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London Open 2014: Zebin Du v Young-Sam Kim - Round 1 Board 1



London Open 2014: Fan Hui 2p Teaching Session

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EDITORIAL

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Welcome to the 171st British Go Journal.

In This Issue

Firstly, may I say what a privilege it is to be the new Editor of the British Go Journal, and I look forward to being able to 'do my bit' for the Go community in our islands, in this small way, for as long as I am able. I am somewhat daunted by the task (especially as the role has been described elsewhere as 'onerous'!), but I know I can rely on the help of many people (some of whom are listed below in the credits) should I need it. In particular I must thank Pat Ridley for his sterling work in editing the journal for several years before me, and for all his help in handing over the reins and giving me much guidance in this, my first edition.

This issue contains articles from a few well-known contributors (you know who you are) as well as a new one, namely Sheila Wendes, who talks about her and her husband Peter's work promoting Go in the UK. And I must also mention Alison Bexfield, who has been working hard organizing our fledgling group of young players, and brings us as all up to date in a couple of pieces about recent trips abroad.

Apologies in advance for the indulgence of including one of my own games in the game review section, but I was short of a game to review this time. I think it is worth knowing the sort of detailed review that our BGA Analyst will do for you if you send him one of your games, bearing in mind that the rather long review given here is actually somewhat abridged!

Bob Scantlebury

Credits

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

Contributions: Tony Atkins, Paul Barnard, Alison Bexfield, Edwin Brady, Jon Diamond, Roger Huyshe, Ian Marsh, Francis Roads, Sheila Wendes and Liu Yajie.

Photographs: *Front cover*, (British Team in action at European Youth Go Championships) Alison Bexfield, *Inside front cover*, Tony Atkins. *Chris Bryant*, Chris Bryant. All the other photographs in this edition were provided by the article authors or sourced from the BGA website.

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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/issue171.

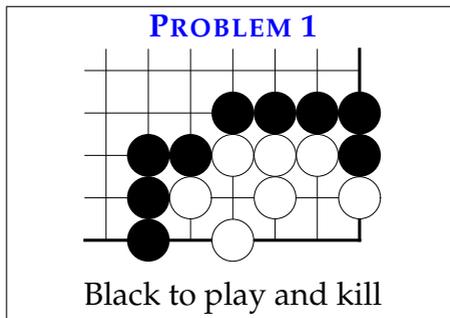
Online Journals

Online copies of this and the preceding three journals are available in the BGA Members Area at www.britgo.org/membersarea. Log in 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 (this feature may not be supported by some older PDF file browsers). Original photographs in colour are reproduced in colour in these issues.



50 YEARS A GO PLAYER

Francis Roads

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Jackie Chai and Francis Roads

I am one of a generation of Go players who learnt the game from an article in New Scientist magazine in February 1965, written by one Dr. Good, a mathematician of Trinity College, Oxford. This was not an ideal time to discover the most fascinating game in the world, as I was two terms away from final examinations. In my own college (Pembroke) a few friends and I acquired one of the cardboard-and-plastic Ariel Go sets that were current then. I remember games where we chased 100 stone groups with two or three liberties around the board. The standard of play was not high.

The following year I was studying in London and attended the London Go Club. It met twice weekly in a pub in Wigmore Street. Here I met the redoubtable John Barrs, the BGA's founder and first President. I soon became completely hooked and started advancing through the kyu grades, which in those days were based on a numerical system whereby each grade was divided in two. Shodan was 18/19 on this

system. The European Go Congress was held in Britain for the first time in 1966, but I decided not to attend as it clashed with my honeymoon. At this time there were half-a-dozen or so Go clubs in Britain, including Bristol, Cambridge, Edinburgh, Harwell, Manchester and one or two others.

In 1967 I was co-opted to the BGA Committee (now Council) as part of a team to staff a stand at the 1968 Daily Mail New Year Exhibition (long since defunct) at Earls Court. We had no leaflets explaining Go to hand out, and no means of producing diagrams. So to produce one I had to borrow diagrams from an American publication and write the text to accommodate them. It was the BGA's first publicity material. Following the exhibition, three of the team – Jeremy Hawdon, Wayne Walters and I – got together to found the Enfield Go Club. This later metamorphosed into the Woodford, and then Wanstead, Go Club, and I am proud to report that all three founder members are still regular attenders. And it was at about this time that the first British Go Journal appeared; duplicated sheets with all the games recorded in algebraic notation, again because we lacked any way to create diagrams.

1968 was the year of the first British Go Congress, held at Jesus College, Oxford. There had been some smaller gatherings of Go players before this, but this was the first full-scale tournament. About 30 of us attended. The draw was worked out for all six rounds beforehand, and was all on handicap. Dan players were hived off into a separate championship group, which didn't exactly please the 1-

kyus, who were always taking white. In the evening some of us went round the pub. We didn't know that, at the time, the colleges closed their gates at 11 pm during the vacation, and I treasure the memory of John Barrs climbing into college with the rest of us.

1971 was a significant year for British Go. In January I received a phone call to the effect that John had died suddenly at the age of 59. Would I be willing to take over as acting President? I qualmed somewhat, as John's would be a difficult act to follow. He had run the BGA more or less as a benevolent dictatorship, which wasn't my style, and anyway wouldn't have been acceptable. We were due to run the European Go Congress in Bristol that year. And I, with a young family, was about to move house and start a new job. But with the support of the more experienced Hon. Treasurer, Bob Hitchens, and Hon. Secretary, Derek Hunter, I decided that I could take it on. So, at the age of 27, I became the BGA's second President.

1971 was also the year when we tried out the McMahon draw for the first time, at the fourth British Go Congress in Leeds. It was based on a club grading system used in New York, but had never been used for tournament draws. And we got it wrong! You moved down a grade for losing and up one for winning, which meant that in practice each player had a parity and we were in effect running two separate tournaments. We soon put that right and it is a matter of pride to me that the draw system used all over Europe, and which has been re-imported to the States, is a British invention.

The European Congress in Bristol that year attracted about 80 entrants; quite good for those days. Derek Hunter and I ran it between us, though he did the bulk of the administrative donkey work. And there I won my first prize; top in the 2-5 kyu division. The EGC was then still using the group system for draws.

It was during my presidency that we had probably our best sponsorship deal ever, with JAL (Japan Airlines). In 1974 we had persuaded the BBC to offer us a slot in the "Open Door" programme, for people who wanted to make their own programme to promote their organisation. This took a lot of work. JAL had offered their address as the "Go Information Centre", and interested parties could send off for a leaflet produced by them under our guidance. We had 3,600 responses to the programme. I wonder how many of them still play Go.

It was in 1975 that the London Go Centre opened in Belsize Park, in London. It was financed from Japan and was open all day, seven days a week. The membership of the BGA peaked at over 1000 at this time, but the centre never generated enough funds and closed in 1978. In my opinion one reason why it failed was because it tried to serve two different functions. It was too small to act as a tournament venue for events such as the London Open, and really too large to be a commercial club on the lines of a Japanese *go kai sho*¹. And not being in central London was another drawback.

In 1976 we held the European Go Congress for the third time, at St Catherine's College, Cambridge. Present at this congress was the

¹Japanese Go club, usually open every day. Literally, 'Go-meet-place.'

American Go player Terry Benson, and it was his experience here that led ultimately to the initiation of the annual US Go Congress. He was also introduced to our repertoire of Go songs, now enriched by many American compositions in the genre.

By 1976 I had had enough of being President. Then, as now, there were individuals who were very ready to tell the Committee members and other volunteers how they should be spending their free time in promoting Go, but not so many offering their own free time. Bob Hitchens took over from me, and from then on I became something of an odd-job boy for the BGA.

In 1982 I was invited to act as European Team Captain at the World Amateur Go Championships in Tokyo. This was a largely titular post, but it started my lifelong fascination with Japanese culture. In 1986 I became one of the last people in Britain to pass O-level Japanese. I have been back to Japan on various Go missions six times since then and, believe me, it does help to speak a bit of the language, even at my elementary level.

One of the odd jobs that I initiated was the BGA Newsletter, which in those pre-internet days was needed to advertise forthcoming events, owing to the long lead time of the British Go Journal. After two years I passed it on to another editor. The internet has now made it redundant, but it appeared bi-monthly for many years.

With perhaps rather less success, I volunteered in 1988 to act as Press Officer. I mugged up on press releases (most amateur ones are too long) and whenever a local tournament was to be held, I looked up in Benn's Media all the local papers and radio stations

and faxed off suitable press releases (there was no email then). I'd estimate my success in getting coverage at around 20%. What I had hoped was that local clubs would get the idea and do it for themselves. Most local papers are run on a shoestring and are only too pleased if others will do their research for them. Some local clubs do now make the effort, but I had never intended to continue doing this for the whole country indefinitely and after two years I gave it a rest.

In 1989 I attended the Prague weekend tournament. Also in attendance was Barbara Calhoun, then AGA President. I had been intending to go to the EGC that year, but she persuaded me to try the US Congress instead. Ever since then I have made a point of attending each year either the European or US Go Congresses; mostly the European, but I have now notched up ten Go visits to the States. In 1994 I managed to persuade no fewer than 14 Brits to accompany me to the US event in Washington DC.

At the Wanstead Go Club one evening in 1996, my friend the mathematician Charles Leedham-Green announced that he was going to Perth, WA, on a six-months sabbatical visit, and would any of us like to visit him there? He may have been rather surprised when I accepted the offer, and as a result I undertook the most interesting and enjoyable of all my Go trips: an eight-week visit to Australia and New Zealand, visiting all my Go contacts. These were mainly people whom I had met on other trips, or British immigrants. Jim Bates, David Mitchell, Geoffrey Gray of Australia and Bob Talbot, Russell Buchanan and Graeme Parmenter of NZ are names which will be familiar to the older generation of Go players. I cannot speak too highly of the friendly

reception that I met with in both countries.

My least successful venture was when in 1996 I was approached by the retiring President of the European Go Federation, Alan Held, to see if I would take on that responsibility. Rather foolishly I agreed and was duly elected at the EGF Delegates meeting in 1997. I soon found that I was way out of my depth and, following some sleepless nights, resigned after half a year. I think I might have managed better if I had been an ordinary member of the EGF Executive for a year or so before taking on the top job, but that didn't seem to be on offer.

Feeling that I owed the EGF something for having let them down in this manner, I volunteered to act as Chief Referee at the 2001 European Go Congress in Dublin. This was an Anglo-Irish joint venture, and was the last time that the BGA was involved in organising the event. Noel Mitchell, the Irish Go Association President, told me that my function was to strut about looking important. The tournament took place in seven separate rooms, and I duly strutted, feeling that one thing that a referee should be is visible.

There were very few disputes to resolve. My main functions were: settling people down at the start, starting clocks and coping with absences; stopping people from chatting at the end while games were still happening, encouraging them to report their results; and sorting out players in the 15-25 kyu room having trouble with the Ing rules, which were in force. What do you do when a pair of players has gone into overtime, and

somehow managed to switch off an electronic clock, losing all data? All in a day's work for your friendly referee.

It was around this time that I started becoming closely involved with Pair Go. I had missed a couple of the tournaments with my then partner, Jackie Chai, owing to date clashes. It was put to me that if I became the organiser of the BGA Pair Go Championship I could ensure no future clashes. So that's what I did, and am still doing. Pair Go has taken me to Japan three times, once as British representative with Jackie, so I feel well-rewarded for my efforts in that field.

I have been to the Far East in a representative capacity on two other occasions. In 2008 I was our representative at the Prime Minister's Cup in South Korea, and in 2014 I represented us at the World Amateur Go Championship, also in Korea on that occasion. If you look at the way in which the BGA chooses its representatives, you will see that it is as much a reward for persistence as competence. At my peak, about 15 years ago, I was a solid 4-dan. I am now entering tournaments at 1-dan. This is not entirely owing to the decline in my own playing strength, as I and many others are convinced that the EGF has institutional dan-deflation. But though I have declined in playing strength, I don't think that any British player can touch me on persistence, as a glance at the tournament records on the BGA website will show. My enthusiasm for Go is undiminished. At the age of 71 I can hardly look forward to another 50 years, but a Diamond Jubilee? Maybe.

□

ZEN MACHINE

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West Sussex infants getting involved

As the BGA Journal has heard nothing from Peter and me recently, I thought I'd bring you up to date with what's been going on out there in the world promoting the game.

This month I was musing over kind offers from Go players to volunteer their services in schools helping with established Go clubs or encouraging a small group of interested players. ... at the same time there was a phone call from the Head of Maths in a large London comprehensive boys' school to confirm our regular last day of term, off timetable, Go extravaganza for year 9. We have been doing this day for around 180 boys each year for seven years. We are told the boys enjoy it. They give us great feedback. Usually we have interested groups returning at the end of the day to ask questions and collect leaflets. Each year they plan to organise a Go club. This has never yet happened. So much else is required of schools now, that much of the informal, extra-curricular luxuries like games clubs or theatrical productions are sadly squeezed out.

West Sussex used to have a thriving range of enrichment activities run by the county. It was a simple and relatively cheap provision (subsidised by parents where possible) which teachers could recommend for suitable pupils to attend interesting and challenging workshops, usually on a Saturday. We always recruited large groups of bright, enthusiastic children. Occasionally two events had to be held because 95 infants in one group are quite a handful, even for us! Now this long running and well established system has been disbanded. A private website has replaced it. It is labyrinthine and clunky. Teachers have grumbled about it and it does not recruit well. For example, last time I advertised an infants', 'Let's Get Going' session, only two infants were signed up and it had to be cancelled, like half a dozen others. I haven't quite given up on this, however, and have advertised two more Go days in March. 'Gifted and talented' provision is no longer mandatory throughout the county.

I heard on Radio 4 recently of a farmer who was passionate about the opportunities for school leavers in farming technology, such as automated milking and feeding systems, etc. He was prepared to come into schools, voluntarily, with equipment, to talk to secondary pupils about exciting innovations in this area. He wrote to 25 schools offering this free service and received no replies whatsoever. Eventually he phoned a school to ask why nobody had contacted him and was told, 'It's not on the National Curriculum'.

Go is not on the National Curriculum either. Plus — it is culturally almost unknown in the UK. Doubly difficult, therefore, making an impact. All the benefits of Go count for little when encountering these initial obstacles. The National Curriculum is, of course, chosen by humans and is subject to value judgment, bias, tradition and preconception. If those in power have never heard about it, there is little likelihood of it becoming mainstream.

Sorry to sound negative; it's not really my style. It is however unsurprising that the UK youngsters who played in the European Youth Go Championships this year were from Go-playing homes.

When state schools had more freedom to choose their own activities, more access to outside providers, less pressure to jump through the narrow exam hoops by teaching to the tests, and a bit of space to reflect, it was much easier to interest them in tangential activities. I have seen Go enhance children's lives. But, it is increasingly hard to get a foot in the door these days.

I'll end on a positive; here is feedback from that London comprehensive school this month.

'Dear Peter, First of all, I know I would not be the only person thanking you and your wife for coming to [our school] today, but thank you so much anyway. It is not a cliché to say that you have positively changed a good few boys' lives and they will find a great interest in this game.

You mentioned that the Mandarin department will have a go at promoting this game further; that would be brilliant and I would be a great supporter. . . .

I wish you lots of happy moments in your future Go playing and activities to promote it.'

Nowadays the internet provides great support, abundant players, and on-line games for beginners who have already heard about Go and want to improve. Hikaru no Go hooks in more interest — even after a decade. But it seems that being certain of getting that initial introduction remains random and mysterious.



Go marquee at the Will Adams Festival in September

If anyone out there would like an experimental Go introduction in the workplace for staff training, team building or suchlike – we did this at IBM at Hursley, producing a few Go players and initiating a programming competition among their employees – then please contact Peter on 02392 267648 to discuss possibilities.

And if any of you have any other ideas about how we can promote Go, please let us know! Thanks.

□

WORLD NEWS

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Pandanet Go European Championship



Chris Bryant (second from right in the tiger shirt)

The UK team's winning way in the C-League continued over the winter. The match on 9th December was against our nearest friend and neighbours, Ireland. Unfortunately for Ireland their losing streak continued with the UK winning on three of the four boards. Des Cann beat Ian Davis (1d), Chris Bryant beat Peter Kasko (3k) and Evan McKiernan-Dooner beat Tibieru Gociu (4k), the last two by resignation. On board two, however, it was Ireland's James Hutchinson (1d) who triumphed over Paul Taylor by 8.5.

The match on 13th January against South Africa, probably the strongest opponents this season, was exciting and came down to the closest of all possible finishes. Paul Taylor on board four was playing John Leuner (3d) and went into the yose ahead. Unfortunately he missed a throw-in that cost a group and caused him to lose. Des Cann got an early lead which he kept to beat Andrew Davies (3d) by resignation. On board two Jon Diamond got into a big fight, which he

eventually won by one liberty to beat Ben Gale (4d).

So, with the score 2-1 in our favour Andrew Simons was the only one left playing. He was matched against Victor Chow (7d), who some will remember from his visits to the London Open. Andrew played a very solid strategy against him, but when he started losing stones in the yose it looked like his lead would slip away. Long deliberation over a final inside defence was not important as, with it played, Andrew still won by 0.5 to the delight of the online spectators.

The February game was scheduled for 3rd, but Chris's game against Zvonko Bednjanec (2k) was delayed until the Saturday after, leaving the result unclear. On board one Des Cann was put under severe pressure by former European champion Zoran Mutabzija (2d) and ended up losing. Toby Manning beat Mladen Smud (1k) on board two after Mladen missed a defence near the end. Board four was won by Evan after Damir Medak (6k) resigned. Finally Chris completed the final game with an easy 16.5 point win, to take our sixth match win of the season. This left us equal on match points at the top of C-League with Bulgaria, but second on boards won.

The 24th February game was indeed against Bulgaria and any winner would go clear top. On board four, Toby saw off Alexander Savchovsky (1k) and on board two Sandy Taylor beat Magdalena Mladenova (1d) on time. Paul's game against Miroslav Gospodinchev (1k) went the full distance and Paul won by 9.5. On board one, Des was up against the

Bulgarian teenage sensation Sinan Djepov (5d). Des hung on despite many attempts to catch him out and won by 11.5. This gave us our seventh match win and the first four-nil win of the season. This put the UK clear top, ahead of Bulgaria and then South Africa.



Des Cann

Meanwhile the Irish team was scoring their first win of the season by beating Portugal by the same margin. In their previous two matches they had lost 3-1 to Croatia and to Bulgaria. In the other leagues it was Romania that was leading the A-League and Germany was leading the B-League.

European Youth Teams

Our young team's third match in December was against Israel. They were quite a bit stronger than us, so Thomas Meehan, Dylan Zhu, Anthony Ghica and Hilary Bexfield all lost. However Charlotte Bexfield won her game in the Under-16 section. The January match against Czechia was much closer. Again Thomas and Anthony were beaten, as was

Roella Smith, but Oscar Selby and Edmund Smith won their games to end the match as a 2-3 loss. Our fifth and final match was a bye, with the team hoping to play a friendly against Germany's B-team instead, so we ended 10th out of 13 with four points and eight boards won. Russia was the clear winner, winning all five matches including that over Germany, who were second. The teams on three wins were Romania, Ukraine, Hungary, France and Poland.

Irish Confucius Cup

For the first time the Irish Go Congress also featured a Chinese Chess tournament. As well as the players, there were Chinese guests from the Go and Chinese Chess organisations including Go professionals Hua Xueming and Huang Yizhong (both 7p). The venue this time was the historic Gresham Hotel in the centre of Dublin. The Congress started on the Friday night, 6th February, with the Irish Rapid. This was won by Oh Chi-Min (7d Durham) and the runner up was Kirsty Healey (2k Leamington).

The main Go event, the Confucius Cup (Irish Open), was keenly contested on the Saturday and Sunday by four 7d players. The total number of players was boosted to an excellent 58 on the last day by a party of youngsters from Galway joining in. In addition there were 17 Chinese Chess players, including the winner Huang Chunlong, making it a big event.

In the end, the Go winner was unbeaten being Korean player Kim Young-Sam. Second on four wins was Oh Chi-Min. Romania's Cristian Pop took third and Fan Hui from France was fourth. The UK's Matthew Macfadyen also won three games, to take the fifth place. Others

winning four games were Hui Zhang (1d China), Geoffrey Crespino (3k France), Marius Groza (4k Romania), Alex Delogu (6k Dublin), Alejandro Domingo (8k Spain), Marcus Phelan (10k Dublin) and Mikulas Kubita (12k Czechia).

SportAccord World Mind Games

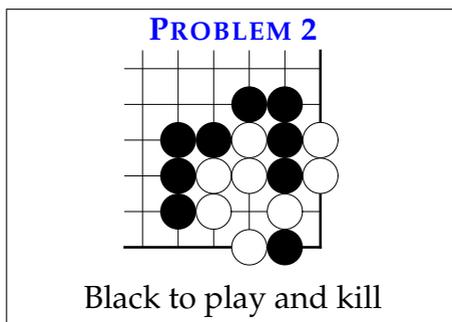
SportAccord held its fourth annual World Mind Games in Beijing, China, from 10th to 17th December. Again Go teams from six countries and regions took part: China, Korea, Japan, Chinese Taipei, North America and Europe. Again the events were men's teams, women's individual and Pair Go. As expected, Korea dominated the men's event. Their team of Park Young Hun (9p), Na Hyun (9p) and Kang Dong Yoon (9p) forced the Chinese team into second and Chinese Taipei into third. Japan, under Yuki Satoshi (9p), had to be content with fourth. In the crunch match between the other two regions, Europe came out victorious and the team of Fan Hui (2p), Alexandr Dinerchtein (3p) and Ilya Shikshin (7d) took fifth place. The women's event was played using a double elimination system,

with some players seeded to the second round. The medal winners were Yu Zhiying (China), Kim Chae Young (Korea) and Rui Naiwei (China). Chang Kai-Hsin and Joanne Missingham (both Chinese Taipei) came next, followed by Svetlana Shikshina. The other two Russians took 8th (Natalia Kovaleva) and 12th (Dina Burdakova).

The Pair Go was won by China's Yu Zhiying and Mi Yuting. Korea took second and Chinese Taipei third. Japan was fourth. Then were placed the Europeans and Americans, with sister and brother Svetlana and Ilya taking fifth.

Student Oza

On the 24th and 25th February the 13th Student Oza was held in Tokyo. The winner was Su Guangyue of China who beat a Chinese Taipei player in the last round. The western players qualified to play by a tournament on Pandanet in the autumn and the best of these was Germany's Johannes Obenaus, with two wins in 8th place. Petr Kouba of Czechia was 14th and Romania's Laura Avram was 16th.



VIEW FROM THE TOP

Jon Diamond

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As I write this the 2015 AGM is over. I'd like to thank Colin Maclennan and Phil Beck who are retiring from their elected positions, and welcome Donald Campbell, Matt Marsh and Gerry Gavigan as new Council members.

We've been mulling over how we can make the Association more relevant to Go players in the UK and thereby encourage more Go players to join us, as our membership is declining, albeit slowly (perhaps less slowly than other UK sports and Go in some other countries). We think that the Association does significantly help all Go players, members or not, so it's something we should be proud of, but this doesn't seem to be recognised as widely as we'd like.

I've been talking to a number of people who aren't members, but seem quite happy playing Go amongst a

group of friends or in a small club. Now this is fine, but it doesn't help us develop Go in the UK.

If you're a member of a club, are the other members also members of the Association? Actually, do you know who are members and who aren't? Obviously, joining the Association doesn't develop Go of its own right, but it does increase the critical mass, the number of potential volunteers to help spread the word and also put a small amount of money into the pot to help. If you're not a member of a club, have you tried to create one, contacting our Membership Secretary for details of other members who're local?

Despite a new initiative created by Matt Marsh giving discounts on KGSplus membership, which will probably be announced by the time you read this, Council doesn't think there is much more we can do to give significant additional tangible benefits to members. So we need to tackle this lack of perceived value in another way.

Those of you who play in tournaments meet others from outside your locality. For non-tournament players I feel that we have to create a sense of community, so that all UK Go players will feel it's just normal to want to be part of it and therefore will support British Go by joining us, as happens for some other sports. This would be a major cultural shift, so you need to buy into this vision and help sell it to outsiders.

What do you think?

□

PLAYING AUTOMATICALLY

Paul Barnard

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I'm sure almost all players do some things on automatic, especially if under time pressure. But I would counsel against doing too much of it!¹

Diagram 1 is a position taken from a game I reviewed recently. It is a variation of the avalanche joseki, although the two stones on the right (triangled) are not usually there. White has just played atari with ⑱ and Black must connect at A or capture with B. Whichever choice Black makes, White has an atari available to him (at A or C).

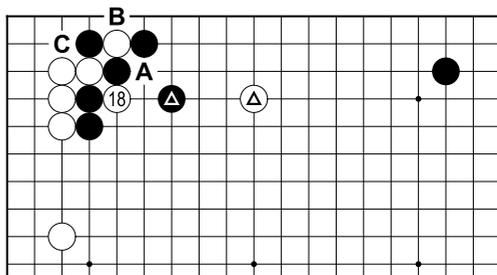


Diagram 1

I think a lot of players revert to a previously established default reaction, and either always capture or always connect in situations like this. But there can be a massive difference, as there is here. Capturing at B means that Black is likely to be able to skip into the corner later, which will be worth quite a bit. But connecting at A means that he has an eye, and can easily capture ⑱ for another one. Moreover, A connects to ▲ and towards the centre of the board, and △ can be attacked from the right leading to territory in the top right quarter of the board. If White forestalls that by extending from △, Black has sente, which at this stage of the game is worth a lot.

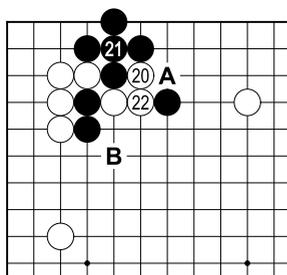


Diagram 2

In the game (Diagram 2), Black captured, so White played atari at ⑳. Black could not win a ko, and instead connected at ㉑, and White connected at ㉒. At this point Black's best move is at A, to which White would likely respond at B. Black could then write off the two stones as a sacrifice and get the group out towards the centre, but the lack of eyes will likely haunt any attack on the lone white stone on the right.

As it happens, in the game Black did not play at A, but instead played one point above B and White played at A in response, splitting Black into three. Disaster for Black!

¹The SGF file for diagrams 1 and 2 is at:

<http://www.britgo.org/files/bgjgames/171-automatic-diag12.sgf>.

Returning to my theme, take a look at Diagram 3². Many players would put 27 on the board automatically, but then White can play 28 and 30 in sente. Black has a better response available to him - he can play 27 at 31, as in Diagram 4. It is an adequate defence, and it means 28 and 30 are gote for White. Comparing the two diagrams, it is clear that the automatic response costs Black a move and a point.

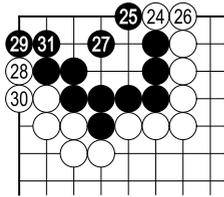


Diagram 3

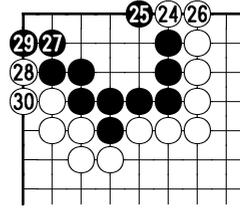
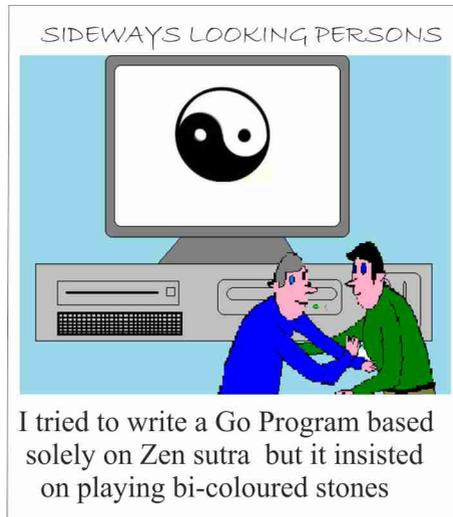


Diagram 4

A final point on this - sometimes a solid connection is better than a dangling connection. It might look like bad shape, but often it eliminates a ko threat. Just think for a moment, don't play automatically!

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²The SGF file for diagrams 3 and 4 is at:

<http://www.britgo.org/files/bgjgames/171-automatic-diag34.sgf>.

BGA ANNOUNCEMENTS

FUTURE EVENTS

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

Candidates' Tournament, Cambridge, Saturday 2nd – Monday 4th May

Bar-Low, Cambridge, Sunday 3rd May

Bracknell, Wokingham, Sunday 17th May

Challengers' League, Swindon, Saturday 23rd – Tuesday 26th May

Scottish Open, Glasgow, Saturday 30th – Sunday 31st May

British Pair Go Championship, Hatfield, Saturday 6th June

Durham, Saturday 13th – Sunday 14th June

Welsh Open, Barmouth, Saturday 20th – Sunday 21st June

Milton Keynes, Saturday 27th June

Arundel, Saturday 15th August (provisional)

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

Mind Sports Olympiad, London, Sunday 23rd – Monday 31st August

Northern, Manchester, Sunday 6th September

Cornwall, Penzance, Saturday 12th – Sunday 13th September

OFFICIAL VACANCIES: CAN YOU HELP?

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

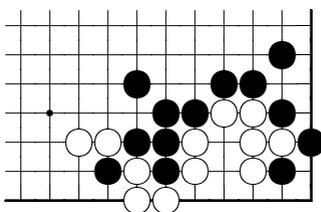
We need volunteers for:

- Championships Organiser
- Exhibitions
- GoTalk Moderator
- Regional Youth representatives (three vacancies)

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

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PROBLEM 3



Black to play and make
a ko to capture

YOUTH JAPAN TRIP

Alison Bexfield

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Charlotte and Edmund in the title match room

Three young people were sponsored to visit Tokyo as guests of the Nihon Ki-in for their 90th anniversary celebrations. The Nihon Ki-in is the major Go teaching organisation in Japan and runs a number of outward facing activities with other countries as part of cultural exchange programmes. The three young people selected had all been active players in the previous months. They were Ben Murphy (student), Charlotte Bexfield (secondary school) and Edmund Smith (junior school) – all around 10 kyu in strength.

The first Friday morning was free time which gave the group a chance to acclimatise to the 30° C heat wave. As designated tour leader, I led an expedition to the Tokyo National Museum to see the Japanese galleries and learn a little Japanese history.

That afternoon everyone gathered at the Nihon Ki-in to watch a

professional commentary of an exciting game between two professionals – Yo (7p) and Motoki (3p) – the final game of a tournament to celebrate the Nihon Ki-in 90th anniversary. Yo won. In the evening the UK group were invited to a party to celebrate the Nihon Ki-in anniversary. There was a large turnout of professional players supporting the occasion and the UK group met a number of these.

Saturday was a free day and a chance to soak up more of the Japanese culture. Some of the party headed to Asakusa to see the newest Tokyo attraction - the Sky Tree - which has viewing platforms at 350m and 450m over Tokyo. There was a long queue so, of course, the time was passed playing Go which entertained some of the other people in the queue. It was a good thing we made the most of the hot day as Sunday saw heavy rain set in ahead of a typhoon expected Monday.

Sunday saw us all assemble at the Nihon Ki-in in the morning to watch the Junior tournament (Under 12), in which some 60 children were playing, ranging in grade from dan level down to 20 kyu. Only those winning all three morning games were allowed to stay for the two rounds in the afternoon. Time limits were 30 minutes sudden death, which is a good maximum limit for young players. We also observed an insei class. Insei are the very strongest young players who are hoping to make a career as professional players.

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The young people watching an U12 children's Go tournament

A train ride away and we found ourselves in a Go school in a children's class. After some minutes learning the opening moves of a game the young players were paired up for some games of their own. The strengths ranged from dan level down to 20 kyu, so our three 10 kyu players fitted in and had a mixture of even and handicap games (both ways). All the UK players won some of their games.

Monday morning saw us confined to barracks while a typhoon passed close to Tokyo before veering out to sea. Tokyo received around eight inches of rainfall over 24 hours from the typhoon.

We visited the Nihon Ki-in during the afternoon where we were honoured to be given a visit to the Yugen no Ma room. Very few players are ever allowed into this room to play. It is reserved for title matches between the champion and the challenger. The picture shows Edmund in the champion's seat and Charlotte in the challenger's seat. We received an informative talk from our excellent host Tomotaka Urasoe on Japanese Go history and culture.



The UK contingent being introduced to an University Go class

Tuesday morning was spent at another museum in Tokyo learning about life in Tokyo 100 years ago. We had an informative Japanese guide who took delight in explaining all the exhibits to us. Tuesday afternoon was spent at the Nihon Ki-in where the three young people received teaching from Aoba Kaori (4 dan professional). She played a teaching game against each of the British young people and commented on these as well as giving some instruction in tesuji and yose problems. The young people all felt they had learnt some valuable lessons and look forward to putting these to use in future games.

On Wednesday we all travelled West from Tokyo to Aoyama Gakuin University to see a Go class. The undergraduates at the university are able to choose Go for one of their classes and receive a credit from this towards their degree. However, only those people totally new to Go can do this - it is a beginners' class. There were some 40 students in the class being taught by Kuwabara Yoko (6 dan professional).

We watched her teach about Komi and counting and then the students played some 9x9 games from a set starting position (with thirteen moves already played out), as they had not yet covered opening moves. It was reassuring to see them making the types of basic mistakes that we all did when learning Go.



Charlotte and Ben participating in a Tokyo children's Go class

It was back to school on Thursday as the UK youth group were guests at the Go lessons in an elementary school. They also received a tour of the school. We played some team games of Go on 9x9 boards with the youngest class and then, with the older ones (seven to eleven), we each played a number of students simultaneously as teaching games. Charlotte proved a great hit with the young children as she tried out her fledgling Japanese language skills and performed magic tricks for them.

We also attended the Yurakucho Go Centre and played a number of games there against club members.

Friday was a free day for sight-seeing (we visited a temple situated near the top of a mountain but failed to catch a glimpse of Mount Fuji).

Saturday and Sunday saw us take an expedition out of Tokyo. On Saturday we visited the local club in Kamakura where we all played some games. I had the privilege of playing the area champion (and lost). Then on Sunday we participated in the Hiratsuka Go Festival. This was an amazing event where some 80 professional players played 1000 players in a simultaneous display down one of the shopping streets. The games took place over two sittings with 500 games in progress at a time with the professionals divided up with about seven players each. We all took part in this.

We returned to England inspired to improve further at Go, having seen various Go lessons and classes across all ages in the few days we spent in Tokyo. Throughout the trip we were very well looked after by the Nihon Ki-in to whom we are very grateful for the experience.

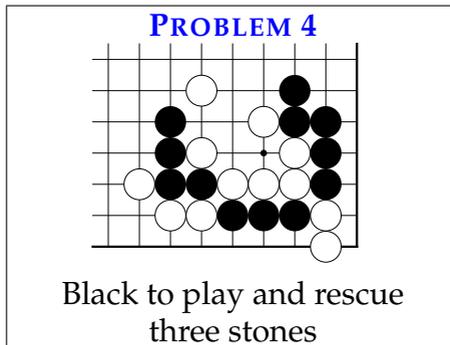
Postscript

Since their return all three young people have been participating in UK tournaments and are competing against each other to improve through the single digit kyu ranks.

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BRITISH YOUTH

Alison Bexfield

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European Online Youth Team Championship

The UK entered a youth team in the inaugural European Online Youth Team Championship played over the period October to January 2015. In the absence of anyone else to pick up the baton, I found myself managing the team. We had to play five boards in each match of which two were U12, two were U16 and one was U20. We entered a team of 12 players from our fledgling UK youth squad. Almost all of the team were able to play at least one match in the four rounds we played (we had a bye in one round). The UK finished tenth overall of the 13 teams, helped by a win against Italy. Our star players were on the U12 boards with Edmund Smith being the UK 'player of the tournament,' being undefeated in the three games he played. The teams entered had quite a variety of strengths with the top teams fielding dan players on their top boards. Next year there is the intention to allow the stronger nations to enter two teams which should see more even games through the event. I am also confident that the UK youth team will be stronger overall next year as most players will still be eligible and are improving in strength.

European Youth Championships

The UK had six players representing it at the European Youth Championships held on 12th – 15th March in Zandvoort am Zee in the Netherlands. Looking very smart in their UK youth team hoodies, they had a good team

spirit. After the first two rounds things were not looking good for the UK, but in the later rounds we did pick up more wins to end with a total of 14 points out of 36.

One of our players had a very exciting finish in the last round. After an epic game, in which her opponent had gone into three sets of overtime, Roella claimed a win by one point – after the additional extra 6 points komi courtesy of Ing overtime rules which give two penalty points per overtime set. With Roella within one minute of going into overtime herself, which would have reversed the result, it was a most exciting end to the tournament.

Edmund, representing us in the U12 section, finished 18th in his section.

We had 5 players (Alex, Roella, Charlotte, Kelda and Anthony) playing in the U16 section. Alex, Roella and Charlotte all finished within a few places of each other with Alex just ahead at 31st in the rankings, followed by Roella (33rd) and Charlotte (34th). Both Kelda and Anthony picked up 3 wins.

It was a little disappointing that we did not have anyone representing us in the U20 section but we have high hopes that our current squad of young players will improve further in the coming years. With four of the six players still eligible to compete in the same sections next year we have every chance of improving on our performance next time.

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BOOK REVIEWS

Roger Huyshe

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This is the first of a series of reviews by the BGA Bookseller. Rather than address one book at a time – which would take 20 years of the BGJ to cover just those that I stock – I intend to take one topic at a time and give shortish comments on each book in that topic. So we will in successive issues cover :

- Problem books
- Joseki
- Opening
- Go Concepts and strategy
- Beginner books
- Tesuji
- Life and Death
- Moyo/invasion
- Endgame
- General Advice
- Direction of Play/Middlegame
- About Go
- Game Reviews
- Special topics

It's appropriate here to say a brief word about the BGA books service. Basically I take books to tournaments so that players can browse before they buy. While I don't have the time to do mail-order for individual books, I do wish to help clubs and event organisers with larger orders to achieve the benefits of better bulk-buy discounts. This especially includes

any outreach initiative and can extend to equipment as well as books. Feel free to get in touch and discuss your requirements.

Longer book reviews of some books can also be found on the BGA website, with links to David Carlton's Go Bibliography and others. Sensei's library is a useful source to check for any errata in books you acquire.

A further thought on the subject of what level books are suitable for. Note that there are quite a few books that can be read initially at a certain level for the key points and concepts, then profitably be reread when you have improved by 5 or even 9 grades. In the Elementary Series, Tesuji and Life and Death are clear examples. So there may be hidden value on your bookshelf!

Following on from this lengthy introduction, I have to select a short topic for the first article.

ENDGAME BOOKS

Professionals have regularly stated that the easiest way for most amateurs to improve is to study the endgame. So please don't just regard it as mere tidying up after the main course! Then again, if you have never lost a game by less than 10 points, perhaps you don't need to read these books.

Elementary Go Series; Vol 6 - The Endgame; Davies/Ogawa

Davies' book sets out clearly the basic theory of endgame, including sente relationships and counting. It is clear from experiment, namely the quiz at the 2014 Shropshire Go Tournament, that even solid SDK players didn't

properly understand the theory of counting and could benefit from doing so. One omission from the book is examples of high-value endgame moves; this would have benefited the many near-SDK players who can be observed pfaftering around with small moves in the central no-man's land when there are still corner and edge plays worth ten or even 15 points. There is a systematic section on common endgame tesuji and problems throughout the book, both local and whole board ones.

The other endgame books all assume the basic theory from this one. You are advised to understand it as well as just reading!

Get Strong Series; Vol 7 - Get Strong at the Endgame; Richard Bozulich

The book opens with 42 whole-board 11 x 11 problems which one is invited to try at the beginning then again after studying the body of the book. This is a novel approach which will well-reward readers who have the discipline to follow the suggested way and see how much they have improved.

The main part of the book has two problem sections, the first on tesuji and the second on counting. Then there's another 28 whole-board 11 x 11 problems to test one's understanding of tesuji, sente and counting in real-life combination. The book is moderately difficult and a suggested range is 8 kyu to low dan.

Monkey Jump Workshop; Richard Hunter

The Workshop begins with the monkey jump at its simplest: a basic reduction against a solid territory. The standard counter-moves are

analysed before moving on to explore how things change when the surrounding position is altered. Coverage continues with the monkey jump in the context of life-and-death situations and finally ends with a presentation of several uncommented professional games which don't really provide any learning points. Also, there is little guidance as to when *not* to use the monkey-jump. Otherwise a great book, which has distributed throughout an impressive collection of monkey-jump problems, both of the yose and life-and-death variety.

200 Endgame Problems; Shirae Haruhiko

The first section, "Basic Problems", contains 100 problems of a fairly didactic bent, introducing common endgame tesujis, with variations of the same tesuji appearing in several problems in a row to hammer it in. The second section, "Application Problems", is both harder and wider-ranging: the tesujis are more complex, life-and-death plays a much larger role, and there are groups of problems on various broad themes (exactly when can you force a seki in the corner, a few counting problems thrown in out of the blue, etc.). There are also three interludes, giving instances from games and counting examples.

The first half is suitable for single-digit kyu players, and is nicely focused. The second half gets into the low dan-level (though strong kyu-level players would also get something out of it), but its lack of organization and the way it tried to shoehorn everything into a problem format bothered me at times.

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THE BGA ANALYST

paul@psaa.me.uk

I 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.

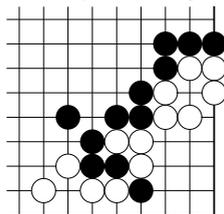
Many Go players become stuck at one particular level and end up playing essentially the same type of game over and over again. That is fine if you are happy to just enjoy playing, but if you have the desire to improve, then you will probably need to learn to “see” the game in a different way.

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”.

Paul Barnard

PROBLEM 5



Black to play and make
profit in the corner

UK NEWS

Tony Atkins

ajaxgo@yahoo.co.uk

South London

Despite being less than ten minutes from the town centre and situated on the junction of two dual-carriageway roads, the Croydon Quaker Meeting House is an oasis of calm. Once inside, all that could be heard on 6th December was the gentle click of stones hitting wood at the second South London kyu players' teaching day and tournament. Nineteen students were taught in the morning by four teachers (Andrew Kay, Alex Rix, Tim Hunt and Alison Bexfield) and in the afternoon there was a three round tournament, split as last time into sections.

In the teachers' section, all the teachers played each other. Andrew Kay got three wins and a bag of delicious gingerbread men from David Cantrell's excellent local cake shop.

In the student sections all games were played with normal handicap and the prizes were useful Go books. The A and B section winners were Chris Volk (1k) and Colin Maclennan (9k). Prizes for winning two went to Ben Clark (14k), Charlotte Bexfield (11k) and Richard Wheeldon (4k), and Robin Patterson (18k) got the fighting spirit prize for trying hard at his first tournament.

Edinburgh Christmas

The Edinburgh Christmas tournament was held on 13th December at Old St Paul's Episcopal Church Hall in Jeffrey Street, just off the Royal Mile and near to Waverley station. Twenty-five players took part, competing over four rounds.

Tongzhou (Joe) Cai (3d Glasgow) sparked the most and took the bottle

of champagne with four wins. Second was co-organiser Boris Mitrovic (3d Edinburgh) and third was Alistair Wall (2d Wanstead), both with three wins. Niall Paterson (5k Glasgow), Baron Hasslinger (5k Edinburgh) and Greg Cox (10k Dundee) also won prizes for three. The remaining two prizes went to Quintin Connell (9k Glasgow), for two wins from three games, and to Magdalena Mladenova (1d Sofia), the furthest-travelled player on two wins.

Online League

Central London won the sixth edition of the online league when their A Team ended top of Division 1, two points ahead of Belfast. The Cornish Rogues won Division 2 and gained promotion to Division 1, replacing Glasgow which was relegated. In all twelve club teams took part.

London Open

The 41st London Open Go Congress took place as usual at International Students House on the last four days of December. Like before, as well as the main seven-round tournament, there were Pair Go, Doubles, Lightning and Rengo side events, and the tournament culminated in 40 participants attending a New Year's Eve Dinner.

A lot of effort was put in by new organiser Gerry Gavigan to get support from different organisations and this resulted in no less than three teaching professionals being there. Unfortunately Gerry was unwell during the event and missed most of the fun. The pros were Hajin Lee (3p) and Choi Dongeun (1p) from Korea and Fan Hui (2p) from France. Both

the ladies and Fan were kept busy analysing games, giving lectures and playing simultaneous games.

One hundred and seven players took part in the Open, similar to 2013. However this time there were three 7d players fighting for the top places and indeed they gained them. Ch-Min Oh, currently at Durham, won all seven games to take the title. Young-Sam Kim from Korea came second with six wins and Poland's Mateusz Surma took third with five. Xiao Ma from Germany and Chinese player Zebin Du topped the group on four wins.

The David Ward Cup was awarded for the first time, in memory of former organiser and long-standing player David Ward, who sadly died late in 2013. It was donated by his widow, Helen Ward, and presented by professional Hajin Lee to the highest-placed UK player in the tournament, who was Matthew Cocke.

Prizes were awarded, thanks to support from the Central London Go Club, to the two best-placed players who started below the bar; these were Mikko Siukola (4d Finland), who came in eighth, and Andrew Kay (4d Birmingham), who came in 15th.

A prize sponsored by the City of London Go Club was awarded to the best-placed player who had started as a double-digit kyu player by European Ranking; this was won by Gudrun Breitenbauch (11k) from Germany. As well as by the BGA, support for the event was also provided by the Nippon Club and the Korean Amateur Baduk Association.

Certificates were awarded to Johannes Siven (3k Central London) on six wins and to all those on four and five wins.



2014 London Pair Go Winners

The Pair Go Tournament on the Monday evening was won by Chi-Min Oh (7d Durham) and Lova Wåhlin (2k Sweden). Second place prize went to the professional Hajin Lee playing with Germany's Benjamin Teuber (6d). The new Doubles section was won by Jitka Bartova (1d) from Czechia and Ngoc-Trang Cao (2d) from France.

Despite running the main tournament, Jenny Radcliffe still had enough strength to run the Tuesday evening thirty-player Lightning Tournament. This was also won by Chi-Min Oh, beating Zebin Du into second place.

One event that Chi-Min did not win was the Rengo, held after the prize giving. This was won by Bruno Poltronieri, Su Yang and Lova Wåhlin. Following this was the meal at Ask, followed by casual New Year's Eve games until thrown out of the playing room in the early hours.

Grand Prix

For every tournament they enter and every game they win, both juniors and Double Digit Kyu players earn points, up to 100 per event. Certainly the **Youth Grand Prix** is hard fought and Edmund Smith was keen to ensure his small lead remained safe going into the London Open. Edmund

ended with 675 points ensuring his first place. Second was Charlotte Bexfield with 626 and third was Kelda Smith with 528. The **DDK Grand Prix** was again won by Colin Maclennan with 596 points (ahead of Kathleen Timmins on 362) and Gediminas Sarpis was the best player at or below 20 kyu (with 215 points).

Maidenhead Hitachi



Charles Hibbert *v.* Hui Zhang

It had been a sad week at Hitachi's offices in Maidenhead, with the flag at half-mast, as the chief's PA (and main contact about the tournament) had died suddenly from meningitis. Anyway Hitachi were able to let us play as normal on 24th January and provided the usual support that allowed a free lunch of sandwiches and crisps.

Charles Hibbert, from London, entered Maidenhead-Hitachi Tournament as his first ever tournament. Having achieved 3d on both KGS and IGS, he entered at 2d and went on to win all three games to claim the Maidenhead title.

Also winning three games, and in second and third place, were Alistair Wall (1d Wanstead) and Jitka Bartova (1d Prague). As usual all players winning three or two games got a prize from the eclectic selection on

the prize table or, this year, a mystery envelope. Those on three were: France Ellul (6k Maidenhead) and Fred Holroyd (8k Milton Keynes). In all 55 players took part.

Both Wanstead and Leamington teams won nine games out of sixteen to get the team prizes of sweets and chocolate. Charlotte Bexfield and Edmund Smith both won four games in the 13 x 13 side event.

Cheshire

As usual the Cheshire Tournament took place in Frodsham Community Centre, alongside the Chess event, on 7th February. Different this year was the use of the back room instead of the lounge (thanks to the Community Centre double booking the lounge) and this just proved sufficient for the record 34 players taking part, though the book shop was squeezed into the corridor. Also different was Tony Pitchford joining Tony Atkins as joint organiser and the merging of the Handicap section back into the Open to make an enlarged McMahon event.

Alistair Wall (2d Wanstead) ended top of the list; he beat the previous winner, Mark Elliot (1d Manchester), in the last round. James Brownrigg (5k Chester) was the only other player on three wins.

An enthusiastic and well-behaved party of lads from Cheadle Hulme School did well, all winning at least one game, despite this being – for most of them – their first tournament: Alex Benton (12k) was the best junior and Daniel Gascoyne (27k) was the best novice. Jack Nolan won the most games in the 13 x 13 side-event (with eight) and Yusuf Ahmed, teacher Zaheer's son, played the most games (14).

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TEACHING BEGINNERS

Edwin Brady

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At St Andrews Go Club, like, I hope, every other Go club in the land, we are delighted when a new player arrives. A constant supply of new players is essential to keep the club alive, since, as a student club, players leave every year on finishing their degrees. Sometimes these new players know the game already, and have found the club through the BGA website. In many cases, however, they are complete beginners, and have found the club from attending Freshers' Fair, by one of our occasional poster campaigns, or often because one of their friends plays and they would like to know what the game is all about.



We are delighted to see any of these new players, but I am particularly pleased when a complete beginner arrives. Teaching beginners, whether or not they become regular players, means more people knowing about Go. More mainstream knowledge can only be a good thing for many reasons. (If nothing else, it saves explaining to potential tournament venues that no, there are no Ouija boards involved. This really happened.)

Judging by some recent posts on the gotalk mailing list, people can feel

that recruiting and teaching beginners can be hard work and requires a long term commitment on the part of the teacher. My experience has been that this is not the case, and that teaching new players can be very rewarding. Obviously, if you are a relatively experienced player, it will be some time before they can play you with a reasonable handicap on a 19x19 board. Nevertheless, if you can explain the basics well and convey enough enthusiasm, you may find within a few weeks they are learning more about the game for themselves, by browsing the huge amount of information online or playing on a Go server.

In the rest of this article, I will describe my own approach to teaching beginners. I have found it to work well in practice in my experience with university students. You may not agree with all of the details, and you may find a different approach works better for you — nevertheless it is important to have some kind of structured but flexible plan for teaching, and I believe this is a good starting point. Above all the beginner must be made to feel welcome, and not like an interloper amongst serious strong players. Some will say something like, “Don’t worry, I’ll just watch,” but it is no fun for a complete beginner to watch two shodans battling for an hour!

Absolutely anyone can teach a beginner, providing of course that they know the rules and some basic strategy themselves. It is much more important in any case for the teacher to be helpful and enthusiastic than absolutely right — as amateurs we can

never be sure we are absolutely right anyway.

When I am teaching a single beginner, a typical introductory session might go like this: I introduce myself, and maybe we will have a quick chat about who we are and what we do. This has nothing to do with Go of course, but it is part of making the beginner feel welcome. Before starting to play, I explain that the point of the first few games is to get comfortable with the rules. It is much easier to understand the rules in the context of a game, rather than by abstract explanation, so I cover only the absolute basics before starting, i.e. the aim of the game, that stones go on the intersections, capturing, and how the game ends. I explain the terms 'liberty' and 'atari', but otherwise avoid technical terms.



In particular, I leave out such details as ko, throw-ins, life and death, seki, dame, etc. None of these will make sense out of context, and most will come up within the first couple of games. I explain the handicapping system, and set up a five stone handicap on a 9x9 board. I usually say before we start that there are a couple more rules but I will explain them as they come up, so that they do not think I am making the rules

up as I go! I like to encourage fairly fast play for the first few games. Some beginners think very carefully then make the wrong move anyway, and some can freeze completely, and need encouraging to make a move. Obviously thinking about moves is a good idea but it is hard to do so sensibly without some experience. In these games it can be tempting to capture all of Black's stones given an opportunity, but it is good to resist. The point of these introductory games is to make things comprehensible, not to win or lose, so I try to play accordingly. Aiming to win by a small margin, rather than by killing everything, makes it easier to show how territory is formed and how the game ends.

The end of the game is almost always a problem — most people have difficulty knowing when the game is over, and spend several minutes examining the board not knowing what to do. I generally ask what they are thinking and point out where the clearly defined territories and borders are and where there are still moves left to play. The end of the game should not drag on too long; it is entirely possible otherwise that the last few moves could take as long as the rest of the game!

Usually, at least one black group dies in the first couple of games. The beginner as a result is very keen to know how to prevent this. I leave the explanation of eyes until after a game or two because then it is much easier for the beginner to understand why I am explaining them and what they are for. The simplest way is to set up a three space big eye in the corner, and show the sequences when each side plays first. I often find it helps at this stage to set up a couple of simple life

and death problems with various big eye shapes.

By now, I am usually being soundly beaten giving Black five stones, and sometimes giving Black four. I find it is a good time to explain some basic strategy: "If you connect all your stones, you will win." This whole process, from introduction to playing a few games, generally takes half an hour to an hour. By this point, if there are two beginners, or some other relatively new players, it is good to have them play amongst themselves as well as against stronger players. In any case, it is good to find other opponents, and now they have a good enough understanding of rules and basic strategy to call themselves 30 kyu at least.

If you have never thought about how to approach teaching beginners, I hope that this article has given

a useful starting point. The BGA website includes lots of further information for organisers and teachers. We usually keep a small stock of the promotional leaflets (the cartoon introduction and the BGA leaflet in particular) to give to enthusiastic newcomers. The Organisers Handbook, available online, is also a valuable source of information on teaching beginners and growing a Go club.

Finally, where can you find beginners to teach? If your club is in a university town, one of the best ways is to attend the Freshers' Fair at the beginning of the academic year, usually around late September or early October. If you would like advice on how to go about this, you can contact the BGA Student Development representative (me!) at student@britgo.org.

□

BGA AWARDS

Our first Annual Awards were presented to the following:

Martin Harvey (Player of the Year) for his work in the past year in creating a junior Go outpost in the North of England

Letchworth (Club of the Year) to Alison Bexfield for children's activities

Alistair Wall (Loss of the Year) for passing when there was one dame point left and losing by half a point at the MSO against Francis Roads

The President's Award for services to the British Go Association for the first year were given to two people: **Pat Ridley** (retiring Journal Editor) and **Tony Atkins** (website editor, News editor, tournament coordinator, UK Go Challenge and Youth Championships organiser etc. etc.)

Congratulations to them all!

MAIDENHEAD-HITACHI – ROUND 1

Paul Barnard

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The BGA Analyst Paul Barnard reviews a game¹ from the first round at Maidenhead this year. This is an example of what you can expect if you send him a game of yours to be analysed. In this case it is a game that your new BGJ Editor played. Malcolm Hagan (6k) is Black and Bob Scantlebury (6k) is White.

White fell behind early in this game. ②④ was a mistake that he never really recovered from. And then ②⑧ was not best; it damaged Black's position a bit, but it was in no way constructive regarding White's own position – on the contrary.

Both these mistakes are entirely understandable and many players would make them. ②⑧ in particular seems subtle. But they left White chasing the game.

③⑥ is the third mistake I want to pick on here. Again, it is understandable, the desire to settle his group is compelling. But White cannot do so if it allows Black to completely destroy his position.

④⑥ is the same mistake in philosophy as ③⑥. The fact that Black did not press home his attack conceals the seriousness of White's error!

The final point that I want to pick out whilst here at move zero, is to highlight the squeeze sequence White has available, on the three Black stones including ⑨⑨, once you have ⑩⑩ on the board. Given my article in the last journal, I thought I should mention this!

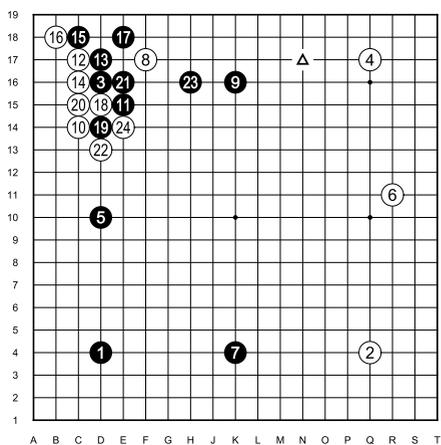


Diagram 1 (1-24)

②④ This loses White a lot of momentum. The proverb says not to refuse a ponnuki, but here it is attached to a group that is already alive and therefore most of the benefit of a ponnuki (hard to kill) is meaningless. Here, after ②②, White's group is already out towards the centre, and Black cannot easily shut him in, even if he plays first now. Therefore White should play ②④ in the top right (around triangle) to minimise Black's growing position, strengthen his corner stone, and also take a little bit of territory.

¹The sgf file is at <http://www.britgo.org/files/bgjgames/171-maidenhead.sgf>.

⑳ White has several ways into Black's position here, and he cannot prevent all of them, so White has a little time yet. What is clear is that when he does invade, he is going to come under a lot of pressure, and Black can build influence while White is living or running.

Before he plays ㉘, White can see that the likely result is Black territory on the left running up to and connecting to ⑤, which at the moment is a little bit isolated, sitting in front of White's strong position as it does. And ㉗ is also likely to get stronger, and in any event, ㉗ has lots of space so it is not easy to see how it can become very weak.

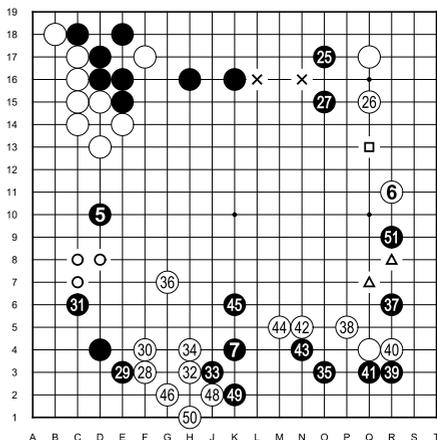


Diagram 2 (25-51)

So White should consider the alternatives. An invasion on one of the circle points or at ㉑ would be better, because at some point Black will have to look after ⑤, and ⑤ can never do much for him because of White's ponnuki.

Another alternative is to play at ㉕. After the invasion, almost regardless of where it is, the Black position in the bottom left corner of the board is going to generate a lot of influence for him, and he is likely to invade White's position on the right in return. Playing ㉘ at ㉕ prepares for this. It also means that Black's stone ㉗ will be that little bit less secure, and importantly the natural extension from ㉗ to ㉕ will not be possible for him, so White is taking territory and preventing Black taking it.

Finally, White can consider the squared point. It feels slow, but White can consider that it secures around 30 points in the top right, and means that he does not have to worry about his stone ⑥ when fighting on the right-hand side takes place. And also White will be strong enough in that part of the board to consider invading Black's position later, at say one of the cross points.

I think I would rank these alternatives from best to worst as follows: ㉕, circles/㉑, square, ㉘. But other players may differ; a lot depends upon personal style preferences.

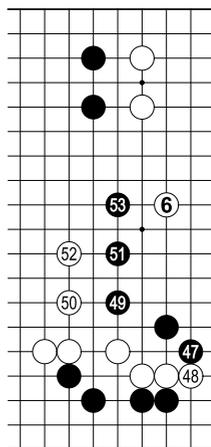
㉖ The Joseki has ㉕ at ㉕. Because Black has not played there, White can defer playing ㉖ where he did. This is one of those occasions where one has to just say that ones invading group is going to have to find a way to live somehow; one does not have time to look after it, something else is more urgent.

The point here is that White invaded with the intent of doing more damage to Black's position than the consequences do to White's position. If he does not answer ③⑤, the damage it and its follow-ups will do to White will be incalculable. White's four invading stones look heavy, but they can live by playing at ④⑥ or they can run away. While he has miai for looking after them, White has time to answer ③⑤.

If White answers ③⑤ at ④①, he is set up to invade Black's group behind ③⑤, so at some point Black will have to take time out to deal with that.

- ③⑦ Black has secured territory in the bottom left, ③① has helped ⑤, White's invading group is not fully settled, and his bottom right position is now being torn to shreds. Not what one wants from an invasion! The consequences of not having properly prepared for it, and having taken gote with ③⑥.
- ④⑥ Q7 or R8 is screamingly urgent now. White has to leave his invading group to look after itself and settle his bottom right group by attacking ③⑦, or suffer an attack like that shown in Variation 1 from the next move.
- ④⑦ The variation for this move, shown below, illustrates the sort of attack that Black has available to him.
- ④⑧ Again my point is that White must let this group look after itself. Before he plays ④⑧, it has one eye already, the option to play ④⑧ and make a second, and can run thanks to White having played ③⑥ already. In contrast, White's bottom right group is just a shapeless string of stones.
- ⑤① White is lucky that Black did not attack his shapeless string of white stones below!

This is just an example attack, but you can see that White is collapsing. His group is still very much on the run, and Black is now ready to invade behind ⑥. The top left is beginning to look like White's only secure territory.



Variation 1

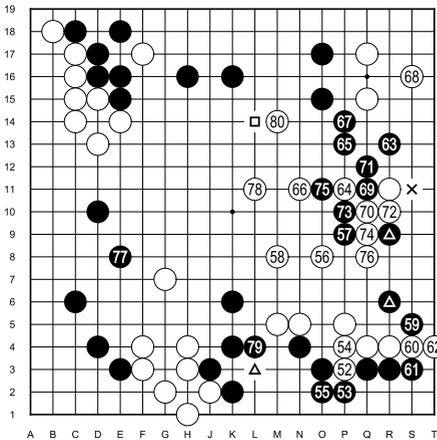


Diagram 3 (52-80)

- 69 Black should just connect (at the cross)! White is lucky!
- 76 Good! It is tempting to play one place to the left to set up a squeeze, but 76 here kills all the aji of the three black stones (▲ and 59).
- 77 Finally, Black plays a bad move!
- 78 But now White does not play a good move! 78 sets up 80, which is good, but Black can just play on the square or somewhere around there, and 78 will have induced a move that Black wanted to play anyway and do nothing for White.
- 79 Black takes fright at the peep (at the triangle), but that is just endgame. He should have played at the square and shown 78 to have been ineffective.

- 90 Slow.
- 92 Not necessary.
- 98 Doesn't do anything much.
- 108 It's not a big deal now, but White has just played 108 in his own territory. There is no need to be so submissive. He can play at D, which threatens to capture the black stone at T10. If Black tries to cut, he gets nowhere.
- 114 White should play the squeeze sequence starting at E first.
- 116 I am not sure if White is trying to cut off the three black stones 101, 103, 115 or prevent Black making territory at the crosses, 118 and F.

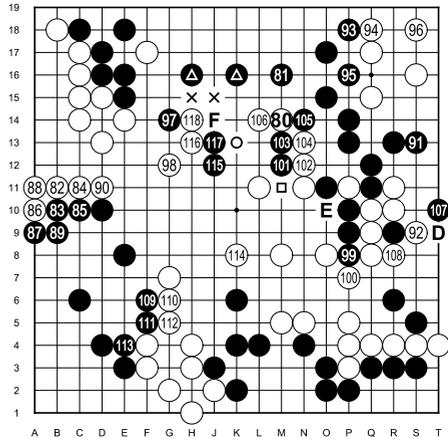
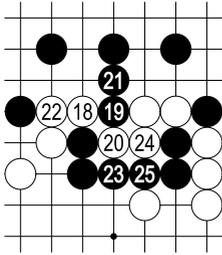


Diagram 4 (81-118)

If the former, it is just an error in reading (because 116 induces 117 as in the game, which threatens to rescue 101 and 103 - see Variation 2 from 118).



Variation 2

If the latter, it is normally enough to prevent Black rescuing ⑩① and ⑩③ by Black playing on the circled point. Taking a liberty off his two stones does that; playing on the squared point is probably best. Then ⑩⑥ and ⑩⑧, together with White's potential to play ⑩⑬ later, mean that Black has no significant territorial aspirations here.

If he plays ⑩⑦ at the circle now in response to ⑩⑥, a very awkward fight develops. White may be able to win it, but it is not normally a good idea to take the risk.

You will have noticed that I said "normally" twice above! White has about 15 points in the top left, 25 in the bottom right, 5 points including prisoners in his bottom centre, and say 8 in the top right, plus Komi, making 15. 15+25+5+15=60. Black has about 35 in the bottom left, and about 30 across the top. So he has more than White even before you count his bottom right group! It follows that White needs to do more than play a good endgame, and in this game, now, it is probably a good idea to try and cut off Black's three stones in the centre, even if accurate reading suggests that he can't. What else can White do that might actually win him the game?

⑩⑧ Playing at F to try and cut Black's stones off doesn't seem to work, but White is significantly behind and he needs to try something. See my comments for move ⑩⑬.

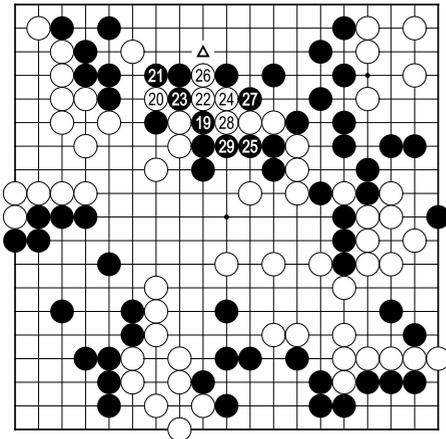


Diagram 5 (119-129)

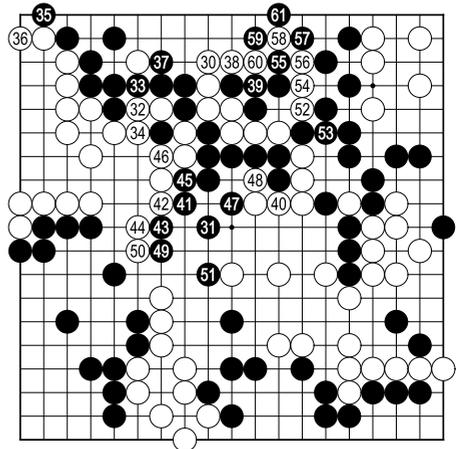


Diagram 6 (130-161)

⑩⑨ Black misses another chance to keep it simple! He should just play at the triangle.

No further comments. Black won by resignation.

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/issue171.

Solution to Problem 1

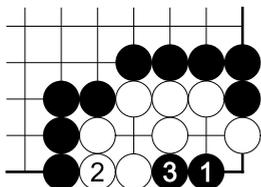


Diagram 1a (correct)

- ❶ This is the correct play that stops the corner eyes.
- ❷ White can try for the eye on the edge by playing here.
- ❸ But this is atari, killing the group.

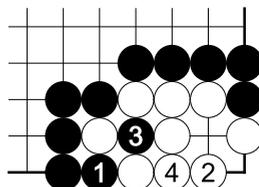


Diagram 1b (failure)

- ❶ White can live if Black starts by playing here.
- ❷ This makes the eyes in the corner.
- ❸ White has two eyes.

Solution to Problem 2

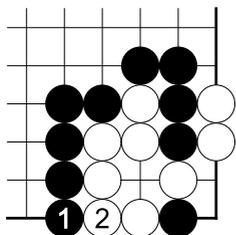


Diagram 2a (correct)

- ❶ This descent is the correct play and White is defenceless.
- ❷ Self-atari! If rather White captures the black stone, Black will atari at ❷ and if White then connects, there is only one eye.

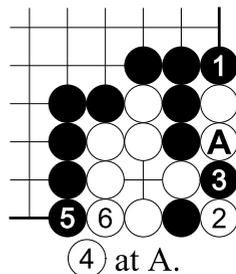


Diagram 2b (failure)

- ❶ Black can try this atari.
- ❷ White captures the black stone.
- ❸ This captures two stones but White just recaptures with ❹ at A and makes two eyes.
- ❹ This descent no longer works and White just connects at ❺

Solution to Problem 3

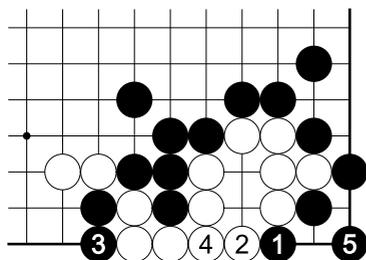


Diagram 3a (correct)

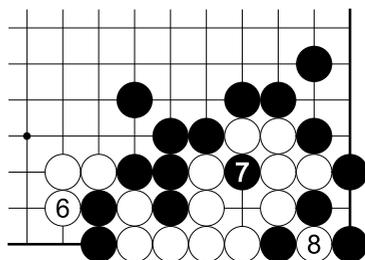


Diagram 3b (continuation)

- ❶ The correct attacking move is this hane.

- ❸ White has to fight this ko.

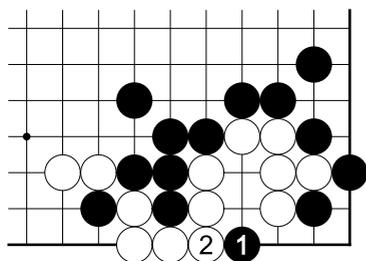


Diagram 3c (failure)

- ❶ This looks like it might cause White problems. If White makes an eye by playing above ❶, then ❸ at ❷ captures three stones. (White must not capture the two black stones or Black will throw in at ❷ and White will die.)

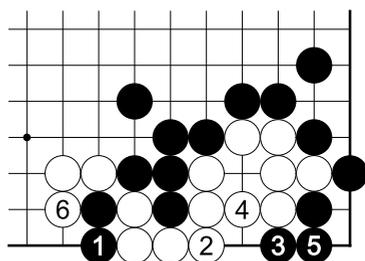


Diagram 3d (failure)

- ❷ So White must connect here and is alive.

- ❹ Again White can make an eye.

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Solution to Problem 4

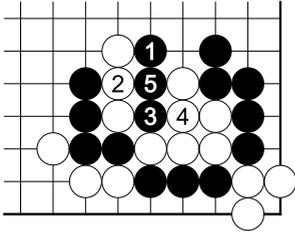


Diagram 4a (correct)

- ① This is the correct answer – the only move that traps White.
- ② This leaves White short of liberties.

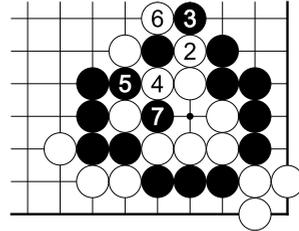


Diagram 4b (correct)

- ② White can try to push but it does not work.
- ⑦ White is again short of liberties.

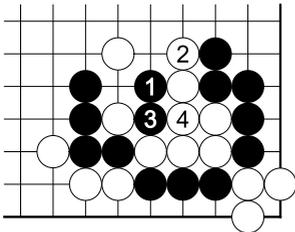
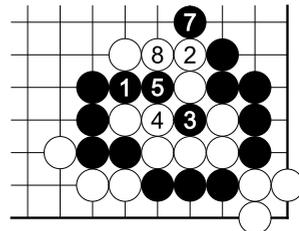


Diagram 4c (failure)

- ① This looks like a good point as it stops the bamboo joint connection for White.
- ② However White just pushes out and is not short of liberties.



⑥ at ③.

Diagram 4d (failure)

- ① If Black plays here White must not play the bamboo joint. (You should be able to see that White is still short of liberties.)
- ② However White can just push out here and escape.

Solution to Problem 5

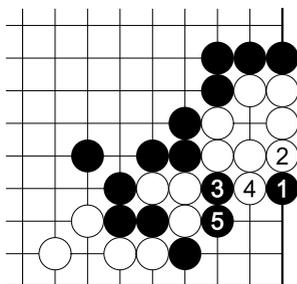


Diagram 5a (correct)

- ① This makes use of White's weaknesses as it threatens to make the eye on the edge false. This is the correct attack.
- ② If White makes the eye, something is captured quickly.
- ③ This either captures the three white stones (as shown) or, if white plays ④ at ⑤, the seven stones with the eye by playing ⑤ at ④.

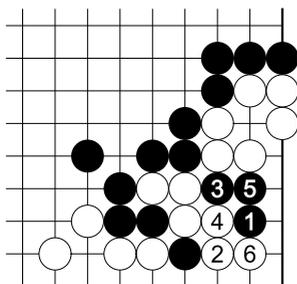


Diagram 5c (failure)

- ① Playing the diagonal peep is often a good play in these situations.
- ⑥ However not in this position as White's eye on the right makes Black lose the fight as Black can never make atari without self-atari.

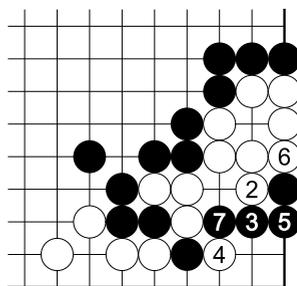


Diagram 5b (correct)

- ② White can resist like this but...
- ③ Now White is in bad shape.
- ④ So White had better catch this cutting stone.
- ⑤ This threatens the eye again. It is the key move. ⑤ at ⑦ would be a mistake by Black.
- ⑦ If White makes the eye then White cannot connect after this move, due to shortage of liberties.

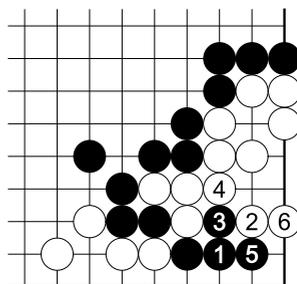


Diagram 5d (failure)

- ① Pulling this stone out looks at White's weaknesses too.
- ⑥ However White can easily make two eyes.

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

No posting online please!

COLLECTING GO XXIV: GO CALENDARS

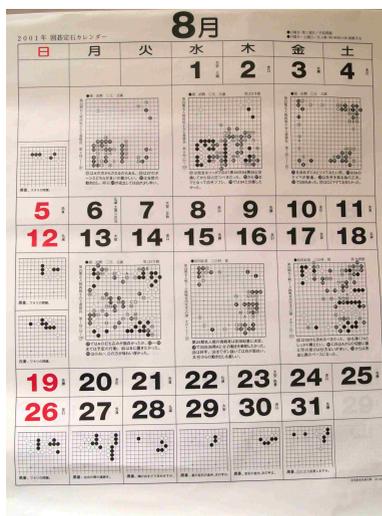
Tony Atkins

ajaxgo@yahoo.co.uk

Many of you will be familiar with the calendars of Japanese Go prints that were produced for many years by Kiseido. Each year it came with six A2-sized prints, which were very suitable for framing, and the same pictures in postcard-size on the cover. The pictures featured the usual historic wood block print subjects – people playing Go, people seen with a Goban, Goban being used in different ways (such as weapons) – and the more unusual such as Go-themed kimono designs.



Cover of 1998 Igo Joseki Calendar



Igo Joseki Calendar
August 2001

Also published in Japan is an annual Igo Joseki Calendar. The covers feature a colour picture of a pro game position. These look good framed and indeed the European Go Centre in Amsterdam displays several of these on their walls. Inside there are joseki problems for most days and the opening moves of pro games too (illustrating the use of joseki) for you to study on days when a problem is not set. The August 2001 page, for example, shows Meijin Tournament games.

Nowadays it is easy to get calendars of your own produced if you supply a set of photographs. GoGoD (*Games of Go on Disc*¹) did this, with photos on various Go-related subjects collected and taken by T Mark Hall and John Fairbairn, in some recent years.

¹Now *Games of Go on Download*, at gogodonline.co.uk.

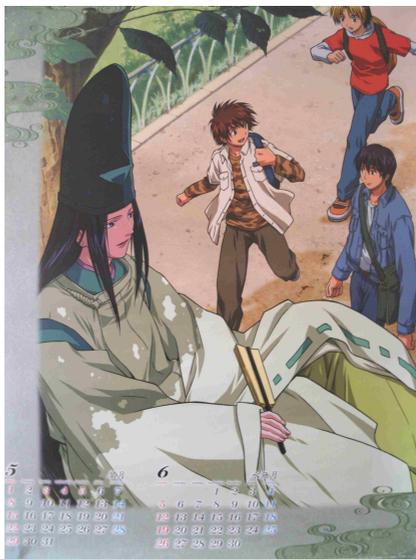
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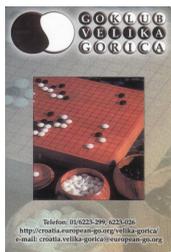
(Collecting Go XXIV: Go Calendars ... continued from inside rear cover)

At the time that Hikaru No Go anime and manga were popular in Japan, a calendar was produced showing six pictures of the characters from the series. They are brightly coloured scenes appropriate to the time of year and would be much loved by anime and manga fans, but a Go fan may be disappointed as few of them in the 2006 edition feature a game of Go in the picture.

It has been a tradition in Eastern European countries that, to advertise an event or your club, you would produce a small card with a picture on one side and a small year calendar on the other.



2006 Hikaru No Go Calendar



Illustrated are examples from Croatia, Slovakia (1999 European Go Congress) and two from Russia. If the card was advertising an event the dates of that event would be highlighted on the calendar.



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