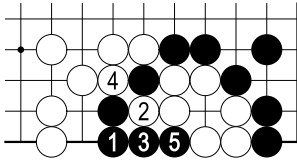


Diagram 4a (correct)

This is the move that creates liberties for Black. Black should not rescue the stone in atari but play on the edge to catch White short of liberties.

If White needs to save all the stones, then ② at ③, ③ at ②, ④ and ⑤ set up a ko that White can only win after one of Black's outside liberties is filled (a "one move approach ko").

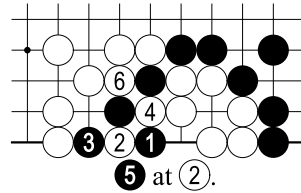


Diagram 4b (failure)

Black playing here does not work as White has the tesuji at ② to make Black the one short of liberties.

Also, Black playing at ④ first does not work as Black again runs short of liberties.

Solution to Problem 5

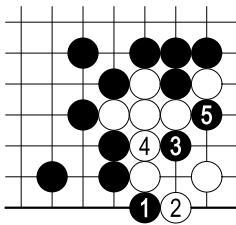


Diagram 5a (correct)

The hane on the edge is the killing move. If White answers with the atari then ③ is the tesuji that trashes White's shape.

If White plays ② one line higher, Black plays at ④ and White cannot make two eyes.

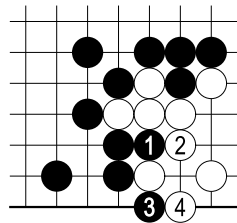


Diagram 5b (failure)

If Black starts by pushing on the third line, White can make this ko shape.

If Black starts at ② then White can connect at ① and live easily.

□

CONTACT INFORMATION

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BGA website: www.britgo.org

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

BGA policy discussion list: bga-policy@britgo.org (open to BGA members only).

Youth Go discussion list: youth-go@britgo.org intended for junior players and their parents, Go teachers, people who run junior Go clubs and tournaments, and youth Go organisers.

Use the links on the Help page of our website to join these lists.

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Contributions are welcome at any time. Please send them to journal@britgo.org.

The Editor will be glad to discuss the suitability of any material you may have in mind.

The BGA website has guidelines at www.britgo.org/bgj/guidelines for those wishing to contribute material.

COLLECTING GO XXI: GO POSTERS

Tony Atkins

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Posters have been produced to advertise specific events such as tournaments or matches, and also to advertise Go itself. Many can be considered works of art, and are hence very collectable, but because of their sizes (often as large as A1 or A0) are hard to display or keep unfolded.

One of the best tournament posters is that for the Amsterdam Tournament in 1984, with a café scene very moodily shot in black and white. Various European Go Congresses produced eye-catching posters. That for Grenoble in 1987 shows the road to the mountains as a grid with Go stones on. That for Abano Terme in 1996 has a huge multi-coloured Go kanji. Terschelling in 1985 had a Go board on a beach with sand blowing among the stones. At Villach in 2007 there was a public exhibition of Japanese Go prints, which had its own poster.



Amsterdam 1984

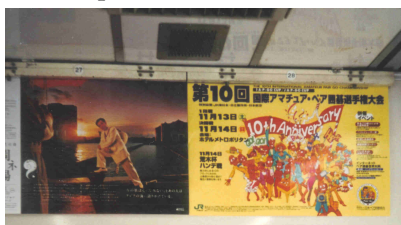


Paris 1982

The Paris Tournament produced some interesting posters, including one in 1988 that shows couples playing Go seated on the surface of a sphere, and the one from 1982 showing two typical Frenchmen playing by the Seine while a chicken runs off with a black stone. The 1991 poster had lots of sheets of alphabets overlaying some kifu.

The annual International Amateur Pair Go Championship, held in Japan, always produces a poster designed by the same Japanese artist.

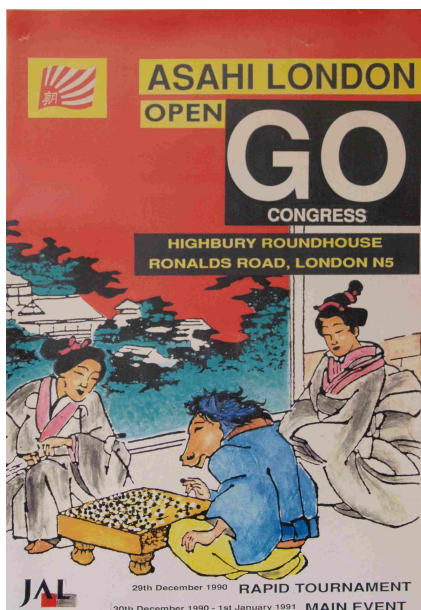
They always feature a happy group of Pair Go players, often gathered around a board and holding various objects such as banners, fans or Go stones, and sometimes featuring cute animals. At the time of the event, posters can sometimes be seen displayed on trains in the Tokyo area.



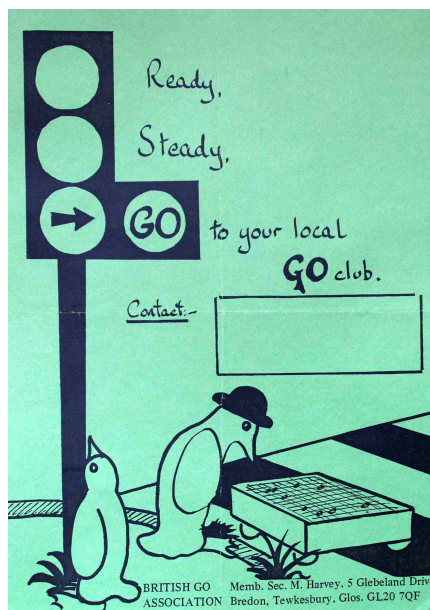
International Amateur Pairs 1999

(Collecting Go XXI: Go Posters ... continued from inside rear cover)

The London Open produced various posters over the years to promote the name of their sponsor. The one for 1984 features a smoking punk making a city gent very angry over a game. 1987 had the number 14 in Go stones, as it was the 14th Open, and 1993 had two comically drawn boys by a 9x9 board. Often the poster featured the same design by Jiri Keller, as used on the entry forms, which featured the two animals of the adjacent Chinese years. The most colourful poster was that from 1990 which features a man with a horse's head playing a Japanese woman in a traditional setting.



London 1990



BGA 1984

In 1984, the BGA publicity department under Stephanie Perks produced a series of five single colour posters of various designs to advertise the game, and also four envelope stickers. One poster was described as a metamorphosis of a Go game, one showed the Jade Lady on a cloud in search of a Go club, and one a dragon contemplating its move. These were A3, while smaller were the A4 kifu of the "Ear Reddening" game¹ and one with two penguins on a zebra crossing.

Posters produced by clubs and the BGA for you to download and use are available at www.britgo.org/covers#c9 and www.britgo.org/covers/posters.

¹senseis.xmp.net/?EarReddeningGame.