

BRITISH

GO

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Above: Japan Day, Midland Hotel, Manchester.

Front Cover: Learn Go Week, outside Chester Town Hall.

CONTENTS

EDITORIAL	2
LETTERS TO THE EDITOR	3
BGA NEWSLETTER NO. 200	Jil Segerman 4
NIHON KI-IN!	Chris Oliver 6
VIEW FROM THE TOP	Jon Diamond 11
TWO YOUTH CHAMPIONSHIP GAMES	Tim Hunt 12
ONCE I WAS A FIVE DAN	Francis Roads 19
LEARN GO WEEK	Maria Tabor 20
UK NEWS	Tony Atkins 22
FRANCIS IN KOREA AND JAPAN 2014	Francis Roads 26
WORLD NEWS	Tony Atkins 32
TWO YOUTH CHAMPIONSHIP GAMES – TESUJI	Tim Hunt 35
US GO CONGRESS 2014	Francis Roads 36
CHALLENGERS' LEAGUE – RIX <i>v.</i> KAY	Liu Yajie 38
SOLUTIONS TO THE NUMBERED PROBLEMS	41
CONTACT INFORMATION	44
COLLECTING GO XXII: GO NOVELS	Tony Atkins – Rear Cover

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EDITORIAL

journal@britgo.org

Welcome to the 169th British Go Journal.

In This Issue

Special thanks to Chris Oliver, who reaches his tenth article for Double-Digit Kyu players (DDKs) in this edition. Special thanks also to Liu Yajie (2p), who has again provided a game review, this time between Alex Rix and Andrew Kay in the Challengers' League, and has generously provided problems 3, 4 and 5. We hope these will provide a good challenge for the stronger players among our readership. Tim Hunt has written two more excellent game reviews, this time from the British Youth Go Championships, which will also be of particular interest to DDKs. Francis Roads reports on his Go travels to Korea, Japan and the USA, and gives us a song – instructions for listening to the tune for this and Francis' other Go songs are provided!

New Editor(s) Still Needed

As mentioned in Journals and the Newsletter for several months past, I would like to hand over the editorship by the end of the year (i.e. after preparing the next edition). I will be travelling for a couple of months in early 2015, and thereafter I really would like more time for other activities. So far there have been no volunteers, so the future of the Journal is in doubt. I can assure anyone interested that it is a rewarding job, and I will give it up with mixed feelings. The time required is really not enormous. I estimate that once the initial learning period is over, it takes on average 25% of a normal working week, though of course it has peaks and troughs. If you are not sure you wish to commit that much time, the job could be shared – either with me or between two or more new editors. There is lots of help on hand for anyone willing to give it a try. Please contact me if you think you might be interested.

Pat Ridley

Credits

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

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

Photographs *UK News:* Tony Atkins, Louise Bremner (Welsh Open), Ben Ellis (Milton Keynes) and Tiberiu Gociu (Belfast). *World News:* The European Go Federation, Pavol Lisy and Ali Jabarain. *Learn Go Week:* Tony Collman and Maria Tabor. *Front Cover:* Martin Harvey. *Inside Front Cover:* Gary Ashworth.

Proofreading: Tony Atkins, Barry Chandler, Martin Harvey, Richard Hunter, Neil Moffatt, Chris Oliver, Isobel Ridley, Edmund Stephen-Smith and Nick Wedd.

LETTERS TO THE EDITOR

Winning in Dame

According to current BGA tournament rules, filling the dame is part of the game. At the recent tournament held as part of the Mind Sports Olympiad in North London, I won a game in the dame phase. No rip-off; a genuine win. My opponent, with black, gave me a pass stone. But there was a dame

left, which he had not spotted and which I filled, so he had to give me a second pass stone. I then passed myself. On counting I had won by half a point. A wall of silence inhibits me from revealing my opponent's name.

Francis Roads

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THE JOURNAL ONLINE

To access the full range of features, read the Journal online.

SGF Files

The SGF files for problems and games printed in this journal appear at www.britgo.org/bgj/issue169.

Online Journals

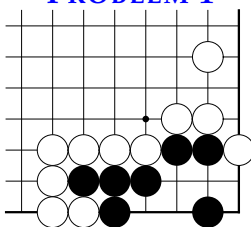
Online copies of this and the preceding three journals are available in the BGA Members Area at www.britgo.org/membersarea. Login to see these recent editions.

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.

PROBLEM 1



Black to play and live

BGA NEWSLETTER NO. 200

Jil Segerman

newsletter@britgo.org

The next Newsletter will be distributed by email. The deadline for contributions is 10th November. 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.

- **Annual Awards.** Like some other sports organisations we have decided to initiate some British Go Association awards in order to encourage players and organisers. We have selected the following categories for this year:
 - Player of the year
 - Club of the year
 - Loss of the year (of a game)
 - President's award for services to Go.

Your nominations in each category are solicited by 31st December 2014, with a citation of a maximum of 150 words supporting the nomination.

- **New Version of Cartoon Booklet.** The cartoon booklet *Go, An Introduction*, where the Chess pieces learn to play from the Go stones, has been reissued (www.britgo.org/node/4774).
- **Game Review Service.** Association members are reminded of a benefit that few have taken up recently, perhaps in part because it was low down the website tree. The Game Review Service can be a very efficient way of improving your game as comments are tailored to the individual's strengths and weaknesses. So why don't you send in a game today? (See advertisement on page 10).

FUTURE EVENTS

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

Letchworth Garden City 1st Rapidplay, Saturday 8th November
Three Peaks, Grange-over-Sands, Saturday 15th – Sunday 16th November
Coventry, University of Warwick, Saturday 29th November
South London, Croydon, Saturday 6th December
Edinburgh Christmas, Saturday 13th December

London Open, Sunday 28th – Wednesday 31st December
Maidenhead-Hitachi, Saturday 24th January
Cheshire, Frodsham, Saturday 7th February
Oxford, February (provisional)
Trigantius, Cambridge, Saturday 7th March
British Go Congress, Shrewsbury, Friday 27th – Sunday 29th March
Welwyn Garden City, Saturday 18th April

Advance notices:

Welsh Open, Barmouth, Saturday 20th – Sunday 21st June 2015
Isle of Man Go Festival, Port Erin, Sunday 23rd – Friday 28th August 2015
Isle of Skye Tournament, Saturday 5th – Sunday 6th March 2016 (provisional)

OFFICIAL VACANCIES: CAN YOU HELP?

Vacant posts are listed at www.britgo.org/positions/vacancies.

We need volunteers for:

- BGJ Editor (this could be shared between Joint Editors).
- Championships Organiser
- Council (one vacancy)
- Regional Youth representatives (three vacancies)

If you are interested in any of these, please contact our President, Jon Diamond, or any member of Council.

A special plea from Jon Diamond: *If we don't recruit a volunteer to replace Pat, then sadly the British Go Journal is extremely likely to cease publication. As the original editor I would be especially sad to see this stop just short of its 50th anniversary. We've had problems with editors over the years, but have always overcome them, and hopefully we will now. So a volunteer is needed by the end of the year. Please help!*

CLUB CHANGES

A complete list of clubs was included in [BGJ 166](#), and changes were noted in [BGJ 167](#) and [BGJ 168](#). Since then, the following changes have been reported:

Abergele: not active. Contact Mike Vidler, 01745 870353.

Brighton: meets on Tuesday evenings as before. The club now also meets at 20:00 on Mondays. The Monday meetings are run by Felix Shardlow, 07940 973406.

Epsom: no longer meets.

Oxford University: now meets in Merton College on Thursday evenings. Contact Toby Cathcart Burn, 07821 199649

St Albans: contact Brian Ellis, 01727 872575 or Mike Cockburn, 01727 834035.

□

NIHON KI-IN!

Chris Oliver

thechroliver@gmail.com

This is the tenth in this series of articles intended for Double Digit Kyu players.

This is it: the moment every serious Go player dreams of; I've made it to the championship room at the [Nihon Ki-in](#)¹! OK, full disclosure: I'm looking round with my tour guide Tom Urasoe, rather than playing, and there isn't even a game on, other than in the public room downstairs. Still – what a wonderful experience, and one that I am very grateful to the Nihon Ki-in for organising, especially Tom in the Overseas Department.

I arrived in the centre of the Japanese Go world in Tokyo, in an area close to the Imperial Palace called roughly 'Goban-district'². Coming up the main street, I passed a shop whose stock was entirely composed of Go boards and stones and other related articles. On this rainy Wednesday afternoon, there were more players in the Nihon Ki-in's public Playing Rooms than I have seen at any British Go club (and in fact, more than at the last British Go tournament I attended).

For a Go player, it's many things all at once: intimidating to know that the game is so mainstream that there are entire families who are better than me; it's sad to compare it to home, where I wouldn't know a Go player if I tripped over them; most of all, though, it's wonderful to see the game given the prestige and the audience

that it deserves but struggles to find in the UK.

I wasn't even disheartened by the fact that there were more 5-dans in the building than there are in any city in the UK (at a guess) – my guide said a Taiwanese pro turned up in the morning with 26 children (most of whom he rated as 5-dan³), asking to be shown around!

Without further ado, though with much help from the staff in the playing rooms, I got down to the serious business of playing some games. I will now present a few sequences from my first game⁴, against a middle-aged lady who, as I can't read Japanese, I can only refer to as 'Oba-san'⁵.

Thanks to Paul Barnard⁶ for his comprehensive review of the game, from which the bulk of the analysis below is taken.

The majority of the *tesuji*⁷ mentioned below were not actually played in the game, which gives some indication of the level of the analysis (or ideal play) versus that of the players (which was somewhere in the 8-10 kyu range). However, the examples should still be instructive for DDKs.

Before we start, just one quick note, which will hopefully both clarify some of what is to come and also provide you with a valuable tool for

¹The Nihon Ki-in is the main, and the internationally recognised, Japanese Go Association.

²Though apparently 'Goban' just means 'number five' here.

³5-dan amateur in Japanese rankings roughly equates to a European 3-dan amateur.

⁴The sgf supporting this article is at www.britgo.org/files/bgjgames/169-nihonkiin.sgf.

⁵Lit. 'Auntie' – a polite way of referring to a middle-aged woman you don't know.

⁶Paul is the BGA Analyst – see page 10.

⁷Most commonly translated as 'skilful plays' and generally refers to a particularly effective move for a given position.

reading your games. It is clear that when we come to the end of the game, we must first settle the status of all the groups on the board – we have to know whether they are alive or dead (or occasionally un-dead, as with *seki*⁸).

This state of being alive or dead is often established early in the game, but can change with the capture of an adjoining group, as the result of a poorly defended ko threat, or even suicide. However, many groups remain in an unsettled state until the mid- or end-game. It is of significant use to periodically review the board as you are playing, and try to establish whether your groups are *alive*, *dead*, or *unsettled*.

If in doubt as to where to play, you can then focus on moves which will strengthen your unsettled groups or attack your opponent's unsettled groups. Alternatively, you can avoid launching attacks in such a way that you weaken your own unsettled groups or remove their avenues of expansion or escape.

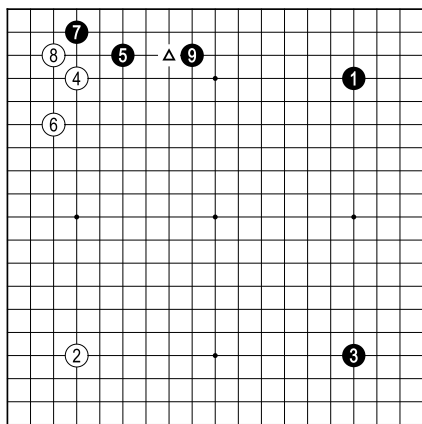


Diagram 1 – standard sequence

⁸When neither of two groups of opposing stones has two eyes, and neither side can attack the other without losing his group.

⁹A move elsewhere. Not to be confused with *tanuki* – the Japanese raccoon dog.

The first example from the game comes in the opening. After the first four moves fill the corners, White fails to complete the standard sequence in Diagram 1 (as seen in BGJ 167).

Instead, White plays ⑧ in the lower right corner (see Diagram 2). Playing *tenuki*⁹ here is fine, and there are other alternatives to the standard sequence. ⑧ at the marked triangle point, for example, would be an alternative “pincer” approach which puts Black under immediate pressure, forcing him to take the corner. However this approach leaves White unsettled on the left and needing support on the top side.

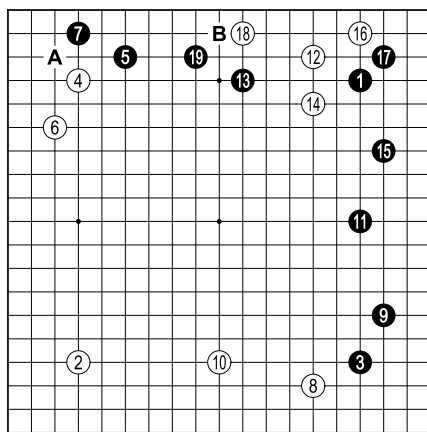


Diagram 2 – the game (1-19)

With ⑬ and ⑰ Black has made a few moves on the top with the aim of strengthening his group there. However, without any corner territory and open to being under-cut on the edge due to ⑱, the group is still unsettled. ▶

White can take advantage of this by playing at A; this stabilises her group and takes extra points in the corner. However, although Black can respond at B to stabilise his group, this would gain much less in terms of the territory than ⑨ in Diagram 1 does.

If White fails to play A, as she did in the game, playing at A is good for Black, as it leaves White's two stones in need of reinforcement. In the actual game, this move was never played (the shame!), but Black wasn't wrong *per se* to leave his group unsettled. The reason behind this is that as it stands, if White plays one of A or B (or another similar move to threaten Black's ability to form two eyes), Black can respond with B or A, and the group will then be more-or-less settled.

These two alternatives to achieving the same goal are known as *miai*, and understanding the usefulness of miai is very helpful in keeping sente, and choosing which groups to attack or strengthen and which to leave alone.

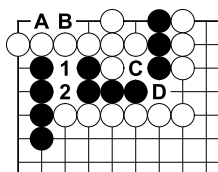


Diagram 3 – miai illustration

Most of us instinctively understand the concept of miai soon after we start playing Go; we recognise that the *bamboo joint*, and *kosumi* (diagonal connection), shown in Diagram 3, can be treated, for most purposes, as a secure connection. If White plays at 1 or C, Black responds at 2 or D, and *vice-versa*. Of course, the connection can be broken; for instance if Black chooses to ignore the threat of the

first White play (perhaps to fill a ko), because we have a more valuable move elsewhere or simply because we never liked that other group anyway. Loose connections have their advantages.

As our understanding deepens, we understand that White's group in the top left is virtually alive, because a White play at either A or B is enough to give the group two eyes and White can afford to wait for Black to move first before settling this. Moreover, by not playing inside unless Black does so, White gains a point and doesn't lose sente. The ability to recognise and accurately read miai in more complex situations is a skill requiring much practice, and the focus to keep track of changes that would affect your reading of miai is harder still.

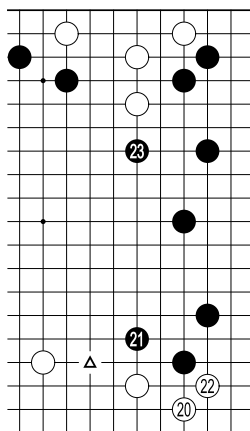


Diagram 4 (20-23)

In Diagram 4 we see a further variation on the sequence from Diagram 1, when Black ignores the corner but plays locally with the capping play at ⑳. The proverb says to "answer the capping play with the knight's move" at the marked triangle point. ㉑ strengthens the two stones

at the bottom and takes territory in the corner, but leaves the single White stone more isolated.

However, the real intention of ㉑ is to use the stones on the right side as a base to build towards the centre of the board and form a *moyo*¹⁰. This means that either of the possible moves on the lower side is not the best choice for White here.

㉒ is a critical point for this moyo, and this is where White should play ㉔. The case is particularly compelling because White has miai to strengthen the two stones on the bottom side at ㉔ and the marked triangle point. By playing at ㉒ instead, White would commit to a fight in the corner, but otherwise Black's moyo becomes too large.

It's no coincidence that the 3-3 point in Diagram 2 and ㉒ here are both good moves for both players. "Play where your opponent wants to play" is a good maxim, and helps fill those moments of glazed vision where you can't focus on the board any more. Trying to flip perspective and see the game from your opponent's point of view is another way to improve your reading and tactical awareness.

A final quick shape lesson will round off the examples from this game. Diagram 5 shows one of a variety of tesuji known as 'eye-stealing tesuji' – in this case, a 'double eye-stealing tesuji'.

㉘ is the 'double eye-stealing move' here. By playing at this point, White takes away Black's ability to make eyes at either or both of the two square-marked points. With a black stone in this position, the eyes are not guaranteed, as Black's position here is weak; but with the white stone in

place, Black will have to capture it to make one eye, or connect this group out and find eyes elsewhere. In this particular position, with a fight for life on the cards, this move would be excellent.

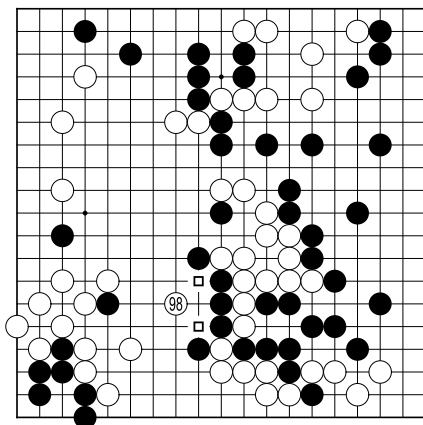


Diagram 5 – double eye-stealing

However, Oba San did not spot this move, and having failed to significantly reduce the moyo on the right, having lost her group at the top with some overly conservative defending and finally letting my group live on the left, she resigned. I felt like a champion. Well...-ish.

After visiting the Nihon Ki-in, I am inspired to do more as a player; I have attended a couple of BGA tournaments and been to my local club for the first time in some years. I also brought back a number of English language Go books, which I have since found out are actually all available through the excellent BGA book store, run by Roger Huyshe.

Anyone wishing to contribute any material for DDKs is encouraged to contact the Editor and I would be more than happy to lend a hand, if you want to get in touch with me. □

¹⁰A loose framework of stones enclosing territory – normally towards the centre of the board.

THE BGA ANALYST

paul@psaa.me.uk

Paul Barnard would like to remind BGA members about the Analysis Service.

Would it be helpful to have your games analysed?

If you think it might, just send me an `.sgf` file of a representative game by email; I usually return the annotated game within a week.

Many Go players become stuck at one particular level and end up playing essentially the same type of game over and over again. That is fine if you are happy to just enjoy playing, but if you have the desire to improve, then you will probably need to learn to “see” the game in a different way.

I try to pitch my comments to the level of the player; never too technical, because there are many reference guides available for joseki and life and death. I pick out two or three positions where I feel the individual player would benefit from looking at the game slightly differently.

Hopefully, one day this leads to a eureka moment, “Ah, I get it”.

MANY SLATE & SHELL PUBLICATIONS

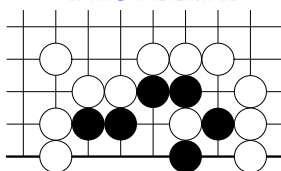
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PROBLEM 2



Black to play and live

VIEW FROM THE TOP

Jon Diamond

president@britgo.org



Marketing has certainly been a focus for the last few months.

Martin Harvey and seven other members manned three stalls at the North West Japan Society event. They provided about 150 demos during the day, which is quite an effort; the response was promising. They hope to repeat the success next year in Liverpool and at Manchester's Doki Doki festival.

Michael Webster and others did something similar at the Hyper-Japan event in London in July. So, why don't you find a similar event locally that might attract potential Go players and participate? We can provide much advice and help for you if you can locate the right event.

We've been concentrating our own recruitment activity on encouraging University and other similar clubs. In order to help us increase the number of student members, and therefore increase our membership in the longer term, in July we reduced the fee for students who want online-only

membership to £5 – a bargain if I say so myself!

We also now have a Marketing Manager, Maria Tabor. She's producing a marketing plan for us, which we hope to review at our October Council meeting. Please help her if she asks you.

And then there was Learn Go Week¹. Maria has spent much time producing suitable flyers and posters and trying to encourage you to participate.

We're supporting all this activity with revised editions of our marketing literature – the Trifold flyer is free and suitable for placement in other people's leaflet displays, the Play Go booklet is a comprehensive introduction to the game and culture suitable for non-players and the Cartoon Book is aimed at children. All of these now use pass stones to make the end of the game understandable to novices. To help at events we've also produced a couple of banners, which you can borrow in addition to hand-out literature. See www.britgo.org/covers for all of these.

We've sent out quantities of the flyer to University clubs to help with their Freshers' Fair presence, and they are available to all of you to help with your marketing of Go and your club (or the formation of a new one). Please see the members area of the website² for people close to you who have quantities of all of these.

So, there's been lots of stuff going on – why don't you join in too? □

¹See article on page 20.

²See 'Our publications Stock' at www.britgo.org/membersarea.

TWO YOUTH CHAMPIONSHIP GAMES

Tim Hunt

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Tim Hunt reviews two games played in this year's British Youth Championships¹.

Roella Smith (12k, White) v. Hasan Nisar (10k, Black)²

This is an exciting game, with many good moves by both players. There are, of course, some mistakes, and the lead changes several times.

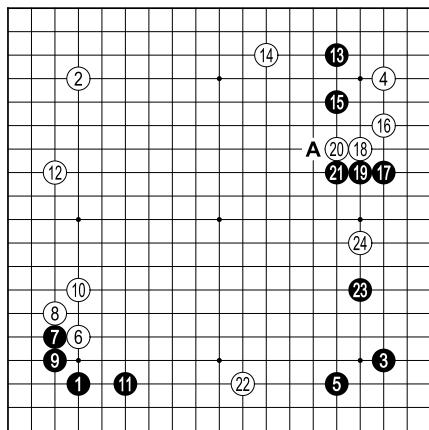
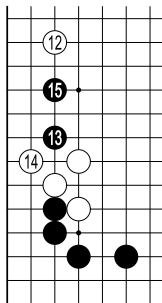


Diagram 1 (1-24)

- ⑫ This is the first real mistake. The joseki here is to extend three spaces – see Variations 1 and 2.
- ⑮ Good. It is too early to exploit the weakness of the four-space extension on the left; this is bigger.
- ⑰ This is bad. Black forces White to hurt the two stones at the top.
- ⑳ The two black stones at the top are crying now.
- ㉑ This is wrong. Black is still playing badly. Just follow along and extend to A.
- ㉒ Good idea to try to separate the three black stones above.

Variation 1

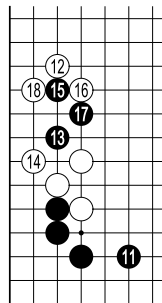
The problem with the over-long extension is that Black can easily invade. Now the four white stones below are a weak group.



Variation 2

With the normal three-space extension, invading here is difficult for Black.

Also, White's three-space extension stone is a better distance from the top left corner.



- ⑳ Although White does not succeed in separating Black, White has made a nice reduction in sente.
- ㉑ Good. Defend the stone before it is attacked.
- ㉒ Good.
- ㉓ Given the other weak groups around, White is wise to play this way and stay strong and connected. A bit of territory on the edge does not matter.

¹For more on the Championships, see the reports in [BGJ 168](#) and www.britgo.org/node/4715.

²The sgf file is at www.britgo.org/files/bgjgames/169-youthchamps.sgf.

- ④④ Good. Again, defend the single stone before it is attacked. This is also a pincer, so a dual purpose move!
- ④⑤ See Variation 3.
- ⑤⑥ Things are looking good for White now.
- ⑤⑨ This is a dangerous place to cut. However, Black is behind, and needs to stir things up. In the end, the confusion from this fight is what lets Black win. However, White could have defended better.

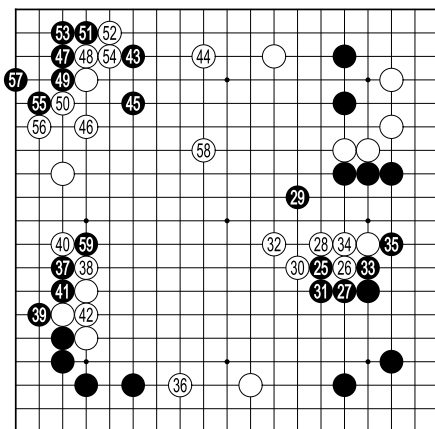
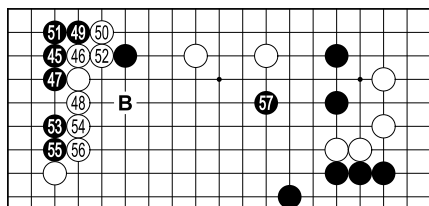


Diagram 2 (25-59)

Variation 3



It is better for Black to jump into the corner immediately. Black gets a bigger corner.

Also, after living in the corner Black has a free choice of where to play. In the game, Black's extra stone is already played at B. Would you play B here? I wouldn't. It looks like trying to run away with a dead stone.

- ⑥⑩ See Variation 4.
- ⑥⑥ Nice move. (I am not going to comment on many moves in this fight. However, it is very exciting. I recommend you play it out on a board, and think if you would have played the same moves as the players in this game.)
- ⑥⑨ Now White has solved one problem, and made two of her groups safe. Black is in big trouble.
- ⑥⑩ Good decision by White to give up the four stones to the right. The centre is huge, so White should be trying to win simply.

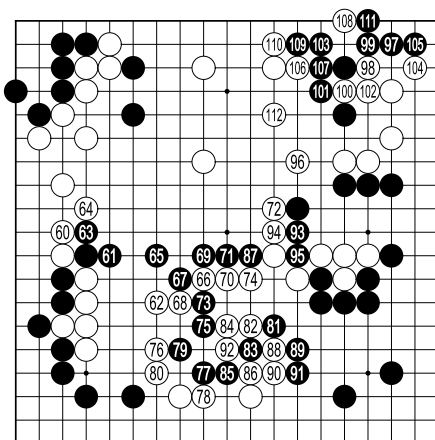


Diagram 3 (60-112)



⑩⑧ This move does not work. Black can live, so this ends up played inside the opponent's territory. When you are not sure, it is better to play the move on the outside of the life-and-death problem. In this case, if White plays at ⑩⑨, she gets the most territory when Black lives.

⑩⑨ Now, if all the Black stones are dead, White's centre is worth about 120 points. Black has at most:

- 60 bottom right
- 20 bottom left
- 10 top left
- 5 top right

So White is winning unless Black can live inside.

Variation 4

For example, this makes it harder for Black.

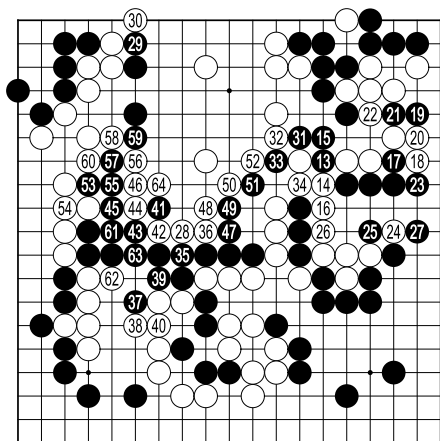


Diagram 4 (113-164)

- ⑩④ This is an unnecessary risk for White.
- ⑩⑦ White dies with one group (about -35 points) but saves three stones and captures three black ones (about +20 points) so White is probably still a bit ahead.
- ⑩④ This was another exciting fight, which now hangs in the balance...

Now Black has a tesuji – can you find it? (*The answer, and the rest of this game, is on page 35.*)

Dylan Zhu-Dong (10k, White) v. Oscar Selby (6k, Black)³

This was the game that decided the 2014 British Youth Championship. At three grades stronger than the next most highly graded player, Oscar was expected to win, however he made a mistake to lose by fewer than ten points to Dylan, who went on to win the Under-14 and overall Youth Champion titles. Oscar had the consolation of the Under-12 title and was runner-up overall.

³The sgf file is at www.britgo.org/files/bgjgames/169-youthchamps2.sgf.

- ⑧ Unusual.
- ⑪ Too greedy. It leaves White with a wedge at A that has room for a two-space extension either up or down at the side, so Black's area vanishes.
- ⑫ White should indeed play at A.
- ⑬ Black got away with it.
- ⑭ Invading is no longer best. The easy opportunity has gone, so it is better to play a big move like B, and save the invasion for later.

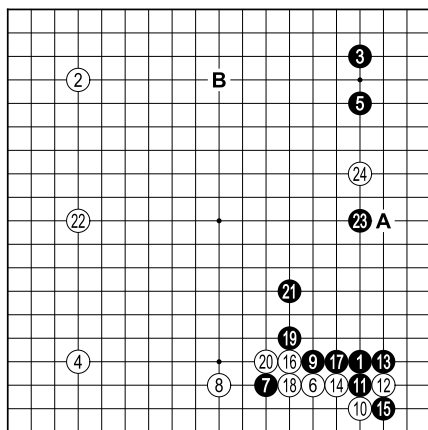
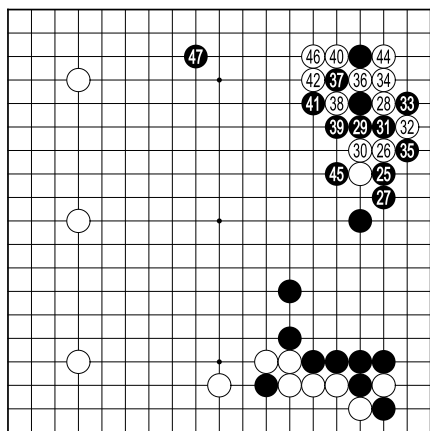


Diagram 1 (1-24)

- ⑮ There is a rule that says 'don't attach to a stone you want to attack' – see Variation 1 for a better approach.

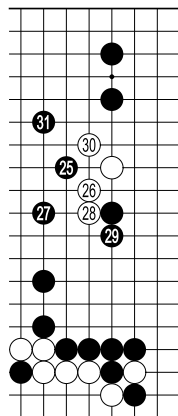


④③ at ③⑧.
Diagram 2 (25-47)

Variation 1

- ⑮ Just play a simple cap. Then, as the proverb says, follow it with a knight's move.

White is going nowhere, while Black makes wonderful thickness in the middle.



- ③⑧ This is the sort of thing that happens after a contact move. It becomes very complex. White will probably end up getting something and, since this was originally Black's area, anything White gets is probably good enough.



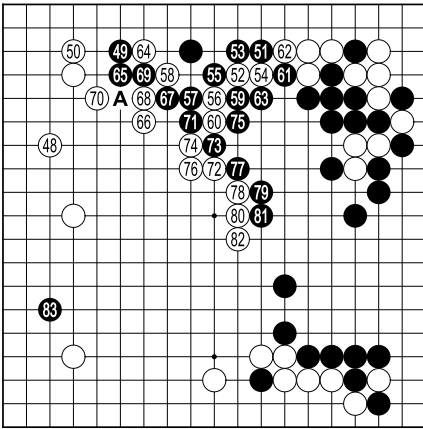
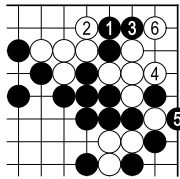


Diagram 3 (48-83)

- 52 This seems a bit odd. I prefer A or 58, either of which expands White's area at the same time as pressing Black down.
- 63 Now all Black's stones are strong. This makes the game difficult for White. Also, there is some bad aji in the top right corner, which is explored in Variations 2 and 3.
- 71 Better to jump out.
- 76 Black has been tricked into capturing two worthless stones, while White makes his centre much bigger.

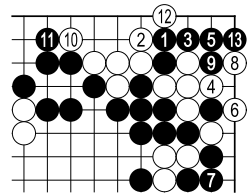
Variation 2

What happens if Black moves out with 1?
 If Black answers the atari of 4, White can save the corner.

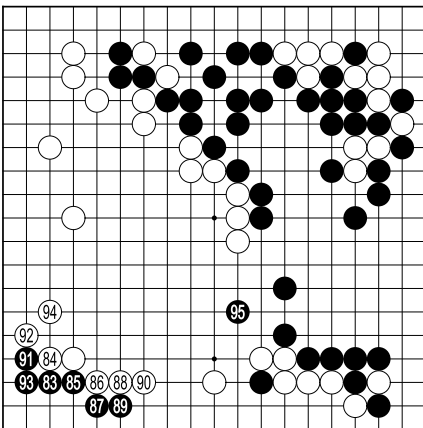


Variation 3

... but Black will ignore the atari. White cannot make two eyes anywhere, so Black gets a favourable ko to capture the whole corner.



- 83 If Black was very confident about counting, then Variation 4 (below), invading at the 3-3 point, might be a simple way to play.



Variation 4

The big black territory is about 100 points, and there are 10 in the bottom left. If Black gets the first move in the middle like this then White probably cannot secure 110 points, but it is close. Black has the aji in the top right corner to gain more points..

I think most people would play like Black did in the game, but this is worth thinking about.

- ⑧6 Playing at ⑧7 might work out better.
- ⑧9 Black seems to have done better than a normal 3-3 invasion.
- ⑧6 I don't believe this move should work as well as it did in the game.
- ⑧5 Black should now play at ⑩6. Then, after White plays here, Black can start the sequence in Variation 3, and that should be enough to win.

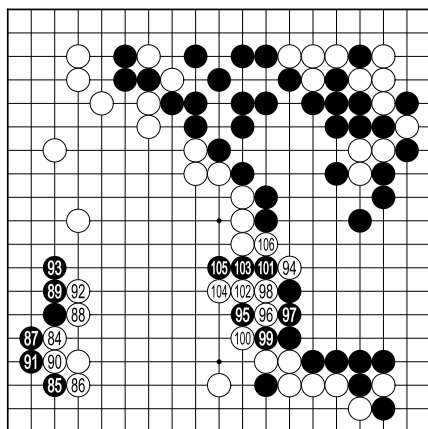
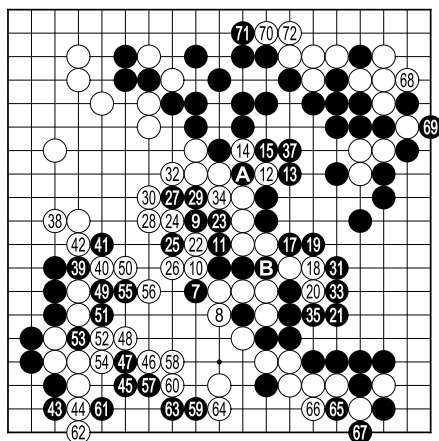


Diagram 4 (84-106)



⑩6 at A, ⑩6 at B.

Diagram 5 (107-172)

- ⑩4 Compared to Variation 4, White got more in the centre, just as Black got more than a standard 3-3 invasion in the corner. So, it is still very close.

I think Black now has about 80 + 10 points. White has potential to make more than that unless Black can push out far enough from the bottom right corner. The aji in the top right corner is not resolved.

- ⑩6 These two moves were small for both players. There are much bigger moves.

- ⑩7 Again small. White can get a double-atari, but it only takes away about 5-10 points.
- ⑩8 Big!
- ⑩6 There's no chance of this living.
- ⑩6 Again we see a play in close contact with a stone that is being attacked. Don't do it!
Why not just make a hanging connection at ⑩5? Black does not have space to live in here.
- ⑩5 So, Black managed to get something.
- ⑩7 Finally, the corner is safe. White should win from here by 10 - 20 points.

- ⑩ White is living dangerously.
- ⑪ Good try by Black to cause an upset.
- ⑫ Now White should throw in at ⑬. That makes a double-ko, which keeps Black disconnected.
- ⑭ Not big enough.
- ⑮ Correct. White has escaped the ko scare with only a small loss.

I think the only place where Black had a big enough ko threat was A. There are a few threats for Black there. Would that have been enough to win the ko? Well, it should never have been a real ko.

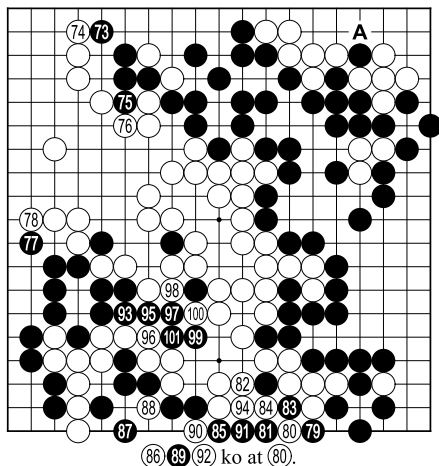


Diagram 6 (173-201)

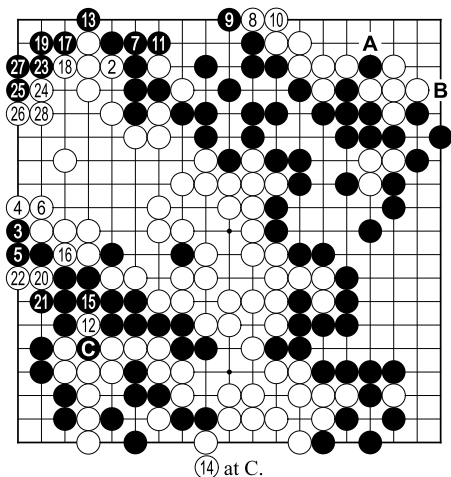


Diagram 7 (202-228)

- ⑲ A neat endgame trick in this sort of shape is to hane, which makes a snapback shape. In this case it also makes one of Black's eyes false.
- ⑳ The record ends here with the game still in the balance. Is Black alive in the bottom right? A black hane at B is also very big. (If White blocks directly, Black can pull out at A.)

However, eventually White wins by fewer than 10 points to become British Youth Go Champion.

Once I was Five Dan

Original text:

"Once I was single, O then"

Lament of an ageing go player

American trad



1. Once I was five dan, O then, _____ Once I was five dan, O then, _____
 2. I went down to four dan, O then, _____ I went down to four dan, O then, _____
 3. I went down to three dan, O then, _____ I went down to three dan, O then, _____
 4. I went down to two dan, O then, _____ I went down to two dan, O then, _____



When I was five dan all my trou-bles be - gan, and I'll ne - ver be five dan a - gain. _____
 My poor con - cen - tra - tion soon caused re - sig - na - tion, I'll ne - ver be four dan a - gain. _____
 I'd start off O K, but mess up the yo - se, and I'll ne - ver be three dan a - gain. _____
 But each game I blun - dered, I'd lose by a hun - dred, I'll ne - ver be two dan a - gain. _____

(Chorus)



A - gain and a - gain and a - gain, good folks, A - gain and a - gain and a - gain. _____



When I was five dan all my trou-bles be - gan, and I'll ne - ver be five dan a - gain. _____
 My poor con - cen - tra - tion soon caused re - sig - na - tion, I'll ne - ver be four dan a - gain. _____
 I'd start off O K, but mess up the yo - se, and I'll ne - ver be three dan a - gain. _____
 But each game I blun - dered, I'd lose by a hundred, I'll ne - ver be two dan a - gain. _____

Verse 5:

I went down to shodan, O then,
 I went down to shodan, O then,
 However I tried ev'ry group I made died,
 And I'll never be shodan again.

(Chorus)

Verse 6:

Young players with dan grades, O then,
 Young players with dan grades, O then,
 Enjoy being strong, for your strength won't last long,
 And you'll soon be a I-kyu again.

(Chorus)

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nb. Francis wishes to point out that he does not claim ever to have been 5 dan.

Francis' collection of Go songs is available at

www.rodingmusic.co.uk/frwebsite/gosongs/gosongs.htm

To hear the tunes, open the SS files with Sibelius Scorch, which is downloadable from

www.sibelius.com/cgi-bin/download/get.pl?com=sh&prod=scorch

LEARN GO WEEK

Maria Tabor

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Back in July, Go Game Guru¹ announced: “On Saturday, September 13, 2014, we’re going to go out into our local community and run a small Go teaching event. And we hope that you’ll join us – by organizing your own modest, local Go demonstration. If you already do this from time to time then you don’t have to do anything new. All we’re asking is that you run your own demonstration on the same day as everyone else. September 13 will be the start of a new event called Learn Go Week.”



Learning about Go in Stevenage



Lakeside Arts Centre, Nottingham

We in the BGA enthusiastically supported this initiative, encouraging clubs to set up their own events and supporting them with some promotional material (posters) and follow-up beginners’ lessons using KGS (more on this below).

With 64 events run across 21 countries, plus more sessions on the internet, this has been an international success.

Locally in the UK we made a good start to our involvement in the project with events hosted in Chester, Stevenage, Nottingham and London, as well as beginners’ sessions, which were run online by Roger Huyshe, using the BGA teaching account on KGS² (to which one person particularly enthusiastic about Go came twice!).

The event in Chester showed Go to a number of passers-by, of varying ages, in the heart of the city centre (see front cover photo). It was a particularly charming event, with its organisers making inventive use of the benches in the city. As a result, two enthusiastic newcomers turned up to the next Chester club night.

In Stevenage, the event brought together the players from Stone Free Go and Letchworth Go Club, and they played Go in public in the Costa café, in full view of passers-by. Costa were very supportive of the cause and

¹gogameguru.com.

²The Kiseido Go Server, at www.gokgs.com.

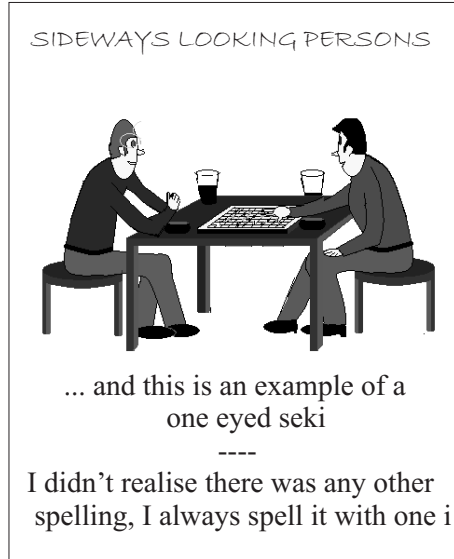
generously covered printing costs for issuing a flyer, promoting Go, to each customer. In Nottingham, games were played outdoors, and six new players learnt the game and enjoyed it so much so that they've asked for follow-up sessions.

Amongst the other 60 events worldwide, ranging from Australia through Europe and Asia, all the way to America, there have been some unusual events, including an attempted world record in Seoul for the most simultaneously played Go games, plus giant Go boards in Holland, with a man-sized 9 x 9 grid

and plate-sized Go stones. These events celebrated thinking outside the box when it comes to showcasing Go in public and are inspiring for future promotions of Go!

For Learn Go Week's first year, it has been a great success, as it has enabled us to communicate with other associations and try out new ways of promoting Go. It gives clubs a fantastic opportunity to find and secure new players. I know Go Game Guru are keen to make this a growing project year on year, which is positive for the promotion of Go in the UK too!

□



UK NEWS

Tony Atkins

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Durham

This year, the Durham Tournament was held in the Pemberton Rooms on Palace Green, between the historic cathedral and castle, on the weekend of 14th and 15th June. There were 25 entrants ranging from 28k to 4d, including eight who had never played in a tournament before; the youngest player was eight years old. On the Saturday night there was an all-you-can-eat Go barbecue, which saw almost thirty people eating, drinking, and playing Go – some until gone midnight.

Durham alumnus Alex Kent (3d) retained the title at the Go Tournament, winning a “Goat Ornament” and a six-month subscription to Baduk TV English (kindly donated by Go Game Guru). Prizes were also given to those with four or more wins, including local James Milne (12k), who won all six of his games, Daniel Hu (4k Cambridge) and Matthew Hodgson (7k York). The Lightning and Small Board side events were won by Silas Maughan (28k York) and Teddy McManus (8k Durham).

Welsh Open

The following weekend, 23 Go players and their friends descended on Barmouth in mid-Wales for the Welsh Open. On a gloriously sunny weekend, the five-round tournament was won narrowly (on tie-break) by Alistair Wall (2d) from Toby Manning (2d), both of whom had four out of five. Nobody else won more than three games.

The players all thanked Tony and Sue Pitchford, who between them had

run the tournament for many years; they were handing over to Martin and Helen Harvey.



Alistair Wall wins Welsh Open

UK Go Challenge

The finals of this youth event were held on 21st June at Milton C of E Primary School near Cambridge. This year, prizes at the event were supported by the Cambridge Youth Go Project, celebrating twenty years. The top three winners and the Challenger won cash prizes, and they and all of the age group winners each received a framed certificate showing their achievement. The hosts, Milton, were the Champion Primary School beating London Meed, from Burgess Hill, in the final.

Winners:

U18 Boys	David Robson (Cambridge)
U16 Boys	Melchior Chui (Cambridge)
U14 Boys	Alex Terry (Bungay)
U12 Boys	Anthony Ghica (Newmarket)
U10 Boys	Edmund Smith (Milton)
U8 Boys	Alexander Hsieh (St Paul's, Cambridge)
U14 Girls	Roella Smith (Cambridge)
U12 Girls	Kelda Smith (Milton)
U10 Girls	Hilary Bexfield (Letchworth)

Overall place winners:

1 st	Melchior Chui
2 nd	Roella Smith
3 rd	Edmund Smith
Challengers'	Daniel Chen (Letchworth)

All players on four wins got prizes too: Charlotte Bexfield, Wenzhou Mei, Aidan Wong, Aarav Gandhi and Kanad Sharma. Michael Tout won the Fighting Spirit Prize, Juno Jiang, Kelda Smith and Aidan Wong were good at solving problems, and Benedict Steele won the caption competition.

Milton Keynes

The promised sunshine took a long time to arrive, but 25 players enjoyed themselves at the Milton Keynes tournament on 28th June. The venue was again the sports pavilion overlooking the Open University cricket pitch. The overall winner was Alistair Wall (2d), who beat French player Ngoc-Trang Cao ('Nyoshi') in the final. The only other player on three wins was young Spike Shamoon (20k London City).



The winning St Albans team –
(L to R) Alistair Wall, Peter
Harold-Barry and Alan Thornton

St Albans (Peter Harold-Barry and Alan Thornton, with Alistair Wall as guest member) won the team prize, and Tim Hunt was the best of ten players in the Milton Keynes Go Board side event with five wins out of six. Paul Barnard was awarded a special prize for taking all the sets away with him back to Swindon.

MSO

The annual Mind Sports Olympiad was held this year at the JW3, a modern Jewish Community Centre on Finchley Road in London NW3. This has a suite of bright meeting rooms, a cinema, kosher restaurant and even a beach, though on the very wet Bank Holiday Monday, the tide was in! As usual, there was the wide range of events for other games, and a few Go players were successful at some of these. Paul Smith won the Oware, for instance, and Mathew Hathrell won at Poker, Bokus, Quoridor and Vege-Tables.

London player Aja Huang (5d), originally from Taiwan, won all three Go Gold medals. On Sunday morning, 24th August, he won all four of his games in the seven-player **9x9 tournament**. Chris Bryant won the Silver medal for three wins and a Bronze went to each of Francis Roads and Martin Hamer, who were tied in third on two wins. In the afternoon Aja won all four of his games in the eight-player **13x13 tournament**. Paul Smith won the Silver medal for three wins and a Bronze went to Chris Bryant, on tie-break from Francis Roads and Ben Lloyd on two wins.

The main **19x19 tournament** was held on the Bank Holiday Monday; it attracted twelve players. Again Aja Huang proved his 5d grade by winning all four games. The last round against Andrew Simons only

lasted 58 moves, as Andrew was tired after a long game against Bruno Poltronieri in round three.



Aja Huang v. Andrew Simons

Also in round three, Francis Roads proved he was better than Alistair Wall at spotting dame to win by half a point. Two players won three games and the SODOS tie-break gave Francisco Divers the Silver and Andrew Simons the Bronze. Thanks to sponsorship from Mitsubishi Electric UK and Winton Capital Management, this year the medal winners and anyone tied with them went away with cash prizes. The top prize was £125 for winning the 19x19, for instance.

Belfast

The Belfast Tournament moved back to its usual end-of-summer slot (on the last two days of August), but stayed at its usual venue of the Belfast Boat Club. Fourteen players took part, but some of the locals were not able to play in every round.

The winner was French player Ngoc-Trang Cao (1d), who some people will have seen at English tournaments earlier in the year. She won all her games, beating the organiser, James Hutchinson (1d), in the final round. Piotr Gawron (6k Poland), James Aitken (13k Belfast) and Sheena Walsh (16k Dublin) all won three games out of five.



Ngoc-Trang Cao receives 1st prize from organiser James Hutchinson

Northern

The Bank of East Asia generously provided the new central Manchester venue for the 2014 Northern on Sunday 7th September. This was the 40th Northern, an unbroken run since 1975. The reduced entry fee may have been the cause for the increase in numbers from 28 to 34, and substantial sponsorship of the prize fund by Sam Properties led to seven of these players being Dans – a significantly better proportion than in recent editions. Thanks go to Peter Yim for arranging such a valuable boost to the event.

The tournament-winner was Ngoc-Trang Cao (1d), enjoying a purple patch after her win in Belfast just a few days beforehand. The runner-up was also female, Ewa Mos (1d) from Poland who lives locally and is a regular attendee at Manchester Go Club. Girl Power thus ruled, with three male players losing out for second on SOS (Sum of Opponents' Scores).

Also winning prizes were Tony Pitchford (10k Chester) for two wins

and a draw, and the organiser and Manchester club secretary Chris Kirkham (3k) for three wins.

Cornwall

The Cornwall Tournaments give chances for the locals to play some visitors and for the visitors to do some sightseeing. The weekend of the 13th September turned out to be very sunny too. The first of the three events in Penzance was a teaching session on the Saturday morning. Toby Manning led a review of a pro game and set the students a yose problem, whilst Tony Atkins reviewed the status of the J-Group based on the lyrics of a Go song by Neil Symes (*It Ain't Necessarily Ko*).

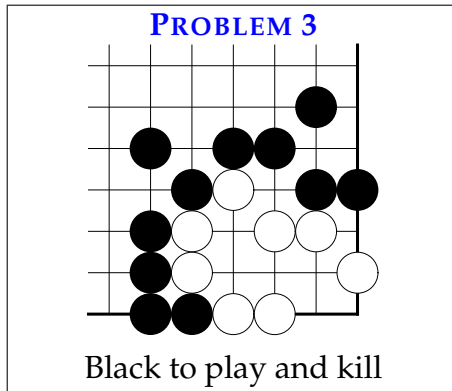
The first of the two tournaments, on the Saturday afternoon, saw 20 players taking part. The rapid-play Handicap Tournament was won by local player Paul Massey (1k), who beat visitor Chris Volk (1k) in the final. Steve Ashton (14k Devon) was the lowest graded player to win three out of four. After the Go, several of the visiting players retired to the Yacht Inn to play other games as they ate and drank the evening away.



Chris Volk v. Paul Massey

On Sunday, the number of players rose to 22. The Open was played, as usual, over three rounds and the venue, The Queen's Hotel, provided an excellent buffet lunch, as ever. Winning the Devon and Cornwall Go Stone trophy this year was Toby Manning (2d), the fourth time he has done so. He beat defending champion and event organiser John Culmer (1k) in the final. Elinor Brooks (8k) won her first two games and then lost by half a point in her last game, a handicap one. She and all others named won the usual wooden Go stone to keep.

□



FRANCIS IN KOREA AND JAPAN 2014

Francis Roads

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One does not usually expect to be kept awake at night by frogs. After a few nights of vigorous honking by large frogs in Hirano, Japan, I began to see the matter from Pharaoh's standpoint (see Exodus VIII verses 1-15¹). Of frogs more later. I was in Japan visiting friends, following competing in the World Amateur Go Championship² in Gyeongju, Korea. If you are wondering what such a faltering ex-4d was doing there representing the BGA, I should explain that the British selection process rewards persistence as well as competence, as you may see on the relevant pages of the BGA website. So, here is my travel diary.

Tuesday 1st July: I arrive in Busan, having changed planes at Narita. With help of some friendly Koreans approached in the street (the younger ones usually speak English) I find my way to my hotel. Later my friend Hyang Hee takes me out to dinner. I have arrived in Korea a few days early to overcome jet lag and look around Busan. The second part of this plan proves more successful than the first, as I am still woozy by the time of the first round of the tournament. I should have given myself longer.

Wednesday 2nd: Hyang Hee takes me to a baduk (= Go) club, where I hold my own reasonably well. Here, for the first time, I see baduk played for money. After another Korean meal she takes me with two other friends to a concert, knowing that I like to sample the local music. This is in the

main Busan concert hall, and given by the Doctors' Symphonic Wind Band. The doctors do pretty well, playing to a good advanced amateur standard, with light songs-from-the-shows type music, which is standard repertoire for these American-style bands. British doctors don't seem to do this sort of thing.

Korean food is utterly different from Japanese. Much of it is quite hot in taste, including the renowned kimchi (pickled cabbage). There is usually a large variety of vegetables, with a central hot meat or fish dish with rice. I was told to mix all this stuff together with sauce. Eventually I preferred not to do this, and taste the ingredients individually. You eat with metal chopsticks.



Traditional Korean village

Thursday 3rd: After a morning to myself, Hyang Hee takes me to a Junior school where she runs a baduk club for the children. No nonsense about CRB; I just walk in with her. Once the children have realised that I don't bite they all line up to play Mr. Foreigner and try out their English. I am intrigued to see that Korea, supposedly with higher standards of educational achievement than Britain, favours desks in rows facing the front,

¹www.kingjamesbibleonline.org/Exodus-Chapter-8.

²For more on the WAGC, see World News on page 33.

and a blackboard with chalk. A lesson there for our "progressive" style of teaching, I think.

Later we visit a pleasant park, opened quite recently on the site of a former American military base. Ploughshares Park, I want to call it. It contrasts beautifully with the crowded bustle of most of Busan.

Friday 4th: Wanthanee and Dae, the vice-president of the Thai Go Association and a 7d Korean baduk player resident in Australia respectively, join the party. We divide up by gender to do shopping in a vast department store. Dae needs a jacket, and ten minutes' shopping produces what he needs, after which we repair to a coffee shop for a long chat. The two ladies require 90 minutes for their shopping, after which we rejoin them for another Korean meal.

Now it is time to go to Gyeongju; Hyang Hee drives us for the 90 minute journey. The tournament takes place in the vast 5-star Hyundai Hotel, which is about four miles outside the city. It is attractively situated on a lake, and it is evidently in a holiday area. The rooms are quite spacious, unlike those you sometimes get in a Japanese hotel, and mine has a view over the lake. I start meeting up with many old friends from previous international encounters.

Saturday 5th: In the morning I attend the AGM of the International Go Federation on behalf of the BGA. It is quite clear that all the important decisions have been taken beforehand, and that people like me are there to approve them, and not actually to contribute anything. Later we have the opening ceremony and banquet. Various dignitaries make what appears to me to be the same

speech five times. All in Korean, of course, but English versions are projected onto a screen. We also get "traditional" music from a sextet of Korean flute, Korean shawm, koto-like instrument, shamisen-like instrument, drum kit and electric keyboard. Hmm. And we get our first taste of a little cost-cutting to come; a banquet where the drinks on offer were mineral water and coca-cola. Double hmm.

Sunday 6th: Rounds 1 and 2, in which I am soundly beaten by Slovakia and Australia. The time limits are an hour each, with some byo-yomi³. Considering that this is the premier international amateur baduk/Go tournament, that is perhaps a lesson for those who whinge about short time limits, and want 90, 120 or even more minutes. Amateurs don't have the technique to make use of so much time, IMHO.

The breakfast here is buffet style and pretty good. But when it comes to lunch and dinner, we get no choice and somewhat uninspiring stuff. Another odd feature of this 5-star hotel is that there is nowhere really to sit, relax and socialise. The only available armchairs are next to the bar. Sit in one and a waiter comes and asks you which overpriced drink you want. I don't want a drink, I just want to sit and chat with my friends. There is a playing room with about a dozen boards; not really quite enough for 55 contestants.

Monday 7th: Rounds 3 and 4. I lose to Portugal in circumstances which betray some unexpired jet lag, but record my first win against Azerbaijan, against a self-declared 6d. Curiously, our only common language is German. In the evening I accompany my friend John Gibson, the Irish representative, on the bus to

³Byo-yomi: extra count-down time after regular clock time has elapsed.

Gyeongju. I didn't realise that for 1000 years it was the capital city, first of the ancient kingdom of Silla, then Korea. It is replete with bits of archaeology, but I never manage to see most of it. Getting a bit fed up with the food at Hyundai, we have a Korean meal in a restaurant, for less than the price of a beer back at the hotel.

Tuesday 8th: Rounds 5 and 6. At last I remember how to win games of Go, seeing off Brazil and Switzerland. I can't go out in the evening, as I have booked a simultaneous game with a pro. Which I very nearly win ... No time to go to Gyeongju, but there are some nice walks around the lake, and some shops where you can buy reasonably priced beer, or what passes for it in Korea. I stock up.

Wednesday 9th: Rounds 7 and 8. I lose to Belarus and Turkey. Now it is common or garden tiredness rather than jet lag which is setting in. I am really a bit out of my depth at this event. I could have done better when I was at my peak, about fifteen years ago. But rules are rules, and my number didn't come up till I was on the decline. Oh well, it was a good experience, and I am grateful to the BGA Council for selecting me.

Thursday 10th: Today is the rest and excursion day. I could have done with it in the middle of the tournament, but that is how things are. My German friend Daniela Trinkis arrives from Seoul and keeps me company. She is doing a PhD in Baduk Studies. Korea is the only country in the world where that is possible. We bundle into a coach to visit a traditional Korean village, which is a World Heritage Site, and a Buddhist temple complex. It is impressive enough, but I have seen many temples in Japan and they all look rather similar to me.

We get some free time in the afternoon, and then the closing ceremony, when the prizes are given out. I had hopes of a repetition of 2008 at the Prime Minister's Cup, when I received a special award for being the oldest player. But this time the Brazilian beats me by two years; he was born in 1941.

Friday 11th: Time to leave. I have a 9:00 am flight from Busan Gimhae to Kansai International (Osaka). Do I catch the 4 am or the 6 am coach provided by the organisers? I opt for safety and leave at 4 am, but it makes for rather a long day. A limousine airport bus and two trains bring me to Hirano, about an hour away from Osaka. Here lives my good friend Harumi Takechi, who has invited me to stay at her house for as long as I wish. I have been there twice before. She picks me up from the station, and later we have a good Japanese restaurant meal. I do prefer Japanese food to Korean. And this is where we came in: I am warned about the frogs, and they really do kick up one hell of a racket.

Saturday 12th: Harumi takes me to a go kai sho (Go club) in Osaka where we have been before. On the way we queue for about 35 minutes to have lunch at a tiny restaurant with only six seats, and which serves only one dish – unagi don (eels on rice). Then I have to be shown exactly where I am to be met at an Osaka station on Monday by another friend. And then on to the Go club, where I hold my own reasonably.

Sunday 13th: A much needed day off. It is so easy on these trips to think that you must use every minute. The result is that you get tired and don't enjoy it as you would have done with a little down-time. I had hoped to do some exploring in the Hirano countryside,

but it is too hot for that sort of thing. Harumi takes me out to lunch at a country restaurant, and the rest of the day I spend indoors, watching the Go channel on TV or actually playing the game.



Shinto wedding

Monday 14th: I betake myself to the appointed place at Osaka Umeda station to meet another friend, Mamoru Matsumoto. He takes me on to a Go camp. Expecting to see tents, I am taken into the basement of a suburban concrete-and-glass building. Here the so-called camp goes on for three weeks. Each morning you play a tournament game, and then in the afternoon there are lectures and teaching. You stay in a local hotel.

Here I see several familiar faces, including Paul Taylor of St. Albans Go Club. Translation of the pro lectures is done by John Richardson, a British 4d now resident in Japan. In the evening my friend takes me back to central Osaka for yet another fine Japanese dinner.

Tuesday 15th: Today I have more time off until the evening, when Harumi drives me to a place where I meet more doctors, this time playing Go rather than wind instruments. When I arrive, all are watching the game of a young player looking about 10 years old. Why don't we get on and

play our own games, I am thinking. I soon find out. When later the boy plays the local pro, he does so without handicap. I play a few games, win some, lose some, and then back to Hirano by taxi.

Wednesday 16th: Harumi is off on her own travels today. She is a regular attender at overseas tournaments, especially the European, and now she is bound for Germany. She showed up once at our own Isle of Man Go festival. I am given strict instructions on how to look after her house, and am left on my own. It is cool enough now to do a spot of exploring. In the evening I visit an Indian restaurant for a change. Rather different from ours, and do they speak English? No they don't; my elementary Japanese is called into action if I want any food.

Thursday 17th: I lock up Harumi's house and set off for Tokyo, getting the Shinkansen from Osaka. My hotel is in the Shinjuku district and I have an internet map. But I quail at the thought of finding my way through unnamed Tokyo side streets, and take a taxi. Just as well; I would never have found the Granbell hotel amid the unsystematically disposed streets. The hotel itself is a standard international one, but it is surrounded by the famous love hotels, where rooms can be rented by the hour. They give no impression of sleaze. I am told that while many of the clients are youngsters, married couples who lack privacy at home also use them.

In the evening Masa Kono, an old friend from the London Japanese Go community when there used to be one, takes me out to dinner, and tells me of the arrangements for the next day, when I am due to meet several old ex-London friends. ▷

Friday 18th: Owing to a late change of plan, I need to transfer to the Washington Hotel for the remainder of my stay. No, I will not use a taxi. Following some cartographical study, I wheel my luggage successfully to the new billet. It is a huge international hotel and quite acceptable, once you have discovered that the front desk is on the third floor and not where you would expect to find it.

In the afternoon I am met by my old friend Mr Niwa, whom London players active in the 70s and 80s might remember. Another name which might ring a bell for some is that of Reiko Monna. We play some Go at a go kai sho, and then off for yet another Japanese dinner.

Throughout my trip, my various hosts and friends were unbelievably generous in feeding me with fine Japanese food, which I like. I bought few meals myself, apart from breakfast in the hotel. And woe betide me if I tried to offer to pay my share. It quickly became clear to me that that was not what was expected.

Saturday 19th: I catch the train from Shinjuku to Totsuka, a suburb of Yokohama. Here lives my friend Kiyoshi Sekiguchi, whom I have met at many an EGC. We take a walk in the local nature reserve. In the afternoon in true Japanese fashion he has invited two male friends to make up a Go-playing foursome, while his non-playing wife plies us with refreshments.

Then in the evening we are taken to a Bon Odori festival. I am encouraged to join in the traditional dance with Mrs. Sekiguchi, though actually it is more of a processional line dance. Having done quite a lot of folk dancing of various types in Britain, I feel rather gratified at being thus

drawn into traditional Japanese culture.

Sunday 20th: I stay the night with the Sekiguchis. In the morning, following an alarming session in Kiyoshi's massage chair, we play more Go, and then it is time to return to Tokyo.

At 1:00 pm I meet another old friend from EGCs, Take Ichikawa. He meets me at Tokyo station, and takes me off to his nearby go kai sho, where I meet yet another old friend. We play Go for about four hours, and here for once I seem to be on form, winning all my games. That is probably owing to the disparity between European and Japanese amateur grades, but I won't bore you with my views on that subject. And then, yes, you've guessed it, another fine Japanese repast.



Teaching a five year-old

Monday 21st: I meet my friend the pro player Chizu Kobayashi with her daughter Anna at a very posh hotel in Yotsuya. Here Chizu runs a class for young Go players of various standards. And as at Busan I am roped in as a suitable opponent. My youngest opponent at five years old has yet to learn that it is not good tactics to fill in your own eye space, and it becomes an interesting exercise for me to find a way of not capturing all her stones.

More food, and then time off for Francis in the hotel. Later I walk down to the nearby Yoyogi Park. Here stands the Meiji Shrine, the memorial to Emperor Meiji (1852-1912) who was instrumental in modernising Japan. Here I am lucky to see a Shinto wedding procession; very slow, with priests and the couple in traditional garb. The park itself, like some others in Tokyo, consists largely of wooded areas, amongst which you are not encouraged to walk. You just saunter along paths between them, with open grassy spaces being the exception.

Tuesday 22nd: My last day in Japan. I take a train to Senzoku to meet my only non-Go-playing contact, my cousin Vernon, who runs an English language-and-culture school. Adults in the day and children after schooltime. It seems to be flourishing.

Chizu has told me that my help would be appreciated at an English language class for pros at the Nihon Ki-in Chuo Kai Kan (the Japan Go Association Central Hall) in Ichigaya. At 5:30 pm I duly take the lift up to the 7th floor as instructed. No one visible. Eventually I find a room with some people.

"Sumimasen ga, Eigo curassu no heya wa doko desu ka?" I am directed to an empty room with a table and a dozen or so chairs. Patience is rewarded, and by 6 pm four pros, a Finnish insei, and a pro's Australian wife with fluent Japanese turn up. "Have I brought any game records?" Well actually I do have some on my tablet. The form is that the pros go through the game, commenting in English. When they get stuck the three English speakers (like all Finns, he is fluent in English) help out as best they can.

As a teacher, I can see that the problem here is to keep them talking English. Sometimes the pros get so interested in the Go that they break into Japanese. I won't have it, and duly remonstrate. Sometimes I ask a question to which I know the answer just to make them use their English. It seems that quite a big problem for them is pronunciation. It seems to be a new idea that we say joSEki, with accent on the second syllable, while the Japanese pronunciation is jooseki, with no stress but a long O. And later there is the inevitable meal, Chinese this time, though not the sort you get in Britain. I see the nearest object I have come across to a Klein bottle: a sake bottle with an internal cavity for ice.



Klein-ish sake bottle

Wednesday 23rd: Narita Express train from Shinjuku, and then home. I now have a jet lag recovery week before setting off for the USA and their congress⁴. This was my sixth visit to Japan. I love visiting the country, and look forward to my next excuse for going. □

⁴See article on page 36.

WORLD NEWS

Tony Atkins

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First European Pro Qualification 2014

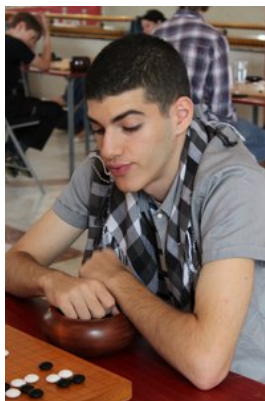
Various new initiatives have started in Europe as a result of some Chinese businessmen wanting to invest in European Go. They are known collectively as CEGO: events under this banner have included sending strong young players to study in China and an online training league for the top players in Europe. Sixteen of those top players had a chance to compete to become the first European Professionals. Two rounds were held on 23rd May in Strasbourg and six days later two more rounds were played at the European Go and Cultural Centre in Amsterdam. The player winning all four games became the first pro – this was Pavol Lisy from Slovakia, who beat Cornel Burzo in round four.



Pavol Lisy – 1st European professional

The players with three wins met again on 20th June in Vienna: Surma, Podpera, Burzo and Jabarin battled it out and Ali Jabarin of Israel beat

Lukas Podpera in the final to become the second professional.



Ali Jabarin – 2nd European professional

Previously players of professional level have had to go to the Orient to gain qualification.

European Women

The 2014 European Women's Go Championship took place at the Hotel Regatta in Kazan, in Russia, on the weekend of 27th June. The Friday saw a sightseeing trip and the opening ceremony, with three games on Saturday and two on Sunday. Twenty-eight players from seven countries took part. The top group of players was dominated, as the previous year, by the Russian players: Dina Burdakova was champion and Natalia Kovaleva was runner-up. They both join Svetlana Shikshina on the European team at the SportAccord World Mind Games in China in December.

World Amateur

For the first time in 35 editions, the World Amateur Go Championship was held in Korea. The ancient city of Gyeongju was the host from 6th to 9th July. Fifty-four players from around the world were taking part, including our own Francis Roads¹.

At the halfway mark only China, Chinese Taipei and notably Lukas Podpera of the Czech Republic were on four wins, as Korea had lost to Chinese Taipei and Japan had lost twice already. Chan Yi-Tien of Chinese Taipei dropped a game later against Korea, but was the winner on SOS tie-break from China and Korea, all on seven wins. This is the first time since 1986 that the WAGC was won by a country outside the big three (China, Japan and Korea). On six wins were the players from Hong Kong, Ukraine (Bohdan Zhurakovskiy) and the Czech Republic. The other top-ten places went to Russia, Sweden, Japan and USA.

Francis Roads lost to Slovakia, Australia and Poland, but then beat Azerbaijan in round four. He beat Argentina and Switzerland on day three, but lost to Belarus and Turkey on the final day to end 44th with three wins. Ireland's John Gibson won two games, against Brazil and Argentina.

Teams Finals

The best four teams from the 32 countries that had played in the Pandanet Go European Team Championship played over-the-board finals at the European Go Congress in Sibiu, Romania. The first match was on the Friday, with two rounds during the Saturday before the congress started. The top boards were

broadcast live on Pandanet (IGS). France started well with a four-nil win over Ukraine and Russia beat the Czech Republic. However in round two France lost to the Czech Republic and Russia won again. The Czech Republic won their third match, but France forced Russia to a draw. However Russia's five points saw them back as champions, with the Czech Republic placed second on four points and France third on three points.

European Go Congress

The 58th European Go Congress was hosted by the Romanian Go Association in the Ramada Hotel in Sibiu, from 26th July to 9th August.

A total of 458 players played in the Open. Tong Yulin (4p China) was unbeaten after ten rounds to become European Open Champion. Wang Chen (7d China) won nine and Sui Zexiang (7d China) and Fan Hui (2p France) won eight. Kim Young-Sam (7d Korea), Ilja Shikshin (7d Russia) and Alexander Dinerchtein (3p Russia) won seven.

After seven rounds the top eight European players were selected for a knockout stage. Csaba Mero, Lukas Podpera, Artem Kachanovskiy and Pavol Lisy went out in the quarter-finals to Fan Hui, Ilja Shikshin, Ali Jabarin and Alexander Dinerchtein. Dinerchtein beat Shikshin and Hui beat Jabarin in the semis to reach the final. After a tough game, Fan Hui beat Alexander Dinerchtein to retain the European Champion title.

The Weekend Tournament had 343 players and was also won by Tong Yulin, winning all five games. The top players who won four games were Sui, Oh Chi-Min (7d Korea),

¹See also Francis' report on his trip on page 26.

Kim, Wang, Hui and Nikola Mitic (6d Serbia).

There was the usual selection of side events, such as rapidplay, small boards, for children and so on. The most prestigious of these is the Pair Go and the winners this year were Manja Marz and Kim Young-Sam. Noteworthy as runners up were the UK's own Vanessa Wong, playing with Lukas Podpera.

US Open

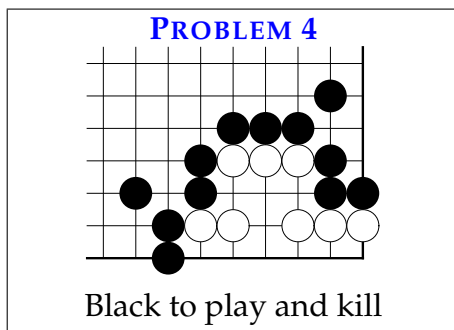
As an alternative to the European there is always the American equivalent. This time it was at the urban location of the Hotel Pennsylvania in the centre of New York. Play was on the top floor, offering good views of the Empire State Building and the rest of Manhattan. This event has the usual selection of fun side events and the serious US Open, with well over 300 players, split into divisions. Winner of the Masters Division was Mark Lee (7d), aged 17 from Korea, and

second was Conner Li (3p). The UK was represented by Francis Roads², who won three games out of six in the 4d section. Next year the feel of the event will be completely different as the venue is planned to be at the start of August in St Paul, Minnesota.

World Youth

Each summer the Ing Foundation sponsors the World Youth Go Championship. This year's was the 31st, taking place in Kuala Lumpur, Malaysia, from 13th to 19th August. The European places were earned at the European Youth in Bognor Regis³, so it was nice to see the stars of that event taking part. In the Under-12 section Romania's Denis Dobranis and Spain's Oscar Vazquez each won two games. The winner was Huang Mingyu of China. In the Under-16, Germany's Oliver Wolf and Russia's Grigorii Fionin each won three games to place 5th and 6th. The winner was again from China: Xu Jiayang.

~ ~ ~



²See his report on the US Go Congress and visit to the USA on page 36.

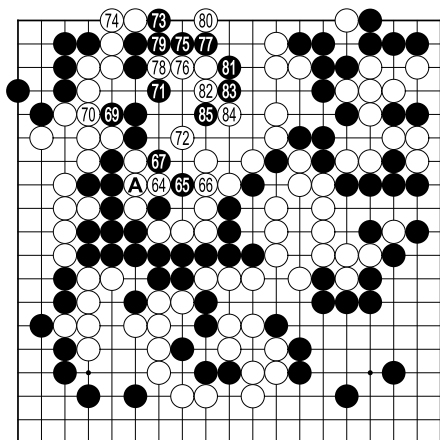
³See [BGJ 168](#) for a report on the EYGC.

TWO YOUTH CHAMPIONSHIP GAMES – TESUJI

Tim Hunt

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Here is the tesuji I mentioned from the game between Roella Smith and Hasan Nisar on page 12.



Ⓢ at A.

Diagram 5 (164-185)

Ⓢ is brilliant – see Variations 5 and 6.

Ⓢ White saw the danger and connected.

Ⓢ But, perhaps it is only one eye?!

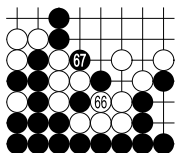
Time for another exciting fight. However, I cannot see any way for White to kill Black now.

Eventually White has to resign.

The last chance for White to save the game was at move Ⓢ, which should have been at either Ⓢ or Ⓢ.

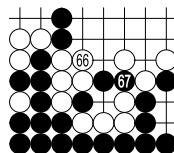
Variation 5

If White answers this way it is a shortage of liberties.



Variation 6

Moving out with the four white stones does not work either. Snapback!



As I said in the introduction, both players played a lot of good moves. Most of the opening moves were played on big points. Afterwards, there was a lot of exciting fighting in which White nearly made a huge centre and which should have been enough to win the game.

Black showed why you should never give up when you are behind. Instead, you should try to make the game more and more complicated, and hope that something happens. Of course, something is more likely to happen if you can spot the clever tesuji!

□

US GO CONGRESS 2014

Francis Roads

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Following my return from Korea and Japan, I gave myself a jet lag week and then set off for the USA – where I needed more jet lag time, spent at Weston near Boston with my friends Marvin and Katherine. Marvin is a member of that extraordinary set of Go players who don't play Go, and Katherine is an ex-Go organiser. I did what I could to remedy the situation and, after fulfilling a musical commitment in Boston, caught the train to New York to attend my tenth US Go Congress.

All previous US Congresses have been held in universities. There had been a plan to hold the congress for the first time outside the USA, in Vancouver. But the Canadian Go Association couldn't muster the necessary volunteers, and so for the first time it was held in a hotel in Manhattan. A reasonable deal had been struck, so the accommodation was not over-expensive; anyhow, numbers held up well compared with previous congresses.

The Pennsylvania Hotel itself was the one made famous by Glen Miller with his song *Pennsylvania 65000*, which apparently remains its telephone number. We played in a meeting room on the 18th floor. I certainly appreciated having a more comfortable room than those at some universities, and being only a ride in the lift away from the action.

The main tournament, the US Open, had six rounds played in the mornings. Then there was the usual raft of side events; self-paired games, pro lectures and teaching in the

afternoons, and side tournaments in the evenings. The organisation was generally pretty good, especially for the evening events. The American Draw system, which I have written about before¹, means that there is usually only a short wait before starting, and you don't have to register in advance; you can decide to play or not at the last minute. I find it odd that this good system has never caught on in Europe. There was one hiccup: unfortunately the system was not used for the Pair Go on Thursday evening, and in consequence we had a near 90-minute wait before starting. That's pretty unusual for the AGA.



Go in the pool

An impressive aspect of the event was the array of events for young Go players, as was the number of participants. The Americans are way ahead of us in this respect. Have you heard of relay Go? You run from a starting line to the Go board, play your move, run back and tag your opponent. Then the opponent runs, plays, runs back and so on. It

¹See [BGJ 102](#), Spring 1996, page 19.

is of course against the clock. No, I wouldn't want to play it, but it entertains the young.

Wednesday was the day off, as it is at European Congresses. There was a Die-hard Tournament for the real junkies. I was invited to a country house party in Connecticut, and advised to bring swimming things. At the house, with its fine seaside garden and pool, I was inveigled into a series of games where one player was in the water. No, it wasn't my opponent.

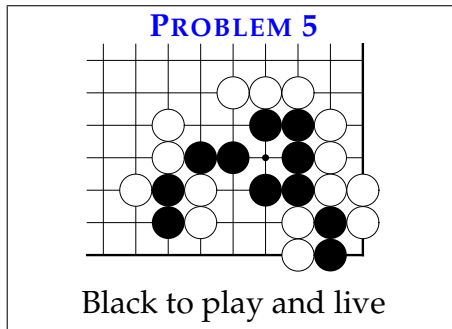
You didn't have any choice about the grade that you entered at, and my AGA rating remains at 4-dan. That is way above my European rating, but if you try to persuade the organisers to allow you to enter at a lower grade, they call you a sandbagger – which isn't very nice, so at 4-dan I entered, and was quite pleased to end with 3/6 in the US Open. I won no prize

for that, but I did come home with a bottle of wine for my entry in the Bob High song competition, which appears elsewhere². The singing of Go songs is a tradition alive and well in the US. We had our session on the final Saturday night.

I have written before about inter-continental amateur grade disparity. The world of Go is awash with mathematicians and programmers. I do find it strange that their collective wisdom cannot devise a stable world rating system for amateurs, or at least a rate of exchange between continents.

I do recommend the US Congress. It lasts only a week, but it has many compensating advantages compared with the European. I now have friends all over the USA, and hope to be back for my eleventh congress before too long.

□



²Page 19.

CHALLENGERS' LEAGUE – RIX v. KAY

Liu Yajie

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Chinese professional Liu Yajie (2p) reviews the game¹ between Alex Rix (3d) (Black) and Andrew Kay (4d) (White), played in the last round of the Challengers' League. Alex has added some comments arising from the post-game discussion (marked 'AR:').

As reported in UK News in *BGJ 168*, Andrew, the reigning British Champion, won to top the *Challengers' League table* and will defend his title against Alex Kent (3d) later this year.

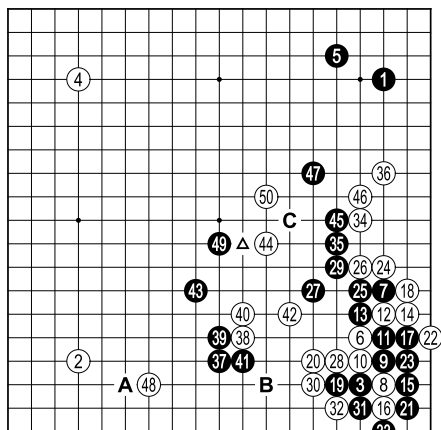
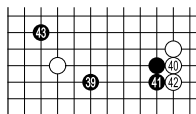


Diagram 1 (1-50)

⑩ This is the right choice for White.

③⑨ Perhaps better for Black to play at A directly – see Variation 1.



Variation 1 (39-43)

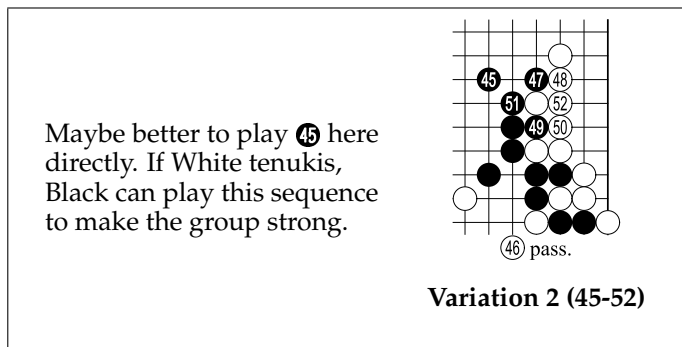
④① A black play at B is better than the game move.

④③ It seems like Black is creating pressure on the other black group by forcing White to flee upwards, and is still not making territory on the left.

④④ Better for White to play one space to the left, at the marked point.

④⑤ See Variation 2.

⑤⑩ White should play at C first.



¹The sgf file is at britgo.org/files/bgjgames/169-challengers.sgf.

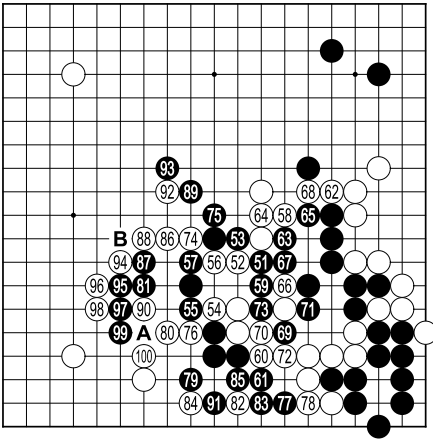


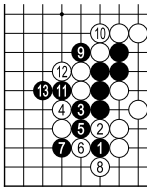
Diagram 2 (51-100)

- 51 Strong move.
- 64 Complicated.
- 65 This move doesn't feel right. Maybe better at 66.
- 66 AR: I was surprised at this move since I could then capture 52 and 56, and perhaps should have done so. See Variation 3 for 69.
- 79 A play at 91 is a better shape.
- 67 AR: Playing at A instead may be better.
- 93 AR: Playing at B instead was recommended by Andrew as it protects both sides.

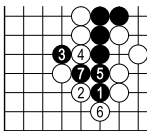
70 Defending the two stones with this would be a mistake. Black would then be able to capture the two stones and create thickness across the whole board.

Variation 3 (69-71)

100 Black should play at 115 – see Variations 4, 5 and 6.



Variation 4 (101-113)



Variation 5 (101-107)

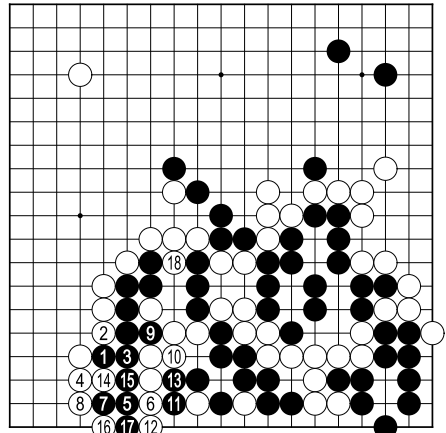
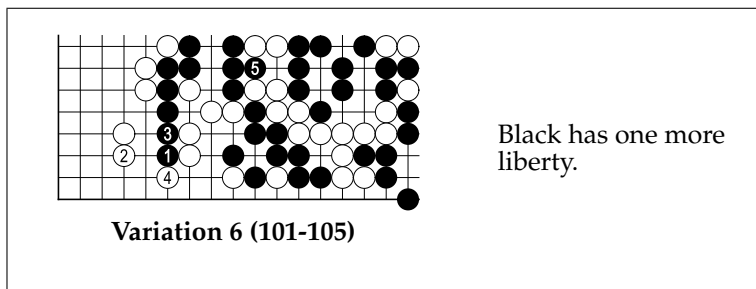


Diagram 3 (101-118)





119 Black cannot save the stones and resigns.

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.

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/issue169.

Solution to Problem 1

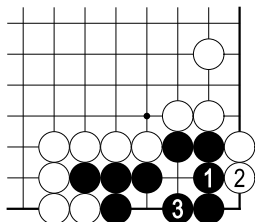


Diagram 1a (correct)

This move protects against the double atari and threatens to make a corner eye. ② and ③ are miai^a. Black is alive.

^aMiai: two moves that accomplish the same thing in different ways.

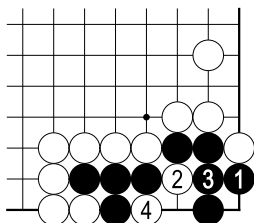


Diagram 1b (failure)

This looks like the shape for eyes in the corner, however it leaves behind the double atari at ②.

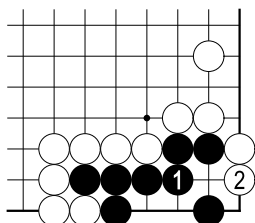


Diagram 1c (failure)

This only makes one eye.

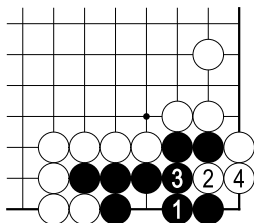


Diagram 1d (failure)

② prevents two eyes.

Solution to Problem 2

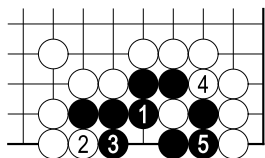


Diagram 2a (correct)

The correct move is the simple capture of the stone. Black has two eyes.

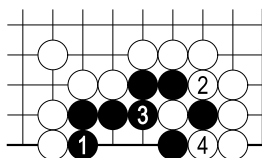


Diagram 2b (failure)

This makes the eyespace bigger but ② makes one of the eyes false.

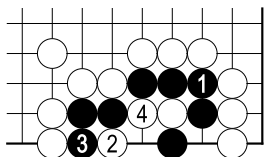


Diagram 2c (failure)

To prevent the false eye Black can try this, but White can play ② here in safety as it is self-atari to try to cut it off.

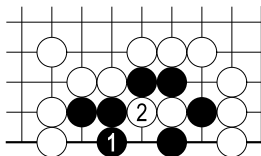


Diagram 2d (failure)

This makes only one eye since White can extend with ②.

Solution to Problem 3

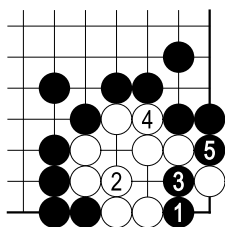


Diagram 3a (correct)

This is the killing move. ② protects against the double atari, but allows Black to use the weakness in the corner.

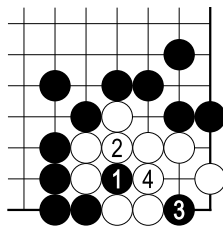


Diagram 3b (failure)

This is atari, but it does not kill.

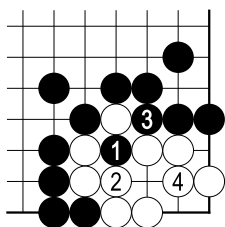


Diagram 3c (failure)

This looks like a trick, but White has time to make two eyes.

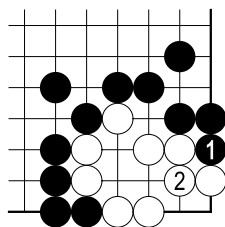


Diagram 3d (failure)

White just defends against this.

Solution to Problem 4

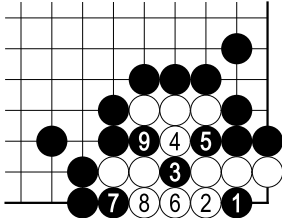


Diagram 4a (correct)

This is a good move to destroy White's eye shape. If White makes the corner eye with ② then the wedge at ③ kills again.

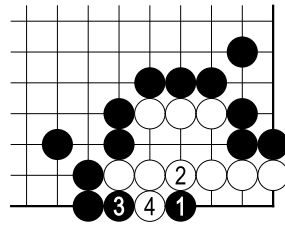


Diagram 4b (failure)

This may look like the vital point for White's eye shape, but White easily lives.

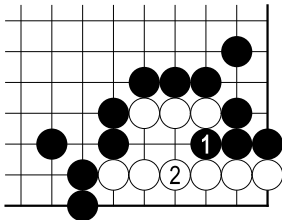


Diagram 4c (failure)

This also fails; the three white stones are not in danger.

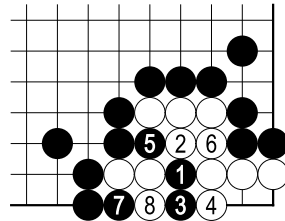


Diagram 4d (failure)

This is a tricky move to defend against, but White can capture it to make two eyes with ②.

Solution to Problem 5

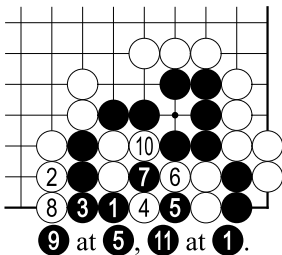


Diagram 5a (correct)

Black needs to capture one of the pairs of white stones to live.

- ① is the correct move as it leaves Black's options open.
- ③ offers White four stones.
- ⑦ is double atari and a snap-back if captured, so Black captures something for sure.
- ⑩ threatens to make the top eye false.

After ⑪ Black can make two eyes in two ways, so is safe.



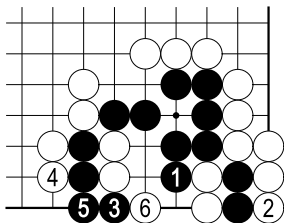


Diagram 5b (failure)

If Black starts with the atari on the corner two white stones then he gets neither pair.

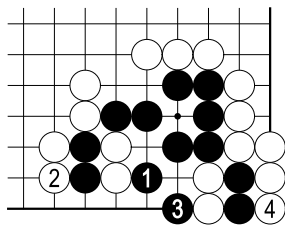


Diagram 5c (failure)

This move does not work either.

CONTACT INFORMATION

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BGA website: www.britgo.org

BGA internet message board for general discussion about Go in the UK: fora.britgo.org (open to all).

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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COLLECTING GO XXII: GO NOVELS

Tony Atkins

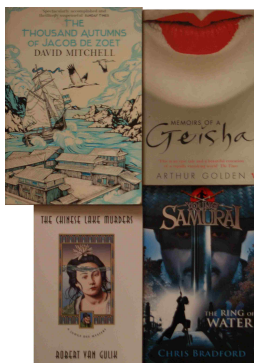
ajaxgo@yahoo.co.uk

Reading a novel that mentions Go has often been someone's first introduction to the game. The classic Go thriller from the 1970s was *Shibumi* by Trevanian and many times has that been quoted as a source. In it we read how the assassin learnt Go in Japan and the section headings are Go terms. Go again features in the *Shibumi* prequel, *Satori*, by Don Winslow. There are quite a few novels that mention Go to a greater or lesser extent. The BGA web site has a list of Go Novels (at www.britgo.org/general/novels) and some of the novels are mentioned below.

Many Go players will be familiar with the three novels that are centred on Go. Kawabata won the Nobel Prize for Literature and one of his works was *Meijin*, translated into English as *The Master of Go*. This follows the story of a top Japanese title match.



The Girl Who Played Go by Shan Sa is a moving love story between a Japanese soldier and a Chinese girl who meet over the Go board. *First Kyu* by Dr Sung-Hwa Hong is a Korean story about a young man's struggles to become a professional.



As one would expect quite a few novels that are set in the Orient mention Go, though often in passing such as in Arthur Golden's *Memoirs of a Geisha* and it is played in *The Chinese Lake Murders* by Robert van Gulik (see [BGJ 156](#)) and *The Thousand Autumns of Jacob de Zoet* by David Mitchell (see [BGJ 155](#)). Mitchell also mentions Go briefly in *Cloud Atlas*. Chris Bradford's *The Ring of Water* is one of the Young Samurai series in which the young hero has to learn Go to save his life (see [BGJ 155](#)).

(Collecting Go XXII: Go Novels . . . continued from inside rear cover)

Go features in several science fiction novels, though in some the game is slightly distorted in some futuristic way, such as the infinite board used in Iain Bank's *Walking on Glass* and the black and white camps that appear on a plain in *Queenmagic*, *Kingmagic* by Ian Watson. *Split Infinity* by Piers Anthony has two pages devoted to a game played by the hero. Neal Stephenson's *Cryptonomicon* has a Go game compared to business strategy and in David Boop's *She Murdered Me with Science* a lady at a Go club predicts the future from a game position.



The one with the most about Go in, however, is Robert Silverberg's *Starborne*; Go appears in the first paragraph and all the way through. It follows the crew of a spaceship who play Go to beat the boredom of the long voyage.

Jeffrey Deaver features Go in two of his thrillers. In *The Stone Monkey* the hero learns to play from a Chinese colleague and all the section title pages include quotes from *The Game of Wei-Chi* by Pecorini and Shu (see [BGJ 103](#)). Oddly, in *Edge* the hero likes to play many games including both Go and Wei-Chi. Sara Paretsky has a short story in *Windy City Blues* that revolves around strange goings on in Japanese Go club in Chicago. *PopCo* (see [BGJ 142](#)) by Scarlet Thomas mentions that everyone in the company of the title likes to play Go and the main characters cat is called Atari.



If you find any novels that are not listed on the [web page](#), let us know!