

BRITISH

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### PHOTO CREDITS

The Photos in the body of the Journal were provided by the article authors.

Front Cover: The British Youth Go Congress at Aston by Tony Atkins.

Above: Kay Dackombe vs Ms Ogawa, 6p, at Hotel Okura,  
and the team with the Pro's at the Igo Festival in Sunshine City  
by Brian Dackombe.

Inside Rear: Two Presidents in Trafalgar Square by a passer-by!

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# EDITORIAL

journal@britgo.org

Welcome to the 145<sup>th</sup> British Go Journal.

## In This Issue

Two new contributors from Durham provide exactly the sort of material that the BGJ is all about. Thank you Sandy and Adam for putting your development stake in the ground and helping others to join you. The big dans will look back and remember when they learned those lessons.

Following the reprint of his 1977 article, Francis Roads has felt obliged to update the Go community with an additional 30 years of wisdom, which is nicely balanced by Adam Prescott's explanatory insights to the thickness proverbs.

Brian Dackombe and Tony Atkins provide the youth theme to this journal.

David Ward, BGA Analyst, treats us to an amazing professional Ladder that doesn't work<sup>1</sup>, and comments on the Student tournament game played on KGS in April. There is also another top level game from the London Open, reviewed by Alexander Dinerchtein.

Ian Davis shows us an excellent and simple 'what you really need to know' about a common Joseki; plus a short story that amused me; hope you like it too.

Tony, as usual, provides all the News, Problems, Photos, and a Book Review.

Thanks to the efforts of the President, Ron Bell, many will have read elsewhere that the BGA is now in receipt of two external fundings. See rear cover.

## Credits

My thanks to Ian Davis for a huge contribution towards the typesetting of the London Open Game, and producing the diagrams for the other game reviews, as well as his own articles.

My thanks to our new contributors for articles already typeset in L<sup>A</sup>T<sub>E</sub>X using `igo.sty`. This is a most welcome development, saving many hours of my time, and of course to Edwin for the new `bgj.cls` file, that replaces the old `preamble` and `bgj.sty`, making it even easier for contributors to sign on to the technology, and send ready to print articles.

I hope you agree the cartoons are up to the exceptional standard set in BGJ 144. Yet again, Edmund Stephen-Smith has found some 50+ errors at the last minute. Therefore, as always, the remaining mistakes are all my fault.

<sup>1</sup> Blaming it all on the time-demands, stresses and strains of the crazy UK house selling process ... three failed short chains in six months – or are they Ladders too ;-)

*Barry Chandler*

# UK NEWS

Tony Atkins

ajaxgo@yahoo.co.uk

## Cheshire

On a beautiful sunny day, 9th February, 24 players attended the 11th Cheshire Tournament. It was held again alongside the Chess tournament at Frodsham Community Centre.

Winner of the Open section was organiser Tony Atkins, 2d; second was Liverpool's George Leach, 2k.

Worthy mention goes to Martin Harvey, who at 5k was the lowest ever player in the Open section, yet only missed out from fourth place by half a point in his last game.

The winner of the Handicap section had to be decided on tie-break between Andy Price, 12k, from Leamington and three of the group of boys from Aston. Huw Talliss came out top, followed by Andy equal with Jack Drury; Calum Healey was fourth. The 10x10 was cancelled for technical reasons (no boards).

## Oxford Tournament

62 players attended the Oxford Tournament, the following Saturday, at its usual venue of St. Edmund Hall. Winner was Matthew Macfadyen, 6d, (Leamington) making a welcome return to one day events.

Players winning all three were Jim Chim, 2d; David Buckley, 1k; Sue Paterson, 4k; Fred Holroyd, 5k; Gary Gibson, 9k, and Pauline Bailey, 16k.

Prizes again were sponsored by Hoyles Games Shop who ran a sales table.

After the event many of the players attended a meal in memory of Simon Eve who instigated the post-tournament meal the previous year, but sadly died suddenly in May 2007.

## Cambridge Trigantius

73 players attended this year's Trigantius, plus another 16 in the Novices' event, held again at the University Centre on Saturday 8th March. Shaoyou Ouyang, 6d, was the new winner of the event.

Players that won all three games were Suzanne Low, 1d; Carin Trygg Monvall, 5k; Richard Mullens, 6k, and Owen Walker, 19k. Those on two wins had the next choice of prize, but nobody was left out, so crowded was the prize table.

The best team was TGF from West Surrey.

The continuous 13x13 was won by young Danielle Ward. The Best Kyu Player cash prize was won by Taka Obita. An interesting 'spot the errors' picture competition was won by Pauline Bailey who knew how many funnels the Queen Mary has among other things.

In the small board Cambridge Novices' tournament, run in an adjacent room, the winner was Arnold Chui with five wins. Second was Elliot Solomon with four and again nobody went home without a prize.

## Thames Valley Teams

Eight teams competed on Easter Monday (24th March) for the Broken Go Stone Trophy and the handmade chocolate egg by Annie Hall.

Steve Bailey, of last year's winners Guildford, hosted the event at Burpham Village Hall near Guildford.

The team from Maidenhead won the event (Xinyi Lu, David Denholm and

Jonathan Englefield). Second equal were Eric's Idlers from Swindon. Players winning all three were Francis Roads and Pauline Bailey. Winners in the 10x10 competition were Shawn Hearn and Mark Nubbett.

### **British Go Congress**

William Streeten from Hastings Go Club and Steve Bailey and Geoff Kaniuk from the BGA ran the 41st British Go Congress at Horntye Park Sports Complex in Hastings on the weekend of 4th April.



The very modern building allowed a distant view of the sea or a chance to watch sports such as judo, archery and hockey being played and had the Grand National on television on the Saturday afternoon.

The British Lightning took place on the Friday evening in the octagonal room. It started with 18 and ended with 22 players. It was played on the Swiss system using player numbers. The winner by tie-break was a reluctant-to-enter T Mark Hall, 4d.

The British Open attracted 50 players. Both the octagonal and another room were used for the boards. At the end of the first day the leaders were Toby Manning and T Mark Hall, with Paul Barnard not far behind.

The BGA AGM was held on the Saturday evening, after which tables

had been reserved in the Cosmo, a Chinese buffet on the seafront.

Day two started bright, though inland had had snow, and snow arrived in Hastings mid-afternoon. The winner of the Open was T Mark Hall, doing the double with five wins out of six. The runner up with four wins was judged to be Toby Manning, though placed fourth on SOS. Prizes for five went to local player Paul William Smith, 8k, and Milos Podbera from Prague, 11k, and for four out of four to Jiang Beck, 14k, from Cambridge.

Jil Segerman, 9k, won the 13x13 and was one of the Brighton Belles who won the Nippon Club Trophy for best team. Toby Manning won the quiz and Pauline Bailey won the spot the stone contest.

Although he was not there, nobody won enough games to catch up with Shaoyou Ouyang who won the Stacey Trophy for the most tournament games won.

### **London International Teams**

The following Saturday saw four teams attending the Nippon Club in Piccadilly for the spring International Teams match. The joint China and Central London Club team was the victor, with 13 wins out of 20. Cambridge, Nippon and Wanstead all won 9 games.

Unbeaten in all three games were Ben He, 6d; Felix Wang, 3d; Shi Tang, 3d; David Ward, 4d, and Jiri Keller, 2k.

### **Coventry**

46 players took part in the Coventry Tournament, which made a welcome return to the University of Warwick, on Saturday 26th April.

The prize winners were all from Leamington or Aston. Leamington won the team prize, led by tournament

winner Matthew Macfadyen, 6d, and Ewart Shaw, 5k, on three wins.

Aston's Jun Ahn, 14k, also won three and two Aston boys won the 9x9 and 13x13: Sam Muxlow and Callum Healey.

### **BGA Student**

28 students from 3d to 30k (and two non-student ghosts) took part in the BGA Student Tournament, which was played online over four weeks up to 5th May.

Winner with four wins was William Brooks (Trinity Cambridge). Runners up were Dave Buckley (Warwick) and Mark Nubbert (St Annes Oxford).

Adam Prescott (Durham) won all four and there were also good results for Maria Tabor, Jonny Kiehlmann, Sandy Taylor, Colin Simpson, David Szotten and James Hadfield, each with three wins.

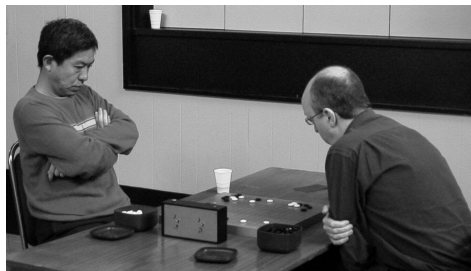
### **Candidates' Tournament**

The Candidates' Tournament was again on the May Bank Holiday weekend and this year in the Diamond at Selwyn College in Cambridge. There were 26 players from 6d to 2k taking part.

At the half-way point, the players on three wins were Matthew Macfadyen, Matthew Cocke and Hui Wang.

In round 5 the two Matthews played and Cocke won and also won his last game to come first. Macfadyen came second with five and, having lost just his first game, Nick Krempel came third.

Hui Wang led the group on four wins.



Hui Wang vs Des Cann

Equal fifth were Des Cann, T Mark Hall and David Ward. First reserve to join the above seven and Bei Ge in the Challengers' League was Alex Selby, also on four, with Francis Roads next reserve.

### **Bar-Low**

23 players attended the Bar-Low kyu-players only tournament in Cambridge on 4th May. This year, part of a smaller mind sports weekend, it was held in the Junior Parlour of Trinity, away from the other events and across town from the Candidates' Tournament.

Ed Wormington, 4k, and Natasha Regan, 1k, both won four out of five; Ed was declared the winner based on SOS and received a box of chocolates as a prize. Other notable results were Hugo Wainwright, 25k, with five wins and David Carter-Hitchin, 17k, and Danielle Ward, 19k, on four wins.

### **Bracknell**

This time the Bracknell was held on 18th May, again at the Wooseshill Community Hall in Wokingham (not Bracknell). Out of the 45 players, five players won all three games: winner Jaeup Kim, 5d; Peter Fisher, 6k; Andre Cockburn, 7k; Robin Dews, 10k, and John Collins, 16k.

Tony Atkins won the caption contest. Jil Segerman should have won the Go Puzzle prize but had gone home early, so Stephen Bashforth won instead.

Local player Nicola Hurden won the 13x13 and the team prize was won by Leicester by a small amount from Reading. There was also a side novices' event for the first time.

### **Scottish Open**

The Scottish Open stayed at the Masons' Hall in the centre of Dundee, on the weekend of 24th May and had two more players than the last at 40. With the strong Chinese players having moved south, it was quite an open contest. In fact two 2k players ended on five out of six.

First by SOS tie break was Yohei Negi from St Andrews, with Robbie Miller from Edinburgh second. They won 45 and 25 pounds from the bookshop. Winning four wins and a 15 pound prize from the bookshop were Gerry Mills, 1d; Andrew Smith, 2k; Ron Bell, 4k; Poland's Pawel Skrabanian, 5k; Stig Petersen, 8k; Colin MacLennan, Donald Spy and Kestutis Tauckela, all 10k; Paul McKenzie, 12k, and Adam Prescott, 13k.

And as for the last two years, everyone received a participation prize of a pot of Dundee marmalade.

On the Friday evening in the small board lightning the top scorers (winning Cairn O'Mohr fruit wine) were Jenny Radcliffe (7 wins from 8 games), Yohei Negi (6 wins from 7) and Greg Cox (Endurance Prize for 11 games played).

### **Pair Go**

This year the British Pair Go Championships, the 18th, were again held at the Foxcombe Lodge Hotel, Boars Hill near Oxford on 8th June.

Last year's winners Kirsty Healey and Matthew Macfadyen beat Natasha Regan and Matthew Cocke again in the final (by 3.5), to take the championship for the twelfth time.

In the 8-pair handicap group the winners were Saint Albans' Sam McCarthy and John Collins. Best dressed pair was Pauline and Steve Bailey and Tony Atkins won the Engineering quiz with 14 points. Furthest travel prize went to Sinikka and Matti Siivola from Finland.

Everyone who took part enjoyed the hot sunshine, the very tasty buffet lunch and a choice of pairs of prizes.

### **Durham**

Held on the weekend of 14th June at St Johns College, this time the Durham Tournament had 34 players.

Wanstead's Andrew Jones, 3d, was the winner with five out of six. His club-mate Alistair Wall was second and third was Mathieu Flinders, 1k, from York, both with 4.5, after a triple ko in the last round. See page 10.

Winning five games was Keith Chapman, 19k, from Norwich.

### **Welsh Open**

The 16th Welsh Open at Barmouth was a week after Durham. It was won as always by Matthew Macfadyen, 6d, putting him on 78 games unbeaten at that event.

Matthew Cocke, 5d, was again second with four wins. Third place was Simon Goss, 1d, topping the group on three wins.



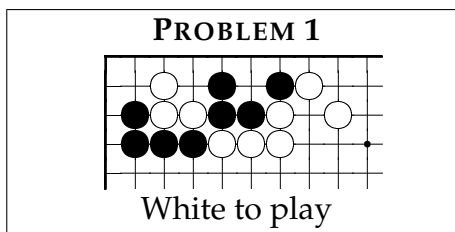
Prize winners with four wins were Sheffield's Kester Sandbach, 12k, Shrewsbury's Brian Timmins, 8k, and Bangor's Vaughan Hughes, 7k. 39 players took part and again enjoyed the venue of the Min-Y-Mor Hotel and the seaside setting.

### Challengers' League

The Nippon Club, in Piccadilly London, was the venue for the long weekend of the Challengers' League on the last four days of June.

The top eight from the Candidates' were playing to decide who will play the title match. Reigning champion Bei Ge decided not to take part as he was shortly to become a father.

After 4 rounds Leamington's Matthew Macfadyen and Nottingham's Hui Wang were unbeaten, but on day 3 Hui lost to T Mark Hall. However in the last round Hui beat Matthew, so both ended on six wins and will play the title match.



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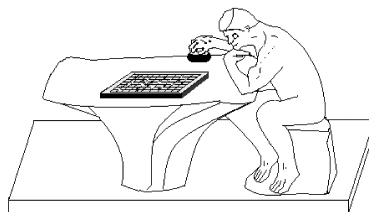
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## SIDEWAYS LOOKING PERSONS



Rodin's Go player

# WORLD NEWS

Tony Atkins

ajaxgo@yahoo.co.uk

## Toyota Denso Oza

The Toyota Denso European Go Oza is held at the European Go Centre every two years. At the end of January, the 2008 Oza was the fourth such event and again had big sponsorship to attract the top players over to compete for the three European places in the World Oza. 58 players took part in the qualifying stage, the best going forward to join the winners from 2006 in the grouped knockout stages. From the UK, David Ward won one game and Bei Ge three. Terence McSweeney, representing Ireland, failed to score. In the knockout stage Bei lost to the new professional Diana Koszegi. The group finals were Dinerchtein v Janssen, Shikshin v Burzo, Pop v Van Zeijst and the group winners were Russia's Alex Dinerchtein and Ilya Shikshin and Romania's Cristian Pop.

## Irish Open

The 19th Irish Open was held as usual in the Teachers' Club in Dublin at the start of March. This year it was part of the Pandanet Go European Cup and there was a record attendance of 56, representing 11 different nations, in the Open.

The 29-player Rapid handicap tournament on Leap Friday evening was won by Dylan Carter, 1d. He beat previous winner Roman Psonka, 3d, into second place in an exciting last round encounter. Third was Julien Renaud, 2k, on tie-break from Colin MacSweeney, 5k, and Daniel Parschiv, 1k.

In the Open, also with a perfect five, the winner was Cho Seok-Bin, 7d. In second place was Ondrej Silt, 6d, on tie-break from Liang Wenzhi, 1k. Terence McSweeney, 1k, topped the group on three wins. Winning four games were: Edwin Brady, 3k; Martin Klemsa, 4k; Martin Harvey, 5k; Patrick Macek, 6k; Pietro Speroni, 9k; Richard Brennan, 10k, and Colin Lafferty, 12k. Teofil Camarasu, 18k, won all 5 games. Arthur Cater won the revitalised Giants Causeway event with some ingenious play and much Guinness was drunk as usual.

## World Students

During the same weekend as Dublin, 16 representatives from several continents took part in the sixth World Student Oza Championships in Tokyo. Winner was Lee Yong-Hee, again a Korean. Another Korean, a Chinese and two of the Japanese took the next places. Best of the three European players was Martin Jurek from Czechia who won two out of four; the others were Manuela Marz from Germany (16th) and Joan Alemany from Spain (13th).

## Ing Memorial

In mid-March, 20 of Europe's top players travelled to Saint Petersburg for the Ing Chang-Ki Memorial. Winner for a fourth year was Fan Hui (from China but living in France), this time on 5 wins having lost to Svetlana Shikshina. Second on tie-break was Alexandr Dinerchtein who only lost to Surin.

## **Pandanet Finals**

A record 359 took part in the 36th Paris Open at Easter. Fan Hui, the Chinese pro living in France, was winner on tie-break from Dai Junfu, also from France, Cho Seok-Bin, the Korean now in Poland, and Bao Yun from China. None of the UK players did very well, but Catalin Taranu won his demonstration game series against the latest computer program. In the Pandanet Go European Cup rankings, first was Cho Seok-Bin, second was Merlijn Kuin and third was Ondrej Silt.

## **Pair Go**

A total of 30 pairs from 15 countries took part in the European Pair Go Championships held in Krakow in the south of Poland, in mid-April. Winners were Russians Natalia Kovaleva and Dmitriy Surin. This was the third win in row for Natalia and the second for Dmitriy. Second, topping the group on four wins, were Ondrej Silt and Jana Hricova from Czechia. Also on 4 wins were Ukraine, Romania, Netherlands and two more pairs from Czechia. No UK pairs took part this year.

## **Cup Tournaments**

The first event of the Pandanet Go European Cup season was in Bled in Slovenia. Hungary's Pal Balogh won all six to win. In Madrid the winner was Fan Hui. At the Major in Amsterdam at Whitsun the winner was the Korean from Germany, Hong Seul-Ki. Ondrej Silt came second giving him the lead in the new Pandanet points table. None of the UK players won more than 3.

The following weekend Major was the Hamburg Affensprung (Monkey Jump). Best of the 187 players was Hong Seul-Ki.

## **World Amateur**

Again 68 countries took part in the World Amateur Go Championship. It was held at the Nihon Ki-in in Tokyo at the end of May. After 2 rounds UK's Matthew Macfadyen had won both games (against Vietnam and Lithuania), but Ireland's Ian Davis had lost both games. In round 3 Matthew lost to Jan Hora of Czechia and Ian got his first win against Peru. In round 4 Matthew lost to Australia and Ian to Chinese Taipei.

On day 3 Matthew beat Belarus and Cuba to end the day at the bottom of the group of 4 wins. Ian got his second win, against Bulgaria, and lost to Mexico. At the top unbeaten were Sung Bong Ha of Korea and Fernando Aguilar of Argentina who has been known to beat pros in competition. In round 7 Matthew lost to the USA but beat Slovenia in the last round to end on five wins in 20th place. Ian lost to Lithuania yet beat Azerbaijan in the last round to get three wins and 52nd place.

Ha beat Aguilar in round 7 and hung on, in round 8 to become the first Korean to win the WAGC whilst unbeaten. Second was Guo of China and third Aguilar of Argentina both on 7 wins, the best ever western result. Then on six wins were Hong Kong, Japan and Romania (Burzo), USA (Mozheng Guan), Hungary (Balogh), Germany (Dickhut) and Chinese Taipei.

# AGA RULES OK?

Toby Manning

toby.manning@dsl.pipex.com

The BGA has adopted AGA rules in its tournaments, and recommends that all clubs adopt them. Practically, there are three changes from traditional 'Japanese' rules:

- If komi is (say) 7.5 points under Japanese rules, then because under AGA rules white must play last, this becomes 6.5 points if black fills the last dame.
- Triple kos (and similar repeating positions) are no longer considered to be draws
- 'Bent 4 in the corner', and a few other pathological positions, are to be played out rather than simply being defined as dead.

At the Durham tournament in June, the AGA rules were put to the test when Alastair Wall and Mathieu Flinders achieved a triple ko.

Komi at this tournament was 7 points, deliberately chosen by the Tournament organiser so that jigos (draws) were possible.

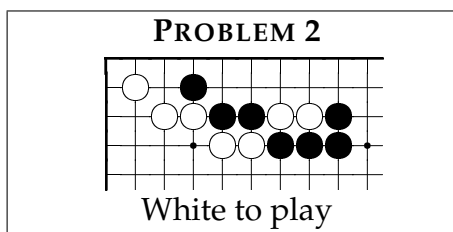
When the triple ko arrived, a draw was offered, and the players consulted with the Tournament Director who agreed to accept a jigo as the result even though, according to AGA rules, the triple ko should have been played out (with no repetition of the global position).

In practice this involves a 7-move cycle:

White makes ko threat, B answers threat, W takes ko 1, B takes ko 2, W takes ko 3, B takes ko 1, W takes ko 2 and now if B takes ko 3 a repetition would occur, so Black must make a ko threat: the sequence then proceeds around another 7 moves before White must make a further ko threat.

Not only is this a protracted affair, it is in practice uncheckable – without a full game record it is impossible to determine if, in fact, the position is a repetition or not (and in the event of a dispute, it would be impossible for a referee to determine if, in fact, a repetition had occurred).

So full marks to the players at Durham for producing a pragmatic, sensible result even if it was against the rules.



# JAPAN-EUROPE YOUTH GO PROJECT

**Brian Dackombe**

briandackombe@hotmail.com

A team from Britain was invited to take part in the fifth Japan-Europe Youth Go Project in the October half term in 2007. The team consisted of young champions from last year: Matthew Hathrell, 8k; Ken Dackombe, 9k; and Kay Dackombe, 10k, together with the latter two's father Brian. They joined similar teams from Germany and Czechia for a week of activities in Tokyo organised by the Nihon Ki-in. The idea behind this programme is to allow young people to enjoy the experience of Japanese culture and to learn more about playing Go.

After the long flights, the group met up at Narita airport on the Monday morning and was greeted by Fumiko Urata from the Overseas Department of the Nihon Ki-in. She was their main escort and translator whilst in Japan although, when it came to translating matters on the Go board, there would be many other people eager to assist. They were taken by coach to the Green Palace Hotel, their place of residence for seven days, which just happened to be five minutes walk from the Ki-in. After freshening up and a brief meeting they went by subway to the Ginza district for a welcome dinner with the sponsors and officials for Nikkei Newspapers, Sakura Golf and the Ki-in. After toasts and speeches and a mainly western-style meal, they returned to the hotel for some much needed sleep.

On the Tuesday morning they walked to the Nihon Ki-in for a meeting with the vice chairman, Otake Hideo, 9p. Then they were shown around the building including the Yugen room where top title games are played, the press room, the calligrapher's

office where dan diplomas are kept, the main playing hall and the Go museum.



**The Yugen Room - a place of contemplation**

After lunch it was off to the Hotel Okura's Go salon for teaching games by professionals: Takemiya Masaki, 9p; Ishikura Noboru, 9p; Ogawa Tomoko, 6p; and Matsumoto Takehisa, 6p.



**Ken vs Matsumoto**

Later, Kay gave an interview to Go World Monthly magazine. The evening was taken up with an amazing meal at a yakitori restaurant. The next morning they took the subway to Ootemachi district for a

courtesy visit to Nikkei Newspapers, one of the sponsors of the Project. After lunch it was back to the Ki-in for more teaching games with professionals. This time it was Abe Yoshiteru, 9p; Mizuma Toshifumi, 7p; and Kano Takashi, 7p.



**UK vs Mizuma, 7p**

After the games, the Igo/Shogi TV Channel recorded a Czech lad playing Matsumoto Takehisa, 7p, with commentary by Ishikura Noboru, 9p. Also, Matthew gave an interview about handicap Go.

Thursday started at the main hall of the Ki-in playing against the regular public players. Shoji Hosono, of the Overseas Department, and Yosuke "Harry" Hariguchi, Secretary of All Japan Students Go Association, showed them how to fill in a pairing card. The Japanese are generally over graded compared to the UK, so the group was playing at 3 or 4 stones above their rank. Kay and Matthew played three games winning two each, but Ken managed to play and win four. After lunch it was by train to Azabu to play more goodwill games with some students of a Go club in a high school. Gifts were exchanged before the start of the games. The UK group did not do so well against these strong students.

The next day was rather special as they went by coach to the Prince's Park Tower, a very impressive hotel in the south of Tokyo. This is the venue for the first game of the Oza title match with which the trip is linked. They were allowed into the playing room and watch the players enter, sit, compose themselves and play the first few stones. Then they had a look at the press room before making their way downstairs to a reception area where Ken gave an interview to Nikkei Newspapers. The Czech and German players had some simultaneous games with Otake Hideo, but the UK group decided to make use of the scheduled free time in the afternoon and made their own way to Shibuya, a trendy district where Kay went shopping in a twelve storey building devoted entirely to fashion for girls. Matthew and Ken decided to explore some of the entertainment available in the amusement arcades; Brian did some shopping for gifts, origami paper and a camera battery. Just as they were leaving, the clouds dropped their load and everyone scampered to buy umbrellas before returning to their hotel for a rest.

The Saturday was also wet. They had some more scarce free time in the morning so made their own way to Sunshine City shopping complex at Ikebukuro. After lunch the team met up at the Igo Festival held on the third floor of the complex. At the opening of the event which featured many professionals, Takemiya Masaki, Takemiya Yohkoh and Umezawa Yukari (female Kisei) appeared on stage to talk about their interests other than Go; Takemiya senior and partner demonstrated their interest in Salsa! After the festival they visited the home of Kikuchi Yasuro, 8d, and World Amateur Champion 1992. His house

is the venue for a private Go Academy which produces the largest number of new professionals each year. Many of his students were there: they showed no mercy on the board. However all the visitors were made to feel very welcome and Kay and Ken got to play with Kikuchi himself. It was a great way to end the trip.

The Sunday saw an early start to the airport, complete with presents of sakura Go bowls, and then it was final farewells and back home on the plane. The long flight gave the team time to reflect on the rich and busy schedule and realise what a unique opportunity they had just experienced, with many thanks due to the sponsors and all involved.

## PHOTO QUIZ



Who is recognised as the first British Go player to receive a dan diploma drawn by the Nihon Ki-in calligrapher?

*The connection between the sword and Go set shown in BGJ 144 is that they belonged to Arthur Jonak von Freyenwald.*

*He was the founder of the first European Go club, having learnt the game during the Boxer rebellion in China. He died during the First World War. His possessions were on display at the European Go Congress in Villach in 2007.*

# BRITISH YOUTH GO IN 2008

Tony Atkins

ajaxgo@yahoo.co.uk

Apart from the teaching of beginners, described in the last Journal, there is an active youth Go scene in Britain. To the general Go-playing population it may not be as visible as it was a few years ago as fewer young people are playing in regular tournaments. Though the days of a minibus full of kids being at every event have gone, in the Midlands it still occurs thanks to the efforts of Mike Lynn at King Edward VI School in Aston.

Aston was the host of the British Youth Go Championships on 16th March. There were 37 competitors this year,

aged from 7 to 18 with strengths from 4 kyu to 30 kyu, and not all from the home school. Often the section winners are offspring of adult Go players, and this year the winner was such. Maria Tabor became the first female youth champion with five straight wins. She even beat Chinese player Tom Zhai, 4k, from Stowe. As usual, these days are quite hectic, with little time for the social side events between games, but there was enough time for Liar Dice (won by local Joshua Dolman) and a puzzle competition won by Danielle Ward of Cambridge.

The Go prizes and places went to:

Overall winner: Maria Tabor (Epsom) 2nd: Mazhar Warraich (Aston)

U18: Maria Tabor (Epsom) 2nd: Matthew Hathrell (Coventry)

U16: Steven Donlon (Burton) 2nd: Costas Televantos (Aston)

U14: Mazhar Warraich (Aston)

2nd: Ken Dackombe (Farnborough Village)

U12: John Perkins (Aston) 2nd: Jack Drury (Aston)

U10: Thomas Meehan (Solihull) 2nd: Hannah Sanders (Cardiff)

U8: Roella Smith (Milton) 2nd: Charlotte Bexfield (Letchworth)

Novices' section: Jack Merrill (Stowe) and Peran Truscott (Cambridge)

4 wins: Ravinder Hayer, Joshua Dolman (Aston), Owen Walker (Cambridge)

Fighting Spirit Prize: Joshua Zolna (Aston)

Castledine Trophy: King Edward VI School, Aston

Team with most wins:

Penguin Patrol (Cambridge) with 9/13

13x13 knockout:

1st: Jun Hoe Ahn (Aston)

2nd: Matthew Hathrell (Coventry)



This year the European Youth Go Championships was held in early March in Mikulov in Czechia. 101 under-18s and 58 under-12s took part. Both winners were from Ukraine: Artem Kachanovskyj, 4d, and under-12 Jurij Mykhaljuk, 2k. Children from Finland, France and Russia were among the prize winners. Vanessa Wong, representing UK but living in Hong Kong, was 13th in the Under-18 and will be playing for the UK in the World Mind Sports Games.

In order to encourage children to play in tournaments, at each event they can score up to 100 points (200 at the Youth Championships) in the Youth Grand Prix. The top places get certificates and cash prizes thanks to the support of John Rickard's family. Over 90 children scored points in 2007 and 55 up to June 2008. The 2007 winner was William Brooks, a dan player, who in his last year at school took part in many events.

An event to encourage more schools to take part is the UK Go Challenge. On the BGA list there are over 100 schools where some sort of Go activity has taken place. These are invited to join in the Challenge but mostly it is the active school clubs that respond by joining in. For a small fee they get a tournament pack that enables them to run a heat in their school, complete with rules, draw materials and prizes.

This year the top prize in each heat was a Nihon Ki-in mobile phone strap.

Milton Primary School in Cambridge had a heat with 39 players in total: Aoife McCaul was the winner for the third year running. Second was Roella Smith and third was Bridget Johnson. Also in Cambridge, St Laurence's School had a small heat won by Daniel Edwards. The Cambridge Junior Chess and Go Club heat had 28 players and involved the most players stronger than 25k that they have ever had in the club. Unfortunately some of the stronger players missed some of the rounds and so missed the top places. Winner was Owen Walker, second was Thomas Danes and third was Ashley Stewart.

Aston ran another big heat and the winner was Phoenix Hai Xia. Mazhar Warraich, Hamzah Reta, Stewart Smith, David Jung and Jun Hoe Ahn were one win behind him. Woodley made their heat the Novices at the Bracknell Tournament to allow others to join in. Clear winner was Oscar Selby from Epsom who is five. There were ten heats in all.

The best players from each heat, plus any young players who could not take part in a heat, met up at the start of National Go Week for the UK Go Challenge Finals. This time Milton Community Centre was the venue and there were 42 youngsters in total.

## MEMBERSHIP REMINDER

BGA membership runs on an annual basis, based on quarter start dates. Whilst most members do run on calendar years, have you checked yours?

Are your details up-to-date? Contact [mem@britgo.org](mailto:mem@britgo.org).



### **Matthew Hathrell at the UK Go Challenge**

The winners were:

U18 Boys - Matthew Hathrell (Coventry) - Overall and Top Boy

U16 Girls - Cher Bachar (Ruislip) - Top Girl

U16 Boys - Hai Xia (Aston) - Overall 2nd

U14 Boys - Ismael Mustafa (Aston)

U12 Girls - Danielle Ward (Cambridge)

U12 Boys - Stewart Smith (Aston) - Overall 3rd

U10 Girls - Sijia Yao (Milton)

U10 Boys - Thomas Danes (Cambridge)

U8 Girls - Roella Smith (Milton)

On 5/6 - Tung Nguyen, Jun Hoe Ahn, Renzhi Zhou

The Champion School this time was King Edward VI Aston and the Champion Primary School was Milton who beat London Meed from Burgess Hill in a head to head. All section winners also got a framed certificate showing their achievement and some nice prizes.

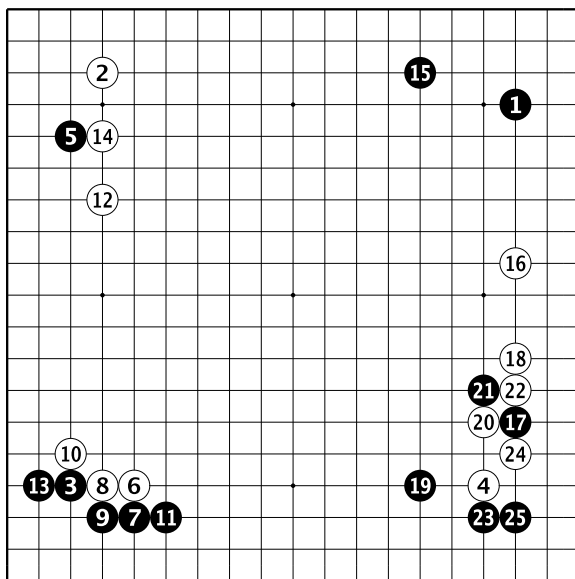
Owen Walker won the puzzle-solving prize and Ellie Ripley-Duggan the fighting spirit prize.

With all the many Go introductions into schools by Zen Machine, KisekiGo and others, it is hoped there will be even more schools involved next year.

# GAME FROM THE 2007 LONDON OPEN

Alex Dinerchtein

qp@omen.ru



Date: 30-12-2007

Round: 2 Board: 1

Black: Hong Seolki,  
7d, (Korea)

White: Merlijn Kuin,  
6d, (Holland)

Komi: 7.5

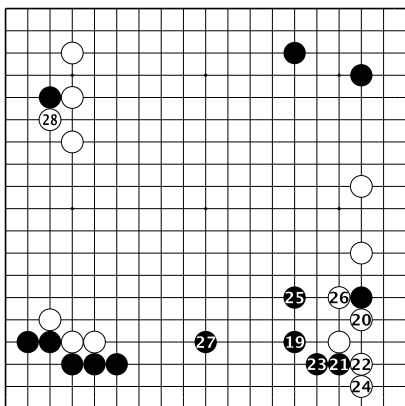
Rules: Japanese

Result: Black by  
resignation.

Time: 90 minutes

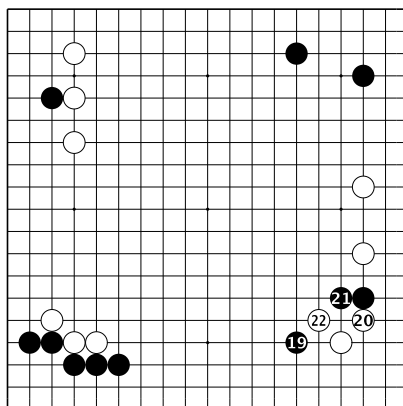
Overtime: 20 moves  
in 5 minutes.

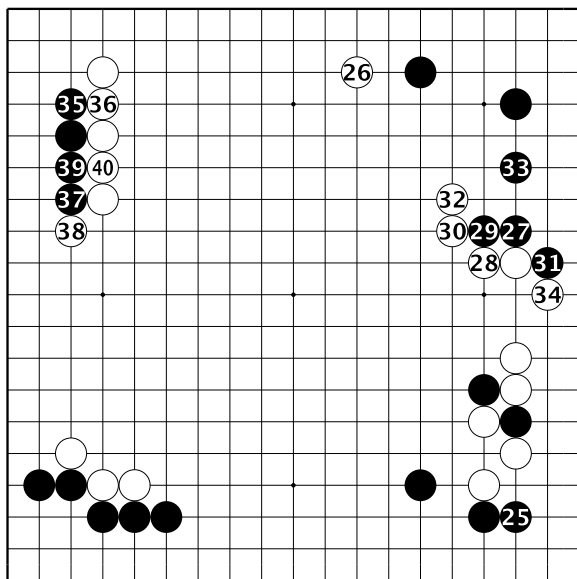
- ⑭ The opening is equal
- ⑱ White may also attach at ⑳
- ㉓ A joseki, but now this move is soft (see variations 1,2)
- ㉕ Now we can see that ⑯ is too close to White's strength



Variation 1: This result would be slightly better for White than in the real game.

Variation 2: This is the most active answer.





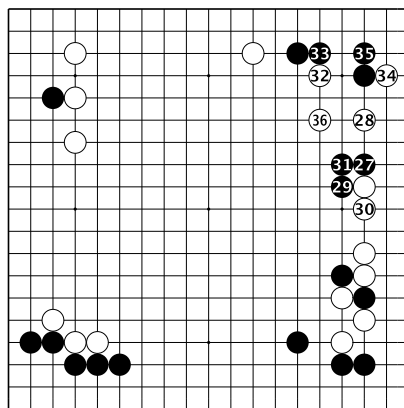
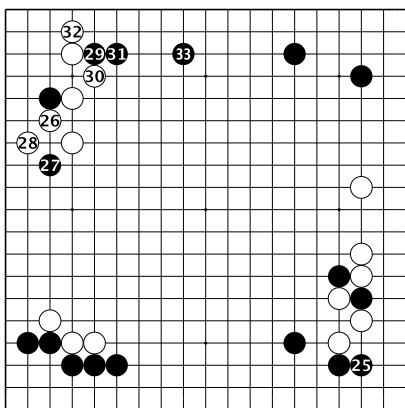
Moves 26-40

②⑥ White is behind on territory, so he wants to play actively – see variation 3

②⑦ A good plan. Black wants to defend the corner in sente by making White overconcentrated on the right

②⑧ The normal answer, but it's too soft. I would prefer to invade at ③③ instead – see variation 4

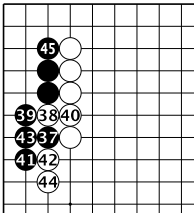
Variation 3: Not enough for White.



Variation 4: This invasion puts more pressure on Black.

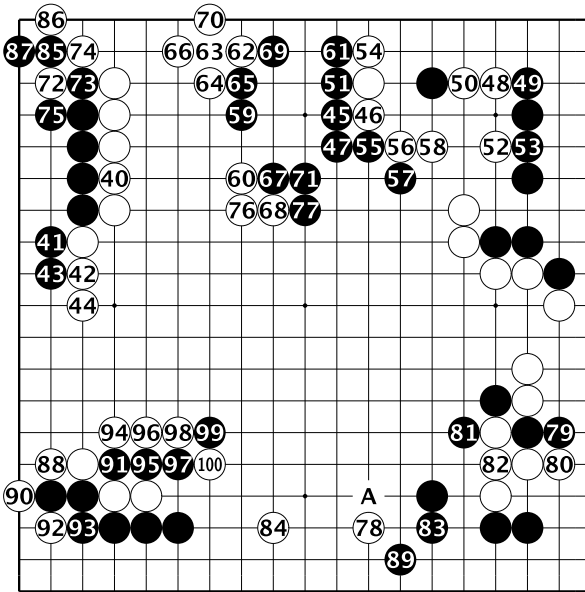
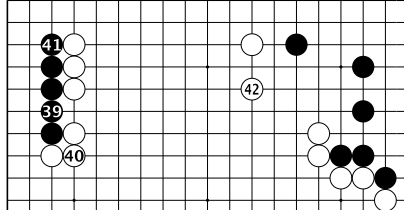
③⑤ Black defends the corner in sente and we can see that White's position on the right is clearly overconcentrated

- 37 The game is favourable for Black
- 38 White has a choice – see variation 5
- 40 A thick move, but the main problem is gote – see variation 6



Variation 5: This plan is probably better for White.

Variation 6: This variation is better for White, because of sente.

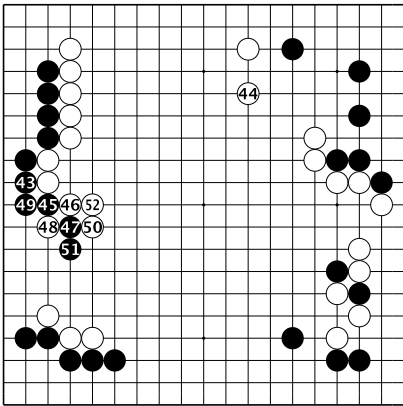


Moves 40-100

- 44 Can White ignore it?  
See variations 7, 8

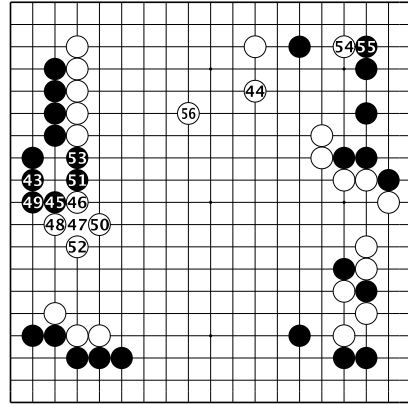
OTHER CONTACTS FOR ALEX

1. Go lessons – <http://breakfast.go4go.net/>
2. Weekly Go magazine – <http://gogame.info/>



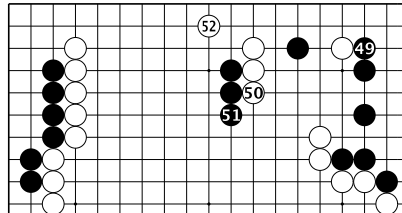
Variation 7: Is it better to sacrifice the stones?

Variation 8: The trade would be equal.



④⑤ Now Black has sente for reducing the moyo. Clearly favourable to Black!

⑤⑩ This stone is small – see variation 9



Variation 9: Better to continue the attack.

⑤⑨ White cannot be satisfied. Now White is far behind on territory and his walls are not working

⑦① Black's group is completely alive

⑦② A slow move. It was possible to defend around A

⑧④ Anyway, White is behind

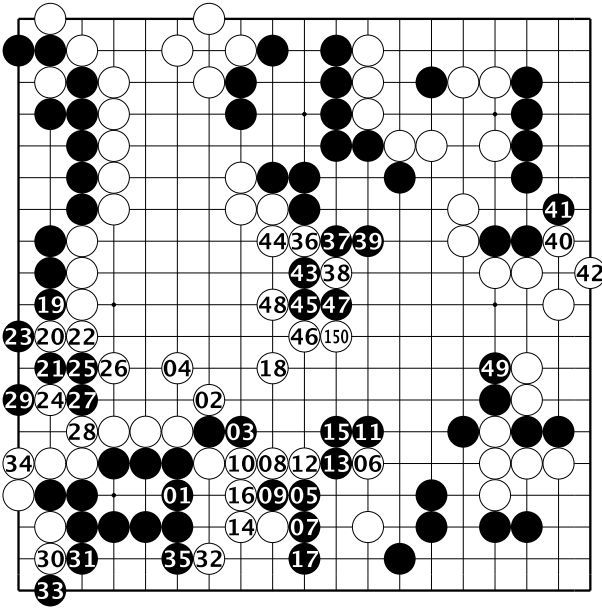
⑧⑧ This block has a very bad aji. I suggest to play at ⑧⑨ instead

⑧⑨ A huge move in reverse sente

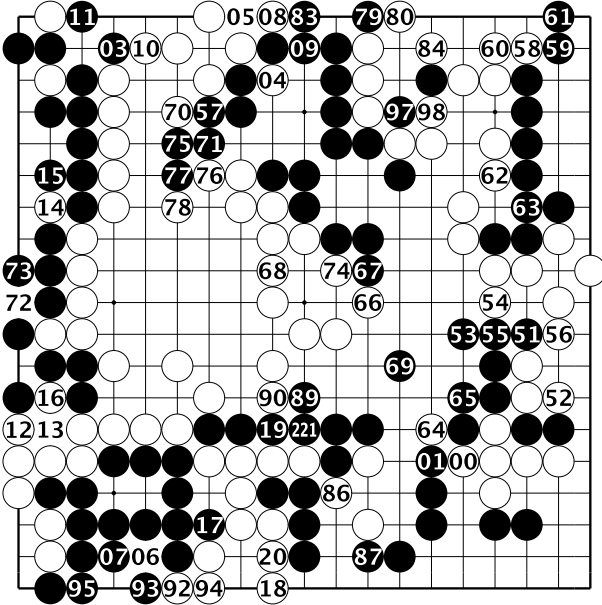
⑨⑩ It's more solid for White to defend at ⑨⑥

⑨⑦ Black is happy to capture these stones. It's already hard for him to lose this game.

Later Hong Seolki, 7-dan, won the game without any problems.



Moves 101-150



Moves 151-221

# THREE LITTLE PIGGIES

Ian Davis

ian.davis29@btinternet.com

Once upon a time, there were 3 young brothers who loved playing Go. Every day they got up, did Tsumego for breakfast, played blitz for lunch, then studied professional game joseki and opening theory for the rest of the day. Their mother got fed up with them being so lazy, and threw them out of the house.

"You sit around all day playing that stupid game, and you never help me with any of the housework. I am sick of you all. Get out! Go and make your own way in the world."

So the little brothers ventured out into the world on their own. The first thing they did was to each find a nice place to play Go. The first brother decided to build a comfortable tree house. He chose a nice oak tree, with a good view of the surrounding area, allowing him to notice passing Go players. One day a wolf passed by and called up to the first little Go player.

"Let me in, Let me in. I want to play Go." cried the Wolf. "Never you stupid Wolf!" cried back the little Go player, and he taunted the Wolf. The Wolf became enraged and threatened to eat the little Go player if he wasn't let in. "You will never climb up my tree silly Wolf!" shouted down the little Go player, and he taunted him some more.

However, the ladder worked for the Wolf, and the little Go player had to flee as fast as he could to his brother's house.

The second little Go player had set up his home in a snug underground cavern with a narrow entrance. Sometimes passers by would fall in, and he wouldn't let them out again until they had learnt to play Go. He was happy to see his brother arrive,

and immediately they sat down together and began to play a jubango. After a while the same Wolf passed by their house and called down to them.

"Come out, come out." cried the Wolf "We can have a picnic and a nice game of Go." "No way fatso!" cried back the little Go players, who were rather cross at having their game interrupted. The Wolf was very angry, and threatened to eat the little Go players if they didn't come out at once. "You will never fit into our cave smelly Wolf." they shouted back.

"We are going to stay here and play Go, and there is nothing you can do about it!" The Wolf howled with rage. He ran to a nearby tree and snatched a bee's nest from the branches and tossed it down into the cave.

The throw in worked for the Wolf, and the little Go players had to run as fast as they could to safety at their brother's house. The third little Go player lived in a cottage in the countryside. He had built it himself, and added a nice pond to wash his Go stones in, and a patio to let them dry in the sunshine.

Soon enough, along came the Wolf. He knocked on the door and asked to be let in. "Let me in! Let me in!" cried the Wolf. "We can play a nice Rengo together." "Not a chance you evil Wolf!" shouted back the little Go players. The Wolf was incensed, and threatened to eat them all up if he was not admitted directly. However the little Go players taunted him with abandon, and told him to "Get lost four legs."

Seeing his opponent had 4 corners, the Wolf realised he was beaten. He turned his tail and headed off to East London to get a game.



# WEAK PLAYERS' PROVERBS REVISITED

Francis Roads

francis@jfroads.demon.co.uk

I was delighted to see that the proverbs which I submitted to the journal 31 years ago have been reissued; though is it significant that it was done anonymously? The diagrammed position on page 32 of BGJ 144 illustrates weak player thinking superbly. And I am happy to add the proverb 'Black keima in the corner is dead' to the canon.

Further research at the Wanstead Go Club into the thinking of weak players, and in particular those who exhibit great tenacity in remaining weak, has revealed further principles which underlie their thinking. One found its way into the text of the previous article: 'It is bad manners to attack a White group'. The thinking behind this is that in a large handicap game White knows full well whether her groups are alive or not, and it is not for Black to question this wisdom.

Further new proverbs follow.

'Atari is never bad play'. Weaker players find it difficult to read out sequences, so ataris give them a brief moment of being able to guess at least one White move. If there is more than one atari, it makes no difference which one you play.

'The centre is larger than you think'. It is not always easy to use thickness to attack or back up invasions, so why not use it to make territory?

'My best play is within 5 cm of my opponent's last play'. This is

a reworking of Proverb #8 in the previous list: 'One point near your opponent's last move is worth ten points elsewhere'. The point here is that your opponent knows better than you do in which part of the board it is best to play, so you should follow her around the board. Admittedly this proverb gives more latitude on a small travelling set, and very little on a demonstration board, but it is best to keep things simple.

'Lose a stone; lose the game'. Since the opponent gains two points by capturing a stone, it is always more important to stop any of your stones from being captured than to make territory.

'The yose begins at move 1'. Any move which gains territory or reduces the opponent's should be played as soon as you spot it. You may forget it later on.

'If you don't play ko, you don't need ko threats'. This follows Proverb #3 in the previous list: 'Ko fights lead to trouble and are best avoided.' If you have decided not to play ko, you might as well play any forcing moves as soon as you notice them.

I trust that this small contribution to Go theory will bring continued success to many British players in large handicap games.

Finally, 'A group with one eye can usually make two'.

# USING THICKNESS

Adam Prescott

a.w.prescott@dur.ac.uk

## Introduction

Despite being a relatively weak player (around 11k, currently), I have spent some time teaching weaker players and reviewing games. Early on when studying Go, most people come across Go proverbs and the general principles behind playing good Go, such as 'your opponent's good move is your good move,' or 'hane at the head of two stones.' This article deals with two related proverbs, namely 'play away from thickness,' (otherwise known as 'don't play near strength') and 'don't use thickness to make territory.' For the sake of brevity, it will be assumed that the meaning of thickness is understood. (Please note that anything suggested in this article is merely a guideline for weaker players and is no substitute for reading, as the proverbs themselves aren't.)

## Why not use thickness to make territory?

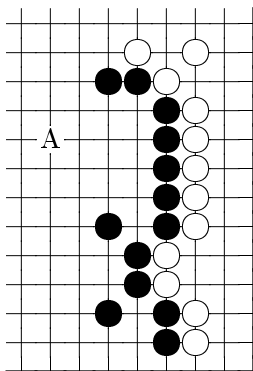


Figure 1  
Thickness

In this position, adapted from an online game, there is sometimes a

tendency to feel that a white stone somewhere near A is a big threat – especially after it happens a few times and turns out badly – which prompts us to try to not let it die. Black might like to contemplate playing at A, with the hope of securing territory. Territory is the aim of the game, right?

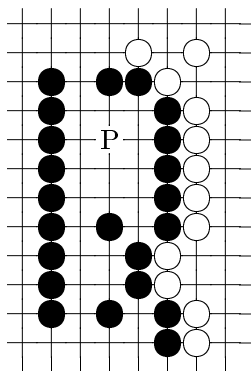


Diagram 1  
Securing points

Hopefully it is obvious why spending time on securing this territory is a very bad strategy. What Black has done is spend over 20 stones securing what amounts to about 25 points (the area marked P). The stones can be used more effectively; 25 points in the corner can be sealed off with much less effort. What's more, points have been lost elsewhere on the board in coming back to secure P.

## A better way

Instead of using thick positions to build territory, Black should listen to the proverbs and play away from them. As far away as possible.

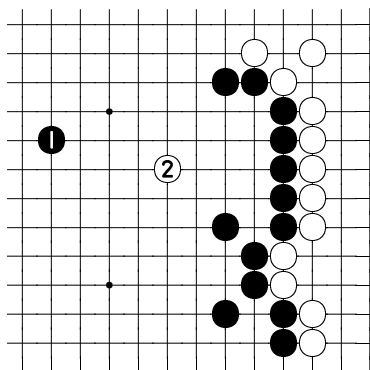


Diagram 2  
Playing away

If a play is going to be made 'local' to the wall, ❶ is better. White, feeling brave, shall we say, jumps in with ❷, blatantly ignoring the proverb. Disaster! No. Black follows the proverb which White has chosen to ignore. Stay away from thickness – in this case, our own.

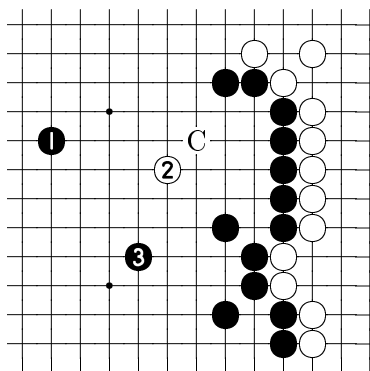


Diagram 3  
Attacking with thickness

We can use our thickness to attack, since it has few weaknesses which White can exploit. ❸ pushes White against the wall. At the same time, it

is helping to secure territory on the bottom (although it is by no means safe yet). If White decides to pull back and threaten a connection with some stones in the centre or on top, Black can make profit somewhere else in forcing them to connect and live, even if the running group isn't outright killed.

Black would not want to try the old approach and play something like C, since it is too close to the already-strong wall. It is almost worse than just passing, since it gives White a reason to grow stronger.

On the note of passing, there is one other option, instead of ❶ – tenuki! It isn't necessary to play at all near the wall in Figure 1 and Black can just go and spend a move elsewhere. This is of course the obvious thing to do if there is a game-winning move to be had, but it is tempting to panic about the concept of ❷ in Diagram 3 without ❶ there to help us. The important thing is that ❷ is the bad move.

### Follow the proverb for both colours

The proverbs, you should notice, are neutral. It does not say 'play away from your opponent's thickness.' You should generally play away from your opponent's thickness because it is already so strong, and your own because it is inefficient. This proverb, like a few, is one of which I personally had (have!) trouble following because of the worry and panic of dealing with my opponent taking away the usefulness of my position, but, after following it and thinking about it more carefully, it should help you to improve.

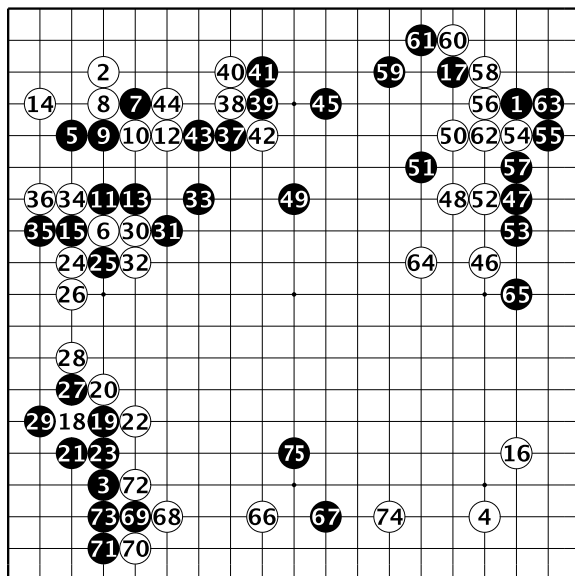
# EXTREME LADDER

David Ward

analyst@britgo.org

Can't read ladders then don't play Go?

Here is an example I picked up courtesy of the go4go<sup>1</sup> website from the last Meijin League that demonstrates that sometimes reading a ladder becomes incidental to the game.



Date: 13-12-2007

33rd Japanese Meijin

Black: Takao Shinji,  
9p (Japan)

White: Cho Chikun,  
9p (Korea)

Komi: 6.5

Rules: Japanese

Result: Black by  
resignation

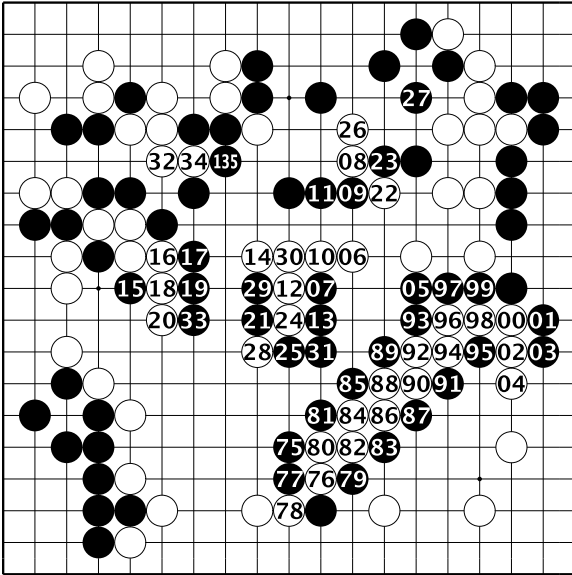
Time: 5 Hours

Overtime: 1 minute  
byoyomi

David Ward would like to  
remind the membership  
of the analysis service  
available to members.

<sup>1</sup> <http://www.go4go.net/v2/>

The imagination necessary to set up a ladder which doesn't work inducing a player like Cho Chikun to play it out is pretty amazing. Did Takao really read out the rest of the semeai against the top group at move 75?



However caution is advised for us mortals, unless you can read out the continuation like Takao does, you are losing 7 points per move playing out a ladder that doesn't work!

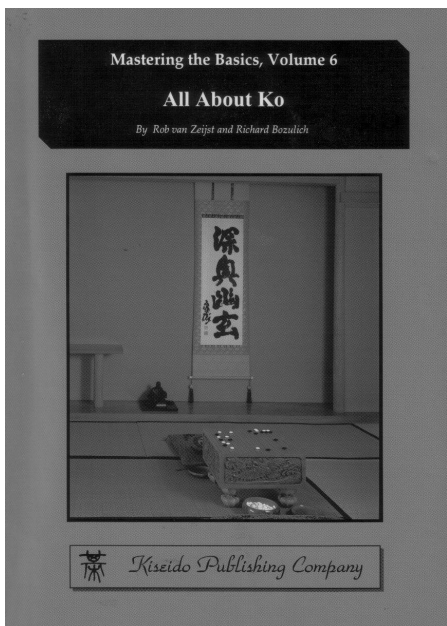
Cho Chikun resigned at move 135.



# BOOK REVIEW: ALL ABOUT KO

Tony Atkins

ajaxgo@yahoo.co.uk



As I mentioned in the last journal, because there are so many Go books, I tend to choose books where I know the authors. The names of the authors of "All About Ko" will be familiar to those who have collected Ishi Press or Kiseido books in the past. The first is the silver haired American Richard Bozulich, long time Go book publisher. I met him over the Go board one evening at the Nihon Ki-in. The other also lives in Tokyo and is Dutchman Rob van Zeijst. Rob has been a familiar figure on the European tournament scene, and well deserves his 7d grade as he studied with the student professionals for a while and as proved by my games against him. As Westerners they understand how we learn and produce books in a style that fits our way of learning, unlike

many translated books in the oriental style.

The last book on Ko was published over ten years ago and was thought at the time to be the worst Go book around, a feat since overtaken by a book from Korea. However this book redresses the balance and is to Kiseido's usual high standards. Gerry Mills rates it as Intermediate level.

Chapters guide you, tutorial style, through how Kos operate, about the value of moves, Ko threats, the various types of Ko, including multiple Kos, and some special positions that involve Ko (such as the Carpenter's Square). One thing to note, however, is that most of what is written about multiple Kos is only relevant to Japanese rules. What is written may be confusing as we get used to playing with AGA rules and the different SuperKo Rule therein.

Two thirds of the book's 250 pages are devoted to problems, 122 in all, interspersed with eleven game records from professional games that involve Ko. Many of the problems are based on positions within the games, so putting the Kos into context. The problems are well laid out with usually a double page spread, followed by the answers overleaf.

So get to know Rob and Richard and their books and look out for their next book in the Kiseido Mastering the Basics series: 'Fight Like a Pro - The Secrets of Kiai'.

'All About Ko' is Kiseido K76 and is available from the BGA book seller at £10.

# STUDENT GAME

David Ward

analyst@britgo.org

Date: 27-04-2008

The KGS Go Server at  
<http://www.gokgs.com/>

Black: Bucko,  
 David Buckley,  
 1-kyu

White: Twillo,  
 Will Brooks,  
 3-dan

Komi: 6.5

Rules: AGA

Result: White by 32.5

Time: 30 minutes

Overtime: 30 moves  
 in 5 minutes

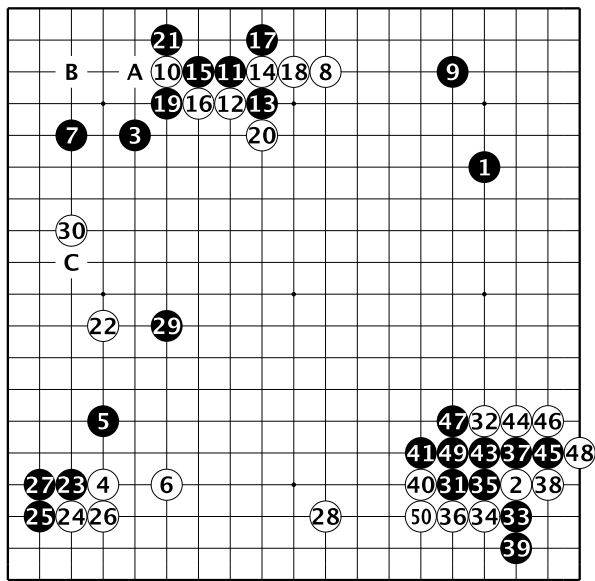


Figure 1 (1-50)

- ⑦ Setting up to play a pillbox formation at ⑩ which is a powerful formation
- ⑧ Maybe better at A
- ⑩ White is reluctant to play at ⑪ as Black will play at ⑩, but perhaps the best choice – it looks like Black has done well in the opening
- ⑪ Natural to invade
- ⑫ Maybe better to play less directly, say at B
- ⑰ Looks good for Black – a large corner in exchange for some incomplete thickness
- ⑳ An all out move – leaves the option of White taking thickness, as in Diagram 1
- ㉓ Black shape looks a little strange
- ㉔ A difficult point, perhaps C is better locally or ㉑
- ㉒ This move is not in Ishida – one suspects for a good reason!
- ㉖ White's cut is not in Ishida and it looks like Black can play at ㉗ straight away capturing two stones

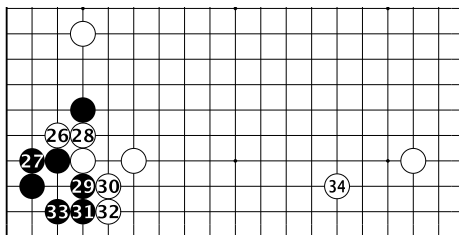


Diagram 1

41 Black should play the empty triangle at 49 – making miai of capturing two stones

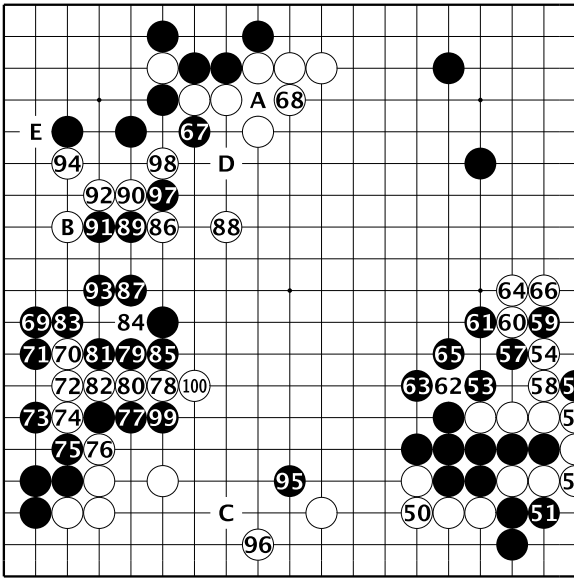
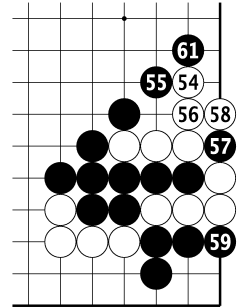


Figure 2 (50-100)

53 White is in trouble

55 No. 57 is the move then White collapses, as in diagram 2



60 at 57  
Diagram 2

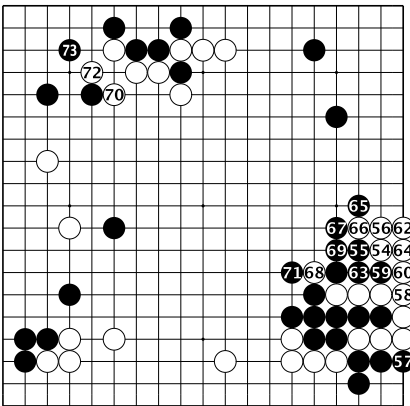


Diagram 3

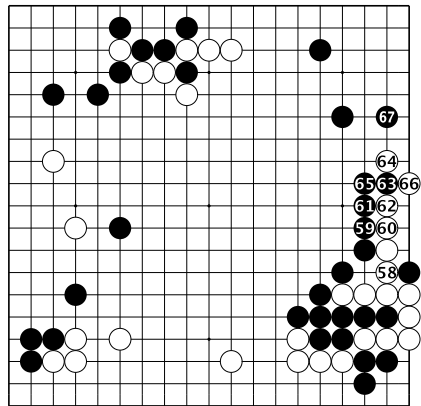


Diagram 4

59 Black is trying too hard – make some thickness and push White along the second line as in Diagrams 3 and 4

62 Sharp move, White is back in the game

66 White is ahead, Black needs to find a good plan

67 Aji keshi, the stone at A had potential



- 89 Black is very thin – perhaps a better plan is to make these thin stones stronger by harrassing the B group then aiming at C
- 84 Very aji keshi as it removes a key liberty whilst pushing from behind – a double slap wrist!
- 95 Black is getting increasingly desperate
- 97 Better to aim at this cut than to play it – a splitting attack at D looks possible – at least E should be sente
- 99 Good idea

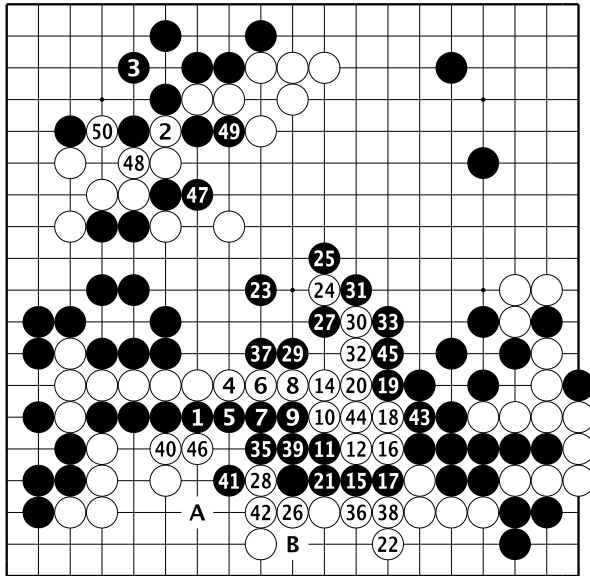


Figure 3 (100-150)

- 123 No – now is the time to try to live – or at least increase the number of liberties
- 125 Black may have had more entertaining moves A, or B for example – this just loses quickly. Diagram 5 shows a possible continuation from A, where Black tries for life, and more liberties, before attacking the white stones.

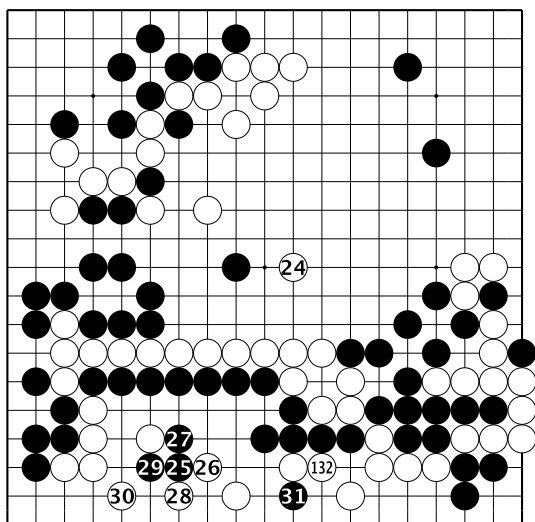


Diagram 5

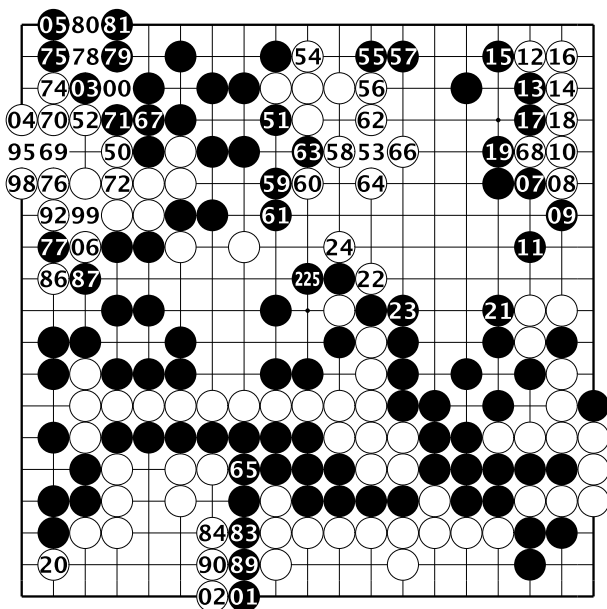


Figure 4 (150-225)

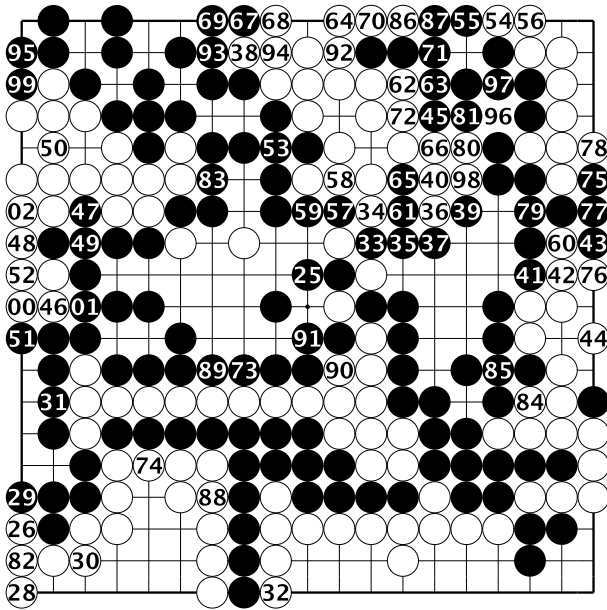
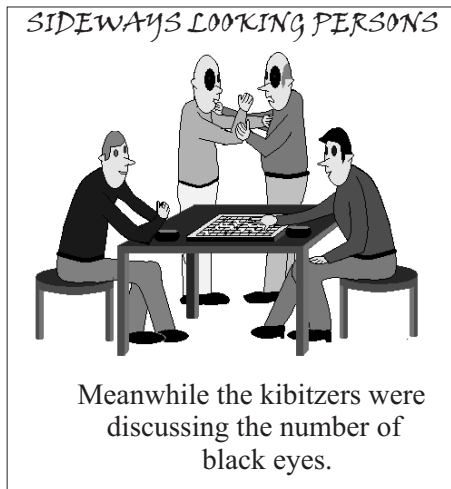


Figure 5 (225-302)

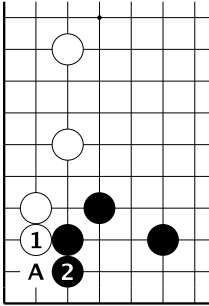
This was a difficult game to comment upon – Black seemed to be trying to play some interesting but unorthodox moves.



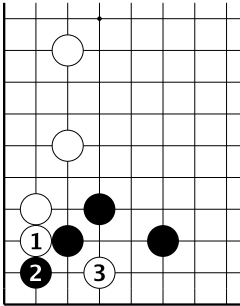
# JOSEKI EXPLANATION

Ian Davis

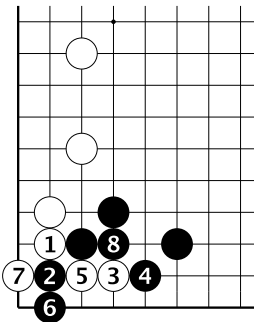
ian.davis29@btinternet.com



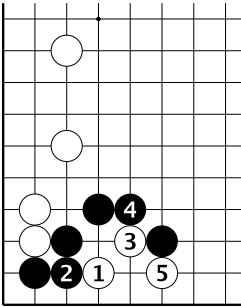
In this position players often choose the given move instead of the natural block at A. Why? Well I suspect it is because they died after the following diagram.



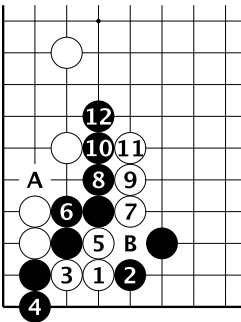
This move has killed countless players, but does it really work? Well yes and no. If you understand the following variations you should be able to recognize when this move can prove rather lethal.



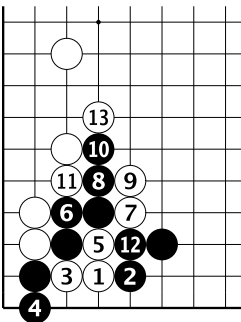
This is the first line to examine. Standing on it's only leg, Black's golden chicken of 2 and 6 cannot be killed – approaching would mean self atari. White's invasion has failed completely.



We are making the assumption that the following line works for White. Meaning that White can escape and also leave Black largely eyeless.



Pushing Black out like this cannot be entirely successful for White. Black retains A, B as miai.



However: If this ladder works for White, Black is in big trouble.

# GUARDING CUTTING POINTS

Sandy Taylor

at@compsoc.dur.ac.uk

## Introduction

I (a 5 kyu) have recently been reviewing some games for a fairly new double digit kyu player. I've seen the same mistakes again and again, often in situations that experienced players find very simple to deal with. This was particularly obvious when dealing with late game invasions, the sort that might be seen as 'silly invasions' by stronger players. It seemed like it might be a good idea to document my thought processes when dealing with these situations, to try to help those who haven't quite learnt yet.

This article will be the first of two. Cutting points are examined here, and the second will deal with attacking a group by removing or preventing a base.

I stress that this is a very basic guide aimed only at getting people on the right track. There are often many ways to defend any given cutting point, if it needs defending at all. Players should bear this in mind as they improve, and never substitute these general ideas for good reading.

The diagrams are mostly constructed to illustrate the article's points, and shouldn't be expected to appear exactly in real games.

## So, is this really a cutting point?

The following steps are essentially what I think when considering a cutting point. Just go through the steps in the given order and see what the answer is at each step. If it's always 'no', defend the cut.

The instructions here mostly apply to protecting your territory towards

the endgame, but the same principles apply to capturing cutting stones in the middlegame and even the opening.

1. Can I ladder the cutting stone?
2. Can I net the cutting stone?
3. Can I read out another simple way to kill the cutting stone?
4. If White cuts, can I easily live with two eyes on both sides of the cut?

If the answer to any of these is 'yes', you don't need to defend the cut. You can just kill White's cutting stones using the given method. If you do need to defend the cut your opponents move is probably your own move, and you can simply play at the vital cutting point. The following ideas are examples of putting these steps into action.

1. Ladders: The triangled stone in Diagram 1 shows this kind of cut being dealt with.

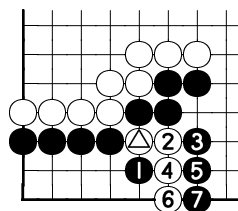
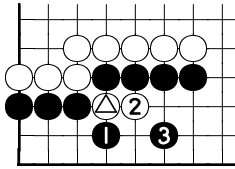


Diagram 1

A cut with  $\triangle$  is caught in a ladder

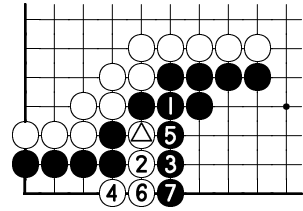
2. Nets: The triangled stone in Diagram 2 shows this kind of cut being dealt with. A ladder would also work in this situation.



**Diagram 2**

A cut at  $\triangle$  is caught in a net

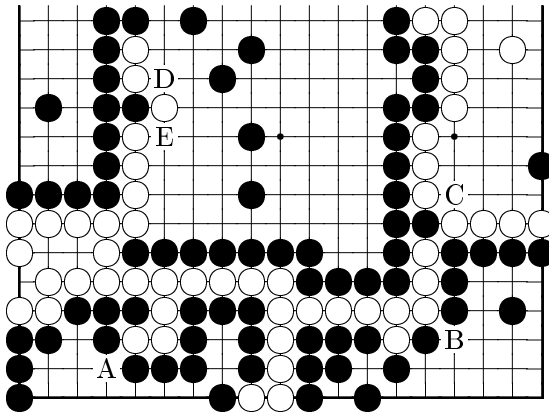
3. Other death: The triangled stone in Diagram 3 shows a situation where Black easily leads White into making a dead shape. You may like to prove to yourself that other moves by White lead to the same result.



**Diagram 3**

A cut at  $\triangle$  is killed easily

4. Other cutting points: For other points, you can look at your own stones on both sides of the cut. If both of your groups there have two eyes, you don't have to worry about them and there is no need to defend the cut. Diagram 4 includes two problems showing this situation.



**Diagram 4**

The cuts at A and B illustrate point 4. White can escape the simplest sequences, but which cut does Black actually need to defend?

Black thinks that a ladder by White cannot catch his cut at C. Is he correct?

Black can easily snip off a couple of stones at D, but does the more ambitious cut at E also work?

# UK CLUBS LIST

The up-to-date clubs list, with a map of the UK, many 'phone and email contacts, and links to club webpages, is available at:

<http://www.britgo.org/clublist/clubsmap.html>

Please send corrections and all new or amended information to the Journal and Newsletter editors and Website maintainer via [club-list@britgo.org](mailto:club-list@britgo.org)

Recent changes are at: <http://www.britgo.org/clublist/update.txt>

All significant changes between full lists will be published here. The last full list appeared in BGJ 142.

Please subscribe to the email Newsletter for more frequent updates.

## **BRIGHTON**

Now meets at the Battle of Trafalgar, 34 Guildford Rd, Brighton, BN1 3LW. Very near Brighton Station. Food served until 9pm.

## **CAMBRIDGE**

New room Thursdays: Either in the TV room or adjacent room, 3rd floor, the University Centre, Mill Lane, Cambridge, CB2 1RU.

## **CANTERBURY**

No longer meets.

## **DUNDEE**

Monday from 20:00, Mennie's, aka the Speedwell Bar, 165–167 Perth Road, DD2 1AS. Contact: Peter Clinch, [p.j.clinch@dundee.ac.uk](mailto:p.j.clinch@dundee.ac.uk), 01382 665 322.

Club web page:

<http://www.personal.dundee.ac.uk/~pjclinch/dundeegoclub/>.

## **EDINBURGH**

Mondays from 19:00, the Meadows Bar on Buccleuch Street.

Wednesdays from 19:30 in Alan Crowe's flat (1F1) at 34 Haymarket Terrace.

No longer meeting on Thursdays.

Club web page: <http://www.edinburghgoclub.co.uk/>.

## **EXETER**

Every first and third Monday of the month from 19:00, upstairs at Georges Meeting House, EX1 1ED, South Street.

Contact: David Storkey, [DaveStorkey@netscape.net](mailto:DaveStorkey@netscape.net), 01392 461 182. Phone or email to confirm.

## **GLASGOW**

Now meets Thursdays.



### **GLENROTHES — \*NEW\***

Wednesday around 19:00, 63 Braemar Gardens, Glenrothes, Fife KY6 2RF.

Contact: Alan Stewart, [alan\\_r\\_stewart@hotmail.com](mailto:alan_r_stewart@hotmail.com), 01592 772 247.

### **LEICESTER**

Now meet Thursdays, 19:45.

### **LONDON, CLGC**

Now meeting from 2-9pm, possibly later.

### **LONDON, PUTNEY (NOW KNOWN AS LONDON, SOUTH)**

New venue: The Jackdaw and Rook, Balham, Balham High St, 2 minutes walk from Balham station, SW12 9AA. Please contact before travelling

[brian@ithil.org](mailto:brian@ithil.org)

### **LONDON, NORTH WEST**

No longer meets.

### **LONDON, TWICKENHAM**

Club web page: <http://www.britgo.org/clubs/twick>.

### **MAIDENHEAD**

New web page, <http://www.maidenheadgoclub.com/>.

### **MANCHESTER UNIVERSITY GO SOCIETY**

A second go club in Manchester.

Mondays, 17:00, Atrium Bridge, Alan Turing Building, Upper Brook St, (46 on campus map).

Contact: [go\\_soc@hotmail.com](mailto:go_soc@hotmail.com)

Club web page: <http://www.umsu.manchester.ac.uk/go/>

### **NEWCASTLE**

Now meet at 17 Curtis Road, Fenham, Newcastle Upon Tyne.

Contact: Tom Coulthard, [tomcoulthard@hotmail.com](mailto:tomcoulthard@hotmail.com), 0191 226 0014

### **READING**

Now meets 18.30 every Monday at Eclectic Games, a games shop at the base of Thames Tower, opposite Reading station.

See <http://www.eclecticgames.co.uk> for more info.

Contact: Jim Clare [jim@jaclare.demon.co.uk](mailto:jim@jaclare.demon.co.uk)

### **WEST CORNWALL**

Thursdays 20:00, Rose-in-Vale, Gweek, Helston, TR12 7AD.

Contact: John Culmer, [johnculmer@btinternet.com](mailto:johnculmer@btinternet.com), 01326 573 167.

Club web page: <http://www.johnculmer.btinternet.co.uk/go/wcgc.html>.

### *SIDEWAYS LOOKING PERSONS*



Og took the opportunity to introduce a new member to the Club.

## FUTURE CONGRESSES

The British Go Congress occurs over a weekend near Easter. Thanks to respondents we can now announce that:

2009 will be in Chester.  
2010 is to be in Scotland.  
2011 may well be in Swindon.

The .sgf files for games printed in this journal appear on

<http://www.britgo.org/bgj/current>

All the .sgf files, and the answers to the other five problems set in the last issue appear on the BGA website at

<http://www.britgo.org/bgj/issue144>

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# GUARDING CUTTING POINTS – SOLUTIONS

Sandy Taylor

at@compsoc.dur.ac.uk

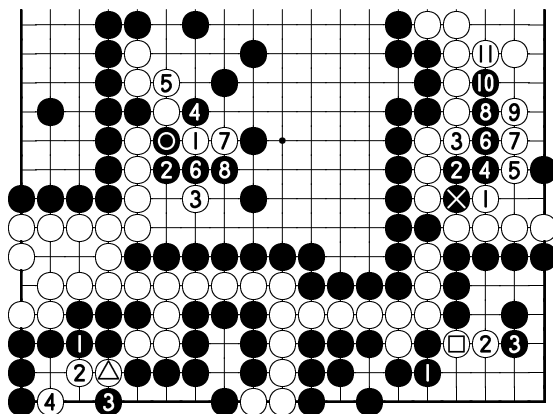


Diagram 4 – Solutions

The cut at  $\triangle$  is a success, killing some black stones! This cutting point must be protected by Black.

The cutting point at  $\square$  does not need to be protected. Black can just play calmly, living on both sides of the cut and denying White life.

Black is wrong about the cut at  $\otimes$ . White can use a ladder sequence to capture the cutting stones.

Black's cut at  $\circ$  is successful. White's best attempt to prevent it is the net, which does not work.

# 10 YEARS AGO

Tony Atkins

ajaxgo@yahoo.co.uk

Apart from Bracknell, won by Michael Zhang, Matthew Macfadyen was winning everything else. He won Leicester and the Welsh Open (as usual). He won the Scottish Open in Glasgow, and was winning the British Championship match against Edmund Shaw. He also won the Pair Go Championship with Kirsty Healey. The side event at the Pairs was to name 101 uses of a dead Go stone.

Matthew was not at the Devon, which was won by Antonio Moreno. The first Norwich was won by Paul Smith.

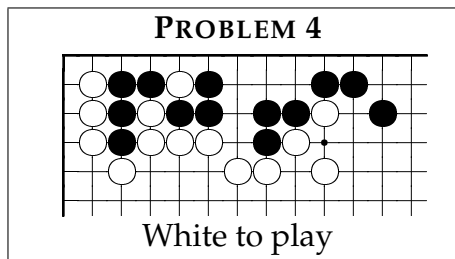
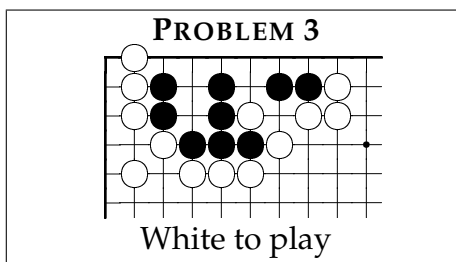
T Mark Hall was our player at the World Amateur held at the Nihon Ki-in in Tokyo; placed 24th.

In Europe the event winners were Vladimir Danek, Viktor Bogdanov and Guo Juan. Lee Hyuk won in Russia and at the European in Mamaia. Local Romanian player Robert Mateescu became the European Champion. Shutai Zhang won the Open at the 2nd Mind Sports Olympiad held in London at the Hammersmith Novotel.

The British Team at the US Go Congress in Santa Fe won the team prize.

In Japan Yoda won the Gosei title and Cho Chikun won the Honinbo against O Rissei.

German professional Hans Pietsch was promoted to 2 dan.





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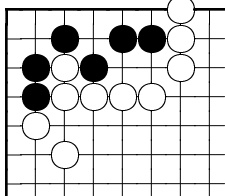
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**PROBLEM 5**



White to play

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Newsletter Distribution contact: [SGBailey@iee.org](mailto:SGBailey@iee.org)

**BGA Tournament Day mobile: 07506 555 366.**

## NEXT ISSUE

The next issue is planned for printing and delivery in early December ahead of the end of year postal rush, hence Technical articles should be with the editor by mid-October.

It is most appreciated if contributions can arrive ready typeset in  $\text{\LaTeX}$  as Sandy and Adam did for this edition. `bgj.cls` is available from the Editor or Edwin Brady, Chairman of the Journal and Newsletter committee.



Tony Atkins and Ron Bell in Trafalgar Square securing a share of the CCPR (Central Council of Physical Recreation) funding.



Winton Capital Management, one of the UK's most successful investment management companies, has agreed to sponsor the BGA to send a 20-strong UK team to the World Mind Sports Games in Beijing in October.

With all eyes currently on the Olympic Games, it is not generally appreciated that the Olympic venue will later be used to host a similar event for the world's "Mind Sports" players. In addition to Go, the Beijing event will also include Chess, Bridge, Draughts and Chinese Chess.

A delighted Toby Manning, the BGA's Team Leader for Beijing, said "This sponsorship from Winton will enable us to field a full complement of the UK's strongest Go players for the Men's and Women's individual and team events".

Winton Capital Management is a UK based global investment management company, founded by David Harding in 1997. Winton relies solely on scientific research in mathematics, statistics and computer science, to develop successful investment management strategies. It now employs over 200 people and manages over \$16 billion for international financial institutions from offices in London, Oxford and Cambridge.

Gemma Cochrane, Head of Charity and Sponsorship, said "Winton is proud to be associated with the 2008 British Go Tour in Beijing and wishes the team the best of luck at the WMSG".