BRITISH

go

JOURNAL

Front cover: British Pair Go Champions Yiran Zheng and Solomon Wong – see UK News.

CONTENTS

EDITORIAL

British Go Journal 208

In This Edition

I hope you will enjoy the balance of news, technical articles, travelogues, problems and games we bring you in this edition.

We welcome the first article from one of our more adventurous members, Quintin Connell, who is currently teaching Physics in Uzbekistan. He provides us with a report on an international tournament that took place recently by the beautiful Lake Issyk-Kul in neighbouring Krygyzstan. Alex Rix describes his experiences at the 44th World Amateur Go Championship. More articles from our members about their Go experiences and games in interesting places would be gratefully received!

Richard Hunter follows his series *Advice for Doing Tsumego*, which finished in the last edition, with an article clarifying the confusing issue of Ko terminology. Sue Paterson updates us on the important work of the Youth Go Trust.

Two top professional Go teachers have provided articles this time; Mateusz Surma 3p writes about a new service to facilitate contact between teachers and their would-be students, and In-Seong Hwang 8d gives an example drawn from his recent book *Trouble Master Vol. 2* - richly entertaining as well as instructive.

Obituaries: we celebrate the contributions to our Go community from Derek Hunter and Tony Collman; both sadly passed away in recent months.

Miscellaneous News

Congratulations to WIM[1] Natasha Regan on becoming England Women's 50+ (Chess) Champion. Less than a year ago (in BGJ 205), we reported that she became Women's Pentamind at the Mind Sports Olympiad.

Go continues to be an important testbed for AI research. Recall that a couple of years ago ways were found to defeat Katago by exploiting some blind spots.[2] A *Nature Briefing* news item reports on the use of Katago to explore how AIs in general might be able to defend themselves against such 'adversarial policies'.[3] The news item quotes the lead researcher as commenting "If we can't solve the issue in a simple domain like Go, then in the near-term there seems little prospect of patching similar issues like jailbreaks in ChatGPT." I don't know what 'jailbreaks' means in this context, but I think the idea is clear enough.

Pat Ridley
August 2024

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[1]Woman International Master.
[2]*Adversarial Policies Beat Superhuman Go AIs*, arxiv.org/abs/2211.00241.
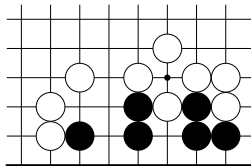[3]nature.com/articles/d41586-024-02218-7.

JOURNAL PROBLEM 1

Black to play and live

PRESIDENT'S MESSAGE
Colin Williams

president@britgo.org

I find myself writing my first 'President's Message' just one month after being elected at the AGM, and so I would like to start with some words of thanks. Firstly, to Toby Manning who has held BGA management roles for many years, and as President for six years. Secondly, to all the BGA members who made the effort to vote in the AGM, either at the meeting or by proxy.

For the BGA management to serve its members well we need regular feedback on how we are doing. Attendance at the AGM is one way of providing this, but obviously an annual event simply isn't enough. The Board would welcome your thoughts and ideas at any time, either in person or through e-mail, Discord, etc. My door (in Bristol) may not always be open, but my inbox certainly is.

Due to print deadlines it may be that this journal is published after the Toulouse EGC is over, but I hope to speak to (have spoken to?) as many of you as possible at the event this year.

Consultation on the BGA reserves

Those who have reviewed the annual accounts will see that our financial reserves are quite healthy. Currently, they are creating some income for us, helping to avoid any increase in membership fees. The Board would like your input on whether this is the best use of them, or whether there are other projects we should be looking to spend money on. The consultation will run for a number of months, so do please have your say. Thoughts and suggestions can be given or sent to any Board member. The results of the consultation will be published later in the year.

Hosting a future European Go Congress

There are many advantages in hosting an EGC. Not only would it give two weeks of high-quality Go and Go-related activities for people to attend, but it also provides a wonderful opportunity to raise the visibility of Go in the UK.

The effort involved in preparing and hosting such an event is huge, and it comes with many financial and logistical challenges. However, unless we try to overcome those challenges we will never know whether we have the resources to achieve it.

To this end, I am looking to form an 'EGC Working Party', with the goal of planning for and hosting an EGC. It may take a little while to establish. I will keep you informed of progress.

New BGA Secretary

I welcome the appointment of Sebastian Pountney as BGA Secretary. Sebastian is based in Chelmsford and keen to promote Go in the East of England. He is already active in various on-line Go sites, including as an administrator of Sensei's Library.

Pandanet European Team Go Championship

I am pleased to say that Bruno Poltronieri has agreed to remain Captain of our team for the 2024/5 season. After being promoted into League B we can expect some challenging matches this year. ❑

THE JOURNAL ONLINE

Recent Journals and SGF files

Links to this, the preceding three journals and the SGF files for the problems and games, are available in the BGA Members Area at `britgo.org/membersarea`.

Log in to see these recent editions.

BGJ Archive

Past Journals are available online, at `britgo.org/bgj/bgj`. All but the last four may be read without logging in.

Active Links

Online copies from BGJ 158 onwards contain active links to related information, including SGF files for the games and problems.

BGA Publications

General information about the Journal and other BGA publications, links to associated files and guidelines for submitting articles appear on the BGA website at `britgo.org/pubs` (no login required).

YOUTH NEWS
Tony Atkins

Pandanet Teams

The UK youth team played the fourth round of the Pandanet European Youth Team Championship on 24th April. Ukraine fielded their strongest team, meaning the UK was outranked on all five boards. Despite putting up some strong fights, the team of Scott Cobbold, Ryan Zhang, Michael Mitcham-Harding, Lea Wong and Yanyi Xiong all lost.

The team played Croatia on 8th May. It was missing two of its stronger team members and Michael, Zoe Walters and Blake Shamoon were unable to beat their higher-ranked opponents. Ryan played a very competent game to take a win by resignation. Scott, however, fought hard but ultimately lost by 8.5 points.

The team then played Romania in their final match on 29th May. This match was unfortunately timetabled in half term week and some of the team's top players were not available. However, Derek Duan and Emily Gan stepped up to play at short notice, making their debuts in this event. In the end, the team of Scott, Michael, Derek, Lea and Emily all lost their games. This left the UK third overall in the competition behind Ukraine and Romania.

UK Go Challenge

Cambridge has an ever-increasing number of junior clubs. This year three ran UK Go Challenge heats: Cambridge Junior Chess & Go Club North (20 players, winner Elijah Whitbread), South (12 players, winner Angus Ku) and Milton Primary School (8 players, winner Sam Attwater).

Many juniors, especially those in the area, are looking forward to the finals in Cambridge this October, which will celebrate thirty years of Go in that city.

Top Players

It was good to see the young Wen brothers from China continuing their success from the London Open at the British Open.

Ryan Zhang wins The Welsh Open

London's Ryan Zhang (3d) continues to do well. He was fifth in the Candidates, eighth at Not the London (having missed one day), second in Durham and first at the Welsh Open. He is also very active on the European circuit, winning the tournament in Legnano, Italy, back in March. He is currently in second place in the UK Youth Grand Prix, just behind the very keen Clinton Yu (19k) from Manchester. Scott Cobbold (4d) had little time for Go recently because of exams, but was a good fourth at Not the London Open.

❑

DEREK HUNTER

1947-2024

This article is mainly compiled from memories of Derek kindly sent to me, Richard Hunter (RH), by several people: Jonathan H N Chin (JHNC), Harry Fearnley (HF), Toby Manning (TM), Francis Roads (FR), and Vince West (VW). I also referred to information on the BGA website and in the online BGJ back numbers.

RH: Derek started playing Go at Oxford University. He was inspired by Jack Good's article in the New Scientist magazine that created national interest in Go.[1] He was at Trinity College, Oxford 1965-1968. There is a 1974 biography in BGJ 23 page 12.[2]

Derek introduced me to Go in 1973, my last year at school, and I was inspired by that single game. I had to wait until I left school to find a Go club (Birmingham University) before going to Oxford University in 1974, where I met Harry Fearnley. Derek and I played some friendly games in his house, but I never played him in a tournament, although we did both attend one Wessex.

HF: Derek's contribution to British Go was a testament to his energy. He was one of the founders of the Oxford University Go Society (OUGoS). He held several positions during his years there, possibly some at the same time: Secretary, Treasurer, and maybe President. I remember his valuable contributions to OUGoS, and his enthusiasm for helping beginners such as myself, when I joined in their first year.

Derek with unidentified Oxford Go player

At one time, OUGoS had at least 110 fully paid-up members. This happened in large part because Derek got Freshers to pay for membership while they were at the Freshers' Fair. Persistent attendance figures were also as high then, as in the following 50+ years. This was when student numbers were perhaps only 50% of today's levels, and also before there were many Oriental Go players in the UK.

In (possibly) the first Oxford-Cambridge match, Cambridge (as has often been the case since) fielded more strong players than Oxford could. Derek devised a pairing scheme that allowed Oxford to escape a rout.

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[1] britgo.org/bgj/bgj200
[2] britgo.org/bgj/bgj023

FR: Derek was elected BGA Secretary at the AGM held at the first British Go Congress, in Jesus College, Oxford on 24th March 1968.[3] I don't think we had a secretary before that; our first president, John Barrs, was assisted by just a treasurer. John died suddenly in January 1971, and I found myself catapulted into the presidency at the age of 26. We were due to host the European Go Congress at Bristol University that summer. Fortunately, Derek had been closely involved in the planning, and he made it easy for me to pick up the reins.

Throughout my five years as president, Derek was a staunch right-hand man: ever reliable and efficient.

RH: A photograph of the first BGC appeared in BGJ 5 (see footnote 3), the first journal to include photos. A better-quality copy of the photo appeared in BGJ 200 (see footnote 1) on page 19. Derek is in the front row, third from the right.

British Go Congress 1968

TM: Derek was almost a founder member of the BGA; he was the Association's secretary from 1968 until 1977, then Membership Secretary until 1984. He did a lot to make the BGA what it is today.

RH: Jon Diamond represented the UK at the first World Amateur in 1979. He invited Derek to accompany him because his wife was unable to go with him. That was Derek's only trip to Japan. I have saved some of his Japanese souvenirs.

FR: Derek was something of a stickler for rules. In the era before the internet and email, all communication was by letter or landline. Derek had taken on the duty of supplying such books as we had, and he made a point of supplying them, or indeed any information about the BGA, only to members. He felt that this would motivate joining; I wonder now if it may have had a negative effect.

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[3]britgo.org/bgj/bgj005

To maintain the register on membership, we were all given an alphanumeric code, which showed club affiliation. It was remarked on one occasion that there were enough combinations to issue the entire population of the country with a code.

Derek was one of that valued breed of volunteers who were willing and reliable in giving up time and energy to the administering of the BGA. Along with John Barrs, he was a foundation stone.

RH: Derek was awarded BGA life membership for his contributions.

JHNC: I think I may have only met Derek once in 1990, after I found his address listed in the back of a 1970s copy of Iwamoto's Go for Beginners, which I bought from Keegan's secondhand bookshop. I cycled over to his house (he'd moved but the new people had his forwarding address) to see if I could learn more about the game.

As I recall, he gave me a brief tutorial on a fancy goban, and he directed me to Jim Clare and

Derek (r) playing Tom Goodey (in the original London Go Centre?)

thence Reading Go Club. It is because of that experience that I try to ensure that published links (website urls, email addresses, etc.) continue to work indefinitely, or at least redirect somewhere sensible; somebody may find them decades later and try to use them.
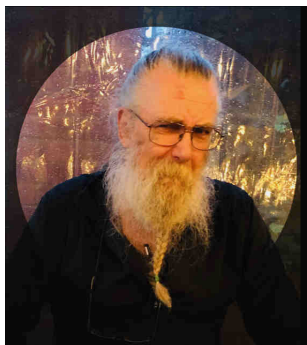
VW: I remember Derek not only as a strong local Go player – we both played at Reading Go Club – but also as a fellow employee of ICL in Reading. When some software I had developed was planned for release, it was Derek as Quality Manager who had the final say, which was fortunately "yes".

RH: There is an online Tribute to Derek Hunter at `derek-hunter.muchloved.com`.

Richard Hunter

Tony Collman

Tony Collman ran the Stevenage (North Herts) Go Club[1] for the last 10 years and was active in the Go community for a lot longer. We found a mention of him on page 28 of the British Go Journal 78, Spring 1990,[2] when he lived in South London. Tony did not recall making any announcement to the journal, saying that it was possibly the result of something he mentioned to T Mark Hall, however, it shows that Tony was active in the community for more than three decades.

For the club he ran in Stevenage (which started out in Letchworth Garden City) Tony not only maintained a detailed website, but he also compiled a comprehensive set of rules for the games played at the club. The so-called 'Dragon Games' determined the club's internal ranking and had to follow very strict rules, whether played over-the-board or online, even though the club's function was mostly a social one.

Unfortunately, a very serious illness made it difficult for Tony to continue playing and running the club, but he continued to attend the club meetings (at The Standing Order in the Old Town) up to two weeks before the illness got the better of him.

Tony's trajectory was a rather adventurous one, from having studied Physics at the University of Bristol to teaching English in Cairo, Egypt, and learning Arabic in the process.

The club has a lot to thank Tony for in recent years as he guided us through the pandemic and kept us going online during lockdowns. He also made sure that we were all kept safe when we returned to playing face-to-face.

Horace Stoica

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[1] directory.hertfordshire.gov.uk/Services/12766
[2] britgo.org/bgj/bgj078

UPDATE ON THE YOUTH GO TRUST

Sue Paterson

suepat812@btinternet.com

Many of you will remember the Castledine-Barnes Trust which had supported young players for more than twenty years. In 2022 the trustees of the Castledine-Barnes Trust decided that the Trust would benefit from having a new name that better reflected its purpose. Thus the Youth Go Trust was born and formally launched in January 2023 at the British Go Youth Championship.

In April of this year, the Youth Go Trust was awarded charitable status by HMRC. This means that the Trust is able to claim the Gift Aid on donations from those individuals who pay UK income tax, thus boosting the donation by 25%.

The Trust received a generous donation from the T Mark Hall Foundation last year and is in a healthy position to support young Go players. We are also grateful to clubs and individual players who have financially supported the work of Trust in the past and continue to do so. To find out more about the Trust, including how to donate, please visit our website www.youthgotrust.org.uk.

We are keen to support initiatives that encourage young people to play Go and we also welcome applications for support from individual young people or their carers. We are pleased to be able to sponsor the Youth Team and so far this year we have paid out over £850 for equipment for schools and grants to individuals enabling them to attend Go events.

Toby Manning and Rachel Chik, in red, at The European Youth Go Championships in Hamburg

To make a request for financial support, please complete the web-site application form and email trustees@youthgotrust.org.uk.

Credits: The photograph above was kindly provided by Toby Manning.

❏

TROUBLE MASTER: PROBLEM 1

In-Seong Hwang

admin@yunguseng.com

Go teacher In-Seong Hwang 8d[1] provides us with one of the problems from his recent book Trouble Master Vol. 2. *See inside the rear cover for more information.*

How to solve 'Trouble Master'

1. Start as Black or White and find 'trouble' (or 'aji' in Japanese Go terminology) in Black or White's areas.

2. The definition of 'trouble' is 'an unexpected gain'. It could involve the life and death of an entire group or simply a few extra points gained in the endgame compared to the typical approach.

3. Seek out as many troubles as you can for both sides. Each problem set contains numerous potential troubles. Therefore, finding the amount of trouble in each set is an important goal.

4. The difficulty ratings are given as stars and as a range of Go strength according to the European ranking system.

★: 12 Kyu to 7 kyu
★★: 9 Kyu to 3 kyu
★★★: 5 Kyu to 1 dan
★★★★: 2 kyu to 3 dan
★★★★★: 2 dan to 6 dan

Problem 1
★★★

"A journey of a thousand miles begins with a single step."

In the game of Go, however, it is the opposite. If you don't take a step, that itself becomes a step towards creating technical trouble. When you sense that there is something you can do but can't see a clear step, try to look for seemingly insignificant sente exchanges – can they have more than one purpose? If so, play a probing move first, see how your opponent responds, and then go from there. This is the first step to opening your eyes to higher-level techniques, and you'll discover one of the most intriguing aspects of Go!
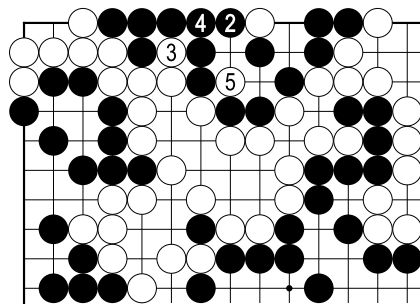
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[1] eyd.yunguseng.com/teacher.html.
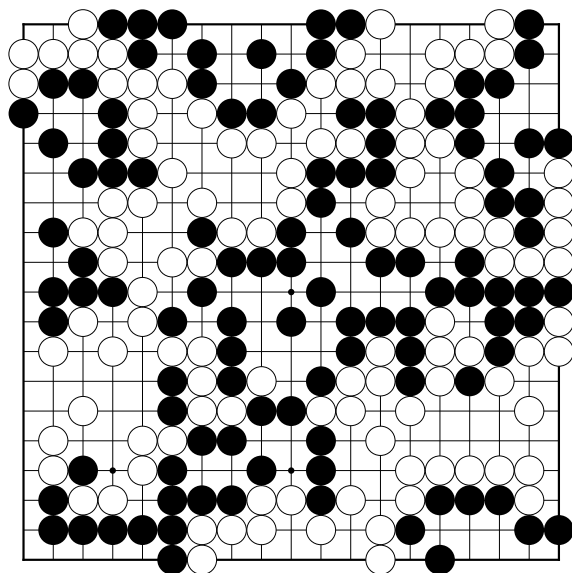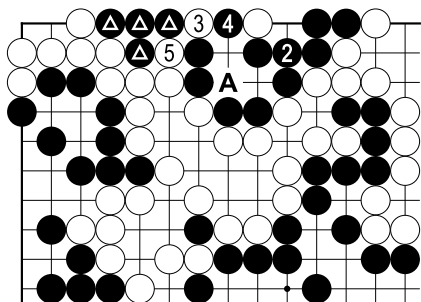
Solution A
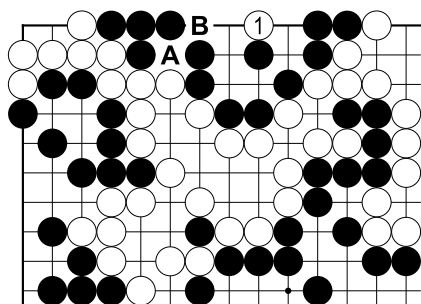
Dia. 1

Dia. 2

This is a vital point. It is important to hold back the **A-B** sente exchange before playing this attachment. Black has several responses, but none of them work.
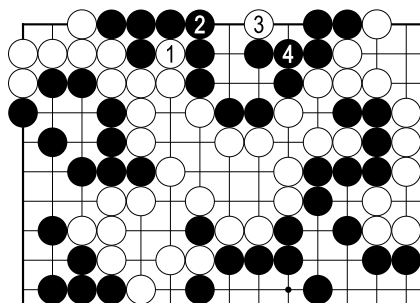
❷ is the standard response. However, ⑤ is double atari, and the whole group dies!
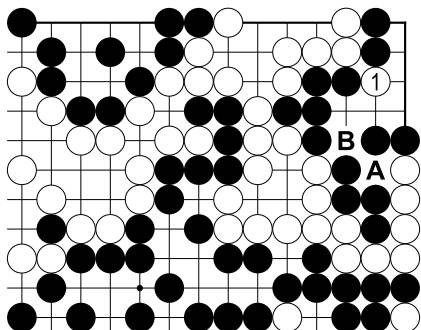
Dia. 3

Dia. 4

This response does not work either. ③ is a throw-in tesuji and after ⑤, it creates a similar result to Dia. 2. Black cannot save the four △ stones because of the double atari at **A**.
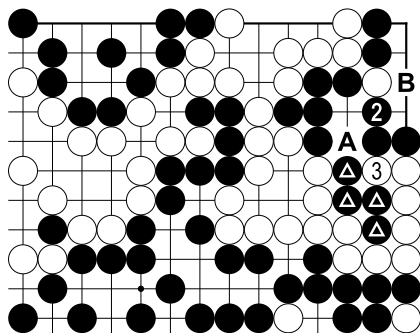
If White ataris first, nothing works. So it is important to refrain from obvious sente exchanges!
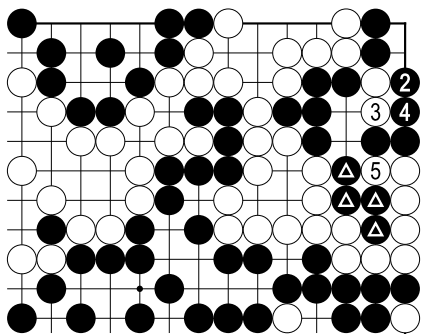
Solution B

Dia. 1

Dia. 2

This technique is precisely the same concept as solution A. It is crucial not to make the **A-B** exchange before playing this cut!
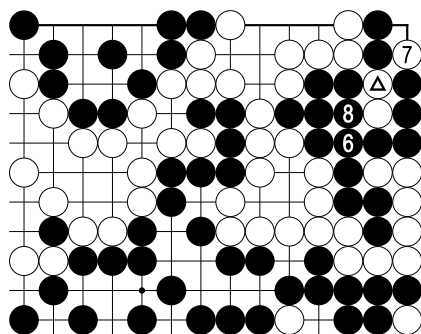
If Black responds with ❷, it is easy. White can atari at ③ and look for **A** or **B** as miai.
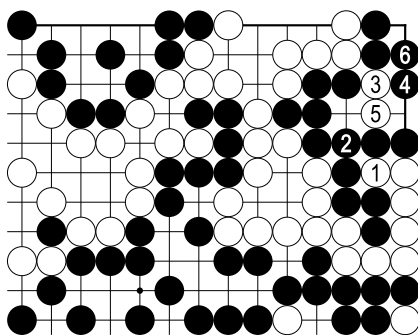
Dia. 3

Therefore, Black must atari underneath at ❷. However, even after reaching ⑤, Black has to sacrifice the four △ stones. If Black tries to save those four stones . . .
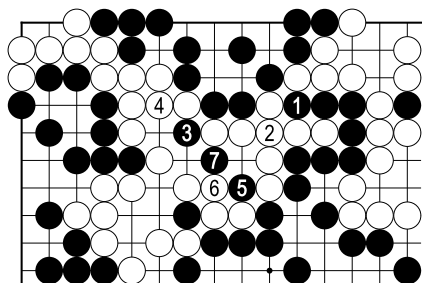

⑨ at Ⓐ

Dia. 4

White can set up a double snap-back with ⑦ and ⑨.

Dia. 5

If White plays the atari at ① before ③, Black can simply respond with ❻, and there will be nothing for White here.
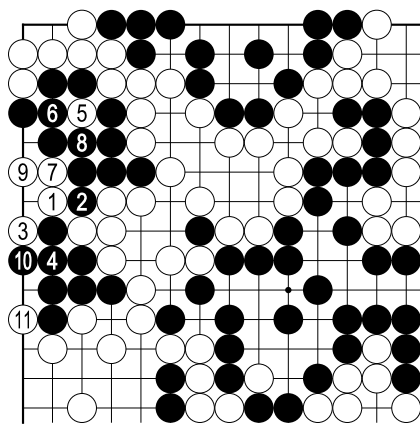
Solution C

Dia. 1

Finding this type of trouble is not dependent on reading skills; it's more about having the intuition to notice it, and that sense comes from experience.

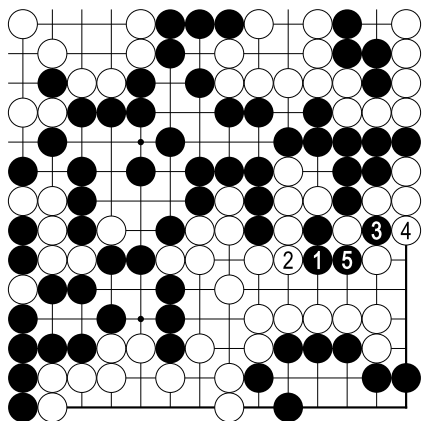## Solution D

Dia. 1

This is a forced sequence, and the outcome is a one-step ko, which can be quite challenging for Black to handle.
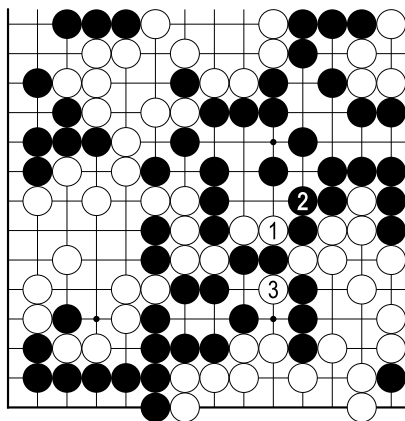
Solution E

Dia. 1

❸ is a common throw-in technique. It rescues Black's three stones through a ko.

Solution F

Dia. 1

A bonus problem. You must be able to identify this type of issue with 100% accuracy in your games!

Solution G
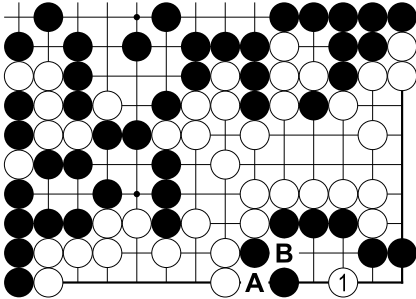
Dia. 1

Another problem of the same type as solutions A and B. Keep a hold of the A-B exchange until playing a move inside.
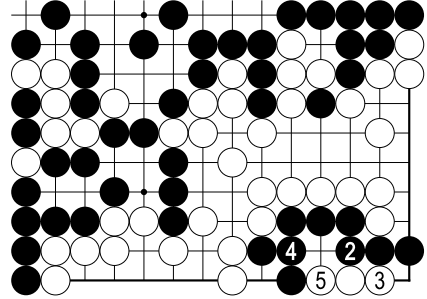
Dia. 2

This is the best result for both. White can create a seki, nullifying Black's territory entirely, as opposed to conceding six points.
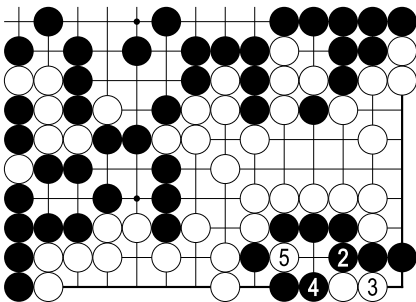
Dia. 3

❹ is the wrong response. The throw-in at ⑤ is a well-known skill. Black is dead.
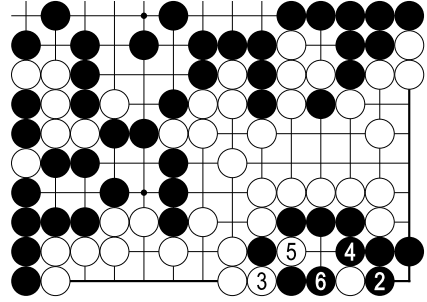
Dia. 4

Black can respond like this to make a three-point living shape. But it costs one point to live, so it is two points better than seki. Nonetheless, this choice results in losing sente.

Solution H
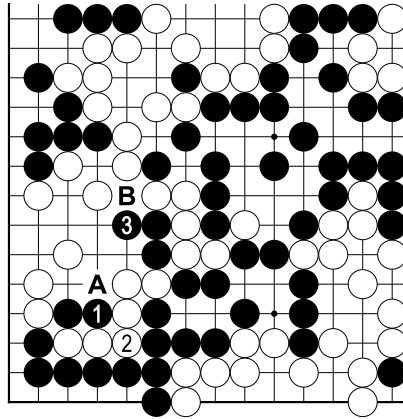
Dia. 1

A move like ❸ can often be overlooked by many Go players because it creates an 'ugly' empty triangle shape and doesn't employ any fancy techniques. However, in this situation, it is the only possible option since **A** and **B** are miai.

❑

THE BGA ANALYSIS SERVICE   analyst@britgo.org

One of the benefits of being a BGA member is that you can have your games analysed by a stronger player. If you would like to take advantage of this, please send me the game record as an SGF file. (If you don't know how to do that, don't worry. Just get in touch and we can sort out the practicalities.)

For more details, please see
britgo.org/positions/gamereviewservice.

Tim Hunt

INTERNATIONAL ISSYK-KUL GO CUP

Quintin Connell

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This year the third instalment of the Issyk-Kul Go Cup took place on the shores of Issyk-Kul from the 20th – 23rd June. Issyk-Kul is a lake surrounded by the Tian Shan mountains in Kyrgyzstan.[1] The lake has many resorts and spas on its shore, making it a popular tourist destination not only for Kyrgyzs but also for Kazakhs from nearby Almaty and Russians from further afield. It is often described as the 'Pearl of Central Asia'. Go/Baduk has undergone huge growth in the past couple of years in Kyrgyzstan, from only a handful of players to over 500 active players at present and numerous tournaments have been organised.

The game between Natalia Kovaleva 5d and Jonas Welticke 6d

The tournament was played over five rounds and attracted 47 players, including Korean professional player Seongi Kim 5p as a non-competing participant, top European amateur player Jonas Welticke 6d and top Russian player, Natalia Kovaleva 5d.

Needless to say Seongi won all five of his games, but as he was not competing the winner was decided by the game between Welticke and Koveleva, won by Koveleva.[2] Jonas Welticke finished second and Russian player Nikita Gorokhov third.
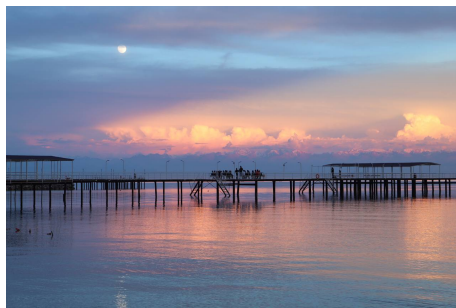
Sunset over Issyk-Kul and the Tian Shan mountains

The venue offered many activities, including swimming in the lake, beach volleyball, paddle boarding, 5-a-side football and basketball. There is also a symbiotic relationship with the boardgame club in Bishkek and many of their members travelled to the resort, so in the evenings there was also the opportunity to play various boardgames.

There is every indication that the tournament will take place next year, so if you've ever wished to explore Kyrgyzstan and Central Asia, I recommend putting the date in your diary.

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[1] en.wikipedia.org/wiki/Issyk-Kul.
[2] online-go.com/demo/1288578.

UK NEWS

Tony Atkins

ajaxgo@yahoo.co.uk

Full UK tournament results are available at britgo.org/results/12months.

British

This year the British Go Congress was held in the Midlands at the Holiday Inn in Kenilworth, from 5th to 7th April. As usual, the Friday evening saw the British Lightning, won by Qi Wen. The British Open attracted 57 players.

Qi Wen with Toby Manning and Colin Williams

Partly this was because of the prizes worth over £1000 donated by the sponsors, in alphabetical order; AI Sensei, Go Magic, Guo Juan and SmartGo Books; everyone received something. Winning the battle at the top was Qi Wen (5d London

Go Centre), by tie-break from second-placed Ho Yeung Woo (6d Nottingham) and third-placed Yue Wen (7d London Go Centre). Qi Wen, as a junior, becomes the youngest-ever winner of the Minds In Conflict trophy. Also winning five games out of six were Florian Pein (6k Lancaster) and Amy Upton (13k Durham).

Candidates'

This year the Candidates' Tournament was also played in the Midlands, at Leicester Bridge Club, from 4th to 6th May. Of the eighteen entrants, the two top-placed players, who will play the British Go Championship match, were Yaoling Yang (7d Bristol) and Ho Yeung Woo (6d Nottingham); Woo lost to Yang in round two. Jake Game (4d Swindon), Lucretiu Calota (4d St Albans) and Ryan Zhang (3d London City) all won four and Sam Bithell (2d Durham) was top of the group on three wins to complete the list of cash prize winners.

Not the London Open

The Not the London Open was held as usual at the London Go Centre over the second May Bank Holiday Weekend (25th to 27th). The organisers were very pleased with 50 entrants, from 7d to 19k, and also that professional Stanisław Frejlak 1p came to give game reviews and commentaries.

Winning all six games, and the event, was Ziyin Yuan (5d) from China, who is currently living in London. Second was Yicheng Xiao (7d UCL) with five wins and third was Yuhang Xing (7d)

with four wins. Ziyin said he had been "lucky" to win against these two. The best below-the-bar player was Alistair Wall (2d) and the best Single Digit Kyu was Chun Yin Ng (2k), ahead of Ai Guan (1k Birmingham) and Richard Wheeldon (1k LGC). John McAnally (7k Chester) won five games.

Ziyin Yuan receives his trophy from Stanisław Frejlak

The top Double Digit Kyus were Lev Proleev (10k LGC), Angus Macindoe (10k LGC) and Horace Stoica (11k Stevenage). Yicheng Xiao won the Lightning on the Sunday evening, with the runner-up being Peikai Xue (4d UCL).

Durham

2024 marked 30 years of Go in Durham, and coincidentally the 2024 Durham Tournament started with 30 people playing, ranks ranging from 4d to 24k. It was held in Elvet Hill House, next to the Oriental Museum, as it has been for the last few years. Being held on the 1st and 2nd June, this year the Saturday night all-you-can-eat barbecue was held in bright sunshine, with plenty of al fresco games of Go

and a great variety of food. In each of the six rounds, the top board was live-streamed and projected in the side room, where anniversary cakes and other refreshments could be obtained.

Durham cakes

Peikai Xue (4d UCL) won all six games and the traditional winner's Goat Ornament. Prizes (a box of chocolates or biscuits, and items such as fans and chopsticks from Japan) were also awarded to Durham's Rowan Litting (17k) and Olivia House (24k), who both won five games, Rowan Litting for winning the Lightning side event, and Will Cleeve (13k) for winning the Small Board side event. Also, Alex Millington (11k Durham) would have won a prize for two wins, two losses, and two jigos, but failed to get a second jigo in the final round by a small number of points.

Pairs

Eleven male-female pairs made it to the 2024 British Pair Go Championships on 8th June. This time the organiser, Pat Ridley, used the Leicester County Bridge Club in the north of Leicester as the venue. Unfortunately, only three strong pairs attended, so to make up the top group, local player Toby Manning acted as a ghost. However, there were eight pairs in the handicap group, with grades from 5.5k to 28k. A lot of

these pairs featured youngsters from Cheadle Hulme School, but also pairs from Wokingham and Lancaster.

(l to r) Megan Upton, Elliott Barlow, Claude Robinson and Olivia Jennison

Winning all three games to win the Championship title were UCL's Yiran Zheng and Solomon Wong, playing for the first time. Second were Natasha Regan (Epsom) and Piers Shepperson (Nottingham). In the handicap group, Megan Upton and Elliott Barlow beat Olivia Jennison and Claude Robinson in the final to take the title. Others on two wins were Lauren Hindmarch and Bjorn Eurenius, Helen Harvey and James Zhao. Youngsters Audrey and Aidan Fung were judged the best-dressed pair. Toby Manning was best dressed in the top group and also won the Pair Go Quiz on matching railway stations to their locations.

Tonbridge

Feeling a bit isolated from the rest of the Go community, John Shafer, teacher at Tonbridge School in Kent, ran the first Tonbridge Tournament on 23rd June, with the support of Colin Williams, president of the BGA. The modern science centre venue was very

comfortable. It had been opened a few years earlier by two NASA astronauts who had captained the International Space Station. Parking on the school grounds was convenient and, being on the High Street, the town centre and railway station only short walks away. As a first-time event, this was very well run, with 22 players from 4d down to 23k; over half the players were from the school club.

Tonbridge winners

Artur Gascon (1k) from Spain was the overall winner, and he and local pupil James Dodson (23k) both won all four of their games. Prizes were also given for the five who won three of their games, namely Peikai Xue (4d UCL), Carlos Han (3k) and Nathaniel Chan (15k), both from the school, William Peterson (22k South Cambridge) and Victoria Gray (22k Sheffield University). The 13x13 side event winner Nathaniel Chan.

Welsh

On 29th and 30th June, Barmouth's Dragon Theatre was again the venue for The Welsh Open. The weather was mixed, but there were chances to climb the cliffs for views of the town, its wide bay and the distant mountains. Just as Durham, Barmouth

too boasted 30 players for this the 30th holding of the tournament. The event attracted some previous winners and other regulars, but also new players from the new university clubs at Cardiff and Aberystwyth, to give a big group in the range 10k to 26k.


Richard Hunter (r), Runner-up at The Welsh, receiving his prize from co-organiser Martin Harvey

Ryan Zhang (3d London City) (see photo in Youth-News), at 11 years old, became the youngest ever Welsh Open champion, beating all six opponents. This is an age record that will prove very hard to beat. He was duly presented with his prize and the Brian Timmins Plaque. The runner-up winning four out of six was Richard Hunter (1d Bristol), on SOS from Ai Guan and Alistair Wall. A prize for five wins went to David Baldwin (8k Aberystwyth University) and other prizes were awarded to Chester players Anthony Pitchford (11k) for winning four out of four and John McAnally (6k) for winning three out of three. The 13x13 side event prizes were won by James Zhao (10k Cheadle Hulme School), for playing most games, and even-younger Clinton Yu (19k Manchester), for best percentage of wins (100% over four games).

❏

JOURNAL PROBLEM 2
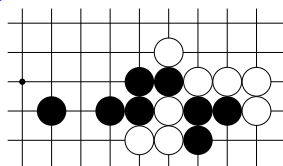
Black to play and rescue three stones

# CLARIFICATION OF CONFUSING KO TERMINOLOGY

Richard Hunter

Following some proofreading comments, the BGJ editor and I agreed that it would be useful to publish an article that clarifies confusing Go terms related to ko. The English terms are based on translations, interpretations, or equivalent meanings of the Japanese Go terms. Over the decades, some of the English terms have changed. However, players who started off with older versions in paper books may not have kept up to date.

Below, I present my definitions of some important Go terms based on the ones in the SmartGo ebook versions of recent Kiseido books. *All About Ko*[1] has a Glossary of Go Terms without diagrams and explains them in more detail with diagrams in the book's chapters. *Dictionary of Go Terms*[2] has diagrams for some, but not all, of the definitions. At the time of writing, the definitions in these two books were not identical. However, ebooks can and do get edited and updated and pushed out to buyers, and I will probably propose some amendments that may appear in the future. All of the ko diagrams below are ones that I selected from a Japanese book on ko that I have and the accompanying descriptions were written by me. After that, I delve into the history of the confusion and changes.

DEFINITIONS

Hon-ko 本コウ, 本劫 A direct ko. A ko in which one side must ignore one ko threat to win it.

Diagram 1 – hon-ko (direct ko)
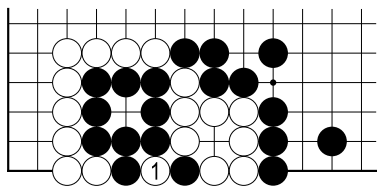
White is in atari, so she captures with ①. This puts Black into atari. If Black makes a ko threat elsewhere and White answers there, Black can recapture the ko locally. That recreates the previous local position.

In this example, the ko will be resolved by capturing and removing the opponent's stones. Connecting would be suicidal. However, that is not always the case. Some kos should be resolved by connecting the stone in atari or by filling a liberty.

Yose-ko ヨセコウ, 寄せ劫 An approach-move ko. A ko fight in which one side has to ignore more than one ko threat in order to fill in one or more liberties before they can end the ko.

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[1]gobooks.com/books-by-series.html#mastering-the-basics
[2]gobooks.com/books-by-category.html#exclusive

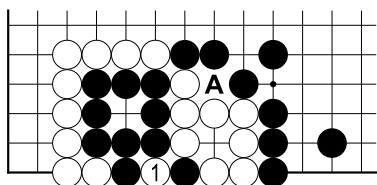**Itte-yose-ko** 一手ヨセコウ，一手寄せ劫 A one-move approach-move ko in which one side must ignore two ko threats to win it.

Diagram 2 – itte-yose-ko (one-move approach-move ko)

Here, White has an outside liberty at **A**. ① puts Black into atari. However, if Black recaptures, he does not put White into atari. Black must ignore a ko threat in order to play at **A**, which turns this one-move approach-move ko into a direct ko for both sides.

Nite-yose-ko 二手ヨセコウ，二手寄せ劫 A two-move approach-move ko in which one side must ignore three ko threats to win it.

People often abbreviate a one-move approach-move ko to an approach-move ko for simplicity. In a particular book position, assume that an approach-move ko needs one approach-move unless otherwise specified with higher numbers (or with 'multi-').
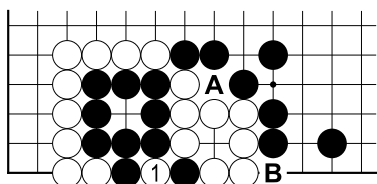

Diagram 3 – nite-yose-ko (two-move approach-move ko)

White has *two* outside liberties (**A** and **B**). ① puts Black into atari. However, if Black recaptures, he does not put White into atari.

Black must ignore *two* ko threats in order to play at both **A** and **B** in order to turn this two-move approach-move ko into a direct ko for both sides.

You can get approach-move kos that require more approach moves. There is a Go proverb that says "A ko with three approach moves is not a real ko". That is because the value of winning the ko is unlikely to exceed the loss caused by the ignored ko threats.

Nidan-ko 二段コウ，二段劫 A two-stage ko. An indirect ko that can shift between being fought in two positions.
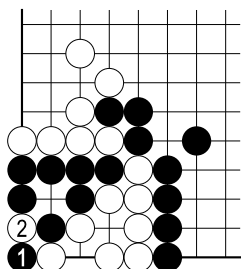

Diagram 4 – nidan-ko (two-stage ko)

With ❶, Black decides to fight a ko. Connecting with 1 at 2 instead would create a seki. However, the extra stone at the 1-1 point (●) removes any future option for seki; it's now a fight to the death.

After ❶, the main white group is not in atari, but capturing with ② does put Black into atari. This ko is a direct ko for White, but an indirect ko for Black. (See continuation in Diagram 5 below.)
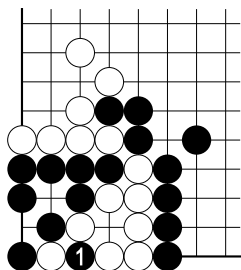
**Diagram 5 –
nidan-ko
continuation**

To win and kill White, Black must first play a ko threat and recapture at the 1-1 point. Then he must ignore a white ko threat and capture at the 1-3 point with ❶ in the diagram. This is the second ko, which is located in a (slightly) different position from the first ko. Now White is in atari and if White recaptures she does not put Black into atari.

To kill Black, White must ignore a ko threat and recreate the first ko position. These are two different, but closely related kos. The whole local position is called a two-stage ko.

HISTORY OF CONFUSION

The main source of confusion was caused by the old term 'two-step ko' used as the translation of itte-yose-ko (or simply yose-ko). This was too similar to 'two-stage ko' (nidan-ko), which is a different type. I first encountered two-step ko (and three-step and multi-step kos) in the yellow-cover book *Life and Death* written by James Davies first published in 1975. This book was very popular and read by many older Go players, who probably still have it and may be unaware of the currently preferred English term.

Even more confusing was the erroneous dictionary definition in the 1992 Almanac compiled and edited by Richard Bozulich, which defined yose-ko as 'a multi-stage ko, an indirect ko'. The dictionary chapter was not credited to James Davies.

Later, James agreed that step and stage used in his own book were too similar and confusing. The new translation of yose-ko to approach-move ko appeared in the glossary of the revised 2001 Almanac and this term has become standard now in newer books such as *All About Ko*. I know that James was involved in updating the 2001 version because he contacted me to discuss several terms such as nakade while I was living in Japan.

Initially, I found the use of yose in yose-ko confusing. I assumed it meant 'endgame'. But the usage and hence English translation is different. Small half-point ko fights are indeed delayed until the endgame when they are the biggest moves left on the board. However, a yose-ko does not mean an endgame ko. The word yose is the noun form of the verb *yoseru*, which covers a range of English meanings including 'to come near, to let someone approach; to bring near'.

There is logic behind the original (now replaced) term two-step ko. It means that an itte-yose-ko is not direct. One side cannot settle it in one move after capturing the ko, but requires two local moves = two steps. However, step and stage are too similar.

Indeed, nidan covers both meanings as well as other meanings. I first encountered nidan meaning 2 dan as a player grade. My J-E dictionary lists 12 meanings for dan 段, including:

- 1. step; stair; rung; (flight of) steps

- 3. grade; level; class

- 9. stage (in a process); phase; occasion; time; moment; situation

nidan 二段 2-dan. A ranking of a player (see dan). Also used as a prefix meaning 'two-step', as in nidan-bane and 'two-stage', as in nidan-ko.

Thus, two-step is still used for a different term (unrelated to ko): nidan-bane (in which bane is the combining form of hane).

nidan-bane 二段バネ A two-step hane.
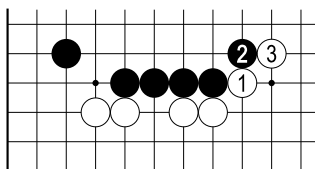
Diagram 6 – nidan-bane (two-step hane)

In this position (a joseki), White plays a hane with ①, Black blocks with ❷, and White plays a second hane with ③.
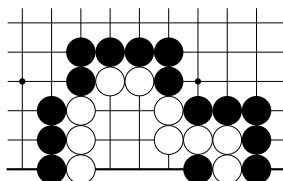
The combination of ① and ③ is called a two-step hane.

SUMMARY

Bury and forget 'two-step ko'. Use (one-move) approach-move ko. Use 'two-step' only for two-step hane.

❑

JOURNAL PROBLEM 3

Black to play and kill

BGA Logo Competition

Sam Bithell sbithell.go@gmail.com

Current BGA logo

Background

In November 2023 the BGA's clubs survey reported that much of the BGA's published material was considered to look outdated, and in some cases was no longer considered useful (e.g. leaflets could be replaced with QR codes on business cards).

Refreshing this publicity material will be beneficial, for both the BGA more widely and clubs looking to attract new members, as well as ensuring that the BGA's image is modernised.

In addition to the published material, the BGA website also looks outdated and can be tricky to navigate for those who are not used to it. In an age of social media, the online presentation of an organisation such as the BGA is key to success and building a strong membership base. Given this, the desire to generally modernise the BGA's image, and the acknowledged need to update the website, it makes sense to take this moment to consider redesigning the logo.

The current logo has been in place for over 20 years and is no doubt recognisable and familiar to many, yet it presents a natural starting point for graphic redesign, and can act as a springboard for future, integrated work. The graphic style, colour scheme, and overall aesthetic of the new logo can provide a coherent structure upon which to base the website, social media image, and future publications.

Following the end of the competition and announcement of a winner, the Board will consider subsequent steps in more detail, but there is no fixed timescale for any such redesign work. It should also be highlighted that there is no requirement as a result of this competition to change the logo if no better options are submitted, and redesigning of other elements can take place irrespective of changing the logo. However, holding a competition such as this is an opportunity for the BGA to engage with, and demonstrate representation of, a new generation of Go players around the country.

Brief

As the winning logo design will ultimately form the basis of a graphic redesign of much of the BGA's published materials, it needs to be clear and legible, make clear reference to the BGA (or the British Go Association), and be recognisably related to the game of Go. However, besides this there are no specific requirements about the style, or what is included.

By way of example, something that is simple enough to easily animate will make it easier to incorporate into videos; something without a block colour background might make it easier to overlay on other forms of media such as posters; a design that overemphasises text rather than graphics may be less eye-catching and harder to understand for non-Go players. All of these suggestions may have their own drawbacks as well, of course, but utility should be a major factor, in addition to looks.

There are many tools available for design work such as this but for those unfamiliar with them we can recommend Canva, which is a free application allowing the creation of basic graphic designs, and there are many online tutorials for how to use it. Hand-drawn entries are welcome as well, although please ensure good quality of any scans or photographs so that they can be appropriately judged, and digitised should they win.

Rules

SUBMISSIONS

- Submissions should be through this Google Form.[1]

- You must provide a full name and contact email address in order to enter. In order to upload a file to the form, your email must first be linked to a google account. This is easy to do with a pre-existing email and instructions can be found here.[2]

- If you are not able to access the form but would still like to enter, please contact sbithell.go@gmail.com.

- Submissions are limited to **one** design per person and will be anonymised for the purposes of judging. In the event of an extension to the deadline, additional designs may be allowable.

- Entry into the competition is open to anyone, however the final vote will only be open to the membership of the BGA.

- The submission deadline is **12:00pm** on the **31st August 2024**, after this deadline the form will be closed and no further submissions will be accepted.

- Please do not enter more than once. If you upload more than one file you will be contacted in order to confirm which you wish to enter officially. If this is not confirmed within **two weeks** of the submission deadline then neither entry will be counted.

FILE UPLOAD

- Submissions can be as any normal image format (e.g. jpg, png, tif, bmp, etc.) and of a suitable resolution for judging (minimum 96 dpi).

- There is a maximum upload file size limit of **1GB**, but this is a *limit*, not a target.

JUDGING

- A shortlist will be decided on by the Board no later than the **three months after the submission deadline**.

- The Board reserves the right to declare that there has not been a winner and either to close the competition, or to re-open the competition for further entries.

- Any vote by the membership will be completed **no later than three months after the shortlist is announced**. The winning entry will be announced shortly thereafter, except in the case where the competition has been reopened when the new voting deadline will be announced accordingly. ❏

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[1] See britgo.org/logocompetition for the link.
[2] *ibid.*

THE MARKETPLACE OF ONLINE GO LESSONS

Mateusz Surma   contact@polgote.com

Many British Go players will be aware of Mateusz Surma, not only as a top European Professional but also through his lectures and game reviews at various events such as the 2021 BGA e-Congress, the London Open, and various European Go Congresses. He is also an established Go teacher, and many of you will have used his site Polgote.com in the past. He has recently completed a major re-launch of Polgote, and of the method by which lessons are delivered. This may be of special interest to those strong players who in the past have asked the BGA if it is possible to earn money by teaching Go whilst in the UK. The details of the new site, in Mateusz's own words, are below.

The worldwide Go community now has a dedicated platform for booking Go lessons! The Marketplace of Online Go Lessons, or in other words the booking platform for connecting students with teachers for online Go lessons, has been launched at polgote.com.

Who is this platform intended for?

a) For every player who wants to improve in Go as much as possible while investing their time as efficiently as possible.

b) For every player who is interested in earning money by teaching Go online.

What sort of functions does the platform offer?

The students can, for example, filter, sort and find Go teachers, book lessons directly in teachers' calendars, make the payments, watch recorded videos from their past lessons and post reviews about the teachers after each lesson.

What kind of lessons are there?

There are two kinds of lessons available on the platform: individual lessons and group lessons.

For individual lessons, each teacher can choose their availability (days, time, prices, languages, breaks between the lessons, minimum notice period, preferred Go servers, communication tools, etc.). Based on the options chosen by a teacher, students are able to book lessons with a teacher depending on their availability.
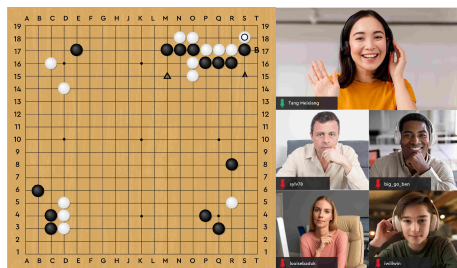
For group lessons, each teacher can decide all the details about the lessons. Then, each student is able to decide whether they want to sign up or not.

What about the content of the lessons?

It's entirely up to you – you can tell the teacher what you'd like to learn or you can also let the teacher decide.

Who can become a teacher?

Everybody: Polgote doesn't directly hire the teachers. Anyone who wants to advertise themselves as a teacher can do so! The students themselves will verify the teachers by submitting reviews after lessons.

What is the history of building this platform?

In 2018 a professional Go player from Poland – Mateusz Surma – started a very basic list of teachers available for Go lessons with an opportunity to book the lessons by sending emails. Then forms for booking lessons were added to the listings.

After 2.5 years of running the listings, having an online school and analysing the market of Go lessons in general, Mateusz decided to build a professional platform dedicated to booking online Go lessons.

In March-June 2021 a document consisting of 69 A4 pages of guidelines of what should be coded for the platform was written.

In July 2021 a contract with a software house for building the platform was signed.

In October 2021 a crowdfunding campaign for building the platform was launched.

In November 2021 the crowdfunding campaign failed and the costs of building the platform had to be covered from private funds.

In May 2024 the platform was launched.

What will be next?

You will start booking Go lessons through polgote.com :-)

I'm very glad that the platform can finally be released to the public, and I invite everyone to go to the site and test it out!

❏

JOURNAL PROBLEM 4
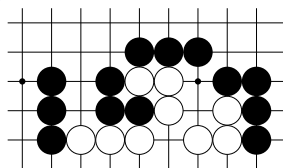
Black to play and kill

Tournament Histories XXI: Not the . . .

Tony Atkins   ajaxgo@yahoo.co.uk

The first event with "Not the" in its title was in 1981; a Not the European Championship was held at the Guild of Transcultural Studies in London NW8 (then home of the Hampstead Go Club) for those not wishing to go to Linz. It was organised by Judith Beck and won by Jim Barty.

Each year, in the late spring, one or two tournaments have been held to determine who plays in the British Go Championship title match. As these events are not open to everyone, only to qualifiers of sufficient strength, quite often an event has been run alongside for other players. The first of these was Not the Challengers', held in 1982 at the Inter-Varsity Club (IVC) in Covent Garden, then home of the Central London Go Club (CLGC). Mark Cumper won and held the Geoffrey Gray Go Ban for a year. In 1983 it was Not the Candidates, won by Bill Brakes. Andy Finch won the one in 1984, Peter Bell in 1985 and Mark Cumper again in 1986, all held at the IVC, alongside the Challenger's League.

There was a CLGC Spring Tournament in London on the same weekend as the Candidates' in Cambridge in 1996, and the idea of the Bar-Low event grew out of this, with the first in Cambridge in 1997, but that has since moved away from being a parallel event.

Not Sproughton tithe barn (the watermill)

In 1985, at short notice, the Oxford Tournament organisers could not run their event and a Not the Oxford was run in Wanstead, attended by a remarkable 82 players and won by Matthew Macfadyen. Similarly, later the same year the organisers of the East Anglian Tournament (which had previously run in 1978 and 1980) decided there were not enough entrants and pulled out. A Not the East Anglian was run successfully instead by Francis Roads at the IVC. This was won by Piers Shepperson. The East Anglian organisers did persevere and held successful events in spring 1986 in Ipswich Town Hall and in a very cold tithe barn at Sproughton in late 1987. The British Go Congress was also run at the Novotel in Ipswich in 2000.

The late spring tournament spot was later taken up by the London Go Centre, to try and set up another major event to match the London Open held each New Year. That had had to set a limit on its size because of the smaller venue. The Not the London Open was held alongside the Challengers' League in 2018 and 2019. Twenty-two players played in the first edition, won by Weijin Chen, and 21 in the second, won by Paul Smith.


Hwang In-Seong reviewing, 2023

Ziyin Yuan, top board, 2024

After the covid break it returned in 2022 at the new London Go Centre, now not alongside another tournament, and was won by Yaoling Yang, best of 57 players. In 2023, won by Yicheng Xiao, there were 58 players; and in 2024, won by Ziyin Yuan, there were 50.

The tournament also has side events, like the London Open, such as a lightning tournament, game lectures and analysis by a visiting professional. It has thus become one of the top events on the UK Go calendar.

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JOURNAL PROBLEM 5

Black to play and kill
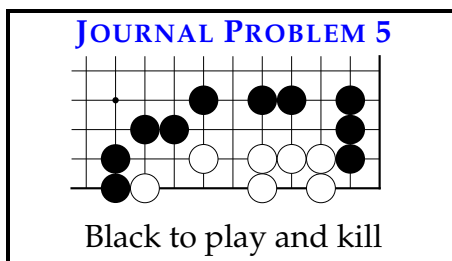
44th WORLD AMATEUR GO CHAMPIONSHIP

Alex Rix   alexander_rix@yahoo.com

I was delighted to be selected to play in Tokyo this year at the WAGC. The Nihon Ki-in, which hosted the tournament, was formed on 17th July 1924, so this was a 100th anniversary event. Given the venue, it was easier for the Japanese to spare some professionals, so it was normal after the games to benefit from their comments.

With Ichiriki Ryo 9p, the Chief Referee

I have been to the Nihon Ki-in before but many years ago. It is largely unchanged but, apparently, it does not meet modern earthquake standards, so at some point there will either have to be expensive modifications or the Go players will have to move. We were taken on a tour of floor 5 where the top-level tournament games are played (as relayed on YouTube) and there is also a small museum in the basement.

The first day was to acclimatise, which involved firstly a friendship game against local players, or young insei[1] in the case of the leading contenders. After a buffet lunch and celebrations of the 100th anniversary, Takemiya Masaki and Otake Hideo played in a 'Game of Legends' to entertain us – see the game record and analysis below.

Finally, the WAGC players were split into four groups to play against four professionals – each WAGC player made about five moves before rotating. This year there were 60 players.

Round 1

The tournament proper then began with eight games over four days with no rest days. Compared with my 2004 Japan experience in Kuroshiki, which was more relaxed, the tournament budget and schedule has had to be tightened in recent years.

I ended up with only 3/8 but, in mitigation, the draw program was

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[1] A student studying at either the Nihon Ki-in or the Kansai Ki-in to become a professional player – *Sensei's Library.*

weird. It drew you by default against the player next to you in the rankings rather than randomly against those with the same number of wins. As a result, after winning my first game against a Madagascan 1 dan, all the other players were stronger than me, including a 6 dan, three 5 dans (though two were of 4 dan playing strength), a 4 dan and two 3 dans. Apart from my game against the Australian 6 dan, where I felt outclassed, I had reasonable games and even managed one win against a nominal 5 dan and overall gained rating points.

Surprised to win against Gregor Butala (5d Slovenia)

The time limits were one hour with three lots of thirty seconds byo-yomi, which I found quite fast.

The Japanese player, Minoru Ozeki, beat the ultimate winner, Bao Baoxiang, who had also been in Guiyang in 2017 and is a multiple winner of the WAGC. However, he lost to the Korean player, who then lost to Bao, so China won on SOS (Sum of Opponents' Scores). The Thai player came fourth, reflecting the surge in interest in the game in Thailand in recent years. The top-placed European was Csaba Mero from Hungary, a former insei, who came sixth.

A lovely touch was that all the players received ranking certificates signed by Kobayashi Satoru, the President of the IGF, and the three strongest Japanese pros Ichiriki Ryo, Iyama Yuta and Shibano Toramaru. I expect this would cost the earth in normal circumstances!

Thanking Satoshi Yuki 9p from the Kansai Ki-in at the closing banquet

Next year the WAGC will be in Vancouver, the first time that the event will be held outside Asia. Tom Urasoe, IGF Secretary, intimated last November that the IGF is seeking to hold the event in Europe as well, with the LGC in London being a prime possibility. However, this will probably not be before 2030 as it seems the allocation will come from a 'Japanese slot' (as opposed to a Chinese or Korean slot). I followed up during this WAGC to confirm interest and discuss finances. I hope that the BGA members will support the holding of the event in London and the allocation of some BGA financial resources for such a prestigious and high-profile tournament.

Game of Legends

Takemiya Masaki (back to the camera) plays Otake Hideo
Antti Törmänen is the recorder

The comments on The Game of Legends[2] between Takemiya Masaki 9p (Black) and Otake Hideo 9p are mainly from Michael Redmond 9p. Ichiriki Ryo 9p joined at move 60 for commentary. Otake is 84 and retired, Takemiya is 73 and still an active professional.
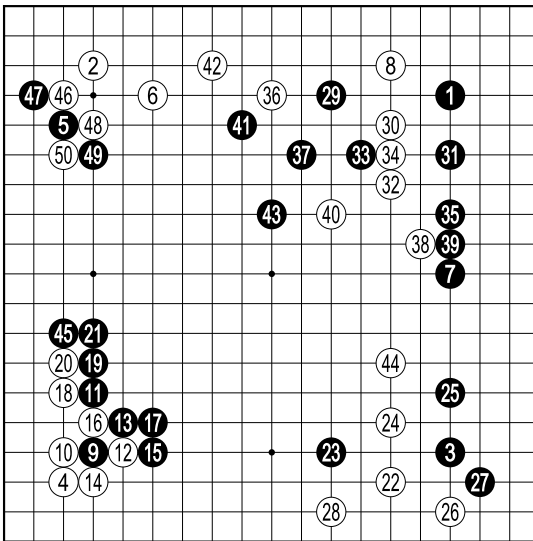
Figure 1: 1 – 50

❼ Takemiya plays to the crowd with his famous sanrensei formation.

❾-**㉑** AI prefers the white profit to the black influence but it is playable for humans.

㉚ White can take the corner instead with a 3-3 invasion, in which case Black builds a wall.

㉜ White varies from the shape below.

㊽ White comes into the centre to avoid giving Black this area, rather than blocking in the corner.

Figure 2: 51 – 100

㊼ The black group is alive but White can capture some key cutting stones if Black plays elsewhere (see Dia 1).

Instead, Black plays an atari, which is a mistake as it affects the life and death in the corner. Without the atari, Black would be locally alive in the corner.

Takemiya commented on this after the game with regret.
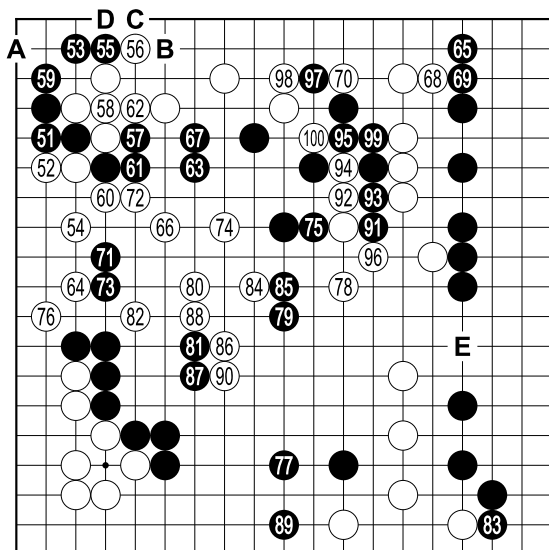
㉠ White could play at **A** to kill (see Dia 2). This produces a dead black shape but it is bent four in the corner and the group has many liberties, meaning that White should live first on the outside or risk a capturing race. With the latter, the black shape is a ko if White has to actually take the stones off the board, so it is almost a living shape. Ichiriki Ryo assessed the game as even at this point.
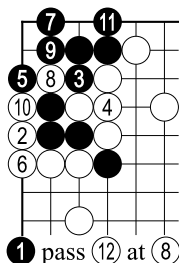
Dia. 1: Variation for ㊹ if ㊼ is elsewhere
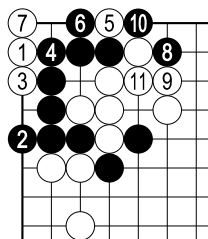
Dia. 2: Variation for ㉠

㊴ At this point, someone asked when White should kill the corner: Ichiriki – "I don't know!" The white stones at ㊿ etc. are still not alive at this point and should live first, which Otake ensures with ㊽.

㊲ It is possible for Black to cut the white shape (see Dia. 3), which would possibly set up two weak white groups in future.

37
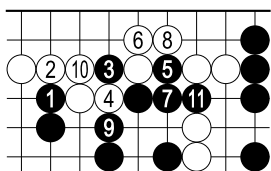
Dia. 3: Variation for ⓻

⑱ at ❾
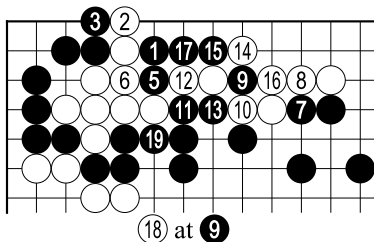
Dia. 4: Variation for ㊳
④ **tenuki**

㊳ Ichiriki pointed out **B, C, D** to live and set up aji to potentially capture the stones ㊻ etc. later (see Dia. 4). Instead, Black goes for his attack, which also protects against an invasion by White at **E** since his lower group could then get into trouble.

㊨ It is possible for White to kill the black corner, but there is still some aji on the upper side around ㊺. Otake prefers to attack the black centre group first.
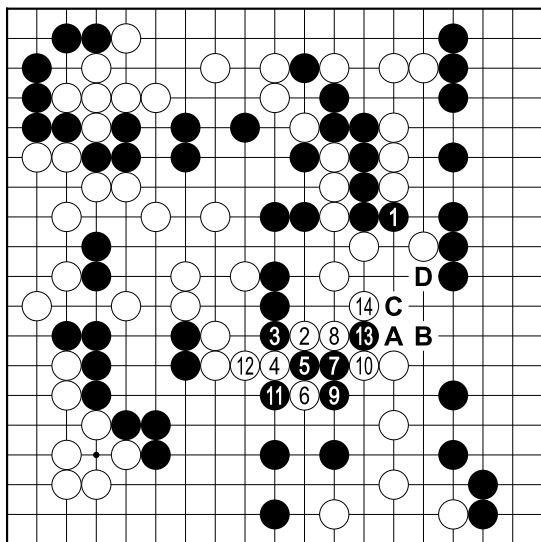
Figure 3: 101 – 114

⑩② White goes after the black centre stones as the black stones ⑩⓪ etc. have enough resources to escape.

Black has achieved his objective of cutting the white stones but his centre group is also weak. A decisive fight looms.

⑭ Black resigns as the black stone ⑪③ is captured in a geta (**A, B, C, D**).

❑

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WORLD NEWS

Tony Atkins

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For summaries and sgf files of the UK matches in the Pandanet Go European Team Championships described below, see britgo.org/events/euroteams2023.

Pandanet Teams

The UK won their sixth match in row to put them in an unbeatable lead at the top of the C-League. They beat Slovenia on 9th April by three games to one, with wins for Bruno Poltronieri, Scott Cobbold and Tim Hunt, all by resignation, but Jon Diamond resigned.

Their last match was against South Africa on 22nd May, at the time three points behind UK and only one point ahead of Spain. The UK just had to turn up and avoid a match point penalty to stay league winners. Unfortunately, Scott tried to arrange his game against Victor Chow on the Sunday before, but failed to make the game and the team acquired a two-board point penalty. The others did show up, with a win for Des Cann and close losses for Jon and Alison Bexfield. This allowed South Africa a three-one win to finish just one match point behind the UK. However, unfortunately for them, South Africa lost the play-off against Switzerland four games to one.

So the final C-League ordering was UK, South Africa, Spain, Slovakia, Kyrgyzstan, Denmark, Slovenia and Norway. The D-League winners, Kazakhstan, will replace Norway, but second-placed Portugal lost their play-off against Slovenia.

In the B-League, Ireland lost to Belgium on 17th October with a win for James Hutchinson, but loses for Karl Irwin, Philippe Renaut and Ian Davis. The same score was achieved against Serbia on 14th November, with John Courtney the only winner. Their first match point came on 12th December with a draw against Switzerland (wins for Matei Garcia and James). They then drew 2-2 with Austria on 12th January; Philippe and John won. However, on 6th February they were wiped out by Croatia and Turkey did the same on 5th March. Notably, Philippe won his game against Alessandro Pace in the 2nd April match against Italy, but the other three lost. On 7th May they tied against Lithuania, with wins for Philippe and John, and a final draw was achieved against Finland on 28th May, with wins for Karl and James.

Philippe Renaut

Their four draws and five losses left them bottom and demoted back to C-League. At the top, Turkey were promoted to the A-League, replacing Netherlands, but second-placed Italy lost their promotion play-off against Sweden.

The top of the A-league was tight, with Germany just missing out on a top-four spot on tie-break. Ukraine, France, Poland and Czechia will play the over-the-board finals in Toulouse.

Irish Championship

Philippe Renaut, from Galway, defended the Irish title by beating Lu Xinqun in the final (two-one). Philippe has now been champion four times (previously in 2015 and 2017).

Rip-Off

The April Rip-Off in Dublin's Teachers' Club on 13th April had twenty players. The winner was Dewei Liu (1d Belfast), ahead of James Hutchinson and the only overseas visitor, Marc Stoer from Sweden. Niall Tuohy (4k Dublin) and Luke Mcgarvey (13k Belfast) won three wins lower down the list.

WAGC

Sixty players took part in the World Amateur Go Championship in Tokyo from 18th to 22nd May. It was part of the celebrations marking a hundred years of Nihon Ki-in. The winner was Baoxiang Bai from China with seven wins out of eight, on tie-break from Korea's Jung Seon Kim and Japan's Minoru Ozeki. Csaba Mero from Hungary was top European in sixth place with six wins. The UK's Alex Rix was 42nd, with wins against Madagascar, Indonesia and Slovenia, but losses to Australia, Poland, Turkey, Ukraine and Denmark. Ireland's Stephen Nulty also won three, against Portugal, Mongolia and Cyprus.[1]

Deaths

Three internationally known Go organisers died earlier this year. Erik Puyt was manager of the European Go and Cultural Centre in Amsterdam for many years and President of the European Go Federation 1998-2000. He died after a suddenly recurring illness, aged 62. Steffi Hebsacker from Germany was the founder of the international equipment supplier that bears her name. She died aged just 56.

Haskell Small

Haskell Small, an American Go organiser and pianist, is most famous for his two-piano piece composition, *A Game of Go* (available on YouTube). He was 76. ❏

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[1]See also Alex's report on his experiences at the WAGC, on page .

SOLUTIONS TO THE JOURNAL PROBLEMS

The SGF files for these problems, showing a fuller set of lines, are to be found at britgo.org/bgj/issue208.

Solution to Problem 1
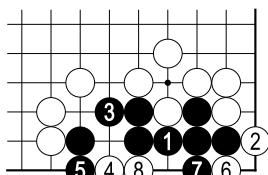
Diagram 1a – failure

❶ This play is incorrect, Black cannot make two eyes.
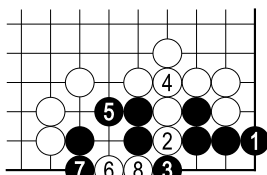
Diagram 1b – failure

❶ This also fails.
⑧ The left eye is now false.
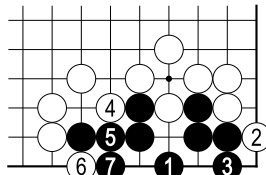
Diagram 1c – correct

❶ This is the correct play.
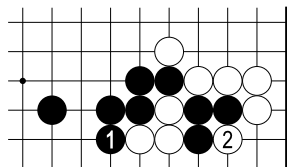❼ White cannot take away the two eyes.

Solution to Problem 2

Diagram 2a – failure

❶ Just filling a liberty fails.
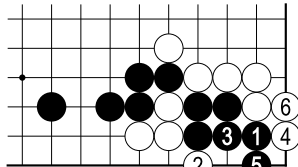
Diagram 2b – failure

❶ This also fails.
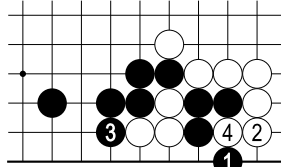
Diagram 2c – failure

❷ As does this.
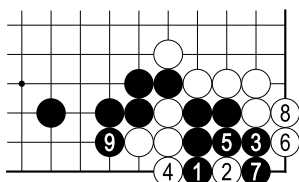
Diagram 2d – correct

❶ This is the correct play.
② This is often a tesuji.
⑧ Playing atari below ⑥ (at the 1-1 point) would be self-atari, so Black wins the race.
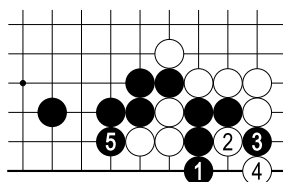
Diagram 2e – correct, variation

② This is White's toughest response.
❺ Black must fill this liberty now, not capture ②.

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Solution to Problem 3
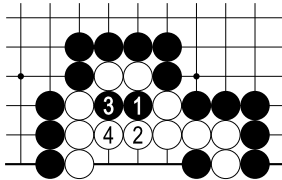
Diagram 3a – failure

● Playing this atari fails to kill all the white stones.
④ White is alive at the cost of two stones.
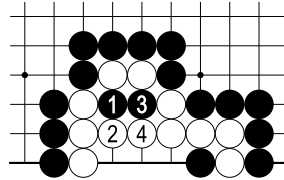
Diagram 3b – failure

● This is no different.
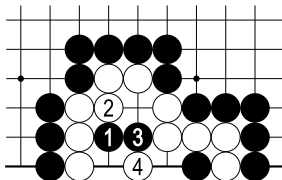
Diagram 3c – failure

● This fails too.
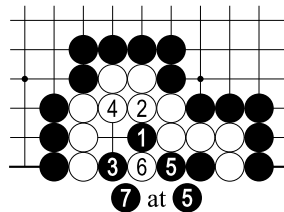
Diagram 3d – correct

● This is the correct play.
② This is White's strongest defence.
❸ However this threatens a snap-back.
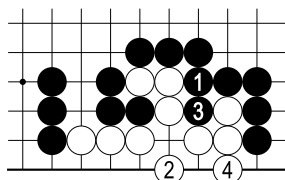⑥ After this Black recaptures and creates a killing shape.

Solution to Problem 4

Diagram 4a – failure

❶ This takes away one potential eye.
④ But White can still make two eyes.
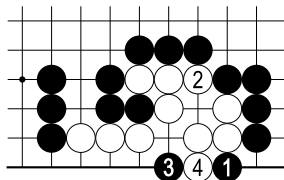
Diagram 4b – failure

④ White lives easily.

❺ at ❸ ⑥ at ❶
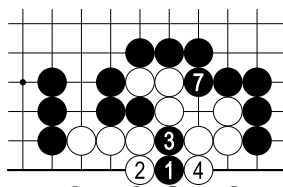
Diagram 4c – correct

❶ This is the correct first play.
❸ Black sacrifices a second stone.
❼ Now it takes two plays to make two eyes, so White is dead.

Solution to Problem 5
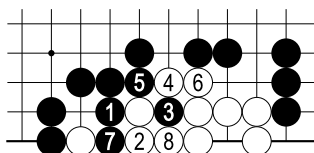
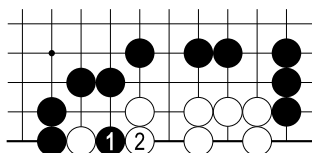**Diagram 5a – failure**

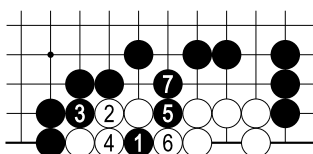❶ This fails to kill.

Diagram 5b – failure

❶ As does this.

Diagram 5c – correct

❶ This is the correct play.
② This is White's strongest defence.
❼ But the eye is now false and the white stones are dead.

❑

CONTRIBUTIONS TO THE JOURNAL

The copy date for the next issue of the Journal is **1st October**.

Contributions are welcome at any time and the earlier the better, please. Those received after the copy date are likely to be too late for inclusion in the next issue. Please send them to journal@britgo.org. The Editor will be glad to discuss the suitability of any material you may have in mind.

TROUBLE MASTER

The brand-new tsumego problem books by In-seong Hwang 8 dan
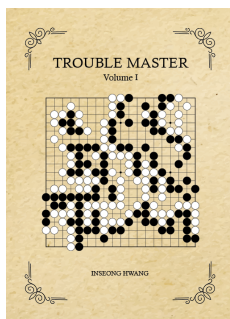
. . . It is true that most people believe that life-and-death ability in Go depends solely on reading power, specifically depth or length of reading. While this is important, another crucial aspect is suspicion. Your suspicion primarily detects and guides the direction of your reading. Then reading ability (depth of reading) comes into play. However, what happens if you miss a chance simply because you did not even notice something was happening? This realization reinforced my belief that there should be a training tool designed to help my students seize those moments.

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I hope these problems make your Go world even more entertaining and rich. The books are available on Amazon.
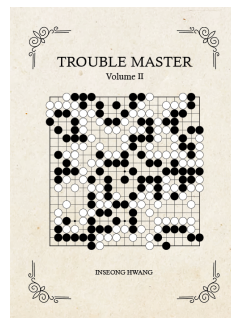
THE BGA YOUTUBE CHANNEL

The BGA's YouTube channel has a growing number of videos with game reviews and other teaching materials at various levels, including material aimed at kyu-level players, by professional and other strong players.

The channel may be found at youtube.com/@BritishGoAssociation.

Latest video: review of Alison Bexfield 1 dan vs Kjeld Petersen 1 dan by In-Seong Hwang 8 dan at youtube.com/watch?v=lDrx91DtcFg.

In addition, London Go Centre has an active YouTube Channel with a wide range of content at youtube.com/c/LondonGoCentre, including lectures by In-Seong Hwang from the 2023 Not The London Open and lectures by Cătălin Țăranu from the 2023 London Open.
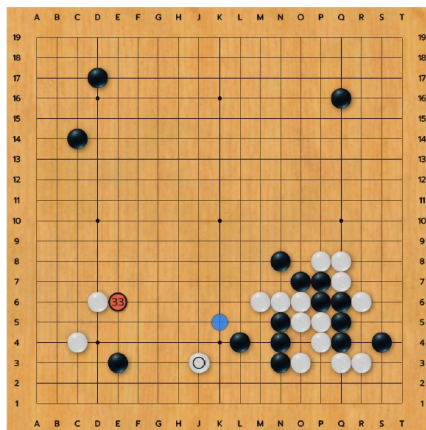
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