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Youth Go Camp 2018



Charlotte building a den



Joker Go Lesson

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EDITORIAL

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Welcome to the 185th British Go Journal.

In This Issue

After a brief absence, we welcome back John Tilley with another of his excellent Go Jottings, this time on the consequences of a very well known joseki. We also have a contribution from one of our regulars, Paul Barnard, with his take on a vital aspect of the game, namely Whole-board Thinking.

Tony Atkins has again excelled himself with a number of articles on such diverse topics as the Youth Go Camp held again in Caythorpe this year, and the Annual World Collegiate Weichi Championships held in our very own Cambridge this time. And of course Tony writes up reports from the various tournaments held in the UK and around the world, and adorns the back cover with his fascinating collecting series.

The European Go Congress was held in Pisa this summer and we have to thank Francis Roads for his reflections on the event. Francis also regales us with tales of the original British Go Congresses first held here in the 1960s.

The problems in this edition come mainly from ones used at various teaching events over the summer. The exception is problem 5 which is a bit harder and is courtesy of Liu Yajie.

Going back to Pisa, Martin Harvey played and (just) won his game in the tenth and last round and has offered us a review of the game by our German colleague Michael Marz. Enjoy!

Bob Scantlebury

Credits

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

Contributions: Tony Atkins, Paul Barnard, Martin Harvey, Liu Yajie, Toby Manning, Ian Marsh, Michael Marz, Francis Roads, and John Tilley.

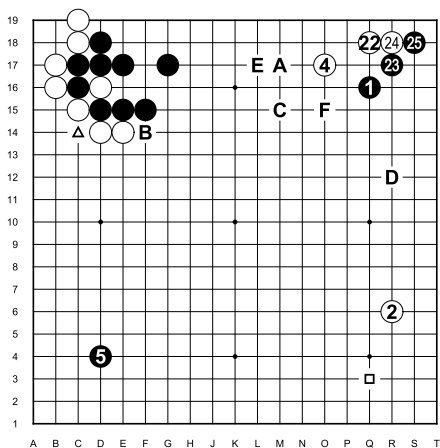
Photographs: *Front cover*, Youth Go Camp 2018. All other photographs in this edition were provided by the article authors or sourced from the BGA website.

Proofreading: Tony Atkins, Rich Bentley, Barry Chandler, Mike Cockburn, Brent Cutts, Martin Harvey, Richard Hunter, Pat Ridley, and Nick Wedd.

WHOLE-BOARD THINKING

Paul Barnard

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Whole-board Thinking for 10 Kyus... (...or thereabouts)

Most of the games I am sent for analysis are from weaker single-figure kyu players, or stronger double figure kyus. Very often these players identify the best move local to the last move played or local to another position, but don't seem to consider how such moves affect other parts of the board – or at least, not sufficiently. If this is you, this article is for you.

This is from a game I was sent recently, between a 7 kyu and a 9 kyu. Black played 25, and that is the move that this article is about.

The opening had been a little odd. White's first move 2 was on a 6-3 point, and then he used his second move 4 to approach one of Black's stones rather than occupy the empty corner. Black ignored it to take the vacant lower left corner 5 and then White invaded the top left. Black didn't play optimally and got a very over-concentrated position and gote.

White used his sente, at move 22, to go back to the top right. Because Black had ignored 4 to play 5, White could have started a fight by playing a double kakari (approaching from below), but he opted to slide under at 22. This was not a bad move, competing for the corner, and maintaining three options for life (take the corner 3-3 point/extend along the top/run out into the centre).

Normally (if Black had answered 4 with some sort of short extension down the side) 23 would be a good response to 22, preventing one of White's options and maintaining a base for Black's group. Here it was less good, but was still not bad, preventing one of White's easy options for life, threatening a later follow-up at 24, which White wouldn't like, and making a subsequent extension down the right side a bit better. So much for the background to the position at issue...

White answered at 24, as is common, threatening to hane round 23, so Black played 25 to prevent that – a fairly normal move. You will have twigged that I'm not keen on it! Why?

The point is that both players are now squabbling over a few points in the corner. Yes, both are playing common moves that are locally good, but there is the whole board to consider. Professionals and other strong players typically spend a lot of time in these early stages of the game to do just that, and often depart from standard joseki (and thus, by definition, play moves that are locally not best) so as to optimise the overall position.

Imagine yourself as Black. Is ㉔ really the biggest, most urgent move on the board? If you think not, or even if you are not sure, a bit of careful thought is needed...

It is often – usually – a good idea to think strategically before thinking locally, because that way you have an understanding of what you want to achieve with your little fight, and frequently it is not the best result locally. For example, you may realise it would be better to sacrifice some stones that you could have saved, so as to get a stronger wall.

So, first, consider the top. Ideally, Black would like to play A to attack the three white stones, and then when they jump out or settle in the corner for a few measly points, Black would turn at B. This is pretty much sente because of the potential cut (marked, triangle) and subsequent capture of two White stones in a ladder. Hence Black could jump to C to make a big potential area. But White might not settle in the corner or jump out; he might do something else, on the basis that while he has both options he need not yet do either.

Now consider the right side. ① and ㉔ are not settled and need to extend down towards D pretty urgently to get some size and shape to the group. Also, note that ② is looking up the side rather than at a corner position (bear in mind that even if White completes the big shimari at the squared point, it can be invaded). So an extension to/towards D will upset White's aspirations as well as making a good start towards settling ① and ㉔. And, if White does settle in the top corner, ① and ㉔ will be plastered right up against it, making a strong case for having a Black extension.

What about playing elsewhere altogether? Black extensions in either direction from ⑤ would be big, and Black could also invade the bottom right corner pretty easily. The problem with these moves is that the top right is urgent – the two black stones are not at all settled and a sustained attack on them could be devastating. 'Urgent before big.'

So, finally, consider the local position. ㉔ as played doesn't help ① and ㉔ very much. It prevents White from settling in the corner, but White can answer by extending to E, which would be an exchange favouring White, or he can tenuki to extend up the right side from ②. It's true that Black could then follow up with A, but after a White jump to F, the Black corner would be forced to grovel. Also on this, if White answers ㉔ at the 2-1 point (S19) threatening to capture ㉔, Black would feel compelled to connect, and that would still be gote. So ㉔ as played is not obviously brilliant. What if Black lets White play the hane round ㉔? Black would block below, White would then play atari on ㉔ at Q17, so Black would connect, and finally White would connect at ㉔ – gote!

So the local sequence is gote for whichever player initiates it. It's not immediate life or death, and it's only a very few points. And it is of naff-all strategic value. In fact, both players would welcome the other taking gote in this way!

So what to do? Clearly not ㉔! Nor a big move elsewhere.

A would be nice, and if White obeys orders and settles in the corner, it would be good, because it would gote thus giving Black the chance to extend down the right side. But a White response to A at D would leave

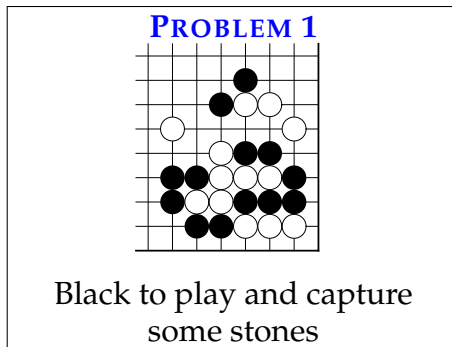
Black's corner struggling a bit, and the fight might not go well.

D leaves White the option to extend to E, but that would have no effect on the Black stones to the left, so a White extension there would be gote. Black could then play one of the other big moves available such as extensions up or along the bottom from ⑤, so that would be OK. And if White doesn't make the gote extension to E, Black might still get his sequence starting with A.

So from this analysis, D would seem to be correct. But you only realise that if you consider the whole board, not just how to extract an extra couple of points from the local corner position.

I would mention that other players might offer different analyses, depending on their strengths and preferences. I don't claim that this (above) is the only and full way to look at it. My point is that players of around 10 kyu are strong enough to make a good attempt at doing this sort of analysis, but seem very often not to. And yet, they would be significantly stronger for it, and would get more out of each game as a result of the consequential deeper understanding.

It's complicated, but this is why strong players spend a lot of time on the openings of their games. And it is a big part of why they are strong. Try it!



WORLD NEWS

Tony Atkins

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Pandanet Teams

As usual the top four teams from the A League met over the board on the two days before the European Go Congress started. Russia won again (led by pros Shikshin and Dinerchtein), beating France and Ukraine, but drawing with Poland. France was second, beating Ukraine (3rd) and Poland (4th).

EGC 2018

Despite some having troubles with flights, nearly thirty UK players enjoyed the Italian sun in Pisa for this year's European Go Congress. The event, held from 28th July until 11th August, had a record turn-out with over 1400 participants having pre-registered; the main tournament had around 850 players.

The best British results were by teenagers Edmund Smith (5k) and Tom Bradbury (5k). Edmund won seven out of ten in the main tournament and four out of five in at the weekend; Tom won six out of ten and three out of four. The rest of the British players had what was described as a mixture of results.

While not playing Go, the participants attended lectures and had game reviews, or explored Tuscany, including the cities of Florence, Siena and Lucca, as well as Pisa itself. Those who drove there passed the delights of Switzerland on the way.

Students and Women

The European Students' Championship was held during late August in Leksand, Sweden. Germany's Jonas Welticke was the best of the twelve players. He won all

five games and beat Lukas Podpera into second; Amir Fragman was third.

The European Women's was held in Helsinki on the second weekend of September and featured 29 players from nine countries. Natalia Kovaleva of Russia won all five games to come first. Ariane Ougier of France was second and Rita Pocsai of Hungary inched Dina Burdakova out of third place on second tie-break.

KPMC

Andrew Simons was our representative in the 13th Korean Prime Minister's Cup, held at the Julpo Bay Tidal Flat Ecological Park in Buan between 10th and 12th September. Each board had a camera above automatically recording and broadcasting the game, the results of which were also saved online on YouTube and the KPMC website.

On the first day he got the bye, losing to the Korean ghost by 2.5. Then he lost to Leszek Soldan (4d Poland) by 7.5. On the second day he beat Milan Jadron (1d Slovakia), thanks to a cute spiral ladder, and then beat Justin Ching (6d USA); in a long game, Justin suffered from an early error.

On the final day he beat Jon Melting (1d Norway) by resignation and then lost by 7.5 against Radek Nechanicky (5d Czechia). He thus ended with a creditable four points and 18th place, which would have been seventh if he had won that last game.

Liyan Lyu of China (now a pro) beat Korea in the final. Japan and Hong Kong took the next places, followed by Rob van Zeijst of the Netherlands and Pal Balogh of Hungary. There was no Irish player this year.

IMPRESSIONS OF PISA

Francis Roads

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River Arno in Pisa

This year was the third time that the European Go Congress was held by FIGG, the Federazione Italiana Gioco Go. The previous two were held in Abano Terme, near Verona, in 1996, and in Frascati, near Rome, in 2006. The attendance was a record number; I don't have the precise figure, but well over 400 boards were in use. There was a good British attendance this time as well, with about 30 of us at various times. And it was also good to see so many youngish female players. The old idea that it is not ladylike to play Go is dying the death and good riddance.

There was the usual ten round main tournament, the five round weekend tournament and all the side events that you would expect. To me the touchstone of good tournament organisation is swift registration on arrival and prompt starts to rounds. Considering the numbers, the organisers did pretty well. I have complained in these pages before about draws displayed in very small type, so that it takes a long while to find your own table. They don't seem to have worked out how to change the font size yet, but here you could get the draw on line as well – provided

that you could get through the rather arcane login procedure.

We were in the Palazzo dei Congressi, which had small rooms for the top players, larger ones for the next couple of hundred or so in rank order, and a large open plan space for the lower kyu players. This area was contiguous with the administration area and the bar, so it could get noisy at times, especially as there was a goodly entry from young Go players. There were two large auditoriums where there were pro lectures and other events. They included showing the now well known films 'The Surrounding Game' and 'AlphaGo'.

Even that wasn't enough space for all of us. Some mid-ranking players were hived off to the nearby Bastion, yes, a real 15th century fortification built to ward off invaders. The undercroft was a somewhat unusual but nevertheless cool and quiet place to play.



The undercroft

And cool was what it needed to be. Outside the daytime temperature never dipped below 30 degrees and on several days was a good deal hotter than that. The Palazzo was air-conditioned and I found myself

reluctant to venture forth to explore the city in such heat. But at those times when I did get out, I found it a pleasant place to wander about. The back streets are narrow, to give plenty of shade, so you could get about in those. OK, if you wanted to see hoards of tourists, you went to see the cathedral area; the famous leaning tower is a bell-tower. Actually the cathedral itself and the associated baptistry are a good deal more attractive than the tower.

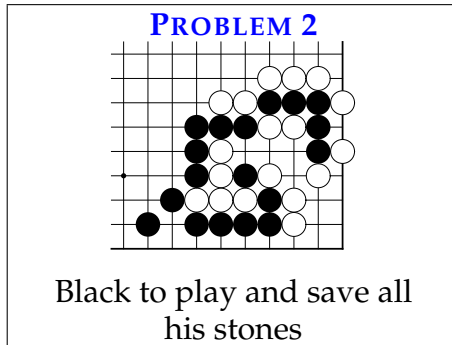
But the rest of the city was not crowded. The River Arno flows through and the buildings are of pleasing uniformity, I guess mostly 19th century, with few modern monstrosities. I'd like to go back in cooler weather. There are several museums of various natures worth a visit. One which especially took my fancy was the Museum of Calculus: there was no mention of Newton or Leibnitz, but rather a display of calculating machines and early computers. There was a very early one with a thermionic valve for each bit of

data and the dear old ZX Spectrum in a glass case.

What the city lacks most is a park anywhere near the centre. The Botanical Garden is a small and rather earnest display of specimens, rather than a place to amble and relax.

As usual when I am in attendance, I found myself expected to organise the song night on the Friday evening. We kept going for about three hours, with an attendance of about 30, mostly Germans. The German Go players seem to be keeping the tradition of Go songs alive rather better than we do in Britain. There were several new songs, including one from the French contingent. For my own contribution, 'Playing Go at Pisa', I recycled the tune that I had used for the Abano Terme congress.

It was the heat which slightly took the edge off what was otherwise an enjoyable congress. But you can't blame FIGG for that, so well done and thanks to the Italian Go players, and see you all next year in Brussels!



YOUTH GO CAMP 2018

Tony Atkins

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Kayaking on the lake

For the second BGA youth residential training it was decided to repeat the successful formula from 2017 and return, albeit later in the month of August, to the PGL youth adventure centre at Caythorpe Court. Caythorpe is in a quiet corner of Lincolnshire; quiet apart from when the RAF is practising their aerobatics. However it is not far from the mainline station at Grantham, allowing easy pick up of London players, and central, so not too bad a drive from Manchester, Cambridge and Letchworth. We even had a local from Lincoln.

We assembled after lunch on Wednesday 29th August and Joe, our jovial young PGL host, showed us to the accommodation. This was in the same Wisbech hut block as in 2017. Conveniently we had ten boys and ten girls who could split over four back-to-back rooms and the adults could take the corner rooms. One of the hazards is the local wildlife, but after the local spider population had been convinced to move elsewhere then it was only the local rabbits (one of whom was unfortunately dead) to cause concern.

Luckily the early morning rain had cleared away and it was fair when we moved out to the first of the outside activities, split into two groups. These were the tandem High Swing and Survivor. The former of these involved pulling a pair of youngsters several metres up in to the air and then letting the swing loose, the interest being who would let go and trust the harness, and who would not. The latter was learning some bushcraft, including some rope-work, and then making two dens from logs and branches.



Andrew reviews a game

After dinner the youngsters, aged 10 to 17 and grades 30 to 3 kyu, assembled in the three rooms of the classroom block for the first two rounds of a grading Go tournament, but also afterwards to enjoy some other games, such as Battle Sheep.

On Thursday morning the youngsters were split into five groups by strength. Toby Manning, who was there just for the morning, taught the top group. Alison Bexfield, Tony Atkins, Andrew Russell, Martin Harvey and Huw Mort, helped by Helen Harvey, taught

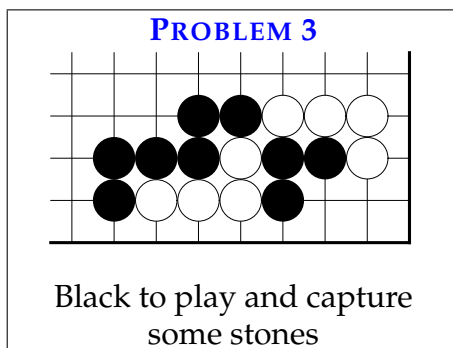
the others. The theme for 2018 was 'Shape', and, as well as game reviews and yose problems, the cards from Joker Go proved a useful teaching tool.

The afternoon was warm and sunny, which was good as the afternoon activity was kayaking on the lake. After basic instruction various games were played, most of which involved getting wet, even when not capsizing. Most of the youngsters, apart from one, got very wet; the adults just had to sit on the bank and laugh, after having a Youth Committee meeting. After drying out and eating, there was more of the Go tournament in the evening. The youngsters were encouraged to record games, so they

could be reviewed, or an adult tried to make the record (though sometimes the speed of play forbade it).

On the Friday morning there was more teaching, with the teachers moving up a group, including game reviews, problem-solving and lessons on good and bad shape. Just before lunch and departure, there was a wrap-up session, awarding prizes to the tournament group winners. These were Oscar Selby, Wenzhou Mei, Zoe Walters, Joseph Curtis and Iona Goodman.

According to the youngsters the list of best bits included improving, doing problems, meeting people, kayaking and the Giant Swing. All were looking forward to doing it again in 2019.



PRESIDENT'S MESSAGE

Toby Manning

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In my message in the last BGJ I wrote about the social side of playing Go, and I make no apology for returning to the subject,

We have a higher proportion of 1-day tournaments in the UK than in other countries. Martin Stiassny, EGF President, is reported as saying that '90% of [European] tournaments are multi-day'; I think this is an exaggeration, but it is not far off.

I thank Richard Mullens for the following analysis on European tournaments, with the following results (percentage multi-day):-

- UK: 29 tournaments, 38%
- Germany: 57 tournaments, 74%
- Belgium: 9 tournaments, 100%
- Netherlands: 19 tournaments, 68%

Of course, multi-day tournaments have more scope for social activities, as the two dozen British players who went to the European Congress in Pisa this year will attest. On the other hand, multi-day tournaments are more expensive for participants and require more organisation. So I ask the question: should we have more multi-day tournaments? And if the answer is yes, how are we going to achieve this?

Club Nights

Many Go clubs have a small number of members, and there can be a danger of Club nights getting a bit repetitive: always playing the same people with the same handicap. So what do you do to vary the format? At Leicester we often play through a professional game; other clubs play 9x9 games (good for developing yose

and reading skills). Nottingham runs a regular online tournament, and there is a Scottish inter-club league. What does your club do?

Youth Issues

In 2017 DeepMind gave us £5,000 to support Youth Go, and we thank them for providing a further £5,000 in 2018. With this generous sponsorship we have undertaken a number of projects:-

- We have provided 'achievement badges', ranging from 35 kyu ('I can complete a game') to 1 dan.
- We ran a second successful 'Youth Camp' for our Junior players; thanks to Tony Atkins for arranging the teaching, and to Huw Mort, Andrew Russell, Alison Bexfield and Martin Harvey for assisting. The format was the same as last year; Go teaching in the morning, outdoor activities in the afternoon and social games in the evening. I was impressed to see how well the youngsters bonded.
- We supported the British youth team to the European Youth Go Championships in Kiev this year. Next year's European Youth will be in Moscow, and with the current political situation there appears to be little enthusiasm for people to attend, so we are looking for alternatives to keep the squad together.

We have also undertaken a number of smaller initiatives, but further ideas are welcome.

□

GO JOTTINGS 6

John Tilley

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The two problems on the cover of a book by Komatsu Hideki 9p caught my eye on Amazon Japan. They show the same position where White has approached the black stone on the star point in the upper right corner but in two different ways. Black can answer at either 'A' or 'B' in each position, giving a total of four possible sequences. Only one of these four sequences is good for both White and Black, the other three possibilities are of course good-bad, bad-good and bad-bad.

players aspiring to become shodan. The position behind the cover of this book completes a chain of events and positions that take me back almost 50 years.

I played a game in the summer of 1970 against Kobayashi Tadashii, who worked in the editorial department of the Nihon Kiin; we were both then around 1kyu/1dan. An almost identical position had occurred in our game, which I had lost – the book's position is given in Diagram 1.

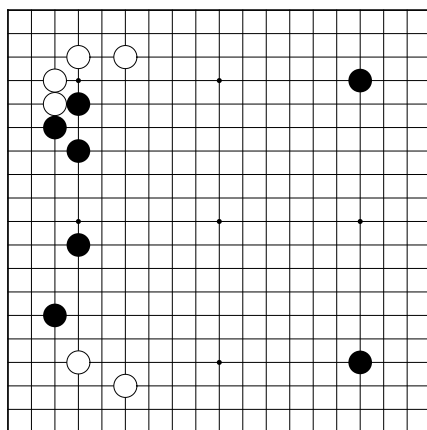
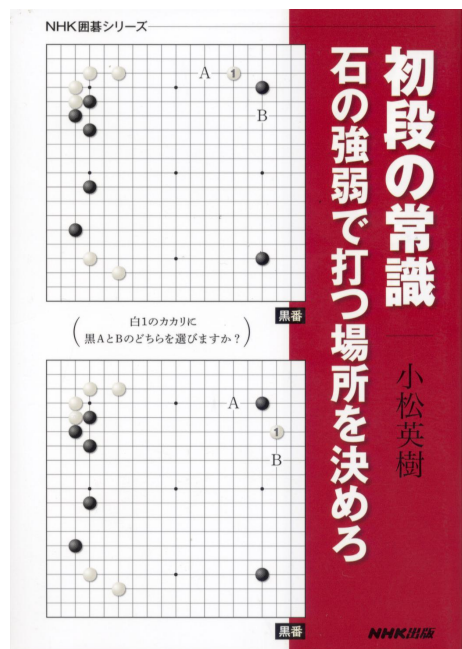


Diagram 1

Kobayashi had pointed to the upper side – this is 'kasu-ba' or 'nothing place' – he said after the game. I didn't understand and as Kobayashi couldn't explain it any further, the position was left as a written diagram in one of my files. The Japanese phrase 'kasu-ba' comes from 'kasu' or 'junk' (as in 'junk stones') and 'ba' place (as in o-ba 'large place'). However in the late 1960s and early

The title of the book is a hint; it's something like 'How to decide where to play near strong and weak stones.' It provides common sense for kyu

1970s the concept of junk stones had not crossed my radar and it was a while before it became part of Western Go. I have never heard the expression 'nothing place' again – but I might now label it as a 'no go area'.

Komatsu Hideki 9p explains all this by using a proverb from another professional – Sonoda 9p. Sonoda's proverb is 'Playing near already alive stones is small'. The converse of this is 'Playing near not already alive stones is large'. Armed with this guideline, you can re-examine Diagram 1. The White position in the top left is quite solid (please don't read too much into my choice of 'solid').

White's stones are already alive – Black can't threaten them without playing at least two or more moves. Sonoda's proverb tells us that playing near them is small. What does 'near' mean here? It means the whole upper side. Neither White nor Black wants to play on the upper side in this position. It's a 'no go area' or as my friend had said a 'nothing place'.

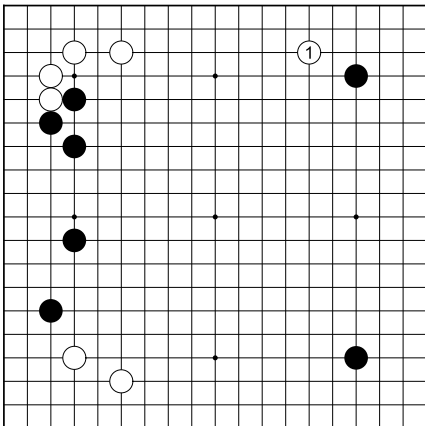


Diagram 2

Let's examine four possible sequences. I'll start with White playing from the wrong direction; Diagram 2 shows the White approach at ① along the top. This is wrong as it's close to the 'already alive stones' in the top left. Please note that even though there are seven empty intersections between White's two positions, it's too close.

Black needs to respond in a way that forces White to play more stones along the top – so that White becomes over-concentrated. Black mustn't play near these 'already alive' stones, as it would be too close to White's strength.

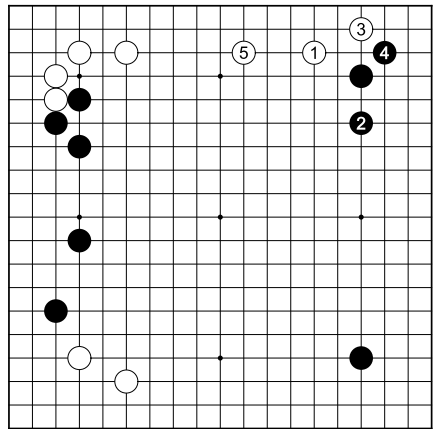


Diagram 3

Black's one skip jump to ② is fine, it plays away from White's stones in the upper left. White ends up, after ⑤, over concentrated along the top third line in Diagram 3.

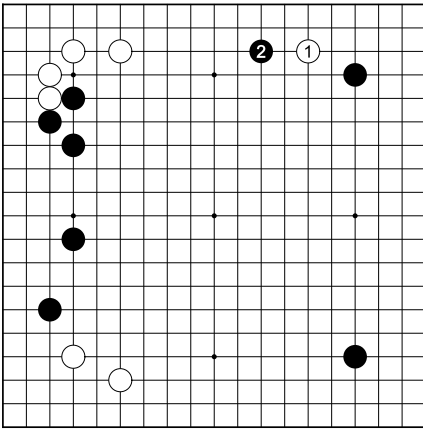


Diagram 4

Diagram 4 shows ② approaching ① from the other side, by making a pincer on the top. This is wrong as again it's too close to the 'already alive stones'; if White invades at the 3-3 point...

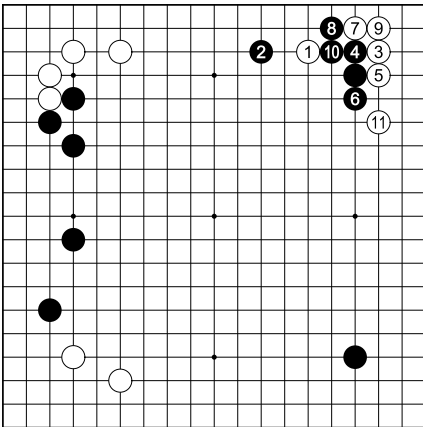


Diagram 5

... then after ⑪ (Diagram 5) Black has developed a wall in the top right corner that not only faces White's strong top left position, but ② is too

close to that wall. ① and ② are both bad moves. The correct play for White is given in Diagram 6.

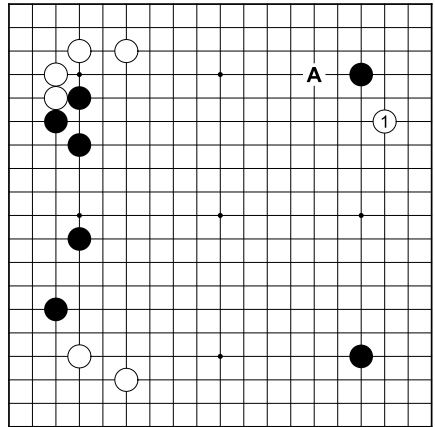


Diagram 6

Diagram 6 shows the correct White approach; however, the one skip jump of Black 'A' would be wrong as it would be playing near 'already alive stones' – namely White's upper left corner. The Go proverb – 'the one skip jump is never a bad move' is not always correct advice.

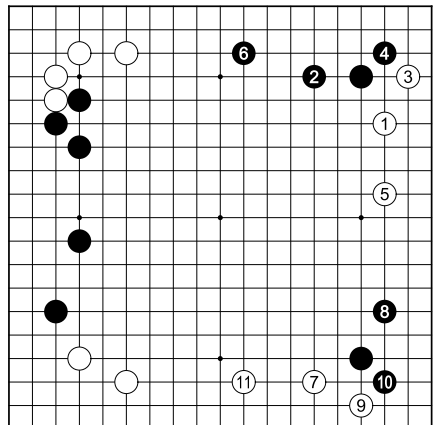


Diagram 7

In Diagram 7 Black develops along the top with ② into ‘a no go area’ – and as White is strong in the top left Black has to play the narrow extension to ⑥. Komatsu 9p gives this diagram the description of ‘the value of the upper side is low.’ Black has played on two star points (ni-ren sei) so he shouldn’t be developing into low value areas.

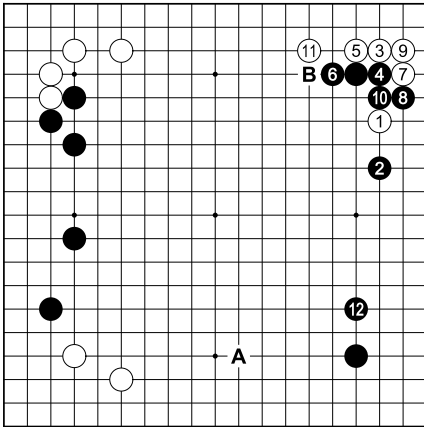


Diagram 8

Black should approach in Diagram 8 with the pincer ② and the sequence to ⑫ is good for Black. White is low along the top, having played six of his stones on the top third line – which is 50% of them.

If White next plays ‘A’ then Black can push White at ‘B’ and build a large right side, larger than White’s top.

It is interesting that Komatsu uses one of Sonoda’s proverbs to explain all this. Komatsu and Sonoda both wrote books to accompany their Go series on NHK (TV in Japan) and Sonoda’s proverbs have attracted

wide attention, several have been reused by other professionals and one of them has even led to two books by a third professional. You can find a review of two of Sonoda’s books (and his proverbs) on Sensei’s Library – I strongly recommend these reviews.

Sonoda ‘Go Strategy’ review¹

Sonoda ‘Good and Bad Points’ review²

Gaku Yuzuru 5p, writing in the late 1990s about a similar position to one in the review of Sonoda’s ‘Go Strategy’, describes that position as ‘thick’ – note that the proverb ‘playing near already alive stones’ had not then been invented³.

Gaku Yazuru 5p was a teaching professional, who became a professional player later in life aged 29. His books are very well written, but the level of Japanese is not easy. He was a pupil of the great Kitani 9p.

Looking back, the use of the phrase ‘nothing place’ by my friend Kobayashi-san was very interesting – he didn’t use the term thickness in 1970. There is a good introduction to thickness in Chapter 8 of ‘The Basics of Go Strategy’ by Richard Bozulich (Kiseido). Its worth reading this chapter and thinking about Sonoda’s ‘already alive stones’ and ‘thickness’ and as several professionals use these two terms then there is something valuable here.

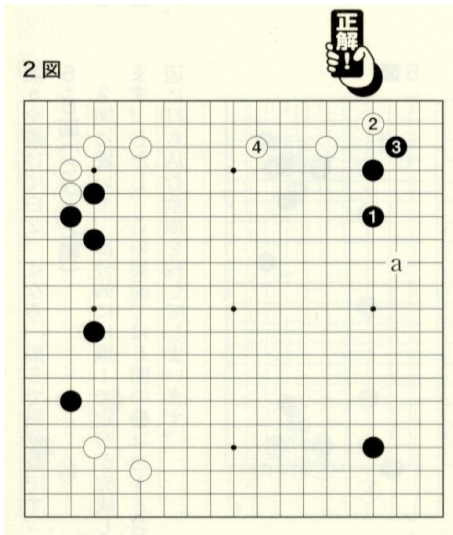
Finally, if you are interested in buying Komatsu’s book the correct answer to each problem is helpfully illustrated by a hand holding up a placard that says ‘correct’. Its ISBN978-4-14-016241-5 and was published in April 2016.

¹<https://senseis.xmp.net/?GoStrategy>

²<https://senseis.xmp.net/?GoodPointsAndBadPointsToPlay>

³<https://senseis.xmp.net/>

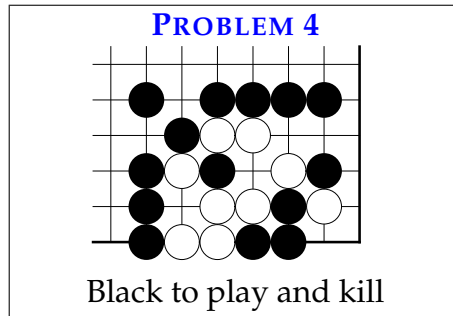
[?AimingAtShodanTheArtOfMakingYourPreviousStonesWorkEffectively](https://senseis.xmp.net/?AimingAtShodanTheArtOfMakingYourPreviousStonesWorkEffectively)



There are some 68 problems from the fuseki and early middle game. The book needs some knowledge of Japanese, but the clearly labelled correct answer makes it more approachable than many books.

Tony Goddard, the English 6-dan, used to say that trying to read a Japanese Go book was dangerous if you only had scant knowledge of the language, in case the author had written something like ‘No-one but a fool would play like this would he?’ – Komatsu’s book does contain some excellent study material and is recommended.

□



THE FIRST BRITISH GO CONGRESSES

Francis Roads

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In this golden jubilee year of the British Go Congress, I offer a few reminiscences about the earliest ones, for those with shorter memories than mine. As far as I know the first time that players from more than one British club met to play tournament Go was at the 1966 European Go Congress at Avery Hill College in South East London. This was organised by our first president, John Barrs, and was the first of the six European Congresses that the BGA has organised. At that time there were half-a-dozen or so British Go clubs, including Bristol, Cambridge, Edinburgh, London, Manchester, and one or two others.

Unfortunately this event clashed with our honeymoon, so I decided to miss it (the congress, that is.) In 1967 there was a short afternoon tournament in Oxford with only two rounds, and played on handicap.

Now the taste for tournaments had developed, and in 1968 the Oxford University club organised a weekend tournament at Jesus College, the first British Go Congress. There were thirty plus of us there. There were six rounds, all played on handicap, and the draw was worked out completely in advance, so that you knew at the beginning you knew who all your opponents would be. Three-and-a-half rounds were played on the Saturday, with round four being suspended in the evening, and the playing room was locked overnight, the positions left on the board.

The six strongest players, who had reached the lofty rank of shodan, played in a separate even-game

tournament to decide the British Championship. This system drew adverse comment from the 1-kyus, (or grade 20 as it was then) who had no chance to play stronger players.

After play had finished on the Saturday, some of us went out pubbing. When we got back to the college, we found it locked; they closed the gates at 11 pm during the vacation. I treasure the memory of John Barrs, then in his fifties, climbing into college with the rest of us in the traditional Oxford manner. You couldn't do that nowadays, of course.

After round six the AGM of the BGA was held outside London for the first time, and was followed by an analysis of one of the championship games, I think involving Jon Diamond, John Tilley and Tony Goddard (now deceased).

The 1969 congress was held in Bristol, by way of being a dry run for the European Congress which was to be held there in 1971. The more sensible idea of playing three complete games on the Sunday was adopted at that stage. The format was the same as the previous year, but some effort was put into keeping opponents broadly of similar grades. At the AGM the numerical grading system was abandoned in favour of Japanese style dans and kyus.

In 1970 Cambridge University Go Club, following in Oxford's footsteps, ran the congress in St John's College. On the Saturday night a dinner party was held, a feature not repeated at any further congresses. Here the famous tetrahedron joke was related in public for the first time.

It was time to abandon the draw system which prevented 1-kyus from playing stronger players, the very people that they needed to beat in order to achieve dan status. After several alternatives had been considered, the BGA Committee as it was then, and on which I served, adopted the MacMahon draw, which has since become standard in many parts of the world. It was based on a club grading system used at the New York Go Club, and introduced for the first time at the 1971 congress in Leeds.

And we got it wrong! As well as increasing your MacMahon score by one point for a win, you also went down one for a loss. This meant that your score had a parity, and except for where a player was drawn up or down, we were in effect running two separate tournaments. That error was corrected at the 1972 congress in Woodford, North-East London. This tournament had a substantial French entry, as Go had yet to be organised in France.

The 1973 congress was in Edinburgh, and had the unique feature of lasting

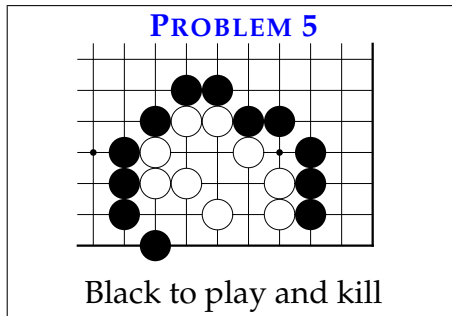
three days with seven rounds. It was felt that as many players would have had to travel a distance, they'd prefer a longer congress. The experiment has not been repeated.

From 1974 (Reading) the congress has had more or less its present pattern. In that year we had generous sponsorship from JAL, of a kind which we have never had since. There were BBC cameras about, in preparation for the Open Door TV programme which we made, which brought in 3,600 enquiries.

Moving the AGM to Saturday was my idea, during my presidency 1971-76. But there has been little further change in the format. As with other tournaments, there has been a gradual decline in attendance, partly because of Internet Go, and partly because of the availability of so many other tournaments. Until the first of the now defunct Marlborough tournaments in 1970, there were no others.

These are personal reminiscences. A more historical account may be found on the BGA website¹.

□



¹<http://www.britgo.org/history/bgc>

AWCC 2018

Tony Atkins

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Shi Yue v Mi Yuting

Every year since 2014 the Annual World Collegiate Weichi Championships (AWCC) has been held. The first was in Hong Kong, then Taiwan, Toronto and Thailand. The Chinese organisers from the International University Weichi Federation (IUWF) decided that, after AlphaGo, it was appropriate to hold the event in England; Cambridge was decided as the location. After a lot of work by Daniel Hu and the BGA, it was found that Robinson College could provide accommodation and the University Centre (used many times for local Go events) was available for play. The DoubleTree by Hilton Hotel next to the Centre was available to host ceremonies, guests and a room for the parallel pro event.

The Opening Ceremony was held on the evening of Tuesday 10th July. Before dinner there was about an hour of speeches and participants were welcomed by a number of dignitaries, including BGA President Toby Manning (whose speech was notably short). The BGA's other representative, Tony Atkins, was

delayed by trains and only arrived in time for pudding. Earlier in the day the students had been taken by coach to London which was a bit of a disaster and the chaos caused by the RAF anniversary fly-past had not been planned for.

Alongside the Championship were the semifinals of the Chang Qi Cup, a Chinese Professional Tournament. One game each had already been played at home, so there would either be one or two games to complete each best-of-three match and determine which 9p pro would play the final in the autumn back in China. Mi Yuting defeated Shi Yue to win their match two games to nil. The other match, between Tuo Jiaxi and Lian Xiao, was levelled on the first day; Tuo Jiaxi won the Thursday game to win his place in the finals. Other pros (Chang Hao, Yu Bin, Ko Reibun and Wang Lei) were also present to analyse the games for the Chinese media and the pros played simultaneous games against some of the students and local visitors on the Friday morning.

The first three rounds of the Championship took place on Wednesday, with the remaining three rounds on Thursday. Play took place in the two lounges now known as the Hicks and Cormack Rooms, with lunch and dinner handily in the centre's dining room. Before the first games, those guest officials present played a few token moves on a demo board and then wished the players good games. The 102 players were split by strength into four groups, and a fifth group was for female players.

Twelve of the players were from UK universities and our main hopes rested on British Champion Daniel Hu, from Cambridge University and current British Champion, but he lost two of his first three games. Some of these players were also helping as organisers (including Daniel Hu, Junan Jiang, Weichin Dai), but Joanne Leung was also there and working especially hard despite not taking part. In the evening a Pair Go event was organised, but there was also the Football World Cup to distract some of the players.

After six rounds the top six places were determined in each group, except for the larger (38-player) top A-Group. In that, the top four played semi-finals and a final on the Friday. The deciding game was broadcast on a Chinese Go server, like the pro games, and analysed by professionals for the other student players, helped by Daniel Hu's translation.

At the Friday evening barbeque and awards ceremony the winners were all acknowledged. Toby Manning presented the C-group winners with a trophy, a certificate and an electronic prize. The president of the IUWF, Mr Ying, was pleased it had been now held for the first time in Europe, especially in Cambridge - a place he loved from a previous visit. However he regretted the visa problems that seem to occur in western countries. Other thanks were given, including to the Ing Foundation in Shanghai who had shipped in the Go equipment;

they donated the boards and stones to support British Go.

Finally so that the students could say that they had seen England, a coach trip was organised on the Saturday to Oxford University and Windsor Castle. Some who did not fancy an early start explored Cambridge or nearby Ely, and there was an unofficial trip to London.

Andrew Simons interviewed some players for the BGA and you can read the conversations with Yuzhang Wu of Manchester University and Annie Wagner of the USA on the website¹.

The best UK-based players were: Gaoge Wang (4 wins), Lorraine Choi, Ting Hon, January Chlebowicz, James Urquart, Rajiv Daxini, Philip Nielsen, Jonas Egeberg, Daniel Hu and Weichen Dai (3 wins).

Group Winners:

E: Shan Jin (Shanghai)

D: David Skala (Pardubice)

C: Savva Antoniuk (St Petersburg)

B: Cary Jin (Melbourne)

A 4th: Tang Hau Liu (Shanghai)

A 3rd: Sanghyeop Lee (Pasadena)

A 2nd: Xing Yu Sha (Shanghai)

A 1st: Baek Woon Ki (Myongji)

□

¹<http://www.britgo.org/news/2018/awccint1>

Playing Go at Pisa

Francis Roads

2018 European Go Congress Song

Putta Nera Ballo Furlano,
17th century Italian dance tune



1. Players eight hun - dred all came here Pla - ying go at__ Pi - sa.
 2. *Wea - ther out - side's far too hot,* Pla - ying go at__ Pi - sa.
 3. Please re - mem - ber ev' - ry day Pla - ying go at__ Pi - sa.
 4. *Chil - dren love to play and shout* Pla - ying go at__ Pi - sa.



Re - cord num - ber here this year Pla - ying go at__ Pi - sa.
Shall we go out? Bet - ter not! Pla - ying go at__ Pi - sa.
 Use your an - ti - in - sect spray Pla - ying go at__ Pi - sa.
There's no play-ground here - a - bout, Pla - ying go at__ Pi - sa.



F I G G, can they cope? Is that just too much to hope?
Go - ing out, you'll soon get fried, Air con - di - tioning they pro - vide,
 Si - lent dan - ger comes in flight, Those mos - qui - tos, they can bite,
Where can they all go to play, Yell and run and chase all day?



No, it's well with - in their scope! Pla - ying go at Pi - sa.
Bet - ter play some go in - side, Pla - ying go at Pi - sa.
 They'll at - tack you day and night, Pla - ying go at Pi - sa.
Pan - ci - not - ti Hall's O K! Pla - ying go at Pi - sa.

5. Silence screens are put in place, Playing go at Pisa.
 They should make a peaceful space, Playing go at Pisa.
 Organisers thought they'd try it,
 Past those screens all should be quiet,
 Sounds more like a minor riot, Playing go at Pisa.

6. Soon this congress will be ended Playing go at Pisa.
 Hasn't everything been splendid? Playing go at Pisa.
 Abano we'll not forget,
 Then Frascati; better yet,
 Pisa's good as you will get. Thank you, folks at Pisa.

GAME REVIEW

Michael Marz

This game was played in the final round of the European Go Congress Open Tournament in Pisa between two 5 kyus. Black was Martin Harvey and White was Uros Pol of Spain. Commentary is by Michael Marz (2 dan) of the Deutscher Go-Bund

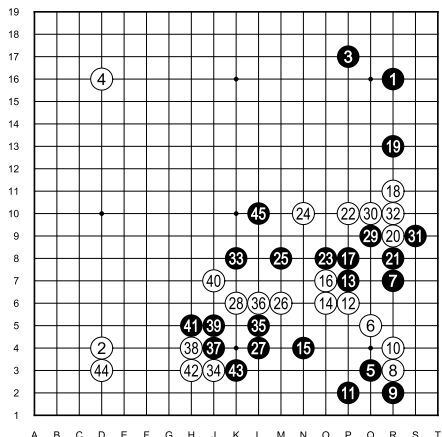


Figure 1 – Moves 1 - 45

13 I am not sure about this. Joseki is N4. See Diagram 1.

14 This is probably too slack by White. I think it is a good exchange for Black since it prevents White from pressing Black down as in the joseki.

23 Splitting two weak groups; I like it for Black.

29 Why? The centre is important; I'd play at L9.

35 I think Black can attach without peeping first (see Diagram 2).

41 Cut first? It is hard for White to find a good answer (see Diagrams 3 and 4).

44 Both moves K3 and D3 are big, but slow. L10 looks so urgent! Black would be in control of the centre and the upper right area. Conversely, rather than D3, 44 should be around L11.

45 Good!

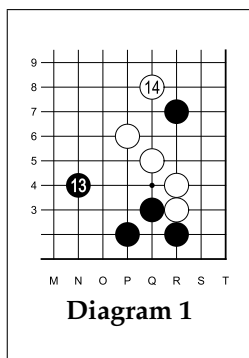


Diagram 1

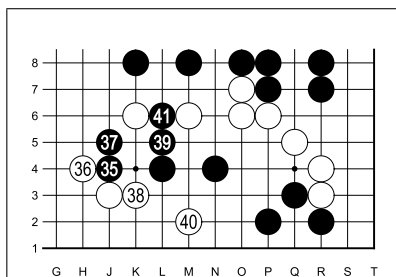
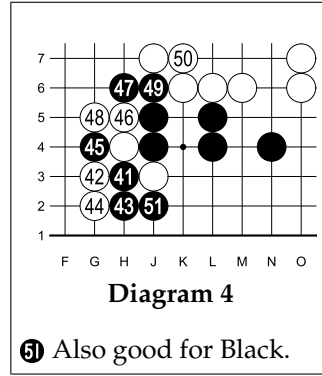
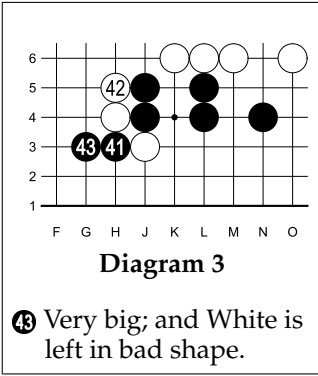


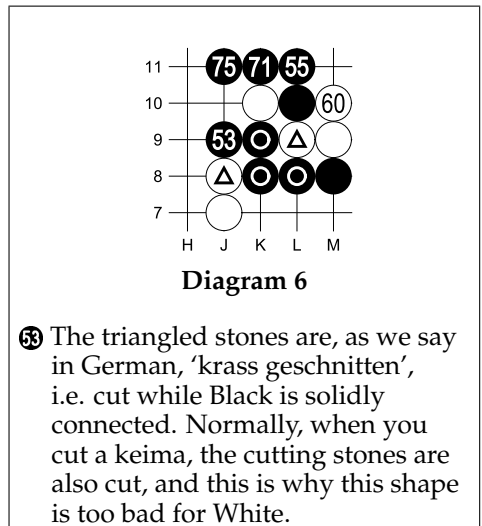
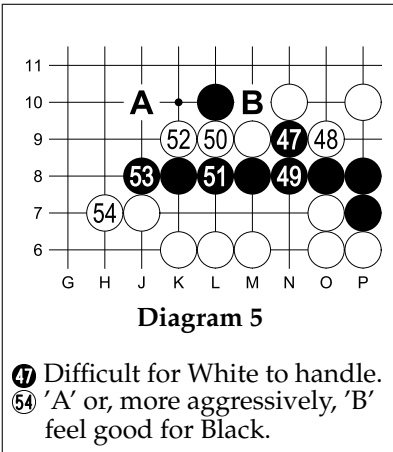
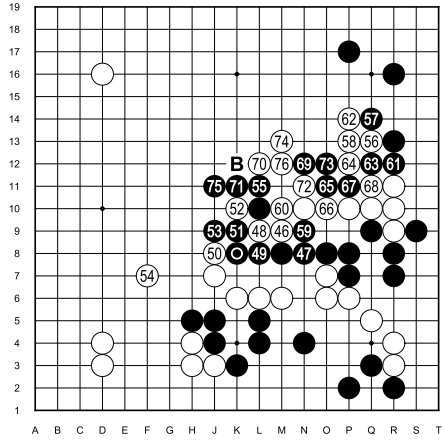
Diagram 2

39 Now Black can still peep in sente.

41 If White ignores the peep, as here, Black gets a good result.



- ④⑦ Better to counter ④⑥ at N9 (see Diagram 5).
- ⑤③ (see Diagram 6)
- ⑤⑨ Why? You lose other sente moves, such as M10 or N11 or maybe O10; you might need them. And you lose a liberty at M10. For instance, after the exchange, it is harder to answer a white move at ⑦① with the hane at 'B'.
- ⑦① Too much.
- ⑦⑥ This was a bad loss for Black in the centre. Suddenly all white groups are super-strong.



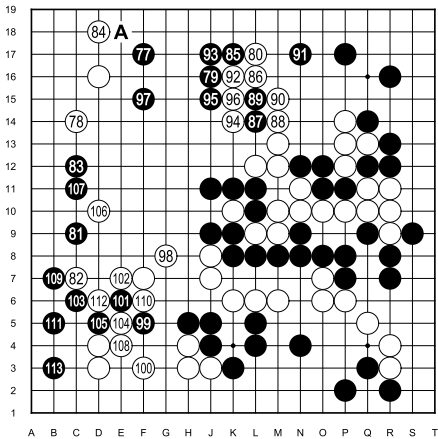


Figure 3 – Moves 77 - 113

- 77 The left side looks more important to me (see Diagram 7).
- 86 I like White's position much better now.
- 93 I do not like the exchange 92 93 for White (see Diagrams 8 and 9).
- 97 First kick at 'A'?
- 98 I see the point, but I'd rather play at G5. Even if White gets cut off, they should be able to live somehow (see Diagram 10).
- 102 It is painful to answer Black like this; White should try to find some counter attack like D9.
- 113 Big success for Black.

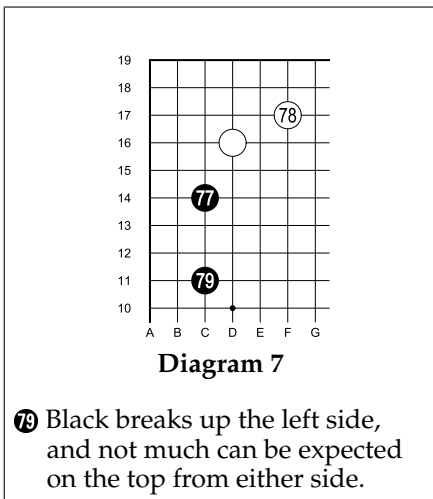


Diagram 7

79 Black breaks up the left side, and not much can be expected on the top from either side.

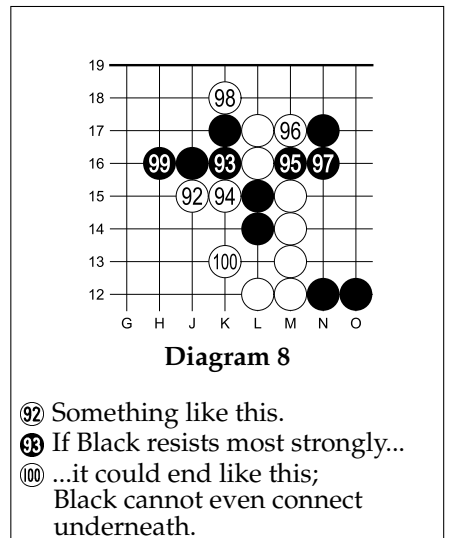


Diagram 8

- 92 Something like this.
- 93 If Black resists most strongly...
- 100 ...it could end like this; Black cannot even connect underneath.

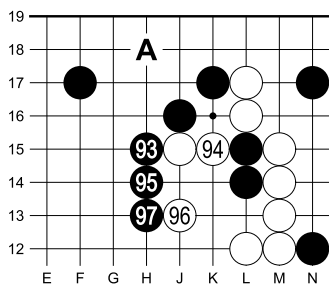


Diagram 9

⑨7 Maybe Black should play something like this, though it leaves some bad aji at 'A'.

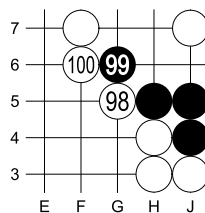


Diagram 10

⑩⑩ And how to cut? I cannot see an efficient way.

⑫① C2 is bigger.

⑬⑦ Big.

⑭④ Another 'krass geschnitten'.

Please note that Black is connected on the left (see Diagram 11), and need not play stuff like ⑬⑨; rather play C2 which is so big!

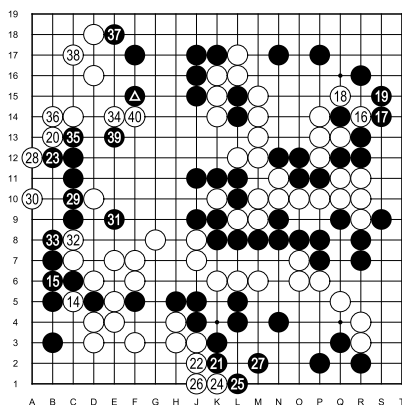


Figure 4 – Moves 114 - 140

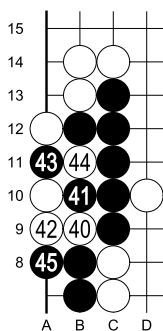


Diagram 11

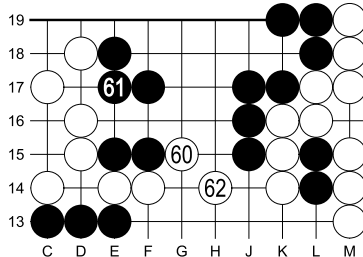


Diagram 12

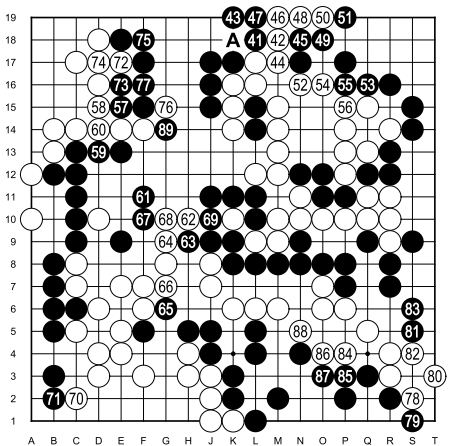


Figure 5 – Moves 141 - 189

- 247 This prevents White from making one point at T11. Playing S12 would have achieved the same goal in sente.
- 254 Black started well, but the game turned bad when White got so strong in the centre and the lower left. Breaking into the lower left corner brought Black back into the game.

Black wins by 1.5 points.

- 143 Most often the solid connection at 'A' is better. Only play this one with special reason like eye shape for a weak group.
- 147 'Mislick'? Why this one? What does it do?
- 155 This is gote! And there is the big C2 waiting to be played.
- 156 OK, sente is when the opponent answers...
- 160 There is a better way to answer (see Diagram 12).
- 173 Risky! If White answers at F18, Black will have to win the ko and thus will have to ignore a biggish ko threat.
- 189 Big!

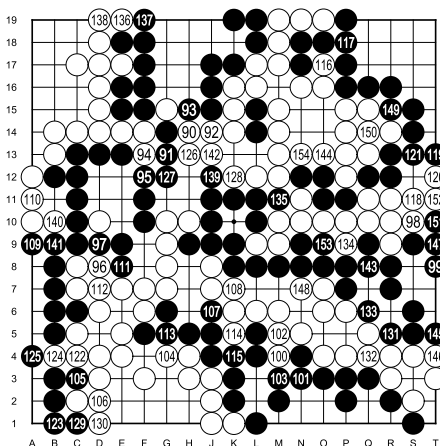


Figure 6 – Moves 190 - 254



Gaoge Wang (5d) in the final of the MSO Open (see UK News)

UK NEWS

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Alison Bexfield receives the Brian Timmins Plaque

Welsh Open

The summer heatwave was still in force in the seaside town of Barmouth on the weekend of 30th June and so there was a high take-up on drinks (such as Abbot Ale) at the bar of the now customary Min y Mor hotel venue. 33 players with a good range of grades, and from as far away as Dundee, managed to book scarce accommodation early enough to take part in the 26th Welsh Open. Other friends and family joined for the evening social event too.

Three players at the top ended equal on five wins and CUSS tie-break was used to separate them. Thus it was Alison Bexfield (Letchworth) who received the Brian Timmins Plaque

from Brian's son, Peter, and Alistair Wall and Richard Hunter who had to settle on being runners up. Only one other player won a prize for five out of six and that was Roger Daniel (6k London). The traditional Fighting Spirit Prize went this time to Bob Bagot (3k Lancaster).

UK Go Challenge

The Hicks Room in Cambridge's University Centre was used to host the UK Go Challenge Finals on 14th July, just after the international student event ended. Battled over seven rounds on 13x13 boards, the finals ended up with three of the 28 children tied on number of wins, each having won six games and lost to one of the other two. The places were determined by the knock-out system used, as there were three unique prize certificates, but prize money was shared. The top three were Charlotte Bexfield, Edmund Smith and Yue Wen. These also won U18 Girls, U14 Boys and U8 Boys respectively.

The other age-group winners were: U16 Boys David Baldwin, U12 Boys Alexander Hsieh, U10 Boys Theodore Chui, U14 Girls Hilary Bexfield, U12 Girls Julia Volovich, U10 Girls Zoe Walters, U8 Girls Auden Oliviere. Keira Haden won the Challengers' section for beginners. Best senior club was Cambridge (beating Letchworth 2-1) and Harpenden was the best Primary School.

MSO

It was all Go on the first two days of the 22nd Mind Sports Olympiad (MSO). As in recent years, it was held at JW3, the modern Jewish community

centre in London's NW3 district. Many games enthusiasts had travelled from around the world, to play the many traditional and proprietary board games on offer, such as Boku, Othello, Gomoku, Poker, Memory Tests, Marco Polo, Settlers of Catan, Countdown and Colour Chess.

24 players, mostly from London but also visitors from France and Germany, entered the MSO Go Open on 19th August, a four-round McMahon tournament. Gaoge Wang (5d) won all her four games to take the Gold medal and the £200. Sharing the second-place prize, each gaining Silver, were Yousun Yang and Gong Cheng on three wins. Also winning three were Andrew Simons and Peikai Xue. Star player below the bar was William Taylor (8k), on a visit from Paris where he currently works; he won all four games.

On the afternoon of the second day, Monday 20th, the 13x13 event was held, with ten players. Despite Chao Zhang (4d) thinking there was overtime and losing his first game on time, he went on to take Gold with three wins. Young Edmund Smith (3k) won a Junior Gold and the Silver medal after winning his first three games. He shared second place with Peikai Xue (1k) who also gained Silver. A Junior Silver went to Yue Wen (5k), aged 7.

That evening eight players, who were not distracted by the lure of Dominion, took part in the 9x9. Winning Gold and all her games, including one by half a point, was Joanne Leung (1d). Second with three wins was Peikai Xue and third was Chao Zhang, the best of those on two wins. This time it was a Junior Gold that Yue Wen won; we will miss him and his brother Qi (7k), aged 5, as they

were moving to Japan the following week.

Arundel

A sunny 1st September greeted a record 32 players to the Arundel Football Club for Sussex's premier Go event (the previous record was 30 in 2010). The top player this time was Lucretiu Calota (4d St Albans), who previously won the event in 2015. He beat Chao Zhang into second place in the final. The only other player with three wins was Tim James (6k Brighton). Prizes for winning their first two games went to Chao Zhang (5d London City), Toby Manning (1k Leicester), Paul Barnard (3k Swindon) and Steve Smith (10k Arundel).



Joanne Leung v Peikai Xue in the final at Penzance

Cornwall

It was two students from London who dominated the 19th Cornwall Tournaments. Held on 8th and 9th September in Penzance's The Ligger, as usual, the event proved attractive for those seeking a weekend away and the weather did not disappoint. However, only 14 players took part in the Cornish Handicap on the Saturday afternoon, and 15 in the Open on the Sunday.

As usual the Saturday started with a teaching session in which Toby Manning, Paul Massey and Tony Atkins gave a game review, studied joseki and some of what was taught at the recent youth camp on shape. Winner of the four-round Cornish Lightning Handicap was Peikai Xue (1k), one of the students. He beat Elinor Brooks (9k Swindon) in the final, despite the handicap being the usual plus two.

Peikai also did well on the Sunday in the Cornish Open, meeting fellow London student Joanne Leung (1d) in the final. However it was Joanne who won the game and the trophy. They were both rewarded with the traditional wooden Go stone prizes, but nobody else did well enough to win a prize.

Sheffield

All was sweet at the Sheffield tournament, held as before in Greenhill Library. The entry of 39 was dominated by a minibus from Cheadle Hulme School, and the organiser recognised their contribution by giving all the juniors Pringles and their choice of chocolate. Winning all three games, Robin Dews (7k Nottingham) was rewarded with Ferrero Rocher, as were Adam Sharland (20k Nottingham) for playing some tough handicap games at his first event and Italy's Tommaso Pardi (4k Sheffield) for winning two out of two. The top player was London's Chao Zhang (5d) who won £75 and a large box of chocolates. Prathan Jarupoonphol (1d Sheffield) and Peikai Xue (1k London) were second and won cash and more chocolates. The strongest DDK, Kathryn Ball (11k Manchester) also received £25.

EXPLANATION OF JAPANESE TERMS

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

www.britgo.org/general/definitions

www.britgo.org/bgj/glossary

or search senseis.xmp.net/?JapaneseGoTerms.

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

BGA ANNOUNCEMENTS

FUTURE EVENTS

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

Wessex, Bath, Sunday 28th October

Three Peaks, Ingleton, Saturday 3rd – Sunday 4th November

Doki Doki Festival, Manchester, Saturday 10th November

Coventry, Saturday 24th November

British Youth Go Championship, Birmingham, Saturday 1st December

Edinburgh Christmas, Saturday 15th December

London Open, LGC, Friday 28th – Monday 31st December

Maidenhead-Hitachi, Saturday 19th January 2019

Cheshire, Frodsham, Saturday 2nd February 2019

Cambridge Junior Chess and Go Club's 25th Year Special,
Saturday 2nd March 2019 (provisional)

Trigantius, Cambridge, Saturday 9th March 2019 (provisional)

Welwyn Garden City, Saturday 23rd March 2019

Irish Go Congress, March 2019

British Go Congress, Manchester, Friday 12th – Sunday 14th April 2019
(provisional)

LGC: London Go Centre

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OFFICIAL VACANCIES: CAN YOU HELP?

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

We need volunteers for:

- Regional Youth Representatives (Scotland, North East)
- Deputy Webmaster

If you are interested in any of these, please contact our President: (president@britgo.org), or any member of Council.

SOLUTIONS TO THE NUMBERED PROBLEMS

The SGF files for these problems, showing a fuller set of lines, are to be found at www.britgo.org/bgj/issue185.

Solution to Problem 1

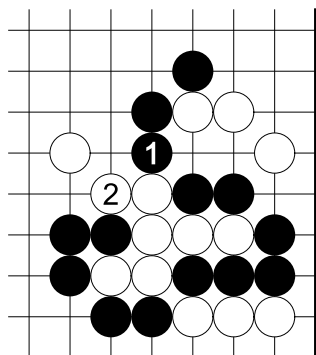


Diagram 1a (failure)

- ❶ This ladder doesn't work.

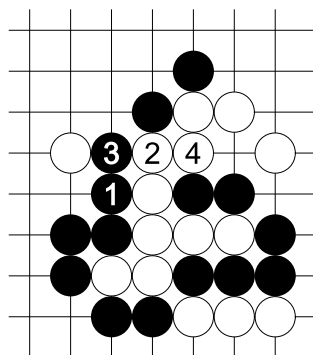


Diagram 1b (failure)

- ❶ Nor does this one.

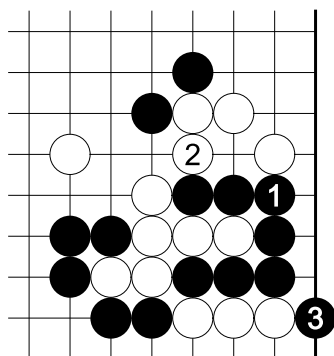


Diagram 1c (failure)

- ❶ Black can try connecting here to capture the corner but the corner works in White's favour, coupled with the weakness on the left. And there is a much simpler way.

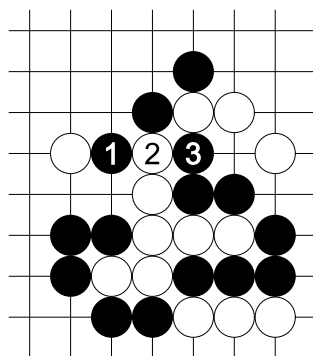


Diagram 1d (correct)

- ❶ The net traps the white stones. This is the correct play.

Solution to Problem 2

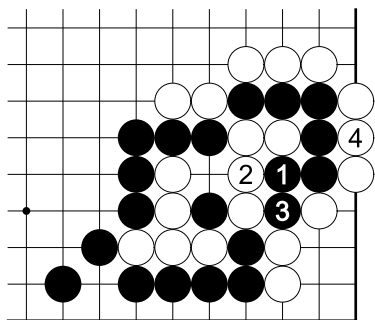


Diagram 2a (failure)

❶ This clearly does not work.

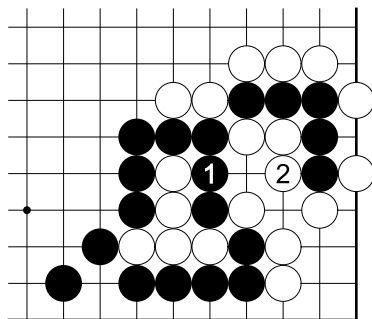


Diagram 2b (failure)

❶ This captures some stones but White gets the others.

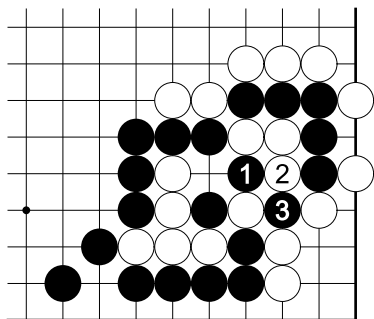


Diagram 2c (correct)

❶ This is the correct move that traps two stones in atari and traps five in a snap-back shape.

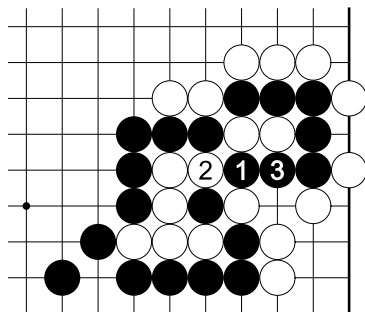


Diagram 2d (correct – variation)

❸ Black should, however, capture these two stones. The six white stones to the left cannot escape.

Solution to Problem 3

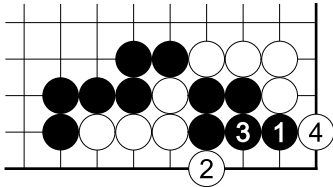


Diagram 3a (failure)

❶ This is not fast enough.

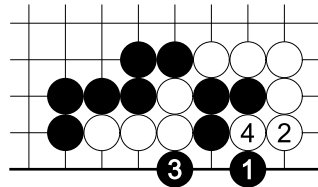


Diagram 3b (failure)

❶ Nor is this.

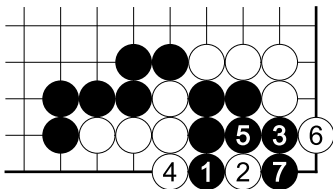


Diagram 3c (correct)

❶ This is the correct play which allows Black to make use of the corner.

❷ Black's eye wins the capturing race.

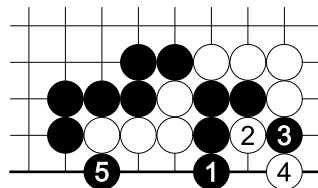


Diagram 3d (correct - variation)

❷ If White replies here, Black can still use the corner to gain liberties.

Solution to Problem 4

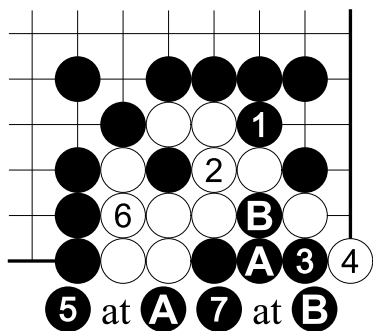


Diagram 4a (correct)

- ❶ This is the correct play – it looks a bit simplistic.
- ❸ This is the clever next play which is hard to see.
- ❷ It is self-atari for White to play either side.

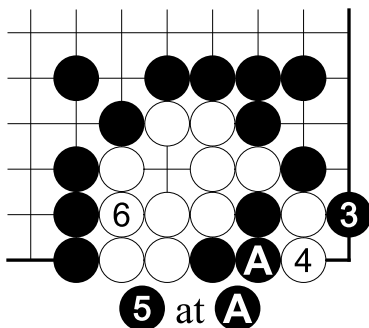


Diagram 4b (failure)

- ❸ This atari clearly fails.

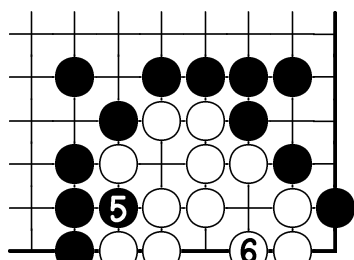


Diagram 4c (failure)

- ❹ White still lives if Black falsifies the other eye instead.

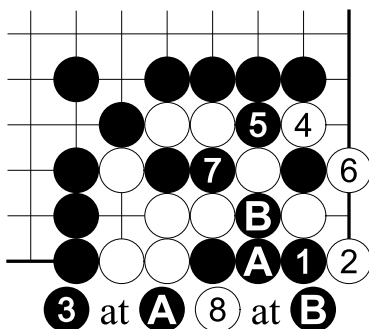


Diagram 4d (failure)

- ❶ Playing this first fails.
- ❹ White can make another eye here.

Solution to Problem 5

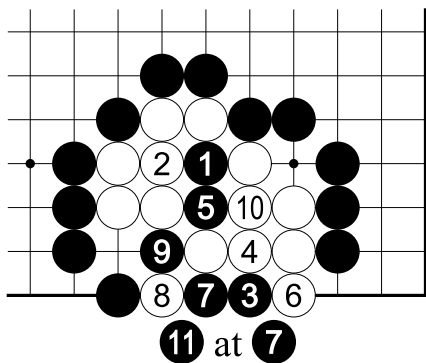


Diagram 5a (correct)

- ① This is the correct first play.
- ③ This is the key play of the solution.
- ④ This threatens to make two eyes but does not threaten the edge stone.

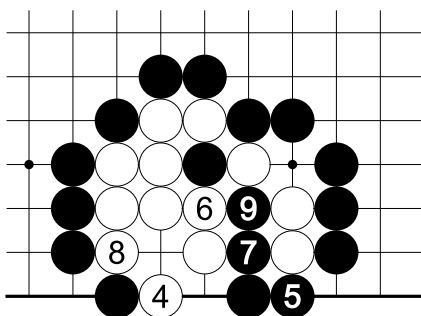


Diagram 5b (correct - variation)

- ④ The edge stone can escape and make one eye false.

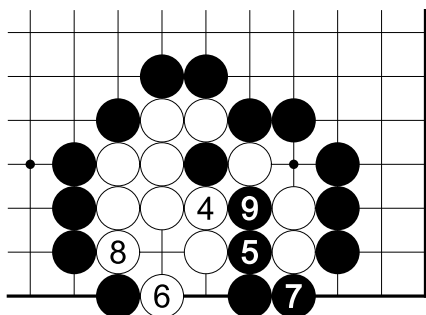


Diagram 5c (correct - variation)

- ④ Again the edge stone can falsify the eye then escape.

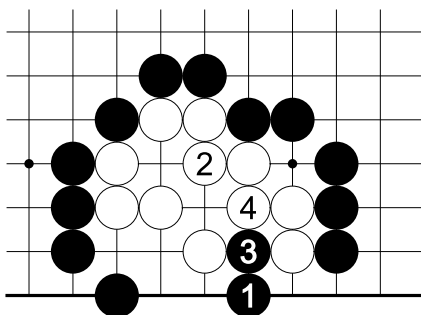


Diagram 5d (failure)

- ① Playing the key play first does not work as White can make good shape higher up.
- ④ White lives.

ASSOCIATION CONTACT INFORMATION

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Our Facebook page: facebook.com/BritishGoAssociation

Follow us on Twitter: twitter.com/britgo

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

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.

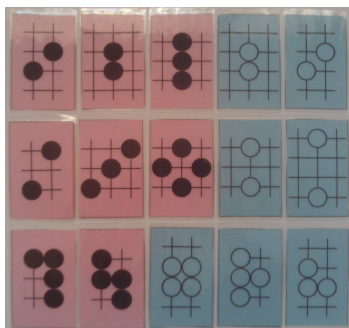
COLLECTING GO XXXVIII: GO VARIANTS

Tony Atkins

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There are numerous variants to the game of Go, most involving the board shape or size, and most people will have tried Suicide Go at some point and found it not worth playing. Some of the variants are worth playing and many are seen each year at the Crazy Go Night at the US Go Congress, started after experiencing British variants. Games played this year included Four Colour Go, Blind Go and Kriegspeil Rengo, but they avoided Zengo (Rengo with odd numbers of players).

The theme for the Youth Training Camp this time was shape. One idea that was used to illustrate good and bad shape was to show the cards from Joker Go and get the students to say when they are good and when bad. Joker Go as a variant is over 30 years old. Each player has a pack of 15 cards showing the Go shapes as shown in the picture. Note there are two duplicates, so with 13 different shapes the game can be played with a normal deck of cards and a translation chart. In the most common version each pack is shuffled and, instead of playing one stone, a player can chose to reveal their top card and play each stone thereon as legal Go plays (reflection and rotation allowed). You can work out for yourself which shapes are better than others. You have to play all 15 cards during the game, else you lose. An extended pack has three extra shapes.



Also there is a Poker Go card game which has chance cards that contain various non-rule instructions (for instance change the colour of any stone), but somehow this feels unsatisfactory as a game. A file for you to print your own Jokers is at www.britgo.org/files/goboards/jokergo.pdf

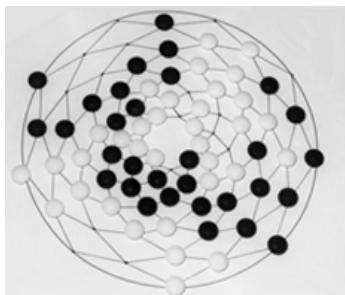


CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal is **26th November**.

Contributions are welcome at any time. Please send them to journal@britgo.org. The Editor will be glad to discuss the suitability of any material you may have in mind.

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



Other common variants change the board size (such as placing four 19x19 boards together) or shape (such as Torus Go and Hex Go). One variant commonly played in Europe is Round Go. This was invented by Harald Schwarz in 1996 and features a round 9x9 board where every intersection has four liberties, as shown here. A file to print on four A4 sheets is at www.britgo.org/files/goboards/roundgo.pdf. Matthew Macfadyen once made a polyhedral Go board, on an axis, with nails at intersections to allow magnetic stones to be used.

In 2001 the Milton Keynes Go Club realised that the map of MK's roads gave an interesting square grid, where sometimes roads unexpectedly met or were missing, and introduced MK Go as a side event to their tournament. More details on their page www.britgo.org/clubs/mk. One grid that has been played on is the cover of Pink Floyd's 'The Wall' and a map of the US states is another – look out for other grids that might be used!

