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JOURNAL



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Front cover: London Youth winners (l to r) Belinda Chen, Kwun Yin Ng and Ryan Zhang— see Youth News.

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Credits

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

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EDITORIAL

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British Go Journal 211

This Edition

We have been short of book reviews in recent editions. This time, Leandro Marcolino describes his free teaching book for kids, which regular tournament attenders may recognise, as Leandro gave away free copies at some tournaments last year. Also, Jochen Fassbender reviews the *Chinese-English Dictionary of Weiqi Terms* for us. However, it would be nice to have more reviews.

Jochen (and I) would really love to have some feedback (ideally a review!) on the index of BGJs 101 to 200 we announced in the last issue. Reminder: you can find it at britgo.org/files/bgj/index/BGJ_Index_101-200.pdf.

It is a particular delight to welcome the first article from our 2023 British Champion Damen Woo. Damen reviews a game played at last year's European Go Congress by one of our most talented young Go players, Alvina Kwok, in which a rare triple ko arose – "Triple Kos Do Exist"!

New Editor Needed

I am approaching the end of my second stint of five years as Editor and the time has come for me to stand down again, which I would like to do by the end of this calendar year. If you think you might be interested, please let me know. I will be happy to answer any questions you may have.

Pat Ridley
May 2025

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LETTERS

In Favour of Jigo

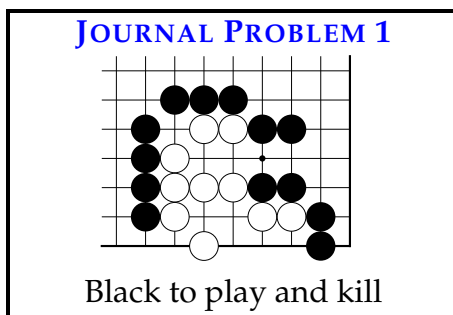
I would like to make an open proposal that the komi used in BGA Tournaments is changed to 7 points from the more common 7.5 points. Both the Sheffield Tournament (which I run) and the Northern Tournament already use 7 points. We both agree that Jigo, a draw, is a perfectly valid result that should be represented. Indeed, mathematical analysis of the games of the strongest players suggests that 7 points is the ideal komi.

This suggestion is also the result of a conversation we (*David and I – Ed.*) had before the final round in the Cheshire Tournament when I made this exact argument – only to then win my final game by half-a-point simply because I was playing White. That did not reflect the game, which was evenly matched and really should have been a draw. (Sorry Leandro!)

Some people may wish to argue that every game should be either a win or a loss, which is why half-a-point is arbitrarily gifted to the player playing White. This makes no sense to me though, but perhaps somebody else would like to make that argument?

David Wildgoose

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PRESIDENT'S MESSAGE

Colin Williams

president@britgo.org

1st April 2025



Stephen Tweedie will hand over the Chair of the Technology Committee, though he is hopeful he will be able to find more time for this in the near future.

Matt Marsh has temporarily taken on the day-to-day organisational role for the Technology Committee, and we are actively seeking a long-term replacement.

2025 AGM

Should this journal reach you before 22nd May, please do make every attempt to attend the BGA AGM this year. It will again be held over Zoom, and meeting details will be available nearer the time on www.britgo.org/history/accounts.

As well as voting on any motions raised, it provides an opportunity to hear from the Board on both the current state of the BGA and our future plans.

Korean Prime Minister's Cup

This is a highlight of the year for many people, and any member can qualify to attend through earning 'Korea Points' from the British Open Championship (details on www.britgo.org/rebs/wbaduk).

Sadly, it has been announced this year that the event will no longer be able to subsidise the air fare for players attending, though accommodation is still being provided.

The last couple of months have seen a number of personnel changes, and I would like to start by thanking the following for stepping up and volunteering.

Peter Fisher as our new Membership Secretary.

Craig Maclean as our new Social Media Co-ordinator.

My sincere gratitude goes to Chris Kirkham who has been the Membership Secretary for many years and has waited patiently while we found a replacement.

At the AGM, two Directors will be standing down, due to pressure of work limiting their available time.

Dan Milne will leave the Board but continue to run the online league.

European Go Federation News

The 2025 European Congress will be in Warsaw and gives all the impression of being a well-organised and attractive event. We already have about 30 UK players signed up out of almost 700 participants in total. I expect both numbers to increase by July. If you can come for even part of the fortnight, I'm sure you will find it worth it.

Following discussion with the EGF, the London Open this year will for the first time be a Category B Grand Prix event. This will increase its attractiveness to the top European players and will hopefully result in a very good turnout.

Manja Manz from Germany has announced her intention of standing for the EGF Presidency, which would be at the AGM in Warsaw, though there is some question at the moment as to whether there can be a vote this year. Interestingly, Manja is still a BGA member, having learned to play Go when she was based in Glasgow.

Domestic Initiatives

Sam Bithell, supported by Damen Woo, has arranged the first two online lessons for BGA members. One is being given by Eunkyo Do, a 1 dan professional from Korea, and one by our own Michael (Tik Wai) Cheung, 5 dan.

These are a trial from which we hope to learn valuable lessons to help us shape player development offerings in the future. If you were one of the attendees, your feedback and suggestions will be very welcome.

On the tournaments front, Ai Guan has introduced a number of innovations. Firstly, those who have been to tournaments in Europe may have seen the use of individual results slips, rather than having to circle your name on a list stuck to the wall. Ai has trialled these in the UK, and for the first time at the British Open. We will be reviewing our experience with them and seeing what advantages they may bring.

Secondly, this year sees the introduction of a dynamic prize fund for the British Congress. In essence, once costs are covered, a proportion of the entry fees above that will go into a prize fund to be distributed across several awards. This allows us to offer cash prizes, and possibly substantial ones if the turnout merits it, without additional risk to the BGA finances.

Finally, we have introduced a parallel tournament to the Candidates event, called the 'Aspirants'. The target is to attract single-digit kyu players who have not qualified for the Candidates, but who want the experience of playing tournament games with a longer time setting. Holding these at the same location makes sound financial sense, as usually the Candidates does not attract enough entrants to cover its costs.

How to contact me

I am always happy to receive suggestions and questions. If our paths don't cross at an event this summer, please do use e-mail to president@britgo.org.

□

FREE BOOK FOR TEACHING KIDS

Leandro Soriano Marcolino

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My First Book of Go Exercises is a free book I released recently, aimed at teaching kids how to play Go in a hands-on way. I was inspired by my own need to teach my son, who was five at that time, and I realized there was a lack of materials available for Westerners to teach young kids.¹ At first, I used online websites and phone apps with simple exercises, but I felt a conflict with the need to limit his screen time, along with his own desire to watch videos and play video games when he was finally allowed some time in front of a screen. I can imagine other Go parents have encountered a similar dilemma.

Meanwhile, I learned from a BaaDuck cartoon² that it was actually possible to play Capture Go by drawing with pencil and paper. For those who are new to Capture Go, it is a simple variant of the game that is won by the first player who captures a stone. It is considered a gentle introduction to the game.

I tried that out with my son and I felt like it made the game much more fun for him, as we could draw stones with funny faces. Obviously, the game would sometimes diverge into full scale drawings, but luckily many times that would happen after the first capture. That made me very excited about the idea of playing Go by drawing.

I also would often see my son doing his school exercises or learning languages with pencil and paper, away from the screen. All that gave me the idea of creating a book where he could learn Go by drawing. Hence, *My First Book of Go Exercises* project started! I am personally very excited about the Open-Source philosophy in Computer Science, so I decided to have the book freely available under a Creative Commons license. The source code of the book is also freely available, which means that anyone that knows how to edit books using a program called \LaTeX would be able to create their own versions of the book, or to send me improvements.

The book is available as a PDF file, hence, it would still need to be printed for the ideal experience. However, it is still possible to play it using a PDF editor that allows drawing (for instance, on a tablet) if that is more convenient.



¹I am aware of Camille Lévêque's book for kids that is available for sale in French.

²BaaDuck on Instagram: www.instagram.com/baaduck.

How to find the book? You can download the book for free from the GitHub repository: github.com/sorianom/kids-go-books. (Some lucky Go players also got free printed copies that were distributed at local tournaments!)

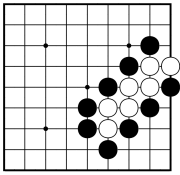

A solution sheet is also available there, although the exercises should be quite straightforward for a parent or educator with Go knowledge. For convenience, here is a direct link to the book: github.com/sorianom/kids-go-books/releases/download/v1.0-eng/volumel.pdf.

By the way, you can also find this book on Amazon and order a printed version.³

How to contribute? I would be very happy to have the book available in many different languages. I think that could be very powerful to help spread the game for the next generation of players across the globe. If you are interested in translating the book to your language, please let me know!


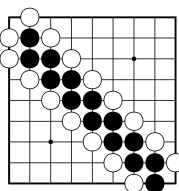
Also, since this book is self-published and freely available, there is no marketing budget. So, I would also be very happy if you promote it to friends and family. Let's build the next generation of Go players!

Black to play. Capture.



How many stones did you capture?

White to play. Capture.



How many stones did you capture?

A sample page

Credits: This article is based on the one that appeared in the European Go Journal, September & October 2024, and is used here with the kind permission of the Editor of the EGJ. □

³www.amazon.co.uk/dp/B0DKJRQ25H.

SAFEGUARDING AND GO

Sue Paterson

BGA Child Protection Adviser

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Safeguarding and Go

The President writes:

“The BGA actively encourages children and young people to play Go in clubs and tournaments alongside adults. There are not many sporting and cultural activities where this is the case and we need to be particularly alert to ensure that our young Go players feel welcome and safe.

We have therefore appointed Sue Paterson as our “Child Protection Advisor”. Sue’s career was in social work for children and families with a specialism in safeguarding, so she is ideally suited to this role; and if she is unable to answer a query then she knows where to find out the answer. She is always happy to be contacted for advice and is the go-to person if you need a criminal records check. She has written the following article to explain some of the issues around safeguarding.”

My first question is this: ‘I don’t run a Go club for children so I don’t need to know about the BGA’s Safeguarding Policy’. True or false?

As you guessed, the answer is false. Our policy states: ‘It is the responsibility of all members of the Association to endeavour to prevent the physical, sexual or emotional abuse of children and young people and to report any abuse, alleged or suspected.’

Our individual responsibility ‘to endeavour to prevent... the abuse of children and young people’ may feel quite a tall order and the purpose of this article is to break down what this means in practice by considering a few common, and not so common scenarios.

But first, how does one find the BGA’s Safeguarding Policy? There is now a link on the left-hand menu of the BGA website opening page. This will take you to our four policies:

- Safeguarding Children and Young People (www.britgo.org/Policy03)
- Safeguarding - Adults at Risk of Harm (www.britgo.org/Policy04)
- Safeguarding - Online Abuse (www.britgo.org/Policy05)
- Safe Recruitment (www.britgo.org/Policy03A). This replaces the previous ‘Policy and Procedures for checking Criminal Safeguarding Children and Young People Records.’

For the purposes of this article I shall now use the term ‘young people’ to refer to all those under the age of 18.

Most of the scenarios below involve a question about whether or not a criminal records check is required in certain situations. This is called a DBS (Disclosure and Barring Service) check and for working and volunteering with young people the DBS check would be at an enhanced level.

This means that it covers not only convictions and cautions but other relevant information held by the police, including checks against the children's and adults' barred lists. The process involves completing an on-line form and having your ID documents checked by me. It is free for the individual as they are volunteers. The result comes through quickly and if you register with the free update service you should never have to do another DBS check.

Of course, a clear DBS check does not mean that an individual is a safe person to be around children. But it is an added precaution and it is also a legal requirement if a person is undertaking a 'Regulated Activity'. (This concept is explained in our policy, but in a nutshell it is teaching or instructing that happens weekly or intensively or overnight and is unsupervised.)

It is sadly the case that there have been some rare incidents, both in the UK and abroad, where an individual has gained access to a young person through Go and has then gone on to abuse them. So, besides complying with the legal DBS requirements, Go players need to be alert to situations which don't feel quite right. Here your gut instincts are a useful warning system. If seeing some behaviour makes you feel uncomfortable then act on your instincts. You may feel able to challenge the individual concerned directly, or alternatively you can contact me on child-protection@britgo.org for advice. Our policy deals with what to do if a child or young person raises a complaint or an allegation. The Safe Recruitment Policy also covers what should happen if someone has a concern about the behaviour of a Go player.

Scenario 1

Eddie runs the Ambridge Go tournament. He has taken some good photos, including one of young people playing Go. Eddie wants to send them to his local paper for publicity purposes; does he need the parent's permission?

Yes, and the young people's too.

Not all young people like having their photos taken so it is good to ask first. This is what the BGA policy says: *'No photograph of a child will be published without the permission of the child and his or her parents/carers. This permission may be given in the form of a general authorisation on an event entry form, and/or verbally at the time the photograph is taken. The name of a child appearing in a photograph will only be published with the explicit agreement of the child and his or her parents/carers.'*

Eddie may have had the foresight to put something very clearly on the entry form about photos potentially being used for publicity purposes, with an 'opt out' clause for those who do not give their permission. But even with this, it would be a good idea to confirm with the parent/carer and child that they are in agreement. If Eddie wants to add the names of the young people he needs the parents/carers 'explicit agreement'. My advice would be that this could be in the form of an email exchange between himself and the parent/carer.



Scenario 2

Eddie's friend David runs a weekly Go club in the local secondary school. When this started a teacher was always present but now David is left to run it by himself.

Does he need a criminal records check?

Yes, this comes under 'Regulated Activity' because David is not supervised by anyone who themselves has a criminal records check – like a teacher. So David needs to have a DBS check.

Scenario 3

David now has a clear DBS check. The school Go club is thriving and David ropes in Eddie to help.

Does Eddie need a DBS check?

No, not if David is there every time, as David already has a clear DBS and he is, in effect, supervising Eddie. But if it looks like there will be times when Eddie is running it by himself then he too should have a check, or make sure the teacher comes back to help.

Scenario 4

Eddie is taking three of the young people from school to a one-day Go tournament. Does he need a DBS check to do this?

No, but he needs to get information in writing from the parent/carer which will include the following:

- contact phone number,
- details about any medical conditions,
- prescriptions and allergies,
- signed consent to seeking qualified treatment for them in case of injury or medical emergency.

Eddie also needs to be aware that it is he (and not the tournament organiser) who is responsible for the three young people.

Scenario 5

The young people enjoyed the tournament and now Eddie is planning to take them to the British Congress, where they will stay overnight in a hostel.

Does Eddie need a DBS check now?

Yes, an overnight stay comes under Regulated Activity and he will need a DBS check. Eddie should also read up what the policy says about sharing a room with a young person. (Short answer: don't.)

Scenario 6

While they are staying at the hostel Eddie hears squeals and shouts from the garden. There he finds Fred (a Go player that he doesn't know very well) swinging one of the younger boys round by his ankles. What should he do?

I'd recommend getting everyone to stop doing that and do something else instead. Later, and in private, Eddie could point out to Fred that engaging in rough and physical games with the young people is not a good idea and is, in fact, against the BGA Safeguarding Policy. If Fred persists then Eddie can talk to me so that I can explain to Fred the reasons (and there are many) why this is not a good idea.

Scenario 7

One of the school pupils is showing a real aptitude for the game. Eddie is offering to give her weekly Go tuition after school.

Does he need a DBS check for this?

Yes. He is similar to a piano teacher providing lessons. He should have a DBS check whether he's providing the tutoring in his own or the young person's home. And of course, Eddie needs to make contact with the young person's parent or carer and have their agreement in writing for the young person to have tuition from Eddie.

How about if the tuition was on-line?

This is a bit more of a grey area. But if Eddie was also using Discord or Zoom, or the chat facility of the Go server and it was regular and unsupervised, then my view is that it would be sensible for him to have a DBS check. He should also have the written agreement of the parents/carers.

Scenario 8

Eddie has a weekly Go club in his home. Mostly adults attend, but two or three young people also usually turn up as well.

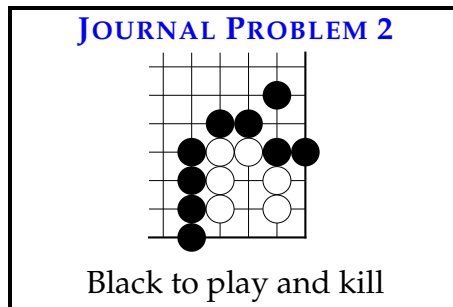
Does he need a DBS check this time?

Maybe. This could be seen as rather like the school Go club but with fewer young people and more adults present. The key question seems to be whether Eddie is teaching or instructing the young people. If the activity involves teaching, is regular and is not supervised by anyone who themselves has a DBS check, then it falls under Regulated Activity. So it would be wise for Eddie to get a DBS check unless the young person's parent/carers was always present.

Conclusion

To re-iterate, there's more to safeguarding than the question of DBS checks. The BGA wants young people to enjoy playing the game in a welcoming, respectful and safe environment. The vast majority of Go players want this too and are encouraging to our younger players. Our policies and procedures are our safety net, but we also need everyone to be familiar with the legal and good practice requirements so that tournaments and clubs are a safe place for our young Go players.

□



WORLD NEWS

Tony Atkins

ajaxgo@yahoo.co.uk

For summaries and sgf files of the UK matches in the Pandanet Go European Team Championships described below, see britgo.org/events/euroteams2024.

UK Team

The fourth match of the B-League season in the Pandanet Go European Team Championship, on 7th January, was a draw against top-of-the-table Italy. Damon Woo had a good game to beat Alessandro Pace and Jake Game won after a capturing race with Carlo Metta. Bruno Poltronieri fell behind against Davide Minieri and could not catch up. Jon Diamond lost enough stones to resign against Davide Grasso. This kept the team in seventh, in the bottom half of the table but in the safe zone.

The fifth match on 4th February was a win against Lithuania. All four players won by resignation. Michael Cheung against Vladas Zaleskas, Jake Game against Simonas Satkus, Bruno Poltronieri against Ernestas Romeika and Ryan Zhang against Tomas Sabirovas This moved the team up to fifth place.

The sixth match, scheduled for 25th February, was against Belgium. Three games were played the day before at Belgium's request, with wins for Scott Cobbold against Jan Ramon, and Bruno Poltronieri against Kevin Prist, but a loss for Jake Game to Lucman Bounoider. On the Tuesday, Michael Cheung could not quite clinch a win with Lucas Neyrinck and so the match was drawn. It left the team in fifth place.

The seventh match, on 18th March, was against Serbia. There were wins by resignation for Jake Game against Dragan Dubakovic, Ryan Zhang

against Vuk Dusanic and Bruno Poltronieri against Misa Alimpic; Scott Cobbold played the longest game with Milos Bojanic and lost by 3.5. The team remained fifth, two points behind Croatia, Belgium and Netherlands, and five points behind leaders Italy. The team had lower-placed Finland and Switzerland left to play in April and May.

#	Team	Board Points						Game Points				
		G	BP	1	2	3	4	Pen	W	D	L	P
1	Italy	7	20	4	4	7	2		6	-1	0	13
2	Netherlands	7	21½	5½	6	5	5	0	5	-0	-2	10
3	Belgium	7	18	5	2	6	5	0	4	-2	-1	10
4	Croatia	7	16½	4½	5	2	5	0	5	-0	-2	10
5	United Kingdom	7	17	4	5	4	4	0	3	-2	-2	8
6	Austria	7	12	6	3	2	1	0	2	-1	-4	5
7	Switzerland	7	9	2	4	2	2	1	1	-3	-3	5
8	Serbia	7	10	3	1	4	2	0	1	-2	-4	4
9	Finland	7	10	1	5	1	3	0	1	-2	-4	4
10	Lithuania	7	2	0	0	2	1	1	0	-1	-6	1

League B

Irish Team

Meanwhile, in the C-League, the Irish team beat Spain by three games to one on 4th February. There were wins for Philippe Renault, James Hutchinson and John Courtney, but a loss for Karl Irwin on board one against Ignacio Cernuda.

#	Team	Board Points						Game Points				
		G	BP	1	2	3	4	Pen	W	D	L	P
1	Ireland	5	16	2	5	4	5	0	4	-1	0	9
2	South Africa	4	14	4	4	3	3	0	4	-0	-0	8
3	Spain	4	9	3	2	1	3	0	2	-0	-2	4
4	Slovakia	4	7	3	1	3	0	0	0	-3	-1	3
5	Slovenia	4	5	1	2	3	1	2	0	-3	-1	3
6	Kyrgyzstan	5	5	2	0	1	2	0	0	-2	-3	2
7	Kazakhstan	4	2	0	1	0	1	0	0	-1	-3	1
8	Denmark	0	0	0	0	0	0	0	0	-0	-0	0

League C

On the 18th March, they demolished Kazakhstan, with the same four players all winning. This left Ireland in first place, a point ahead of South Africa, with just the showdown to play in May against South Africa, who have a match in hand, as Denmark has withdrawn.

Europe News

On 14th March three European female players took part in the **SENKO Cup** in Japan for eight top amateurs from around the world. Rita Pocsai, Manja Marz and Olesia Malko all reached the semi-finals.



Rita Pocsai, Olesia Malko and Manja Marz

Just Rita made the final, but she won the event by beating Dawn Sum of Singapore to qualify for the professional stage of the event.

Earlier, in February, the three European representatives in the **Student Oza** only managed one win each; the event was won by Ryo Hayashi from Japan.

Also in February, the eighth **European Pro Championship** in Vienna was won by Andrii Kravets, ahead of Ali Jabarin and Artem Kachanovskiy. Previously, Benjamin Dréan-Guénaïzia **won the qualifier** to become a pro and be able to take part.

The final for the **2024 European Grand Prix** was held in Karlsruhe in Germany in January. Valerii Krushelnytskyi beat Ali Jabarin in the final.

Photo credits: The league tables in the UK Team and Irish Team reports are copied from the Pandanet pages at pandanet-igs.com/communities/euroteamchamps. The photo from the SENKO Cup is from the EGF page referenced above.

□

JOURNAL PROBLEM 3

Black to play and live

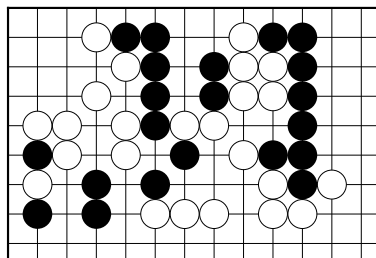
FASCINATING TSUMEGO: PART TWO

Richard Hunter

This problem is also in a magazine supplement. It has ten answer diagrams, but I have increased that number. It also appeared in the 100 problem collection book (*bessatsu*)¹, but with fewer diagrams. A few readers may have seen it before, but repetition is important for learning and improving. Don't worry if you can't solve it. Just read and enjoy the answer discussion. While not actually labelled tsumego, I think it falls under that category.

The correct and failure lines involve life-and-death, ko, semeai, oiotoshi, cuts, and connections. The position might have been noticed in a game, but professionals often simplify the positions and remove unnecessary stones when creating problems. I know that from experience in Japan.

Problem



Black to play

Can Black save his stones? Can he connect out, live unconditionally, or live in ko?

Answers

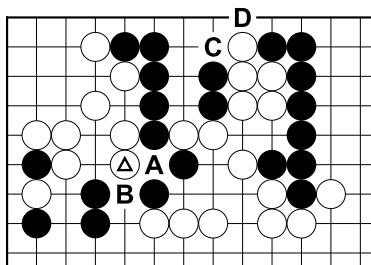


Diagram 1 – failures

White has just played the marked stone. This creates two cutting points in the middle. A and B are *miai*, so whichever Black plays, White can play the other one. Blocking at C lets White descend to D and Black cannot make two eyes to live. What can Black do?

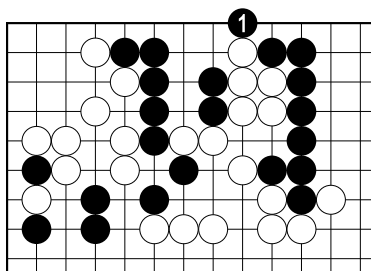


Diagram 2 – correct start

The hane of ① is the best way to start, but the full correct answer line, variations, and failures take significant reading. White has two replies to consider.

¹*Bessatsu*: additional volume, additional issue of a publication – [Wiktionary](#).

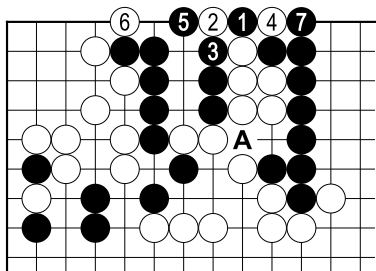


Diagram 3a – White mistake

Blocking at ② is a mistake by White. Black should not assume that White will play here. White has to capture with ④, otherwise Black can connect there. If White tries to prevent Black from making two eyes with ⑥, then ⑦ leaves White in a shortage of liberties. Connecting at ① would result in a snapback at A.

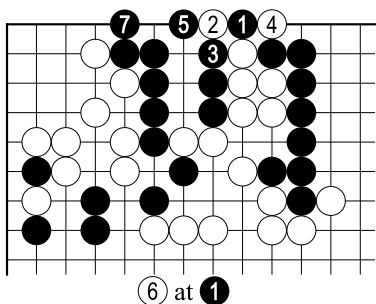


Diagram 3b – variation

However, if White connects with ⑥, then Black can live with ⑦.

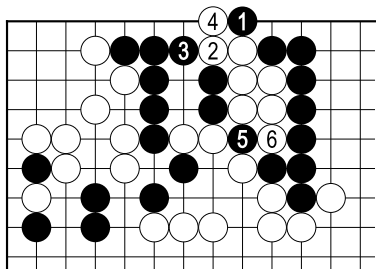


Diagram 4a – correct

This ② offers better resistance. However, if Black manages to play correctly to the end, he succeeds. ③ threatens to connect out and also makes some eye shape. The throw-in at ⑤ is a key move. White captures with ⑥.

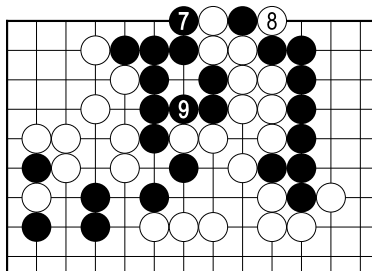


Diagram 4b – correct continuation

Before playing at ⑥ in Diagram 4a, playing atari with ⑥ at 9 would break the eye but lead to a similar final result (see Diagram 4f). ⑦ and ⑨ make one eye and threaten to live by making a second one.

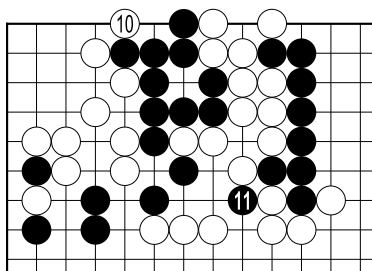


Diagram 4c – correct continuation

If White prevents this with ⑩, then Black cuts in the centre with ⑪, putting White in danger of a liberty shortage.

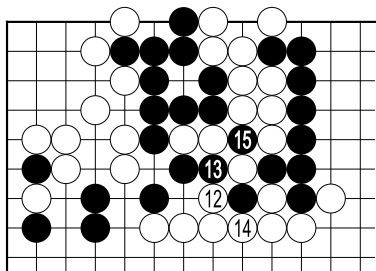


Diagram 4d – correct continuation

⑬ is not only atari but also puts White in danger. If White connects, she will still be in atari at the top. This is known as 'connect and die' (*oitoshi*). White must capture with ⑭. Alternative moves for ⑫ and ⑭ fail. However, ⑭ lets Black capture two stones with ⑮.

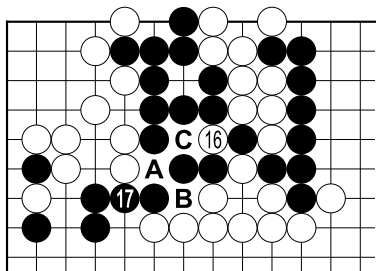


Diagram 4e – success

It puts White in atari, so White retakes one stone with ⑯. Now the solution is clear. Black can connect out with ⑰. Notice how the local position has changed from Diagram 1. Even if White tries to cut Black off with A, Black still has a connection at B. White cannot cut at C because this is self-atari.

Tsumego problems show how White's resistance fails. In a game, if White can read out this result at some point, she would choose to back down to minimize the damage. That is sometimes, but usually not, mentioned in books.

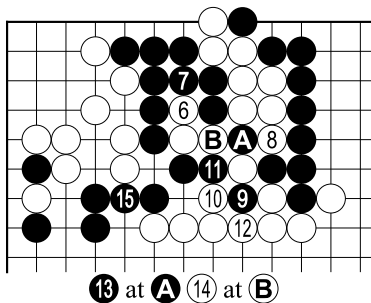


Diagram 4f – correct variation

Going back in the correct line, what if White takes away this potential Black eye with the atari of ⑥? Note that ⑧ is essential. Connecting at 11 would let Black capture seven white stones. Black cuts at 9. The rest of the sequence and the result are similar to Diagrams 4c-e.

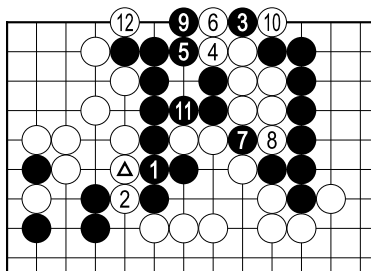


Diagram 5a – variation failure

Going back to the beginning, if Black thoughtlessly connects with ① in response to White's marked peep (Δ), he destroys his opportunity to live. The cut at ② blocks the successful sequence shown in Diagrams 4a-e.

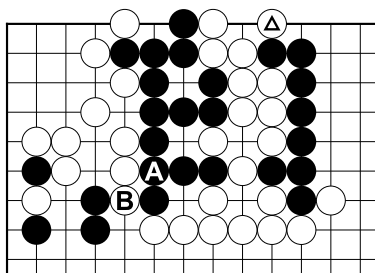


Diagram 5b – failure result

The result is shown here. Black is cut off and only has one eye. He cannot play at **B**, the final move in the correct line, because it is already occupied. White can safely connect up the key stones and is not in any liberty shortage. She can sacrifice the irrelevant marked stone at the top and just connect twice in the centre if necessary.

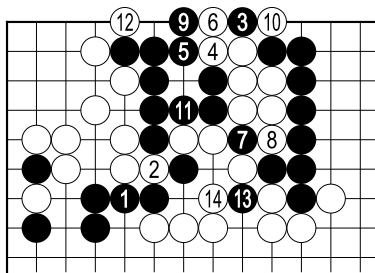


Diagram 6a – failure

The source material does not discuss starting with **1** here (**B** in Diagram 1) before playing the hane at the top. This also prevents the follow-on moves of the correct line from working. Cutting at **13** is refuted by **14**. However, ...

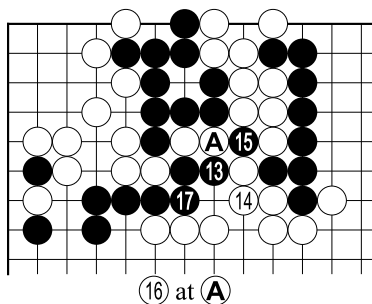


Diagram 6b – White gives way

Playing atari with **13** here seems better in this case. Connecting would be suicidal for White. But **14** lets Black off the hook. **15** is atari, so White must answer, but then Black connects out with **17**.

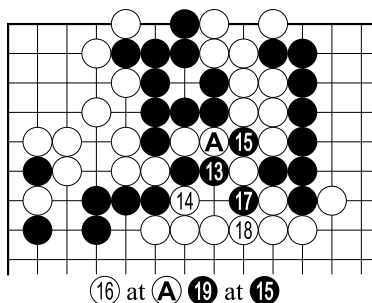


Diagram 6c – variation, inferior

White can cut with **14**, ensuring that Black cannot connect out. This puts Black into atari, so Black captures with **15** and White recaptures with **16**. Black cuts at **17** and this time, the position is more dangerous for White. If White connects, Black can play atari and White cannot save her stones. Therefore, White has to respond with **18** and fight a ko: a capture-first ko for Black.

This is a big risk for both sides and is unlikely to be a good choice for White. It would require confident reading (or good luck) in a real game to either win the ko or make more profit elsewhere in exchange. This ko is better for Black than the other failure lines that we have looked at so far but not as good as the correct lines (Diagram 4a-f), which let Black connect out safely and unconditionally.

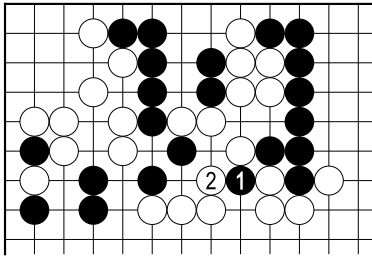


Diagram 7 – also works?

How about starting with the cut at ❶ in the centre? This move is not discussed in the source material. Books tend to be short on space. I have seen other problems where the move order can be slightly varied but, as shown here already, you have to be very careful about correct move orders, which are often unique. The term 'move order' appears in many problem and magazine supplement titles.

So does ❶ work? I think it does, but I could be wrong. I looked at many lines and variations. Study

that yourself if you wish, but I think starting with the hane at the top is a good idea. Failure lines are important because in games, your opponent may not play the best move in a position, so being able to refute mistakes is essential.

The magazine supplement (*furoku*) has ten answer diagrams. The *bessatsu* book has only four. The *furoku* has two for the failure line shown here in Diagrams 3a and 3b, which the *bessatsu* didn't show or mention in the text. The *furoku* has five diagrams for the correct sequence, while the *bessatsu* squeezes them into three. The *furoku* shows the whole sequence and result of Diagrams 5a and 5b, while the *bessatsu* has just one diagram showing only the first two moves and the text describes how it fails and that if you compare it with the correct result (Diagram 4e) you would probably understand.

I often make sgf files of interesting problems that I come across and want to study. That enables me to add and try extra variations. And now the built-in AI hint feature in SmartGo One² can offer moves that I had not thought of. However, when using AI for local positions on a full diagram, it often prefers to take sente and play elsewhere, usually in an empty corner, instead of continuing locally. AI is currently designed for game analysis not for problems. It would be nice if this ability could be added.

□

²smartgo.com.

UK NEWS

Tony Atkins

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

Coventry

The first tournament of 2025, on Saturday 25th January, was the Coventry Tournament. As usual, the students hosted the event, this time in the University of Warwick's Faculty of Arts Building. This provided a modern and eye-catching venue for the 44 entrants. The event had all eleven dan players starting above the bar, and Yifan Bao (5d) and Chenhe Yuan (5d), who both won all three games, ended as joint winners. In third place by tie-break was Bulent Tuncel (1d London City).

were awarded titles of Best Single Digit Kyu and Best Double Digit Kyu, respectively. The prizes were given out by main organiser Xiheng Yao.

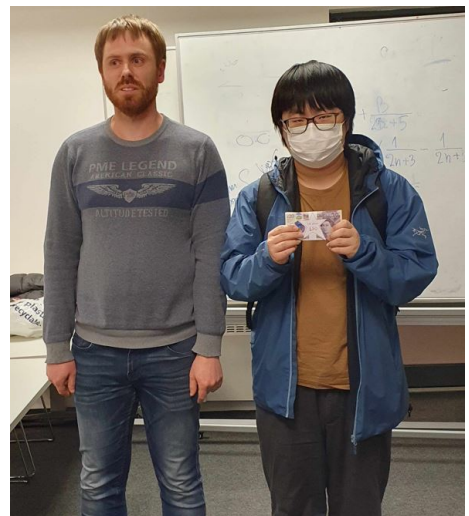
Lancaster

The third Lancaster Go Tournament was held on Saturday 8th February at Lancaster University. This time the event was held in the Welcome Centre, a former venue of the British Go Congress. The event drew 49 players, matching the turnout of the inaugural tournament. Large contingents from Cheadle Hulme School (CHS), Manchester and Durham helped this and ranks (from 7 dan to 37 kyu) spanned the most impressive range yet!



Warwick Go Society banner

Honourable mentions go to Wenzhou Mei (13k Warwick), Lauren Hindmarch (9k Manchester) and William Cleeve (16K) for each achieving three wins. Additionally, Bjorn Eurenus (1k Manchester) and Sioltach McGingle (12k Warwick)



Quan Wan, winner at Lancaster, with organiser Florian Pein

Quan Wan (7d Manchester) easily took first place in his UK tournament debut, with Yasumasa Furukawa (5d) and Peikai Xue (4d UCL) in joint second place. Seven players achieved three wins: Sarah Marshall (37k Manchester), Muhammad Khurram (20k CHS), Joshua Sing Ching Fai (25k), Olivia Jennison (21k CHS), Amy Upton (12k Durham), Sam Curran (6k Sheffield) and Björn Eurenus (1k Manchester). All took home prizes in the form of cash and chocolates.

The ever-popular side 13x13 tournament saw joint winners of Joshua Sing Ching Fai (25k) and Kin Hei Fong (32k), both amassing 15 points across seven games. Finally, the remaining four CHS players below 30 kyu were celebrated for their determination: Zarrar Ahmed and Leonhard Chapman took home Pop-Up 9x9 Go sets for their hard-fought victories, while Milly O'Flaherty and Eleanor Shaw shared a final bag of chocolates.

MSO GP

As in previous years the Mind Sports Olympiad ran an online Grand Prix for many different games during January and February. The Go event was held on Saturday 15th February and attracted 21 players from around the world. Games were played on the Mind Sports Olympiad's own multi-game server playstrategy.org. First on five wins out of six was Zhan Shi (3d Manchester). Second was a player with id "Scotts" and third was Romania's Darius Dobranis on tie-break from Sebastian Montiel from Chile. Lower down the rankings, Lupo Hakuroh from Japan won four games.

Cheshire

Although the Cheshire Open for 2025 was the 25th edition there had already been 25 winners since 1984 (2009 was awarded based on the Chester British Go Congress results). As in all recent editions the venue on Saturday 1st March was Frodsham Community Centre. Despite looking like a record entry, 39 players were still welcomed to the event by organiser Pat Ridley, after several of the team from Cheadle Hulme School (CHS) withdrew and any possible Welsh entrants decided there was something better to do on Saint David's Day.



Martin Harvey recording a game for CHS players

Quan Wan (7d Manchester) followed up his Lancaster win by easily taking the title. However it was a close contest for the other places: Peikai Xue (4d UCL) took second place on tie-break from Yifan Bao (5d) and Zhan Shi (3d Manchester), who were equal third. Below the bar, Brook Roberts (2k London City), Lauren Hindmarch (8k Lancaster), Olivia Jennison (20k CHS), and primary school children Kin Hei Fong (32k Manchester) and Joshua Sing Ching Fai (23k Leeds), won prizes for winning all three of their games.

Cambridge

The Cambridge Trigantius, the odd snowy year excepting, is always seen as heralding the start of spring and this year, perfect spring sunshine again welcomed players to Saint Philip's Church in the Mill Road district on Saturday 8th March. A total of 76 players attended the main event, making the tournament, by a whisker, the most popular tournament in the UK within the previous year (the London Open had 73).



Yue Wen wins the Trigantius

The Chinese trainee professional Yue Wen (7d London), aged just 13,

was the unbeaten and youngest ever Trigantius winner. The next five places all went to Chinese players too; Yifan Bao (5d Coventry) and Quan Wan (7d Manchester) took second and third.

Other prizes for three wins went to Florian Pein (Lancaster 4k) and Cambridge players Matthew Reid (1k), Xiangyu Ge (3k), Owen Ambridge (5k) and Miroslav Olsak (10k). Clarence Qin (12k Oxford) won the juniors and novices 13x13 side event.

Ulster

On Saturday 29th March the Ulster Open was held again at the Chess Rooms in Newry. Sadly, three pre-registered were unable to come and so the event disappointingly had only seven players. The two strongest players had come from England and Tom Coulthard (1d Newcastle) beat defending champion Lucretiu Calota (4d St Albans) to take his second Ulster Open title. The other games were all played on handicap, but nobody managed to win all three games.

□

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.

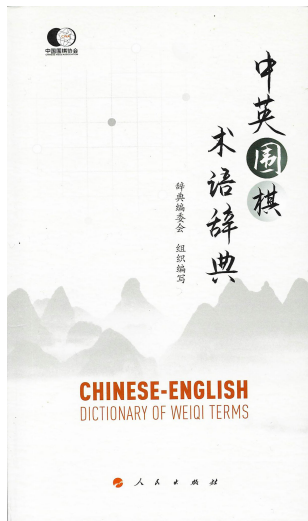
Tim Hunt

BOOK REVIEW

CHINESE-ENGLISH DICTIONARY OF WEIQI TERMS

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Publisher: Chinese Weiqi Association and People's Publishing House, 2021

ISBN: 978-7-01-023087-0

This Chinese-English dictionary is a long-awaited addition to multilingual Go terminology and the first official publication of its kind from China. The start of this project was in 2013 and a large team of over 60 people including editors, translators and six Chinese professionals as advisers, among them, veteran Nie Weiping, was involved.

The bilingual book has a relatively small format with a total of 420 pages. Page numbers look like black and white moves. Unfortunately, the black moves with white numbers have a poor contrast and make it difficult to decipher the odd page numbers. Another peculiarity is that the table of contents is numbered 1 to 42, with the main part also beginning with page 1, thus hampering navigation from both indexes to the main part.

There is a preface, explanatory notes and an afterword of about two pages each. Since a text in both languages usually results in different length, the English text had to be typeset in quite a small font to reach the same length. But with good lighting the text is legible.

As for the structure of the dictionary, it is divided into seven main sections, the first one consisting of just one term most Western players know: Weiqi. Sections 2 to 7 are:

- 2 Moves
- 3 Techniques
- 4 Common Phrases
- 5 Shapes
- 6 Rules
- 7 Proverbs

There is also an appendix about the 'Manners of Chinese Weiqi'.

Each section has up to six levels of sub-sections, with section numbers like 5.1, 5.1.1 to 5.1.18, 5.2 etc. Developing a multi-level classification of terminology like this is quite a challenge and for Go, the first attempt, as far as I am aware.

Each dictionary entry is either a technical term, a phrase or even a sentence and consists of a section number, the Pinyin romanization, the Chinese character(s) with the English translation next to it, a definition and/or explanation and in many (but not all) cases a diagram. Example:

2.1
cháng
长 Solid extension

A few explanations also mention the Japanese term, in the above case nobi. Some common terms are given in Japanese instead of English (e.g. atari, hane, ko, sente, gote).

The diagrams show either the lower left quarter of the board or the whole board. The problem is that each of the diagrams are absurdly tiny, just measuring less than 2x2 centimetres. Which means you can't decipher the moves in the 19x19 diagrams without a magnifying glass! In most cases there would have been enough space to double the size of the diagrams.

According to the preface there are about 700 dictionary entries. However, that does not seem to equal the same number of concepts because synonyms are listed as their own entries, e.g.

4.9.7
xīng
星 Star point

4.9.8
xīng wèi
星位 Star point

An explanation and a diagram are only given under 4.9.7 with a cross-reference from the second to the first one. I wonder if Chinese and English synonyms would have been better gathered under one preferred term.

There are also terms which are given in more than one section. For example, 'Tiger's mouth' can be found under Moves as well as Shapes, the first one probably referring to creating this shape, the second to the finished shape:

2.23
hǔ
虎 Tiger's mouth

5.2.3
hǔ kǒu
虎口 Tiger's mouth

It is not that easy to understand the distinction of the main sections Moves, Techniques, Common Phrases, and Shapes. Under Moves there are terms like 'Descent', 'Jump' and 'Hane', while under Techniques we find 'Cut', 'Connect' and 'Block'. Whether the two terms 'Kill' and 'Make life' can be called a technique is debatable. Even though Shapes is a main section with the two sub-sections 'Life and Death Shapes' and 'Common Shapes', 'Shape' can also be found under Common Phrases with the rather inelegant structure of

4.6 Shape
4.6.1 Shape
4.6.1-1 Good shape
4.6.1-2 Proper shape
4.6.1-3 Dumpling shape
etc.

Duplicating terms on different levels are also 4.5 Eye and 4.5.1 Eye, 4.7 Ko and 4.7.1 Ko and some others; the addition of a qualifying term could have solved this problem.

The same is true for the main section Rules, which has two sub-sections called 'Tournament rules', though the Chinese terms are different in this case. These examples show that it is not trivial to develop an elegant classification.

The last main section consists of 48 proverbs (with just two diagrams), even though there are many more proverbs.

Overall, the English terms are well translated and most of them are commonly known from today's English Go literature. There are only a few terms and phrases I have never encountered before. The advanced technique of ishi-no-shita ('under the stones') is called 'Reversed capture'.

Another advanced technique, the first-line tesuji usually known as the badger's belly drum (Japanese: tanuki no hara tsuzumi)¹, is called 'The oriole captures the butterfly' in Chinese.

And the 'Gold rooster standing on one leg' refers to a descent to the first line with the surrounding opponent's stones unable to play atari because of shortage of liberties. Apart from these, there are also a few terms referring to ancient Chinese techniques.

The English index is, unfortunately, just an alphabetical list of the dictionary entries. There is no vocabulary control whatsoever, no cross-references or subentries. Concepts are scattered throughout the index instead of being gathered under one entry. The aforementioned 'Tiger's mouth' is given twice in the index, with one page reference each.

Since there are also two specific terms, the entry should look like this:

Tiger's mouth 39, 252
Double 39
Vertical 40

in addition to

Double tiger's mouth 39
Vertical tiger's mouth 40

Index entries like 'A ten thousand years ko' under A, 'It is a must to hane on [sic] the head of two stones' under I and 'The only move' under T are, of course, not helpful at all in finding the concepts of these entries.

Incidentally, the Chinese index is sorted according to the Pinyin alphabetical order; to be able to use it, you have to know the pronunciation of the Chinese characters.

To sum up, even though the structure of the dictionary takes a bit getting used to, this project is a pioneering one to classify the Go terminology. This dictionary is for all who want to widen their multilingual knowledge and learn from Go concepts. Go terminology in the West is dominated by Japanese terms, so Chinese is a welcome addition. As for improvements, a larger font and larger diagrams would be helpful. The index is the part which could be improved the most to get better access to the dictionary's contents.

□

¹See senseis.xmp.net/?TanukiNoHaraTsuzumi.

YOUTH NEWS

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London Youth

On Saturday 1st February, 31 young players, including groups of players from both Tonbridge and Abingdon Schools, attended the London Go Centre for the London Youth, a five-round tournament. Among the top players, Belinda Chen (2d) took the bronze medal, Ryan Zhang (3d) silver and Kwun Yin Ng (2d) took gold.



London Youth games

Winning four games were: Xavier Hards (20k), Xavier Gait (18k) and James Dodson (23k) from Tonbridge, Alice Monroig (24k) from Letchworth, Clarence Qin (12k) from Abingdon, Tilly Fawknor-Jones (16k) and Blake Shamoon (6k) from London. Players thanked the London Go Centre and the Youth Go Trust for their support, and the Mind Sports Centre for selling really tasty toasties and other dishes at lunchtime.



Andrew Jones, watching the game between Dingyi Zhang and Tilly Fawknor-Jones

Pandanet Teams

Last year the European Go Federation started the online Pandanet Youth Go European Team Championship, which has more stringent qualifying and playing rules than the old championship. The old event continued as a 'Competition' (see below) and for 2025 the event was delayed from starting before Christmas to after, to space the two events out. However, the Pandanet event was delayed too, as organisers struggled to get enough teams, finally starting in January with one league of six top teams and a second league with just three who would play each other twice.

#	Team	Board Points						Game Points				
		G	BP	1	2	3	4	Pen	W	D	L	P
1	Ukraine	4	17	4	4	1	4	0	4	0	0	8
2	Romania	4	15	2	3	4	4	1	4	0	0	8
3	Croatia	4	8	3	1	3	2	1	2	0	2	4
4	United Kingdom	4	8	2	1	2	1	0	1	0	3	2
5	Germany	4	6	1	2	1	1	0	1	0	3	2
6	France	4	3	0	1	1	0	1	0	0	4	0

League A

The UK team was playing in the six-team League A. The first round took place on 22nd January, with the team playing the strongest team, Ukraine; it was always going to be a very tough match as the team was outranked on four boards. Despite some good fighting spirit, the UK lost four games to one. Ryan Zhang and Michael Mitcham-Harding both lost by resignation on the top boards, whilst on the bottom boards Lea Wong and Lukasz Kudla fought hard but ultimately lost to their higher-ranking opponents. On board 3, Yanyi Xiong had a very long game, but played very well to defeat his higher-ranked opponent by 7.5 points.

The team played against France in the second round on 12th February. On paper, they were the clear favourites, but France had pulled off some upsets in their previous round, so our players were not taking any chances. The team of Ryan, Lea, Michael, Zoe Walters and Blake Shmoon duly delivered, to win the match five games to nil.

On 12th March, it was a loss to Romania, which was always going to be a tight match. Michael and Yanyi succumbed to their stronger opponents. Lukasz then lost to an opponent who looked to be improving rapidly. Lea fought a good game and was unfortunate to lose by half a point only. This left Ryan on the top board, playing an evenly matched game to clinch the only win for the UK team.

On 2nd April the team played Germany. The match was a close match-up, but Yanyi, Michael and Zoe all lost. Lukasz scored a good win, but Andrew Volovich played a long game where he lost points in the end game to end 4.5 behind.

This match loss left the team still in fourth and with a chance to finish third in the tournament if they can beat Croatia in the last round.

Competition

The team played Romania on 1st and 2nd February in Round 1 of the European Youth Go Team Competition.

On paper, this fixture was fairly closely matched on the top three boards, with the UK team having the edge on the other two. With the London Youth clashing with the round schedule, the match was split over two days.

On the Saturday, Lea Wong played a steady game to defeat her opponent by 20.5 points, while Lukasz Kudla took a win with a 3.5 point margin.

On the Sunday, Blake Shmoon played an exciting game, becoming involved in a fight that looked quite precarious at times. Fortunately, his opponent made more mistakes and Blake took a clear lead to win the game and the match.

However, on the top boards Belinda Chen and Alvina Kwok were both facing experienced and strong opponents; Alvina lost by resignation, whilst Belinda lost by 16.5.

The team also won against Italy, in the second round on 22nd February. This placed the UK second after Ukraine, both unbeaten after two rounds.

Italy was not fielding their strongest team so it was a chance for the UK team to field its younger players. Even so, we outranked Italy and were clear favourites to win the match.

Our players Aidan Fung, Audrey Fung, Adam Siqi Chen and Blake were able to take convincing wins, while

Lukasz had a somewhat surprising loss to a player who had definitely improved beyond his stated grade. The UK took the match 4-1.

The team then won against Ukraine in Round 3 on 15th and 16th March. For this round Ryan Zhang, playing on the top board, took the heat for the team by playing against their 6 dan; he lost by resignation.

Aidan was also outranked and lost. This left the UK needing to win all three of the middle boards.

Daniel Yang gained a comfortable win. Belinda gave the spectators an exciting game which ended as a half-point win in favour of the UK. Alvina played on the second day and won by resignation.

On 4th and 5th April the team played Germany, the second time that week.

The first day saw Daniel Yang win but Aidan lost. The other three games ended in resignation; Sung Hee Lim and Alvina both won, but Blake lost. This match win left the UK in first place out of twelve before the semi-finals and finals (a new feature for this year).

European Youth

Vatra Dornei in Romania was the location for the European Youth Go Championships from 6th to 9th March. In the 54-player Under-12 section our Ryan Zhang was third behind winner Bende Barcza of Hungary and runner-up Denys Lototskyi of the Ukraine. In fourth was Larion Syrotkin, a Ukrainian living in Cork, and Edinburgh's Lukas Kudla was seventh.

The 52-player Under-18 section was won by Olesia Malko from Ukraine, with runner-up Robert-Andrei Grosu of Romania and third Stjepan Medak of Croatia.



SENSU robot at the EYGC

Credits:

The Pandanet Teams table was copied from pandanet-igs.com/communities/PYGEC and the European Youth Championships photo was copied from the EGF website www.eurogofed.org/index.html?id=468. □

JOURNAL PROBLEM 4

Black to play and live

TRIPLE KOS DO EXIST

Damen Woo

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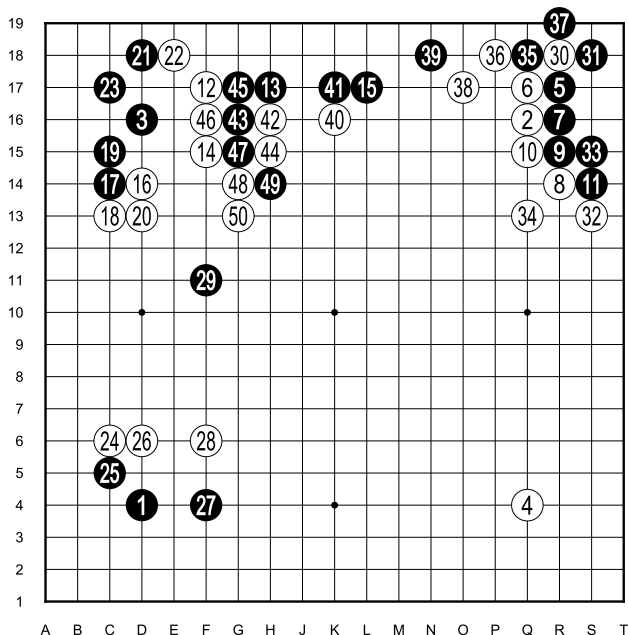
This is a game played in the 2024 European Go Congress main tournament.

Alvina, originally from Hong Kong, and is currently our Youth Champion title holder. She has a very aggressive style, and it is always entertaining to watch her games.

This game is a bit long, up to 348 moves. It is difficult for Alvina to correctly remember all the sequences in the game, so some of the sequences in the game could be incorrect. This review discusses the important moments of the game.

The uncommented sgf is at britgo.org/files/bgjgames/211-Triple-Ko.sgf.

White: Alvina Kwok (UK)
Black: Lyu Xiang Yang (CN)
Location: Toulouse, France

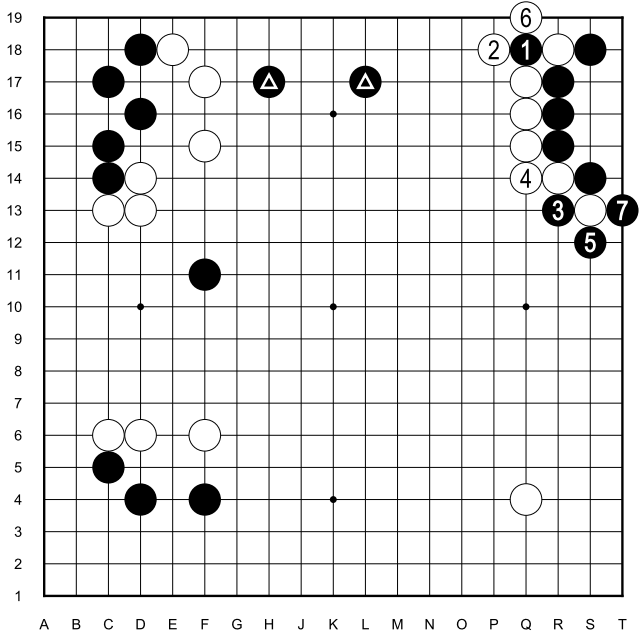


33 was a mistake. See Dia. 1 below.

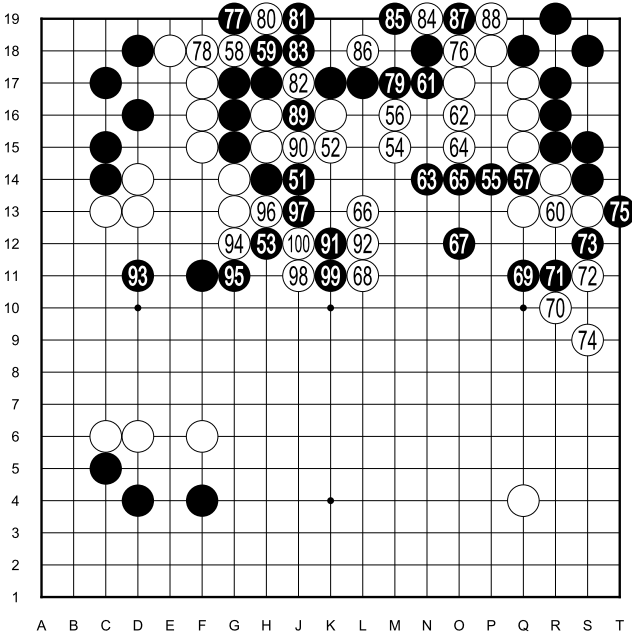
Fig. 1: 1-50

Black should atari at 1 and complete the joseki, capturing the stone on S13.

Although this is a joseki, the black triangled stones are placed perfectly, preventing White from using his thickness effectively.



Dia. 1: variation for ③

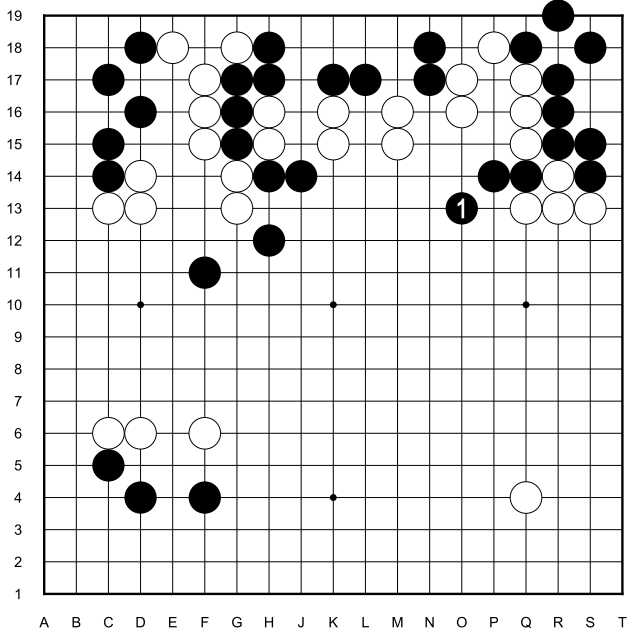


⑥③ was careless; it allowed White to peep in sente and hurt the eye shape of the top group. See Dia. 2 below.

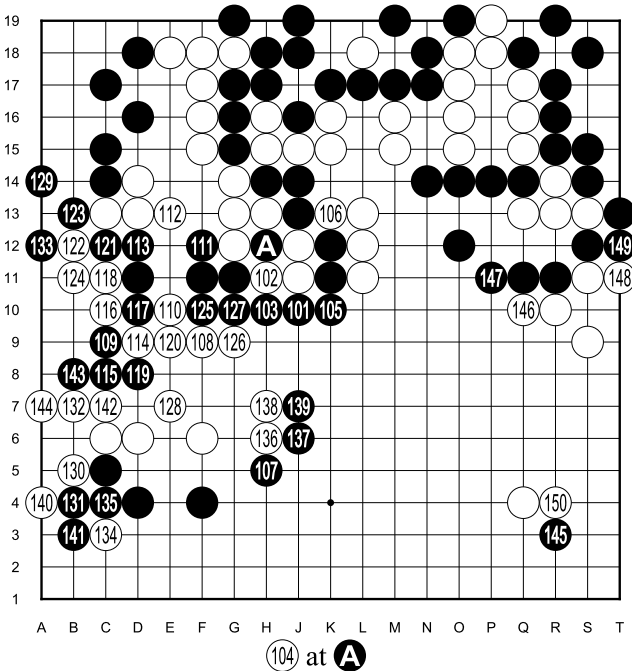
After ⑩②, the top group is clearly dead, and White built an advantage of around 25 points on the board.

Fig. 1: 51-100

This kosumi keeps all the aji so that White will not be able to kill the top group.



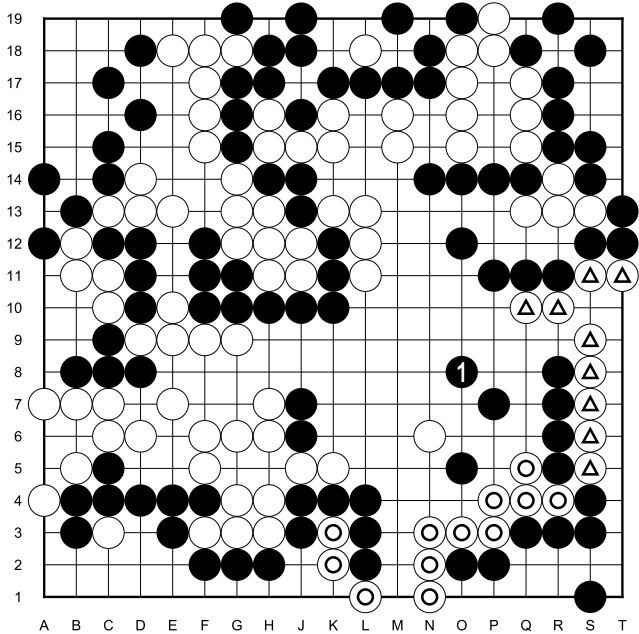
Dia. 2: variation for 63



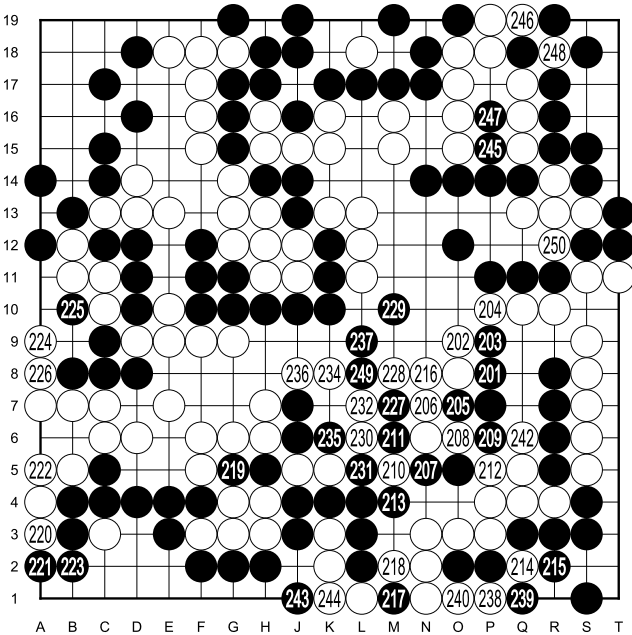
There are some inaccuracies and blunders by both players. White should capture 123 at move 128 – see Dia. 3 below.

Fig. 3: 101-150

After Black divides the two groups (triangle and circle), ensuring his group would not be effectively surrounded, one of White's groups would die.



Dia. 4: variation for 199



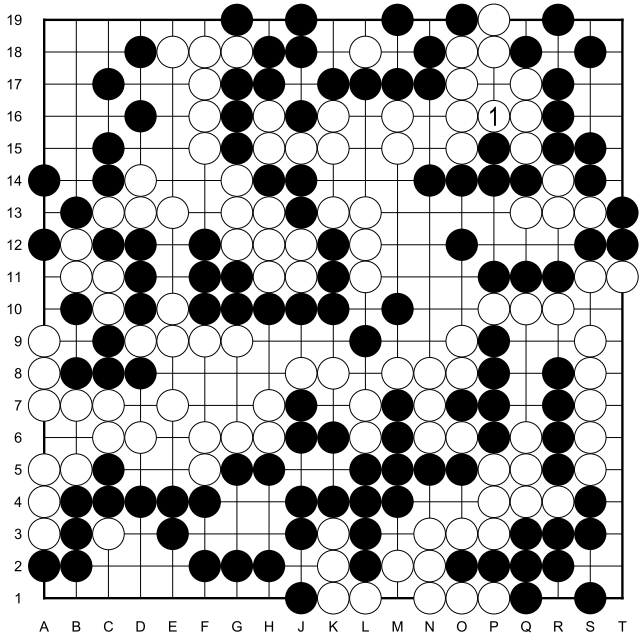
246 was a mistake, leading to the plot twist of the triple ko – see Dia. 5.

233 at 210 241 at 214

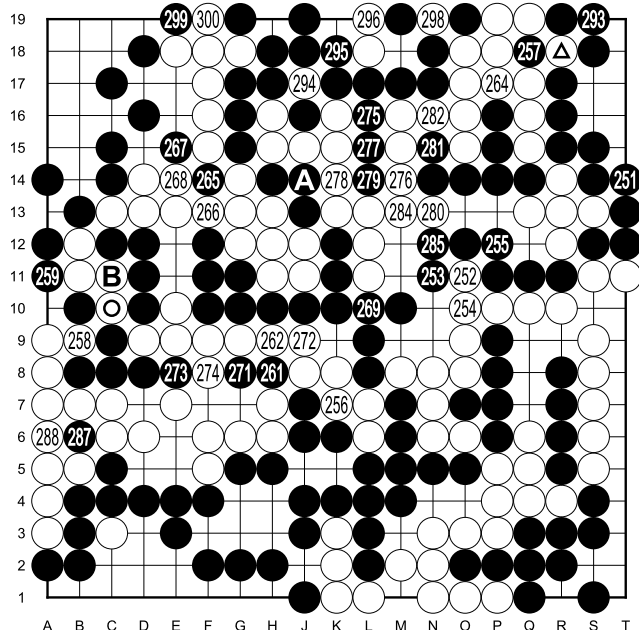
Fig. 5: 201-250

If White plays at 1, securing two eyes for the top white dragon, White will win the game.

It is important to note that even if White can effectively capture the black group in a capturing race, playing it sharply reduces White's territory, which is why P16 itself is a huge yose move.



Dia. 5: variation for 246

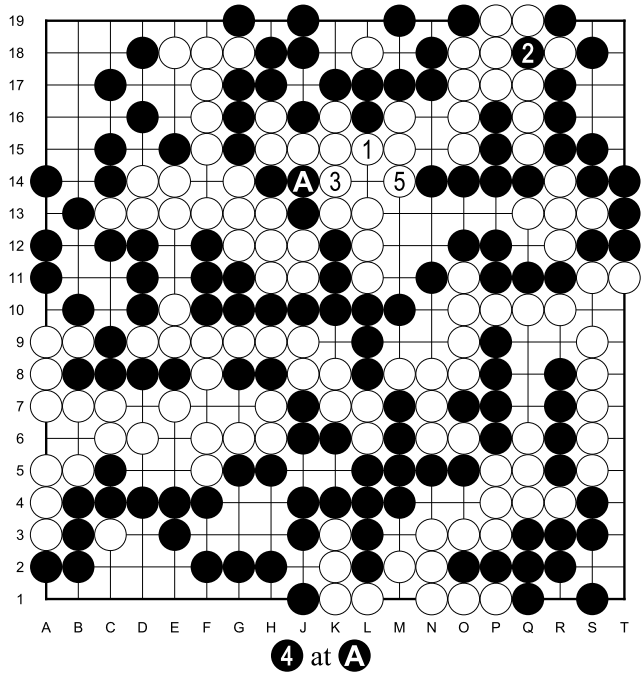


276 was a mistake where White played to 'lose' the winning game. 276 did not effectively ensure White got two eyes, and potentially lead to the triple ko situation – see Dia. 6.

260 at \triangle 263 at 257 270 at \triangle 283 at 257 286 at \triangle 289 at 257
 290 at \circ 291 at \blacktriangle 292 at \triangle 297 at \circ

Fig. 6: 251-300

Instead, if 276 is played at 1, S19 and 3 become miai, and White will have two eyes.



Dia. 6: variation for 276

Neither player was sensitive enough to the top side life and death. White has many chances to make two eyes for the white dragon. They were fighting the ko at R18 (triangle) for the last yose. White played 290, the circle move for the ko threat. Black at this moment, ignored the ko threat, and played 291! This was the 'drawing move'. This led to a very complicated capturing race...

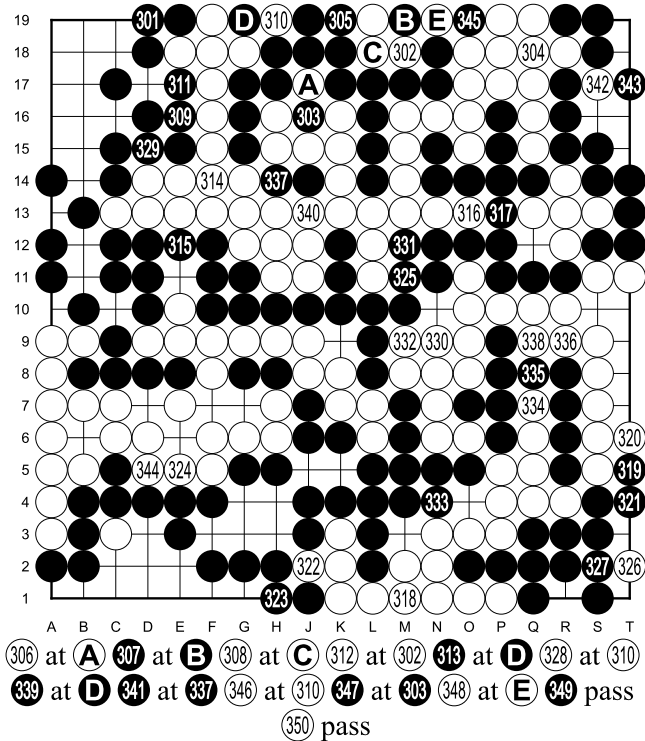


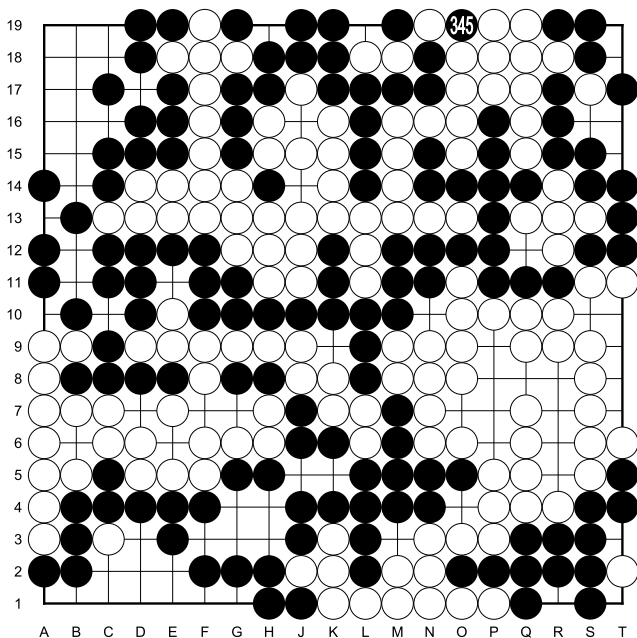
Fig. 7: 301-350

In the game, White played the final 'losing' move at 304. Instead, White should connect at M19 or capture at H19.

After Black played 305 and created an eye on top with three liberties, triple kos became unavoidable.

This is the final scene of the game after Black captured at O19. All liberties are closed for both groups at the top.

If White continues to capture at H19, Black captures at J16, then N19, G19, and the triple ko will never end, leading to a draw.



Dia. 7: position after 345

TOURNAMENT HISTORIES XXIV: BELFAST AND ULSTER

Tony Atkins

ajaxgo@yahoo.co.uk

As early as 1992 the Belfast Club is believed to have run a club tournament to allow local resident Tony Goddard to have a title. However it was on 13th October 2007 that they ran their first open Belfast Tournament. This was run at the Crescent Arts Centre, brightly lit but with depressing black-painted walls. There were 22 players and local dan player Ian Davis was the winner, winning all four games. The professional Cătălin Țăranu was there to provide teaching.



Inaugural Belfast tournament 2007



Cătălin Țăranu with Ian Davies

From 2008 up to 2017 the Belfast was held at the bright and airy Belfast Boat Club in Stranmillis. The date ranged from summer through to autumn and the attendance ranged between 12 and 22, including players from the Republic of Ireland and from overseas. It was usually played over two days with five rounds (though 2009 only had four). Each year had a different winner, with many of these being visitors from Britain or Europe.

In September 2016 a four-round Belfast Handicap Tournament was started, also at the boat club, and this was repeated in 2018 and 2019.

However it was not as popular as the McMahon tournament and only had between eight and ten players, being not so attractive for overseas visitors.

In November 2021 the Ulster Open Tournament replaced Belfast on the calendar at the newly opened venue of Lisburn Chess Club, a hall above some shops in Longstone Street. With just three games on a Saturday, the event has attracted 12 to 14 players, being repeated in spring of 2022 and 2024, prior to 2025.

The province has also run its own Ulster Championship (James Hutchinson winning in 2014) and hosted the British Go Congress in 2023 at Belfast's Maldron Hotel (Tianyi Chen of Liverpool being the best of the 47 players).



Belfast 2010



Ulster 2024

□

JOURNAL PROBLEM 5

Black to play and kill

THE YOUTH GO TRUST

Martin Harvey



The Youth Go Trust (YGT) exists to help qualified young people, financially, to learn more about Go and improve their skills. The Trust has considerable funds available for the trustees to make grants, while also welcoming donations from individuals or other sources.

Who are the trustees?

There are four of us: Sue Paterson, Toby Manning, Martin Harvey and Ingrid Jendrzewski.

A little history and purpose?

The trust evolved to become the YGT in 2022, but was ready for a formal launch in 2023¹. Now in 2025, we feel it is a good time to remind the UK Go community of our existence and purpose, and to show how we are doing with recent awards to support youth players. It's always a good time to make awards and indeed encourage donations to YGT. HMRC granted the YGT charitable status for tax purposes in April 2024. This means we can accept Gift Aid donations², where we claim back tax to use all the money donated from individuals efficiently.

So, how are our funds at the moment?

Well, thanks in major part to the welcome large donation of £13,009.50 from the T Mark Hall Foundation³ in 2023, our trust funds as at the end of calendar year 2024 stood at £19,295.78.⁴

During calendar year 2024, we received a total of £195 in donations and £689.40 in interest. The donations included £70 from a disbanded Go club and £125 from a BGA member.

So we earn interest on funds held?

Oh yes. At the time of writing, the bulk of our funds earn 3.5% interest per year.

And what is our recent Awards record?

The Trust is always looking at new ways to make awards to young players. Our job is to responsibly whittle our funds down to a much smaller sum. To that end, we urge you to encourage anyone you know to come to us with thoughts on ways to get awards to youngsters who might welcome them. Maybe you know of competitions who'd want help towards venues or prizes. Or is there a new youth club starting up, looking to spread Go to youngsters? Maybe a new school or university club, especially if you have, say, a relative or club organiser who could be a contact for us? We listen to all suggestions and welcome such discussions.

During the calendar year 2024, we made a total of £1,230.18 in awards. The awards covered areas including teaching equipment, EYGC grants, grant for Caythorpe Summer School, Go Challenge, and sets for universities.

¹See [BGJ 202](#), page 13.

²See www.youthgotrust.org.uk/node/14.

³See youthgotrust.org.uk/sites/default/files/2024-03/YGTaccounts2023final.pdf.

⁴youthgotrust.org.uk/sites/default/files/2025-03/Accounts%202024%20Final.pdf.

Are there annual events which the YGT usually supports financially?

Yes, as we are firmly committed to supporting events with an emphasis on young attendees. It's worth noting that of course we collaborate with the BGA itself in some of these events, both organisations sharing similar desires to see youth Go flourish.

We also see today's youngsters as hopefully players who'll go on to play Go for many years and, if they attend tournaments or join the BGA, so much the better! Nonetheless, the YGT operates independently of the BGA.

A big commitment for the YGT is to support the annual Summer Go camp, now in its 8th year and always to date held in a PGL⁵ camp in Lincolnshire.⁶ It's rare to have an opportunity to teach groups of youngsters, so the YGT is fully in support of such an event.

Another example of YGT support is in aid of the wonderfully run Cambridge area's Chess and Go youth club events, although obviously the YGT can support just the Go aspects.

Maybe you have ideas, suggestions or questions to put to the trustees?

We welcome all such discussions. Please just fire away via our form at www.youthgotrust.org.uk/contact! □

How often do the trustees meet?

We meet online as often as is needed to handle known activity – often every other month. Trustees undertake individual tasks in between meetings, and contact each other and further-involved people as may be necessary and helpful.

Where can I find out more about the YGT?

The quick answer is: please visit our website; our Home page is www.youthgotrust.org.uk/.

The Trust wants to be transparent and approachable, so we invite you to inspect the website from time to time. You can find many details there; here's a rough guide to features of the website, as at April 2025.

The Home page has a Menu, which you can open up via the blue 'hamburger' button. Further links are visible if you click on a blue '+'. You'll see Trustees, Accounts, History, Trust Deed, Policies, and How to Donate.

Wondering about becoming a YGT trustee?

If so, do please discuss your thoughts with any of the current trustees. It's sensible for the trust to introduce keen, younger blood, and opportunities to do this do arise.

⁵PGL provides activity holidays for children – see www.pgl.co.uk.

⁶www.britgo.org/caythorpe.

SOLUTIONS TO THE JOURNAL PROBLEMS

The SGF files for these problems are to be found at britgo.org/bgj/issue211.

Solution to Problem 1

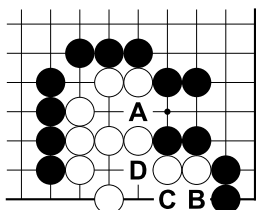


Diagram 1a – failure

If Black plays ❶ at A, B, or C, then White lives with D.

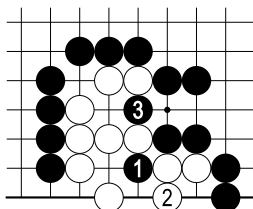


Diagram 1b – correct

- ❶ This is the vital point for both sides.
- ❸ White is dead.

If ❷ at 3, ❹ at 2 kills.

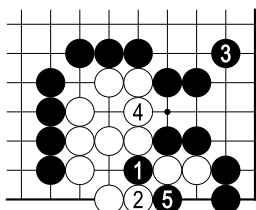


Diagram 1c – correct, variation

- ❷ This is a mistake by White – Black can tenuki.

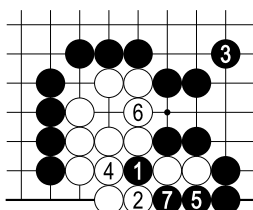


Diagram 1d – correct, variation

If ❹ at 7, ❺ at 6 kills.

Solution to Problem 2

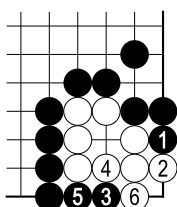


Diagram 2a – failure

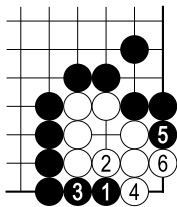


Diagram 2b – failure

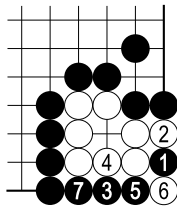


Diagram 2c – correct

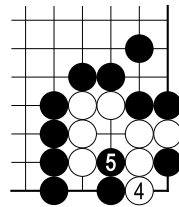


Diagram 2d – correct, variation

If ❷ at 3 or 4, then ❸ at 2 kills.

❷ White is dead.

❹ This also fails for White.

❺ at 7 would be a mistake as ❻ at 5 lives.

Solution to Problem 3

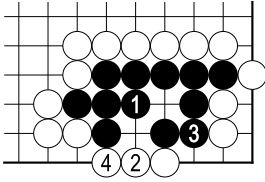


Diagram 3a – failure

③ at 4 would let White safely connect out with ④ at 3.

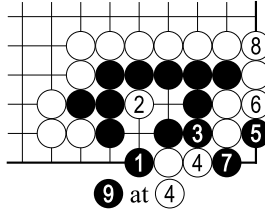


Diagram 3b – correct

⑤ This is the move that traps White's corner stones.

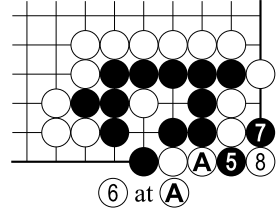


Diagram 3c – mistake

⑤ This is a mistake.
⑧ This is a ko.

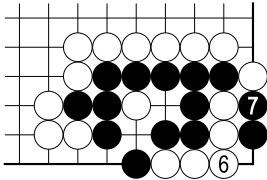


Diagram 3d – correct, variation

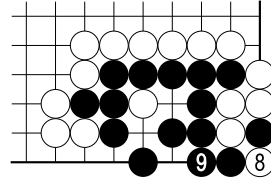


Diagram 3e – correct, variation

If ⑧ at 9, Black can capture the four white stones in atari.

Solution to Problem 4

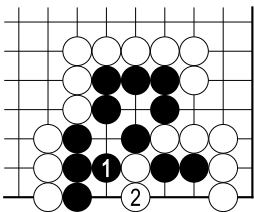


Diagram 4a – failure

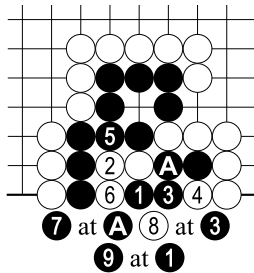


Diagram 4b – correct

⑦ Black plays here to make a second eye under the stones (ishi-no-shita).

⑤ at 6 would be self-atari.

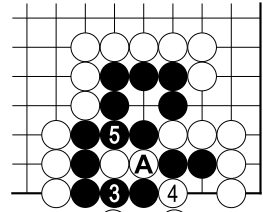


Diagram 4c – mistake

⑥ Snap-back shape.

Solution to Problem 5

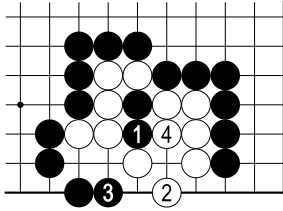


Diagram 5a – failure

- ❶ This looks like a key move but is incorrect timing.
- ❸ White lives.
- ❷ at 4 would be a mistake as Black plays at 2 and kills. If ❷ at 3 then ❸ at 2 allows White to get a ko.

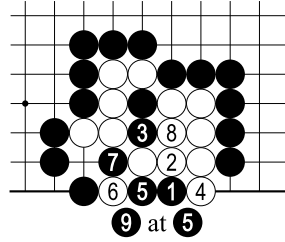


Diagram 5b – correct

- ❶ This is the correct starting move.
- ❸ This is the correct timing.
- ❹ White is dead.
- ❷ capturing ❷ would result in a snap-back, as shown in Diagram 5c.

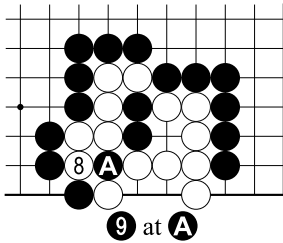


Diagram 5c – correct, variation

- ❹ White dies as the result of the snap-back.

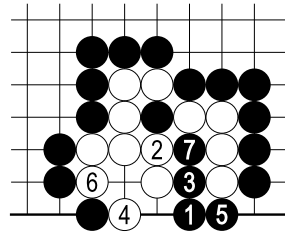


Diagram 5d – mistake

- If ❷ at 5 instead, Black connects out to the left.

□

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.

In addition, London Go Centre has an active YouTube Channel with a wide range of content at youtube.com/c/LondonGoCentre.

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).



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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 July**.

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](#).



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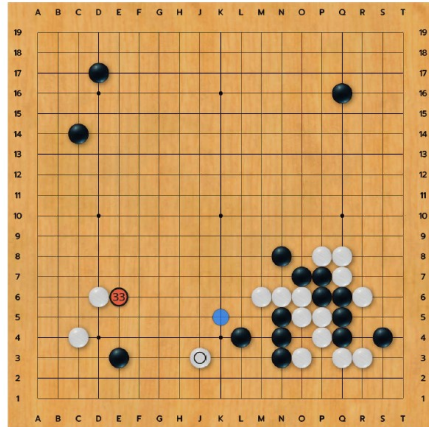
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