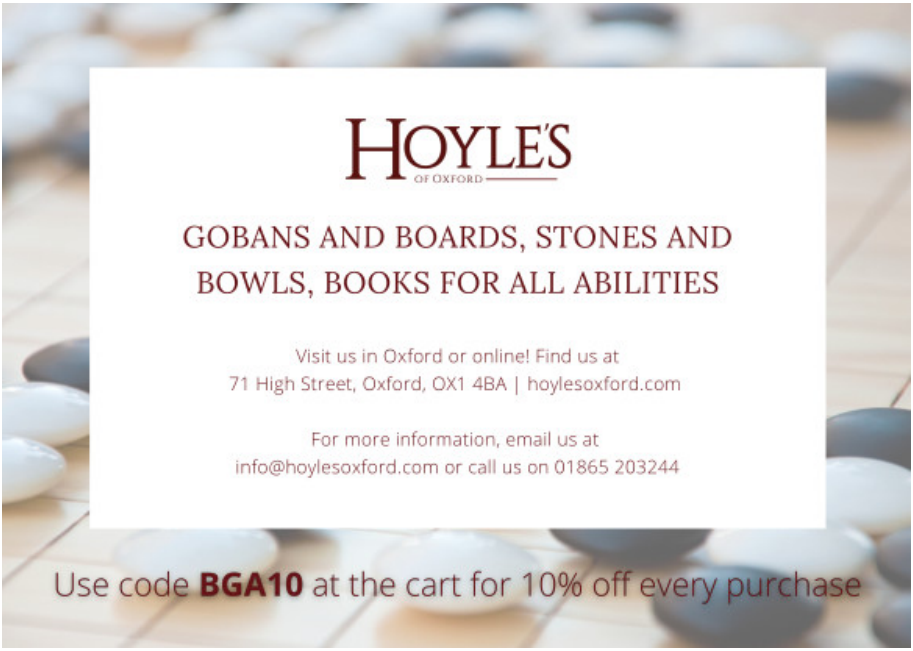
BRITISH GO JOURNAL

Number 209 Autumn 2024



INTERNET · GO · SCHOOL
GJ
GUO · JUAN · 5P

Guo Juan 5P is a popular Go teacher based in Amsterdam and a long-time friend of the British Go Association.

Her online go school features a Spaced Repetition System with over 13,000 custom-made problems covering specific subjects plus short focused lectures that explain WHY. And there is a new feature that lets you make and upload your own problems into the SRS.

Try it for two weeks for free!

€15 voucher (10% annual discount) for BGA members
Email mem@britgo.org with your membership details to claim your discount

internetgoschool.com

Front cover: Yaoling Yang, British Champion 2024 – see UK News.

Contents

Editorial		2
World News	Tony Atkins	3
President's Message	Colin Williams	6
Upcoming Vacancy	Colin Williams	8
The BGA Analysis Service	Tim Hunt	9
UK News	Tony Atkins	10
British Championship 2024: Game 1	In-Seong Hwang	14
Go Spotting: National Museum of Scotland	Tony Atkins	22
Ko Terms Examples	Richard Hunter	23
Tournament Histories XXII: Edinburgh and Scottish Open	Tony Atkins	26
Clarification of tsumego	Richard Hunter	28
Youth News	Tony Atkins	32
Solutions to the Journal Problems		34
Association Contact Information		40

Copyright © 2024 The British Go Association.

Articles may be reproduced for the purpose of promoting Go and ***not for profit***, providing that the British Go Journal is attributed as the source and the permission of the Editor and author(s) have been sought and obtained in writing, in advance.

Views expressed are not necessarily those of the BGA, nor of the Editor.

Credits

Many thanks to all those who have helped to produce this Journal.

Contributors: Tony Atkins, Richard Hunter, In-Seong Hwang and Colin Williams.

The photographs in this edition were provided by the article authors, sourced from the BGA website, or are credited directly in the article.

Editing: Quintin Connell

Proofreading: Tony Atkins, Barry Chandler, Mike Cockburn, Brent Cutts, Martin Harvey, Richard Hunter, Bob Scantlebury and Nick Wedd.

EDITORIAL

journal@britgo.org

British Go Journal 209

John Tilley

John died on 4^{th} October. He had been ill for the last year. He was an enthusiastic early member of the Cambridge Go Society from 1967 to 1969, who helped teach freshers and who donated his time to the British Go Association over the years. He was a contributor to the British Go Journal from 1969 until 2023, a mere 55 years. Jon Diamond is compiling an obituary; please send him any memories and photos etc. that you have to jon@diamondconsulting.co.uk.

Editorial Team

It is a pleasure to welcome Quintin Connell to our editorial team; Quintin is helping to convert articles to the LaTeX form used to prepare the Journal for publication.

While on the subject of editing and LaTeX, I would be grateful to hear from anyone with experience in producing Japanese kanji using LaTeX – the package we use is not always quite correct and we would like to do better.

Miscellaneous News

Sir Demis Hassabis

Three years ago, we reported in the Editorial for BGJ 194 on the success of AlphaFold in the prediction of protein structures. AlphaFold, you will recall, was built on the stunning success of DeepMind's AI-based AlphaGo, which we (the BGA) had a hand in testing when we refereed its match with then-European Champion Fan Hui 2p in 2015. Now we can report that two of the three people winning this year's Nobel Prize in Chemistry are DeepMind's Demis Hassabis and John Jumper for the development of AlphaFold2 to the point where it can correctly predict the structure of almost all known proteins.[1,2]

Demis was a chess prodigy (indeed good at many games) but also played Go[3] and BGJ 109 (page 43, *Six Stone Game*) featured a review of a game he played with Charles Matthews in 1996 (republished following the success of AlphaGo in BGJ 175).

Pat Ridley
November 2024

[1] www.nobelprize.org/prizes/chemistry/2024/popular-information.
[2] www.nature.com/articles/d41586-024-03214-7.
[3] See britgo.org/general/celeb/index.html.

World News

Tony Atkins ajaxgo@yahoo.co.uk

EGC France

The 66^{th} European Go Congress was held from 25^{th} July to 10^{th} August in Toulouse in the south of France. Toulouse is known as the pink city after its many terracotta buildings and was stated as being an hour from both sea and mountains, but it is doubted that many people had time to visit either with so much going on at the Congress.

Carcassonne – one of the tourist attractions near the EGC

The venue was ENAC, the French National School of Civil Aviation, a very spacious and modern campus. The mascot was appropriately a Flying Fox in a biplane. To get on site you needed to show your passport to register and get a pass. The fortnight started very hot, but cooled a little toward the end, however most of the playing rooms were air-conditioned. The French Go Federation and the local club provided a huge team of helpers to assist the main organisers (Camille, Chantal, Milena, Benoit, Claude, Denis and others) in looking after the more than 1000 players and running numerous tournaments, reviews with the pros, lectures, tsumego challenges, art exhibition, a workshop on inclusion and an International Conference of Go Studies with a focus on AI. The pros included Hayashi Kozo (7p), Choi Wonjin (3p), Yoon Youngsun (8p), Hua Xueming (8p), Uchida Shuhei (8p) and Gao Xing (5p).

Before the main event started there were two other events. The first was the final of the Pandanet Go European Team Championship. The French team won back the title it had lost the previous year, knocking the Ukrainian team back into second. The Czech team was third and Poland was fourth. The other was the SEYGO Saijo Masataka European Youth Go Tournament. In the under-12 category, the winner was Bende Barcza (3d Hungary) and in the under-18 category Shukai Kirby Zhang (5d Germany) was the winner; the UK's Alvina Kwok was ninth.

The main interest is, of course, the European Go Championship, where the very top European players battle it out for the title. Andrii Kravets (1p Ukraine) beat Thomas Debarre (7d France) in the final to retain the champion's title. The then British Champion Damen Woo did well, beating Ashe Vazquez (7d Spain) and Jonas Welticke (6d Germany), only losing to the two finalists.

The main European Open ten-round tournament had 860 names on the results list (including the Championship Section players) and was won by Ji-Tae Kim (7d Korea) with nine wins, followed by the UK's Yaoling Yang (6d) and Seungmin Oh (2p Korea). The UK's Yicheng was 4^{th} with seven, Daniel Guest (5k Sheffield) won eight and John McAnally (6k Chester) won seven.

The 459-player Go Magic Rapid tournament was dominated by UK players, forcing the Korean players to take the lesser positions. The winner was the UK's Yicheng Xiao (7d), winning all eight games. Yaoling Yang was fourth and Ziyin Yuan (6d) was fifth; several other UK players won five lower down the list too.

Martin Harvey and the robot

The Nie Weiping Weekend Tournament, named after the sponsoring Academy, had 619 players. The winner was Yuzheng Guo (6p China), followed by Yicheng Xiao and Seungmin Oh. Ziyin Yuan was sixth and Yaoling Yang was thirteenth. Kaspar Emanuel (10k Bristol) won all five and both Jayme Ehlers (8k Edinburgh) and Daniele Gentili (7k London) won four.

The youth tournament was called the Little Prince and our own Scott Cobbold (4d) won the under-18 section, with the under-12 section a three-way tie. The Shan Sa Women's Tournament was won by Sooah Kim 7d (Korea), with Alvina Kwok (2d) seventh. The winners of the top group in the Pair Go were Milena Boclé 3d and Wonjin Choi 3p and there were also Beer Go (won by Zihao He), 9x9 (Yaoling Yang), Chess-Go (Arvid Pittner and Feiyang Chen). Korea won the Nations Cup and the Kawabata Seniors was won Koichiro Habu (the UK's Xiangdong Wang was fourth).

Details of all the events, results and many photos may be found at egc2024.org/en.

Euro Students

The European Student Go Championship took place on 7^{th} and 8^{th} September at the university in Novi Sad, Serbia, alongside their open tournament. Best of the ten students was Sinan Dzhepov (5d) from Bulgaria; Leo Defer (3d Czechia) was second and Vuc Dusanic (1d Serbia) was third.

Sinan Dzhepov (top left) playing Leon Defer

For more details, see www.eurogofed.org/index.html?id=437.

Euro Women

The European Women's Go Championship took place on 14^{th} and 15^{th} September in Bratislava, Slovakia. Li Ting (1p) from Austria won the tournament, for the second time in a row. Alison Bexfield (1d) was ninth in a field of 24, winning three games out of five.

Manja Marz 4d, Li Ting 1p and Olesia Malko 3d

KPMC

The Korea Prime Minister Cup was held from 20^{th} to 26^{th} September in Taebaek, South Korea, near the mountains of the same name. Amongst the 60 competitors was our representative Damen Woo. He had a great result, with five wins from seven games, finishing 14^{th} overall. He lost to Chinese Taipei and Canada, but beat Madagascar, Italy, Mexico, Czechia and Croatia. Ireland's Stephen Nulty was 47^{th} with wins against Portugal and Hungary. First place went to Tianyi Liu of China, with Chen-en Cheung of Chinese Taipei second and Valerii Krushelnytskyi of the Ukraine a notable third. The players taking the next places were those from South Korea, Japan, Hong Kong, Canada and Vietnam. There was also a Pair Go (doubles) tournament where Damen won three games paired with Chi Hin Chan of Hong Kong. As expected, the winner was the China and Chinese Taipei pair.

Confucius Cup

As usual, the biggest Irish event of the year is the Confucius Cup (Irish Open). Thanks to the support of the Confucius Institute it is held at University College Dublin, has big prize money, a Saturday night buffet and is a Bonus Point Level C tournament in the EGF Grand Prix. This year 36 players took part on the 21^{st} and 22^{nd} September. Mateusz Surma (3p) was the favourite to win but he had lost to Habu Koichiro (5d), also from Poland, in round two.

Mateusz Surma

He met the undefeated Lukas Podpera (7d Czechia) in the last round; whoever won would gain the 1000 euro first prize. In the end it was Mateusz who was victorious, improving on his previous second place best, with Lukas taking second ahead of Cornel Burzo (6d Romania), the places decided by the direct game result. Piotr Dyszczyk (1k) from Poland was the only other player to win four out of five. In the Friday evening's Irish Rapid Tournament, Larion Syrotkin (4k Cork) took the title with four straight wins.

Photo credits: thanks to Steve Bailey, Helen and Martin Harvey, Tiberiu Gociu, the European Go Federation and the International Go Federation.

❑

President's Message

Colin Williams president@britgo.org

30th September 2024

The Strength of British Go

The strength of Go-playing in Britain can be measured in multiple ways, but arguably the two most common are the number of active players and the results our top players gain on the international stage. Whilst our player numbers remain low compared to comparably sized countries[1] we have seen some successes this summer by our top players.

- Ryan Zhang reached the semi-finals in the U12 group of the World Youth Championships, beating a Japanese 6 dan on the way, a spectacular achievement.
- Damen (Ho-Yeung) Woo won five out of seven games in the Korean Prime Minister's Cup (KPMC) finishing a very creditable 14th overall. In the European Championship this year he survived until the 4th round, only being beaten in this double-elimination contest by both the winner and the runner-up!
- Yaoling Yang, our new British Champion, did very well at the European Congress coming 2nd in the Open, 4th in the Rapid, 2nd in the 13×13 and winning four out of five in the Pair Go event.

The EGF interviewed Damen and Yaoling after their British Championship match. The very interesting article can be found as a news item link on the home page of the EGF www.eurogofed.org/index.html?id=438.

I am pleased to say that Damen is now working with Sam Bithell to put in place some player development events, probably both online and face-to-face. Damen has spent some of his time in Korea at the KPMC discussing with Korean professionals how they might get involved to help us.

In terms of player numbers, we continue to work to support schools that have, or want to set up, a Go club. We are also keen to support any local outreach initiatives, please do contact us if you need help to set something up in your area.

[1] Current number of ranked players on the European Go Database: France – 1001, Germany – 935, UK – 409.

International Championships in Britain

I am pleased to say that in 2026 we should be hosting both the European Ladies Championship (definitely) and the European Pair Go Championship (to be confirmed). These events, one in spring and one in autumn, will take place at the London Go Centre.

As they require no pre-qualification I hope we will have a good number of British players taking part.

Work continues on investigating whether we can host a European Go Congress. At the earliest, this would be 2028 (2025 is in Poland, 2026 is in Turkey and The Netherlands have expressed a desire for 2027).

Financial Situation

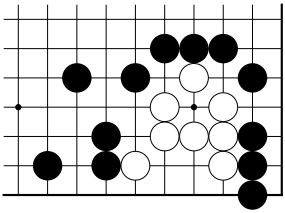
There have been a number of developments recently that will put pressure on our annual budget. As well as the cost of membership of the EGF increasing, we also want to invest in player development initiatives, improve the status of the main BGA events such as the Congress and the British Championship, expand our outreach and invest in refreshing our IT systems.

Accordingly, the next Board meeting will focus on financial planning for 2025, which will include a review of the consultation we have had on how to use our reserves. We will report back on the decisions made.

Please enjoy the Winter season, and the many events taking place over that time.

❑

JOURNAL PROBLEM 1

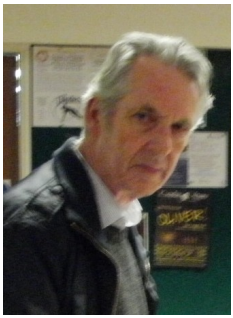


Black to play and kill

Upcoming Vacancy

Colin Williams president@britgo.org

Membership Secretary



Chris Kirkham

Chris Kirkham has been our Membership Secretary since 2017. During that time he has worked diligently without complaint, and often without the degree of thanks he deserves, to maintain our membership register. He has decided that this year is an appropriate time for him to pass the position on to someone else. On behalf of the BGA management, and I am sure of you all, I would like to thank him for all his efforts over the past seven years. I expect to see him at the Three Peaks this autumn so will thank him in person then.

Chris is happy to continue in the post for a little while until we find someone else to take over, at which point he will be able to give a structured hand-over to the new Membership Secretary.

Obviously we are now looking for a replacement. We have put together a role description, which is shown below. If you are willing to volunteer for this role please contact myself in the first instance president@britgo.org. If you have any questions about it I am sure Chris would be more than happy to answer them.

Role Description – BGA Membership Secretary

This role is subsidiary to that of the BGA Treasurer. Duties include

1. Interact with current and potential members about membership of the BGA. For current members this includes:
   - sending reminders when membership needs renewing;
   - acknowledging receipt of payment.
2. Maintain the current membership list and from this generate the following:
   - the CLG register (periodically or on request from the Secretary);
   - the print order for the BGJ at each publication (i.e. quarterly);
   - a list of emails of online-only members so that they can be alerted to each new BGJ edition appearing on the website (quarterly);
   - a report of membership numbers for the President at the end of each quarter;
   - a similar report one month later to highlight the renewal process;
   - telling the Youth Committee about new junior or school memberships.

3. Ensure that new members are added to the Newsletter mailing list and that accounts are created for them on the website.
4. Maintain a cashbook to record all income to the BGA in connection with membership subscriptions. This is submitted to the Treasurer at the end of each month.
5. Answer queries from tournament organisers about the membership status of entrants.
6. Report membership statistics to the AGM.

❑

THE BGA ANALYSIS SERVICE

T.J.Hunt@open.ac.uk

One of the benefits of being a BGA member is that you can get 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.)

When playing Go, sometimes we can see our own mistakes. At other times, we can be playing bad moves without realising it. This is when getting someone else to review your games can really help you improve. As a BGA member, you have this service ready and waiting for you. You just need to ask.

If you send me a game, I am likely to comment on a few key points, so if you have particular questions about what happened, please ask them. When selecting a game to send, games where you were concentrating (for example tournament games) are likely to be more useful than casual games, and you normally learn more from games you lost than ones you won easily, but the choice of game is up to you.

Tim Hunt

UK News

Tony Atkins ajaxgo@yahoo.co.uk

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

MSO

The Mind Sports Olympiad was held as usual at the JW3 community centre on London's Finchley Road. However this will not be the venue in 2025, as they announced that the event would move to the spring in Mallorca. The Small Board event on Sunday 25^{th} August lived up to its name with just six players in an all-play-all, which included a brave 15k amongst the 1k and dan players. In the end, it ended in a three-way tie with all three players receiving gold medals: Yi Cheng Xiao (only lost to Xue), Michael Tik Wai Cheung (lost to Xiao) and Peikai Xue (lost to Cheung).

Tik Wai, Peikai and Yi Cheng – equal first, MSO Small Board

The following day, the bank holiday Monday, saw the four-round Open with 14 players down to 6k. This time Michael Tik Wai Cheung won all four to take gold, with Peikai Xue taking the silver on three wins. Top of the group on two wins was Scott Cobbold who got the bronze. Caleb Monk (4k), Aidan Fung (6k) and Marek Labos (6k) won three games below the bar. It was good that the players included several youngsters and a junior gold went to Kwun Yin Ng (1d)

Newcastle

The local club hosted 31 players from across the UK for the inaugural Newcastle Go Tournament, reported organiser Tom Coulthard. Newcastle University's Urban Sciences Building provided an impressive setting for the five-round weekend tournament on 31^{st} August and 1^{st} September. The winner was Peikai Xue (4d UCL), claiming the miniature Goban Trophy with five straight wins. Cambridge's Paul Smith (1k) was the runner-up, narrowly beating third-placed Zhan Shi (3d Manchester) on the second tie-breaker (CUSP). Manchester youngster Clinton Yu (18k) scored three wins from his three games played and Jayme Ehlers (6k Edinburgh) won four games.

Newcastle Tournament view

The Saturday night social was well attended with over 20 players enjoying a Chinese meal in a city centre restaurant. Newcastle Go Club hopes to organise the tournament again next year and make it an annual event.

Nottingham

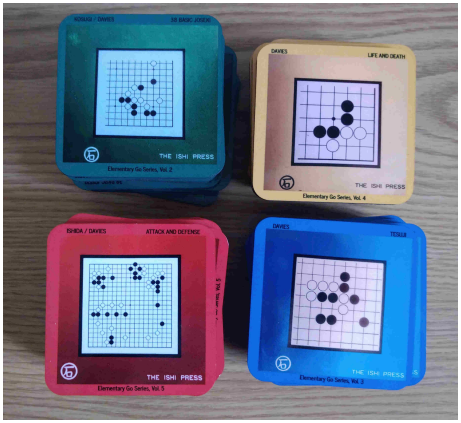
The 12^{th} Nottingham Go Tournament, the first since Covid, was held on Saturday 7^{th} September in a new venue of Lady Bay Church in West Bridgford. The venue turned out to be well suited to a Go tournament, with a car park, and shops and cafés nearby. As well as the large playing hall, a second sizeable hall was available for refreshments and for game reviews with the then British Champion, Damen Woo. As the venue was so good the club was looking forward to booking the venue again for the 2025 edition.

Damen reviews a game at Nottingham

The event had changed format to a three-round McMahon tournament and it attracted 36 players, with a healthy number of strong players making the bar 2 dan. The winner was Peikai Xue (4d UCL), who beat Zhan Shi (3d Manchester) in the final round. Tying for 3^{rd} place were Jake Game (4d Swindon) and Bruno Poltronieri (4d Cambridge). Winning all three games were Conor Hunt (4k Burton), Sam Curran (7k Sheffield) and Joshua Burland (9k Cardiff). Best player below the bar was Christian Scarff (1d Swindon). Top SDK was Ai Guan (1k Birmingham) and top DDK was Stuart Bray (10k Nottingham).

Edinburgh

On the 14^{th} September the Edinburgh Tournament was held again at its now usual venue of the hall under centrally located St Columba by the Castle Episcopal Church. One problem of such a central location was that the road was closed to private traffic and the Go sets had to be carried some way by volunteers. The weekend also featured two social meetings. The first was on Friday night in a bar called 56 North and the second on Saturday at the Royal Dick Bar in Summerhall arts centre; Go was of course played at both.



Go mats

In the 38-player tournament, it was the youngster from London, Ryan Zhang (3d), who beat Yuhang Xing (6d) in round two and Burun Wang

(3d) in round three to win the first place. Unfortunately, Ryan had to rush off to the airport with his father and missed the prize-giving. Others on three wins were Tom Coulthard (1k Newcastle) and Szymon Tadrzak (8k Toruń, Poland). Worthy players on two wins also got prizes: young sisters Aimee and Angel Chan (18k/19k), and local player Jayme Ehlers (5k). Angus Sinclair (10k) from Glasgow was the top DDK. A quiz based on the Elementary Go Series of books was won by Richard Bentley and Helen Harvey; coasters based on covers of four of the books formed part of the generous prize allocation.

Swindon

After a year gap, Swindon Tournament was held on 28^{th} September in its usual location of the Conservative Club in Old Town. Twenty-five players down to 10k took part.

Ryan receives the trophy from Christian Scarff

Yet again Ryan Zhang (3d London) proved unbeatable pushing Changhao Huang (5d UCL) to second place and local player Jake Game (4d) into third. Nobody lower down won more than two games, but Paul Smith (1k Cambridge) won first his first two before being stopped by Richard Hunter.

The highlight of the day for most was being able to meet the BGA Robot which played demonstrations during the day.

British Championship

The top two players from the Candidates' Tournament each year meet for what is usually a best-of-three title match. This year the two players were Ho-Yeung (Damen) Woo and Yaoling Yang.

Yaoling against Damen

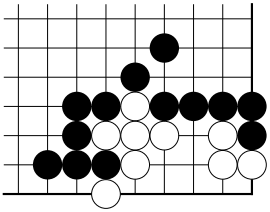
Damen moved here from Hong Kong and his first event was the London Open 2017 (where he was second). Since then he has played various events cumulating in winning the British Championship in 2023 by beating Bruno Poltronieri. He is currently doing a PhD in Occupational Psychology at the University of Nottingham and is planning to stay in academia after graduating. Yaoling came to the UK from China in 2020 to study for an MSc in Statistics at UCL and then a PhD at the University of

Bristol from 2021. He will probably return to China later in 2025. He has won many tournaments, both in the UK and elsewhere in Europe, including the London Open twice and Paris twice, and placing second in the 2024 European Open.

On the weekend of 14^{th} and 15^{th} September, at Brent Cutts' home in Nottingham, the two came together to play two games. Tim James was the game recorder and broadcaster, with Ai Guan as referee and Brent providing hospitality. The Saturday game was a marathon game lasting eight hours including lunch. The game ended with Yaoling, playing white, winning by just half a point. The following day's game ended more quickly after one of Damen's groups died, giving the British Go Champion title to Yaoling Yang.

❑

JOURNAL PROBLEM 2

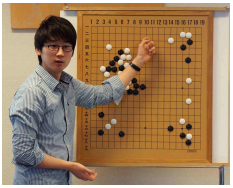


Black to play and kill

BRITISH CHAMPIONSHIP 2024: GAME 1

In-Seong Hwang admin@yunguseng.com

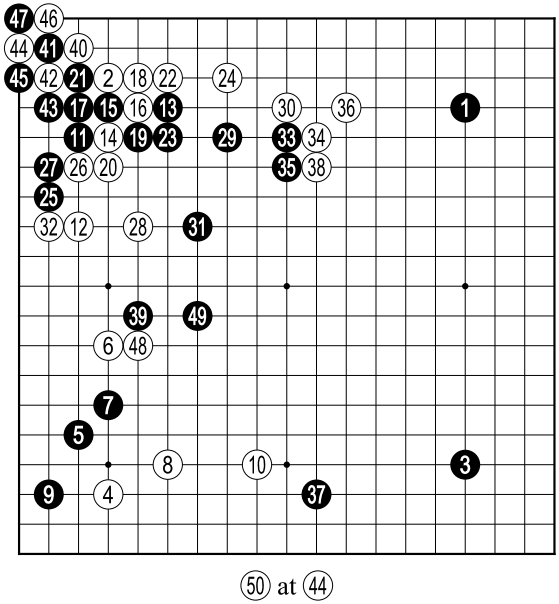
Reigning champion Ho-Yeung (Damen) Woo and Yaoling Yang played a 'best-of-three games' match for this year's British Championship. In this article, well-known Go teacher In-Seong Hwang[1] reviews the first game. As reported in UK News (page 12), the game was played at the house of Brent Cutts on 14th September.



In-Seong Hwang

The sgf with In-Seong's comments is at britgo.org/files/bgjgames/209-BGA-Champ-Game-1.sgf.

Black: Ho-Yeung Woo 6d.
White: Yaoling Yang 7d.
Time controls: Fischer, 1hr 40mins + 45 secs/move. **Result**: White won by 0.5 points.



(50) at (44)

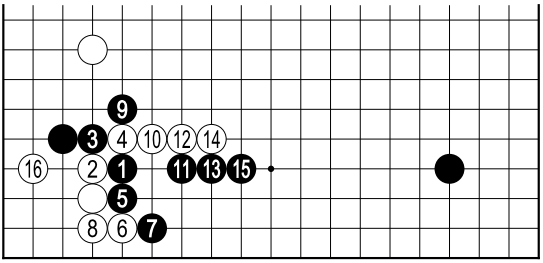
Fig. 1: 1 – 50

❼ This was a bit unusual. See Dia. 1.
⑩ Up to here, it's considered a favourable result for White.
⓭ See Dia. 2.
㉔ ⓭ was also unusual. So, up until now, I felt like I was seeing a 1960s game!
㊱ The exchange ㉝ to ㊱ was a bit questionable. It strengthens Black's middle group but pays points on the top. Black could have skipped this exchange since Black's middle group was stable.

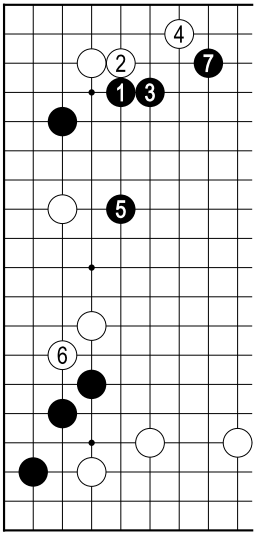
㊷ However, White resisted and started this complicated ko. It wasn't easy to determine the meaning of all three moves ㊳, ㊴ and ㊵, and I still can't understand them.

[1] In-Seong is the main teacher at the Yunguseng Dojang online Go school.

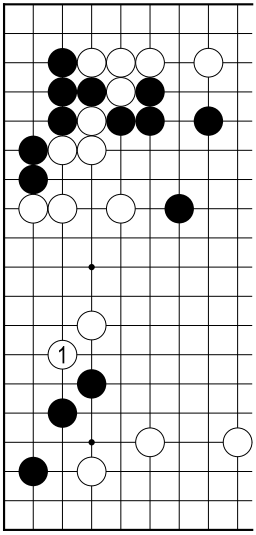
Because the game sequence is considered good for White, often Black covers with ❶ here and if White resists, a difficult pattern arises.



Dia. 1: variation for ❼

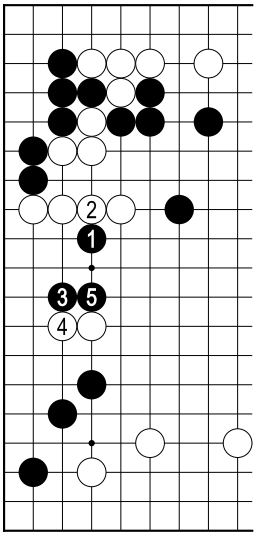


Dia. 2: variation for ⓭



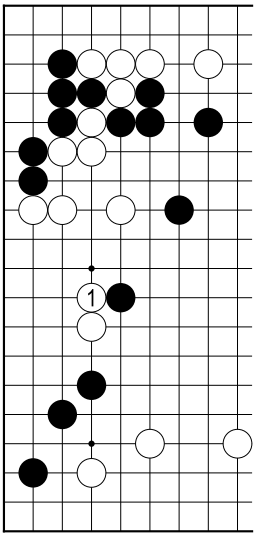
Dia. 3: variation for ㊳

This would be simple and good enough; White would not have had to search for something special, such as the game move. White can stabilize the left side group and also threaten Black's base. However, both players focused more on the middle.



Dia. 4: variation for ㊴

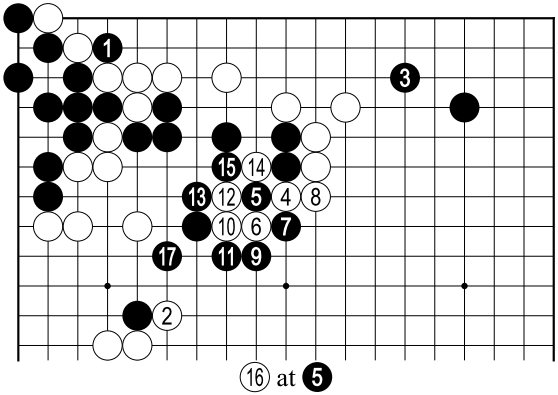
Black can even enter like this to split White's groups.



Dia. 5: variation for ㊵

If White responds calmly, it removes Black's invasion, so it can be a satisfactory result for White.

㊺ Even though Black got an advantage on the lower side, White took so many points and cleared up the left side group's life-and-death issue that the game must be favourable for White. However, handling White's lower group isn't easy.
㊻ See Dia. 7 and Dia. 8.
㊻ White made a clear connection but also bad exchanges to make Black's outside big and strong.
㊷ See Dia. 9.
㊹ See Dia. 10.
㊷ This is an important move. If White skips this move... (see Dia. 11).
㊸ See Dia. 12.



Dia. 6: variation for ㊾

❸ If I were Black, I would have cleared up the ko and quickly taken sente.
❼ If White tries to attack the middle group, sacrifice some stones but keep making connections to avoid complexity.

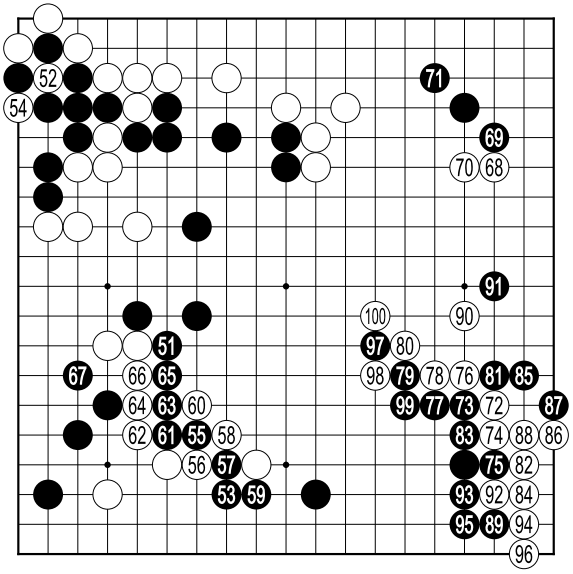
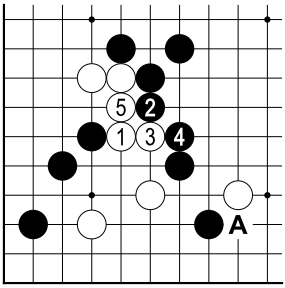


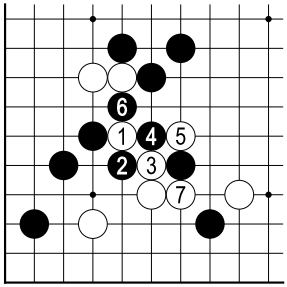
Fig. 2: 51 – 100

㉞ Therefore Black couldn't resist and let White take the corner. However, this move was a big mistake – see Dia. 13.



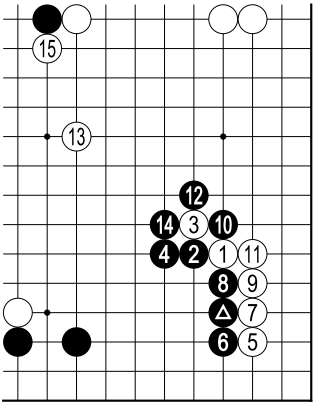
Dia. 7: variation for ㊺

Ⓘ Instead, this was the correct move. Then White can still connect as in the actual game without making bad exchanges. Later, White could still save his one stone with **A**.



Dia. 8: second variation for ㊺

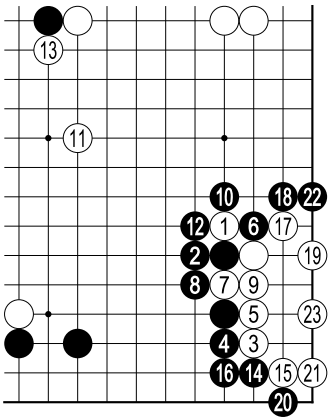
⑦ If Black resists, White can connect to the other side, and Black wouldn't have enormous potential.



Dia. 9: variation for ㊷

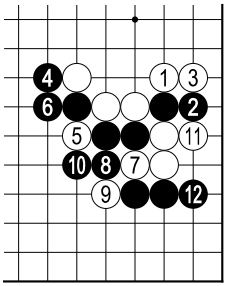
Ⓘ I often recommend people not to approach high against a star point, but this case was exceptional.

⑮ In this case, White does not need to use a ladder breaker ⑬ to erase Black's potential because White's lower right corner group is fine.



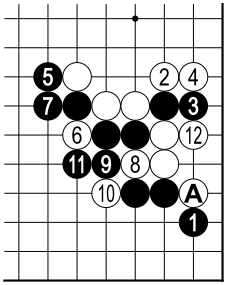
Dia. 10: variation for ㊹

However, Black has a bunch of sente moves to strengthen the outside and get profit from threatening the lower right corner group.



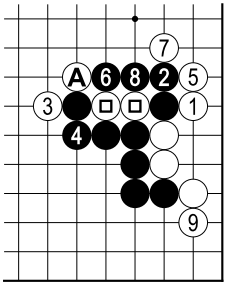
Dia. 11: variation for ㉜

① When White tries to use Black's thinness on the lower right corner, Black can descend at ⓬ to protect the corner.



Dia. 12: variation for ㉝

However, if White already has an **A**/❶ exchange, he can create more weaknesses in Black's shape, so Black must pay a lot more.



Dia. 13: variation for ㉞

It's very challenging to imagine, but if White sacrifices the two stones in the middle and smoothly takes over the corner while keeping the left side, it is profitable.

Instead, it looks like Black can expand the potential as Black took the two marked stones in the middle, but since White's **A** and ③ are still functioning, the potential is limited. Now, when we see this case with a clear view, the captured area doesn't look connected to Black's middle potential much.

In this case, White can keep the lead.

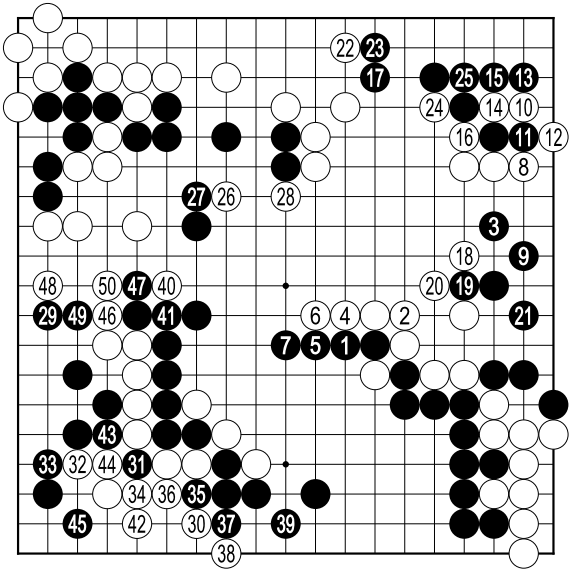
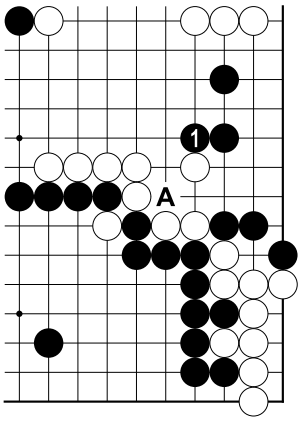


Fig. 3: 101 – 150

103 Up until this, Black paid only the tiny corner, kept the lower side's potential, and took over the right side.

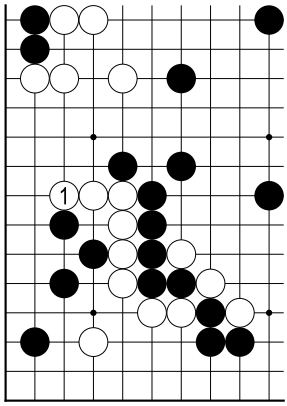
109 At this point, both players seem aware of the game situation. Therefore, Black played passively, and White overacted, which created some mistakes. See Dia. 14.

126 See Dia. 15.



Dia. 14: variation for 109

Black can push here to aim at the **A** weakness, to quickly settle the right side group while reducing White's potential in the middle.



Dia. 15: variation for 126

This was the biggest point.

(151) There were some ups and downs, but Black maintained a decent lead up to now. However, suddenly, White made many points in the middle. Now, look at the middle area. It's small, but it's a collision area, so Black should have played there first. See Dia. 16.

(159) Since White takes the middle and reduces Black's middle potential, White made the game close.

(169) And this capture was the losing move. It looks like an obvious sente exchange; however, it blocks another endgame move at **A**. See Dia. 17 and Dia. 18.

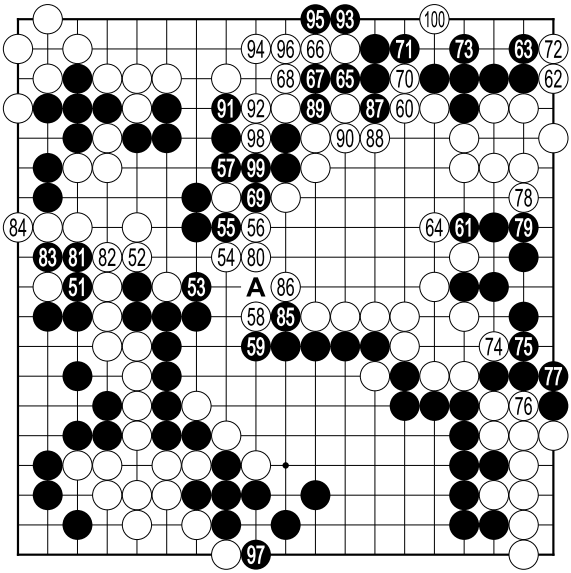
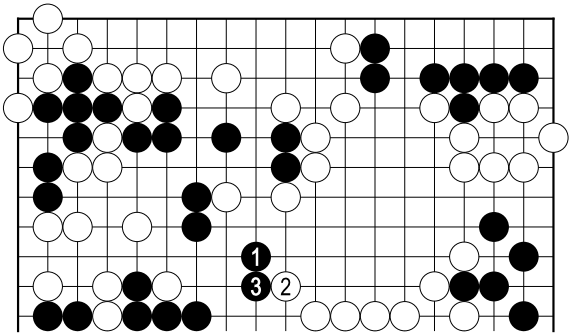


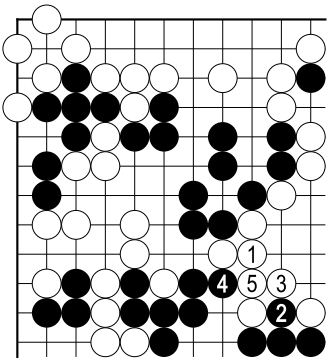
Fig. 4: 151 – 200



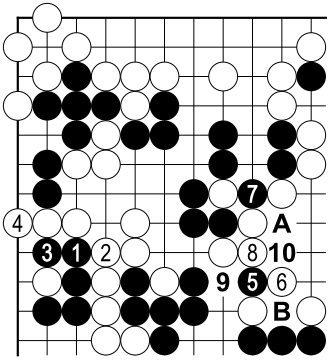
Dia. 16: variation for (151)

Black should play like this.

Eventually, this sequence was played in the game (starting at (180)). However… (see next diagram)



Dia. 17: see comment for (169)



Dia. 18: variation for (169)

(continued from Dia. 17) . . . first, Black should exchange ❶-④ and then play the clamp at ❺ before capturing.

When White needs to block at ⑥, Black captures at ❼. After ⑧, can you see the difference between this and Dia. 17? Since ❺, ⑥ are exchanged, Black can connect at 9 to look for a cut at **A**. So when White defends the cut at **A** with 10, Black has a cutting point at **B**! That's a huge difference, and it turns into a game difference!

(186) After White cleared up the middle like this, both players played a good endgame and White saved this game by just a half point.

The remaining moves.

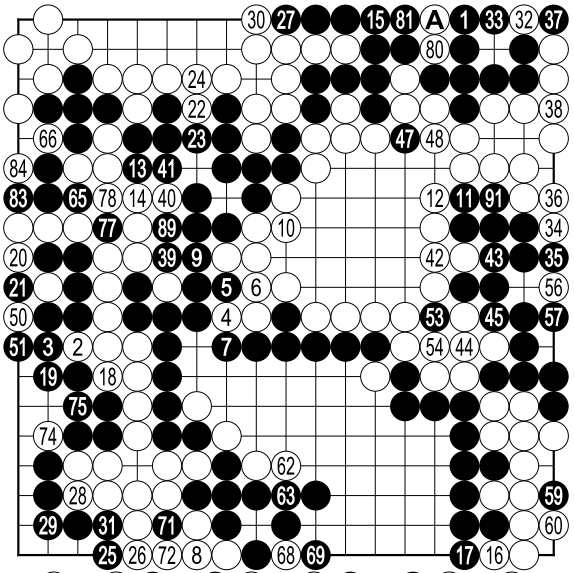


Fig. 5: 201 – 294

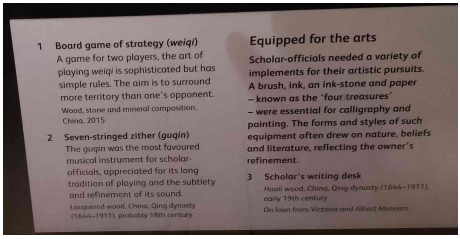
❑

GO SPOTTING:
NATIONAL MUSEUM OF SCOTLAND

Tony Atkins ajaxgo@yahoo.co.uk

The National Museum of Scotland is a large and modern museum in Edinburgh's old town. Its collections date back to 1866 and it is well worth a visit whilst in the city for the Go or for any other reason. Entry is free.

In the new (2019) Exploring East Asia Gallery there is a case containing the implements needed for a scholar to be equipped for the arts. Included is a Go set from China with wooden bowls, table board and Chinese-style stones, dated 2015.



1 **Board game of strategy (*weiqi*)**
A game for two players, the art of playing *weiqi* is sophisticated but has simple rules. The aim is to surround more territory than one's opponent.
Wood, stone and mineral composition, China, 2015

2 **Seven-stringed zither (*guqin*)**
The *guqin* was the most favoured musical instrument for scholar-officials, appreciated for its long tradition of playing and the subtlety and refinement of its sound.
Lacquered wood, China, Qing dynasty (1644–1911), probably 18th century

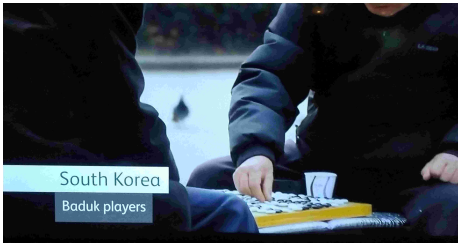
Equipped for the arts

Scholar-officials needed a variety of implements for their artistic pursuits. A brush, ink, an ink-stone and paper – known as the 'four treasures' – were essential for calligraphy and painting. The forms and styles of such equipment often drew on nature, beliefs and literature, reflecting the owner's refinement.

3 **Scholar's writing desk**
Huali wood, China, Qing dynasty (1644–1911), early 19th century
On loan from Victoria and Albert Museum

The caption is "Board game of strategy (weiqi): A game for two players, the art of playing weiqi is sophisticated but has simple rules. The aim is to surround more territory than one's opponent."

As of 2024, the video being shown on Asian culture includes scenes of Baduk players in the South Korea section.



Also in a nearby case is a netsuke[1] of three monkeys around a gaming board. Though the stones are in the squares not on the grid, one seems to have a Go bowl.

[1]Netsuke: a miniature sculpture, originating in 17^{th} century Japan – see en.wikipedia.org/wiki/Netsuke.

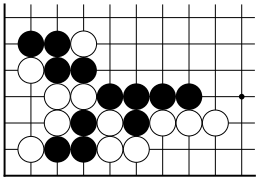
KO TERMS EXAMPLES

Richard Hunter

Following on from my article in the last BGJ (BGJ 208), which clarified some confusing ko terminology, I present some common examples from my bookshelf. I selected them mainly for the simple diagrams and Japanese text.

The term ko (劫, コウ) can be generic, meaning it covers the whole range of ko types. So if you see コウ (e.g. 黒先コウ) in a problem or answer header, the result may be a nidan ko or a yose ko etc. The type of ko may be specified in the text or in the answer page header or a diagram caption. The most common type of ko is a direct ko and the most common type of yose ko is an itte yose ko. In life-and-death (or tsumego[1]) problems, a ko represents the fuzzy region between unconditional life or unconditional death of a group. The result depends on the ko threats.

PROBLEM 1



Black to play

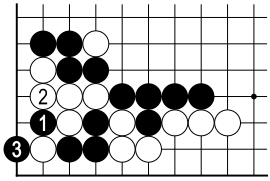


Diagram 1 – 正解図　二段コウ

The book's 正解図 (correct answer diagram) shows only the first move ❶.

1 図 (Diagram 1), with a different text caption, shows the first three moves (including ❶). I have combined the moves with the first caption to save space.

2 図 and 3 図 (Diagrams 2 and 3 below) show two variations for ④. 3 図 is the better choice for White. In 3 図, I have included ⑥ on the 1-1 point, which is shown separately in the book in 4 図.

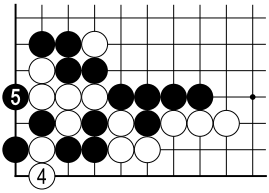


Diagram 2 – 2 図（本コウ）

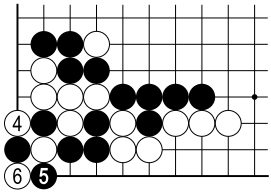


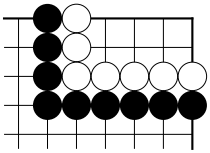
Diagram 3 – 3 図（二段コウ）

[1] See page 28.

Ko terms

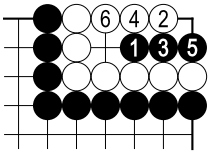
本コウ *hon ko* a direct ko
二段コウ *nidan ko* a two-stage ko

PROBLEM 2



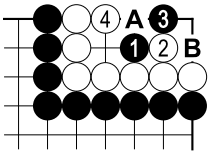
Black to play

I chose this harder problem because it is a common shape that can occur in real games, especially in the endgame when all the outside liberties get filled. It was discussed in a memorable article in BGJ 91 (on pages 25 and 45)[2] over thirty years ago with reference to James Davies's *Life and Death*. Here, I am using the answers in Cho U's 2015 *Life and Death Dictionary*, which replaced Cho Chikun's older version. This is an excellent book that updates and corrects several previously published errors and misconceptions as well as covering a better range of positions. Thanks to John Tilley for recommending it. Davies and Cho U both present three answer diagrams and show the same correct answer. Cho demotes one of Davies's variations to text comments and instead stresses an important idea not mentioned by Davies.



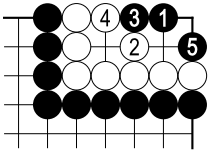
1 図　セキ

The attachment of ❶ is the vital point. ② is a strong reply. If White answers ❸ with ④, then ❺ and ⑥ make a seki (so White lives). ④ at 5 and ❺ at 4 would lead to a 万　年　コ　ウ (ten-thousand year ko). There is an interesting article about this term in BGJ 189 (on page 33).



2 図（失敗）
一手ヨセコウ

Against ❶, ② is risky. After ❸ and ④, a Black connection at **A** would let White live in seki with **B**. However, Black could instead choose to throw in at **B** and create an 一手ヨセコウ (a one-move approach-move ko), which puts White's group in danger of dying.



3 図　後手ゼキ

Cho has this diagram and it is also Diagram 4 in BGJ 91 on page 25, though it is not included in Davies's answer.

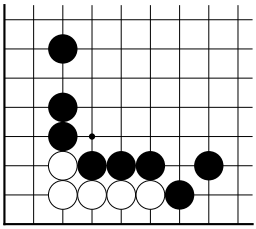
The placement of ❶ is also a vital point. If ②-❺ follow, the result is seki. However, this is a 後手ゼキ (a gote seki) for Black, so 1 図 is better for Black.

[2]The archive of British Go Journals may be found at britgo.org/bgj/bgj.

Ko terms

ヨセコウ *yose ko* an approach-move ko (generic, or one-move by default)
一手ヨセコウ *itte yose ko* a one-move approach-move ko (specific)

PROBLEM 3



Black to play

1図（正解）　黒1とハネ、白2のオサエには黒3と二段バネして5のコウ狙います。

Ignoring the grammar bits and just picking out the Japanese Go terms, the Japanese text is not hard to grasp.

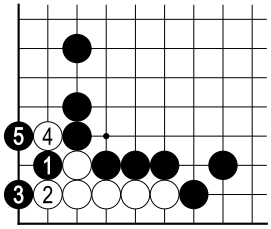


Diagram 1 (correct answer)

Simple: Diagram 1 (correct answer) ❶ hane, ② *osae* ❸ nidan bane 5 ko.

Better: Diagram 1 (correct answer) ❶ hanes and for the block of ②, ❸ does a nidan bane and aims for the ko of 5.

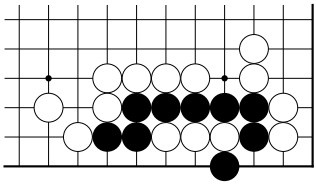
Connecting with 3 at 4 lets White live unconditionally with 3 (shown in 2図（失敗）omitted here).

Go terms

二段バネ *nidan bane* a two-step hane

❑

JOURNAL PROBLEM 3



Black to play and live

Tournament Histories XXII: Edinburgh and Scottish Open

Tony Atkins ajaxgo@yahoo.co.uk

The first Edinburgh Tournament was a one-day event in 1980 won by Gerhard Birk, followed by a two-day event in 1982 won by X T He. In 1982 it was billed as the Scottish Open and was held in November. In 1985 Jim Cook ran the Scottish Open at Wilkie House to celebrate twenty years of the Edinburgh Go Club.

Pollock Halls

After a gap the Scottish Open restarted in 1992 leading to a long run, normally in May, but skipped in 2002 for the British, which lasted until 2019. This usually attracted many English players as well as locals and other visitors, with 44 players in 1993, but only nine in 2012. The Edinburgh venue from 1985 to 1996 was PAMS, the University club in Buccleuch Place. The event had various organisers over the years and moved around the country: Glasgow University Union (1997 to 1999), back to Edinburgh in Lee House (Pollock Halls) from 2000 to 2004, Aberdeen University in 2005, Dundee Mason's Hall 2006-2012, Glasgow again at Gilchrist PGC from 2013-2016, Edinburgh at Skyscanner offices in 2017 and 2018, and then finally a church in Rutherglen in 2019 (though Dundee had be planned for 2020). Multiple winners were Francis Roads (four times), Yohei Negi (three times), Matthew Macfadyen, Quentin Mills and most recently Boris Mitrovic.

The Scottish Barlow was started in Edinburgh in December 2002 for players 1d and below. By 2007 it had grown to a 42-player event. The first three were at the UCW Club and then it was at the Quaker Meeting House. It was won variously by local players, some from Durham and one visitor from Sweden.

As Scotland gained dan players who were too strong to play in the Barlow, from 2009 it changed into the Edinburgh Christmas Tournament. It kept the December date, except for 2010 when it was rescheduled to February. This event continued to run every year up to 2019. When the tournament

St. Columba's by the Castle

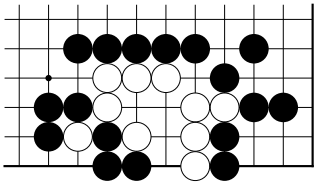
restarted in 2022 it moved from Christmas to its current September date and saw a cut from four to three rounds as the Edinburgh Open. These tournaments were held three times in the Quaker Meeting House, three times at Old St Paul's church, and then at St Columba's by the Castle Episcopal Church, the current venue (apart from 2017 which was at the Skyscanner offices). David Lee won the Christmas Tournament three times, with other winners being a mix of locals and visitors, nobody winning more than once.

Edinburgh 2024

The Scottish Go community thanks the various organisers who ran these events, including Donald Macleod, Stephen Tweedie, John O'Donnell, Rich Philp, Nir Oren, David Keeble, Quinlan Morake and Dilip Sequeira and current organiser, Rob Payne.

❑

JOURNAL PROBLEM 4



Black to play and kill

CLARIFICATION OF TSUMEGO

Richard Hunter

The BGJ editor and I agreed that it would be useful to publish an article that clarifies the meaning of the Japanese Go term **tsumego**. Many Go players say and use tsumego along with atari, seki, sente, etc. There is a good English definition on Sensei's Library.

Current definitions

Sensei's Library[1]: "Tsumego, a Japanese Go term adopted into English, are problems mainly about life and death, but also about ko, capturing races, cutting, connecting, etc. As a rule they are local problems, but a few involve the whole board."

Japanese definitions

Japanese[2]: 死活問題を主とした作り物のことだが、死活の他にコウ、攻め合い、追い落としなどの問題も含む。

My English: Tsumego: mainly refers to created (artificial) life-and-death problems, but in addition to life-and-death, it also includes ko, semeai, oiotoshi, etc. problems.

This Japanese is an abbreviated version of the definition in my 1983 paper edition of the Nihon Ki-in's *Small Dictionary of Terms*:

死活問題を主とした作り物のことだが、死活だけでなくコウ、攻め合い、追い落とし、切断、連絡などの問題を取り上げている。

Essentially, this just has two more types, cuts and connections, before the Japanese word など (which translates to 'etc.').

Life-and-death problems in books often include ko results, so I guess ko is mentioned in the Japanese definitions of tsumego for clarity.

Life-and-death positions are more likely to arise from actual games, though they often get included in problem books with tsumego in the title. Life-and-death problems cover living unconditionally (life problem), killing unconditionally (death problem), or creating a ko for living or killing. They can have more than one correct first move, such as the straight J group (see Problem 1 below). A short sequence of problems in a book often covers positions with related shapes such as L groups with and without legs and hanes. Their correct first moves and move sequences may differ.

Tsumego problems focus on techniques rather than shapes. They sometimes present different, but related, positions that illustrate the same technique. Some tsumego books present basic techniques first and then harder applications later, which may involve longer answers using multiple techniques. I have the old three-volume set of Maeda tsumego books, which many other players have too. It includes problems involving ko, semeai, etc. On my bookshelf, I see many

[1] senseis.xmp.net/?Tsumego.

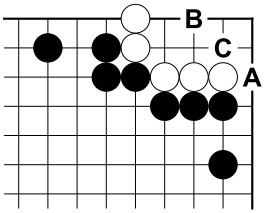
[2] www.ntkr.co.jp/igoyogo/yogo_625.html.

Japanese books with tsumego or life-and-death included in the title and visible on the book's spine.

A modern convention for tsumego is that, as composed problems, they have only one correct first move, though there might be correct variations later. Another common modern convention for tsumego is that all the problems are 'Black to play', whereas older books, such as Maeda, have problems with Black to play and with White to play.

While tsumego covers a range of problem types, a tsumego book may include several types but rarely all of them. A tsumego book that I am currently reading takes an unusual approach. In the Preface, it states: 全問「黒先白死」and コウでも失敗です、...。 "all problems Black first White death (Black to kill) ...even a ko is a failure". 黒先白死 is the header on every problem page.

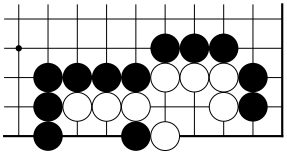
Problem 1



Life-and-Death: Black to play

❶ at **A, B,** or **C** leads to a ko. The best choice will depend on Black's surrounding stones.

Problem 2



Tsumego: Black to play

History of confusion

The 1966 January (vol. 6 no. 1) *Go Review* article on 'Life and Death for Beginners' says: "Life-or-death problems, technically called 'tsume-Go' (tsume means checkmate), play an important part in the study of Go." This implies that life-and-death is simply a translation of the Japanese word tsumego and they are equivalent, but this is incorrect.

The Glossary of terms in David Mitchell's 1980 *Go Proverbs* includes the following definition: "TSUME-GO – life and death problems".

The definition in Kiseido's 1992 *The Go Player's Almanac* and *The Go Player's Almanac 2001* is similarly brief and simplistic. "Tsume-go: A life-and-death problem." The current definition in Kiseido's SmartGo ebook *Dictionary of*

Go Terms is the same, but I may propose an amendment to change that in the future.

Note that Japanese does not have plurals in the English sense, although it is possible to add a counter, suffix or extra words to make it clear if it is important.

Japanese

Looking at the Japanese can help make sense of the source words.
死活 *shikatsu* life and death
詰碁 *tsumego* tsumego

Both these words are common in Japanese Go book titles. I mentioned 死活 briefly in *Advice for Doing Tsumego – Part 2*, BGJ 195.[3] The Japanese literally means 'death life', but we reverse the word order and say 'life and death'. Similar reversals happen with other expressions, such as monochrome (Japanese is 白黒 'white black' whereas its English translation is 'black and white').

I mentioned 詰碁 briefly in *Advice for Doing Tsumego – Part 1*, BGJ 194,[4] but focused on usage rather than meaning. Most Japanese-English dictionaries (e.g. *Jisho*[5]), which are all based on the same content (from Jim Breen/EDRDG)[6] define it as: 詰碁 'composed Go problem'. This is rather short and aimed at the general public rather than Go players.

Book titles often add extra information such as:
実戦死活 *jissen shikatsu* real-game (literally real fight) life and death
基本詰碁 *kihon tsumego* basic tsumego

碁 is widely recognized by Go players as the name of the game (short for 囲碁 *igo*).

詰 *tsu* means 'packed, close, pressed, reprove, rebuke, blame'. It appears in the transitive and intransitive pair of verbs tsumeru and tsumaru. Both of these are common in ordinary Japanese, being mainly used to mean 'to stuff, pack, etc.' and 'to be stuffed, packed, etc.' respectively. These verbs cover many English meanings, including usage in shogi (Japanese chess). In the dictionary app that I use, the seventh definition of tsumeru on the list of eleven is: "to corner (especially an opponent's king in shogi), to trap, to checkmate". It is likely that tsumego was derived from tsumeshogi.

Tsume is the noun form of the verb tsumeru 詰める. It is also a Go term, usually written in katakana. 詰碁 is read as tsumego not tsugo. Think of it as an abbreviation. You may see 詰め碁, but it is rarely used these days. I do have a few old books on my bookshelf that use 詰め碁 on the cover and inside but most of my books use 詰碁.

[3] www.britgo.org/bgj/bgj195.
[4] www.britgo.org/bgj/bgj194.
[5] jisho.org/search/詰碁.
[6] www.edrdg.org.

ツメ *tsume* A checking move. A move that approaches an opposing position from the side to keep it from expanding.[7]

ダメヅマリ *damezumari* shortage of liberties This is a widely known term that you may hear spoken by non-Japanese players. The literal meaning is 'liberties filled'. It is usually written in katakana, but the kanji form is 駄目詰まり or 駄目詰り. Here, zumari is the combining form of tsumari (tsu → du, which is usually written zu in rōmaji for closer pronunciation), which is the noun form of the verb tsumaru. The book containing Problem 2 highlights the answer with the header 正解図（ダメヅマリ）.

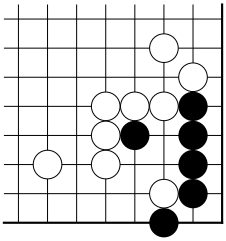
On Sensei's Library, I created the page *Intermediate Japanese for Reading Go Books*[8] in 2006. Shortly afterwards, someone asked about the difference between tsumego and life and death. Below, I quote my answer.

"That's an interesting question. Let me answer in two parts. First, on my bookshelf, I have many 詰碁 books and several 死活 books. My intention was to ensure that people looking for suitable Japanese books don't look only for tsumego and tesuji and overlook 死活 ones because they lack the right key words in the title. They are worth reading too. Tsumego has a wider meaning that includes life and death. Basically, tsumego refers to a restricted position rather than full board but can include semeai, connecting out, etc. The problems can be realistic or contrived ones unlikely to occur in a game. Japanese books on life and death tend to focus on the shape of standard corner positions like the L+1 group and how to live/kill. They may follow a series of variations on a shape with a leg, hane, open liberties etc. Tsumego tends to focus on the killing/living technique."

Links to the solutions to Problems 1 and 2 above are on the BGA webpage for this edition: britgo.org/bgj/issue209.

❑

JOURNAL PROBLEM 5



Black to play and live

[7] www.ntkr.co.jp/igoyogo/yogo_624.html.

[8] senseis.xmp.net/?IntermediateJapaneseForReadingGoBooks.

YOUTH NEWS

Tony Atkins ajaxgo@yahoo.co.uk

European Go Congress

Six UK youth players attended the 2024 European Go Congress (see World News). Scott Cobbold (4d), as well as winning the Youth Tournament Under-18's section with a perfect five, achieved five of ten in the Main, five out of seven in the Rapid and three out of five in the Weekend. Alvina Kwok (2d) got six Main wins, five Rapid wins and three Weekend wins. Michael Mitcham-Harding (3k) and Lukasz Kudla (7k) both won three out of five in the Main Tournament.

Youth Camp

In August each year there is the Youth Go Camp, though it doesn't involve tents, only dormitories. The seventh camp was attended by only eight players (though a couple more wanted to come, but one withdrew and one entered too late); they ranged from 29k to 7k, nine years to fifteen years old and travelled from as far as Edinburgh to take part. Again the PGL activity centre at Caythorpe Court in Lincolnshire was the venue. As well as morning Go lessons and evening playing, the youngsters were able to enjoy pole climbing, canoeing, archery, fencing, tunnel trail and zip wire under the supervision of the excellent PGL staff.

The teachers this year were Helen Harvey and Tony Atkins, with guest teachers Toby Manning and Huw Mort on one day each.

Winner of the camp handicap tournament was Jed Lau from Oxford and second was Clinton Yu from Manchester. Winners of the Pair Go (Doubles) were Olivia Jennison (Cheadle Hulme) and Elijah Whitbread (Cambridge).

Ryan Zhang

With Scott Cobbold now at university, Ryan Zhang is clearly the top UK junior player. He spent most of the summer studying Go in China and has since easily won the tournaments at Edinburgh and Swindon in September. These wins put him ahead of Clinton Yu in the British Youth Grand Prix for 2024. Having a father who is a former professional also helps, but Chao works away. Ryan in fact beat his father whilst winning the Geneva Open at the start of October.

Ryan was able to attend the 39^{th} World Youth Goe Championship, held this time in Vatra Dornei, Romania, from 26^{th} to 30^{th} August. Having qualified at the European Youth, Ryan was one of three Europeans in the under-12 section. A total of 22 young players from 16 countries took part.

Ryan performed outstandingly. In the first stage, he defeated the players from the Czech Republic, Malaysia and Japan (a 6d). He only lost to Yimiao Zhang (6d) from China and the eventual Under-12 winner. This result allowed him to continue in the semi-finals. Despite losing that game to Chinese Taipei and the third place game to Korea, he claims a first for a European by taking a top-four place, usually reserved for the big Asian countries. The other Europeans in his section, Bende Barcza (3d Hungary) and Bartik Dach (4d Czechia), ended sixth and seventh. Tae-Heon Kim (7d) from South Korea won the Under-18 group. Games at online-go.com/group/14571.

Ryan reviewing his game with father Chao Zhang

❑

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/issue209.

Solution to Problem 1

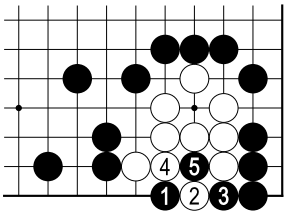


Diagram 1a – failure

❺ This allows a ko to live.

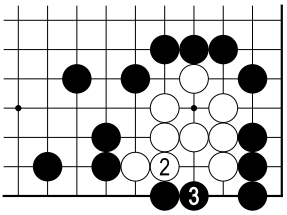


Diagram 1b – failure, variation

② However, White dies unconditionally if she plays here.

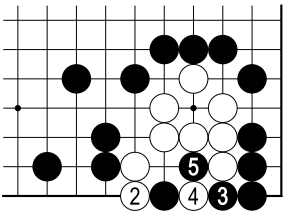


Diagram 1c – failure, variation

② White also dies unconditionally if she plays here.

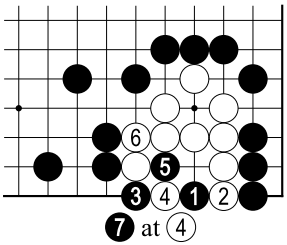


Diagram 1d – correct

❺ This gives atari on the one stone, so Black can escape one way or the other to leave White dead.

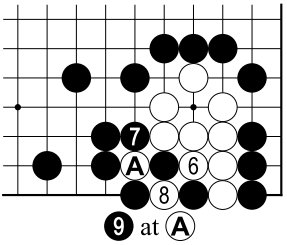


Diagram 1e – correct, variation

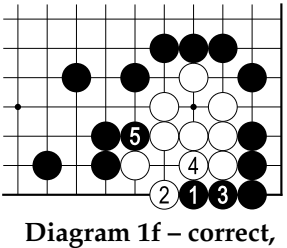


Diagram 1f – correct, variation

④ If White plays here… ❺ makes the eye false. If White plays 4 at 5, Black at 4 prevents the eye being formed.

Solution to Problem 2

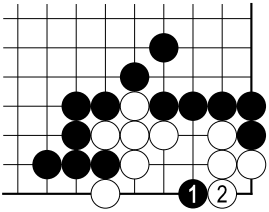


Diagram 2a – failure

② Black cannot remove the second eye.

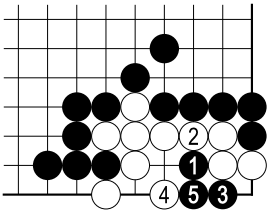


Diagram 2b – failure, variation

❺ This is a seki in gote.

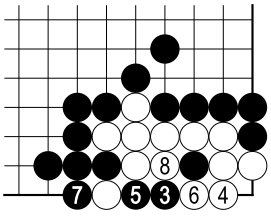


Diagram 2c – failure, variation

⑧ White lives. White 6 at ⑧ gives the same result.

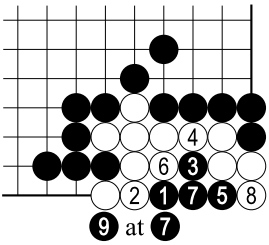


Diagram 2d – correct

❺ White can only make one eye.

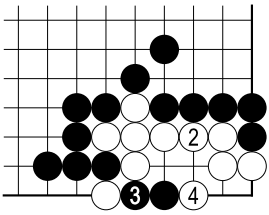


Diagram 2e – failure

❸ However, this is a mistake.

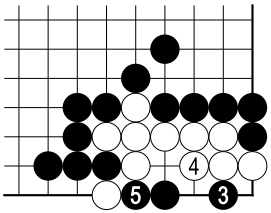


Diagram 2f – correct, variation

❺ White can only make one eye.

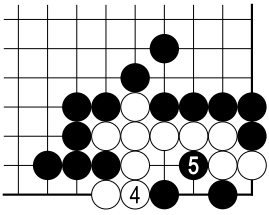


Diagram 2g – correct, variation

Solution to Problem 3

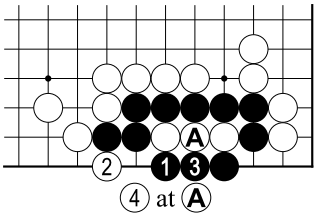


Diagram 3a – failure

④ Black cannot make two eyes.

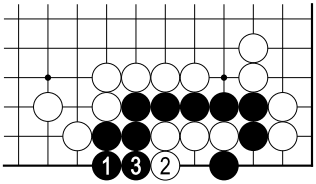


Diagram 3b – correct

❸ Black has enough liberties to play here and the group lives.

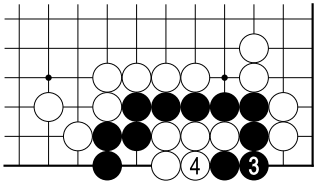


Diagram 3c – failure

❸ This is a mistake as now the group dies.

Solution to Problem 4

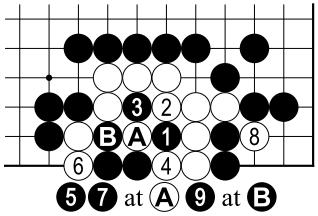


Diagram 4a – failure

④ Black cannot save ❶ and ❸.
⑧ However, this would be wrong timing.

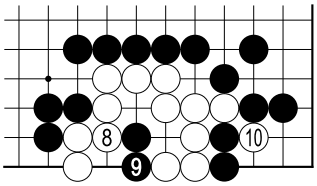


Diagram 4b – failure, variation

⑩ White lives.

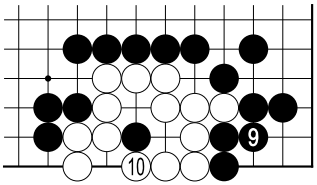


Diagram 4c – failure, variation

⑩ White lives.

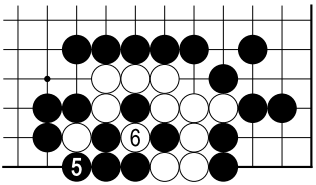


Diagram 4d – failure, variation

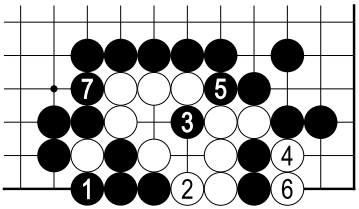


Diagram 4e – correct

❶ This is the correct play, removing Black's liberty shortage.

❼ Now White is short of liberties.

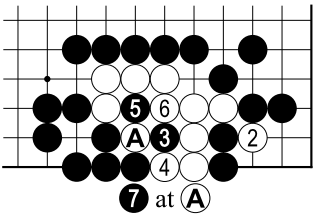


Diagram 4f – correct, variation

❸ Black here now kills as there is no liberty shortage.

Solution to Problem 5

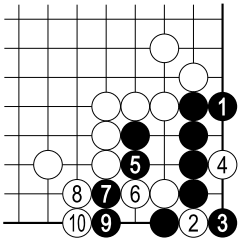


Diagram 5a – failure

⑩ Black cannot capture the two white stones because of a liberty shortage.

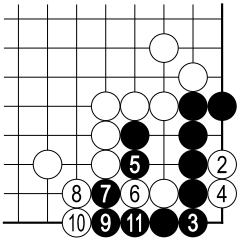


Diagram 5b – failure, variation

② However, this is a mistake.

⓫ Black lives.

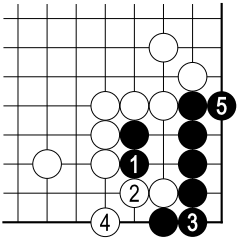


Diagram 5c – correct

❶ This is the best first move.

▷

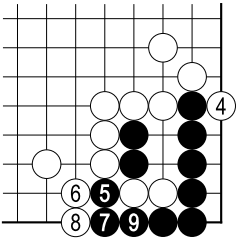


Diagram 5d – correct, variation

④ This is a mistake by White and Black has no liberty problems to make a second eye.
❾ Black lives.

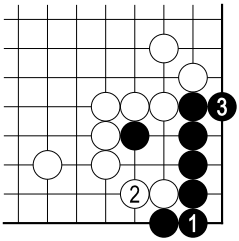


Diagram 5e – correct, variation

❶ Playing here first also lives, but Black may lose one stone later. (Black above ② still threatens two white stones.)

❑

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: live analysis and review of the British Championship 2024 Game 2 between Ho-Yeung (Damen) Woo and Yaoling Wang, with Game 1 summary, by In-Seong Hwang at youtube.com/watch?v=yIcc-OWr3wE.

In addition, London Go Centre has an active YouTube Channel with a wide range of content at youtube.com/c/LondonGoCentre, including lectures by Stanisław Frejlak from the 2024 Not The London Open and lectures by In-Seong Hwang from the 2023 Not The London Open.

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).

Association Contact Information

Association contact page: britgo.org/contact

Email for general BGA enquiries: bga@britgo.org

President: Colin Williams president@britgo.org

Secretary: Sebastian Pountney secretary@britgo.org

Membership Secretary: Chris Kirkham mem@britgo.org
If by post: 201 Kentmere Road, Timperley, Altrincham, WA15 7NT

Newsletter Editor: Jil Segerman newsletter@britgo.org

Journal Editor: Pat Ridley journal@britgo.org

Analyst: Tim Hunt analyst@britgo.org

Our Facebook page: facebook.com/BritishGoAssociation

Follow us on X: twitter.com/britgo

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

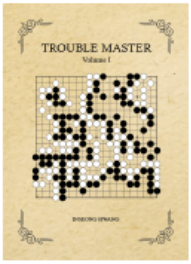
Contributions to the Journal

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

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.

While pondering those thoughts one day, I had an insightful moment: "Why must all problems have a definite solution? Wouldn't it be even more entertaining if they were uncertain?" .....Each book contains 20 problem sets / about 150 troubles. Moreover, I share my insightful advice, which comes from over 20 years of teaching experience, through a problem description of each problem set.

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

Filter, sort and book the most suitable Go teachers for you!

polgote.com

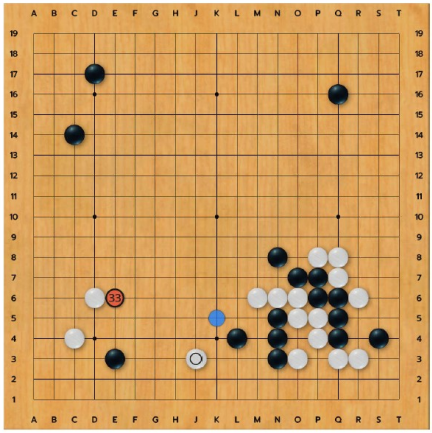
The Marketplace of Online Go Lessons

AI SENSEI

Studying Go was never this easy.

Analyze your games with our advanced AI for **free** and take your Go to the next level.

ai-sensei.com



A Modern Platform to Study Go

★ Game-based Interactive Learning
★ Carefully Structured Video Lessons
★ Solving Quizzes with the Skill Tree
★ Tools, Materials and more…
on GOMAGIC.ORG

20% discount for BGA members
Get your discount at
https://britgo.org/membersarea/discounts