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

Front Cover: Edinburgh Spring; two takes – Fred Holroyd.

Above: Dragon-in-hat trick – Jenny Radcliffe;
Andrew Grant's Chinese Go set – Fred Holroyd.

Inside Rear: Collecting V – Stamps from Tony Atkins.

CONTENTS

EDITORIAL	2
LETTERS TO THE EDITOR	3
VIEW FROM THE TOP	Jon Diamond 5
UK NEWS	Tony Atkins 6
WORTH OF SENTE – A RESPONSE	Jonathan Turner 11
DEFINING SENTE – HERE BE DRAGONS	Tim Hunt 13
WORLD NEWS	Tony Atkins 16
COUNCIL PROFILE – JONATHAN CHIN	Jonathan H N Chin 18
NAKAYAMA NORIYUKI	20
HARRY SMITH PARKES, THE FIRST BRITISH GO PLAYER IN JAPAN	Guoru Ding, Franco Pratesi 21
UK CHAMPIONSHIP 2009 – GAME ONE	25
RUNNING SMALL TOURNAMENTS	David Cantrell 28
THE FIRST ISLE OF SKYE GO TOURNAMENT	Francis Roads 30
VISIT TO CHINA	T. Mark Hall 32
BOOK REVIEW – MAGIC ON THE FIRST LINE	Tony Atkins 41
A 13X13 GAME	Paul Smith 43

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EDITORIAL

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Welcome to the 152nd British Go Journal.

Changing of the Guard, 2

Pat Ridley explained in BGJ 151 about our unique double act. I've learned a great deal from previous editors, particularly Barry Chandler and Pat, but still have a way to go.

I recently "retired" from (i.e. ceased to be actually paid for doing) mathematics, and though I was warned, I didn't anticipate just what hard work retiring is! I've caught up though, and am enjoying editing the BGJ.

To reiterate Pat's call, it's your journal, based on your contributions! Please keep sending articles, problems and games in - as well as views and suggestions.

Credits

I was nervous about getting enough material, but no longer; very many thanks to everyone who has contributed both regular and irregular items: Tony Atkins, David Cantrell, Arthur Cater, Jonathan Chin, Guoro Ding, Jon Diamond, Dr A.U. Glares, T. Mark Hall, Tim Hunt, Paul Smith, Jonathan Turner, Franco Pratesi and Francis Roads. Also Jenny Radcliffe for kindly letting me use her photos from Edinburgh and the Candidates'. Finally, for the proof-reading help of the above-mentioned, and also Geoff Kaniuk, Ian Davis (who edited the comments on the Championship game), Edmund Stephen-Smith and Martin Harvey.

Fred Holroyd

LETTERS TO THE EDITOR

On the neglected art of Refereeing

It is now commonplace for a tournament not to have a proper referee. There will of course be a Tournament Director, an amorphous position implementing a variety of functions. On top of directing the tournament, they will normally find themselves acting as a Ghost, a Player, a Photographer, a Spectator and a Referee. It is an indubitable truth that no good can come of such a dense job description. Without an appointed, dedicated referee, it is certain that a tournament will be full of the most uncivilised behaviour imaginable.

Who can claim not to have seen the following vulgar and incorrect occurrences at a tournament?

- Not sitting properly on the chair.
- Rustling the stones.
- Listening to what passes for music these days via modern technology.
- Gentlemen not wearing a tie.
- Allowing one's finger to linger, snake like, over the stone while a beady eye examines the move for problems.
- Intentionally dithering when counting out overtime stones.
- Writing moves down on a recording sheet, or electronic device, in advance of a move.
- Muttering.
- Essaying of the most disreputable trick plays.
- The consumption of food and drink at the playing table.
- Snaffling the biscuits provided for everyone.

It is the task of a referee to wander purposefully around the playing venue, thereby eliminating all suggestion of these foul acts from BGA tournaments. Whilst carrying an air of importance, a referee should stop occasionally at the table of whomsoever might look like they could commit some obscenity. A pen or pencil should be taken from the top pocket and brought to bear on a clipboard. The act of writing down some remark is more than enough to dispel the chance of misbehaviour from any combatant. Hard-soled shoes should be worn to amplify the sound of the referee's edifying footsteps. On certain occasions the more experienced referee may find themselves obligated to offer a telling look, or a wagged finger. Each Referee should also carry upon their person a copy of The Rules. It is an all too common mistake for tournament directors to carelessly leave these lying around as A4 sheets of paper within the

reach of the players themselves. Everyone knows that the Rules are there for the benefit of the Referee and not the players.

Dr A.U. Glares

Help wanted with clock!

Could anyone with experience of Saitek’s “Mephisto Competition Pro Game Clock” help me program mine to deal properly with byo-yomi? I would be interested to learn how to avoid unintended effects such as gifting time to the opponent when starting into byo-yomi, and getting unused time from one byo-yomi period added onto time for the next.

Arthur Cater

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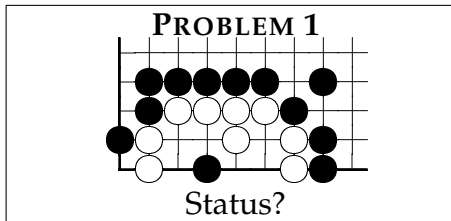
Youth Go Tournament: satisfied customer

I took part in the Youth Go Tournament 2010 and my brother Sandy Taylor suggested that I should write a review for the journal so here it is.

My name is David and I went to the Youth Go in Loughborough. It was really good even though I lost most of my games. I was knocked out in the knockout competition but my brother Jamie won it! He also won the under 18 group so he got two Easter eggs! It was in the library of the Grammar School so there were lots of books to read while you weren’t playing a game. I’m going to play lots of games so I win next year. Thank you to the organisers for organising the day.

David Taylor age 9 (communicated by Susan)

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VIEW FROM THE TOP

Jon Diamond

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As I was pondering what to write, I read the reports on Ranka Online about the World Amateur Championship in China and wondered how T Mark was doing. All of a sudden I saw a report of the International Go Federation meeting where it said that “Planning for a second World Mind Sports Games in August 2012 is now underway, with Manchester UK as the leading candidate to host.” and thought b*###! why didn’t I know about this before? Then I thought, oh well, we’re not going to be expected to do much of the fund-raising or organisation (phew). The dates are apparently likely to be between the Olympics and Paralympics, i.e. sometime between 13th and 28th August. I’m sure we’re actually going to need to help in some way, so be prepared

There’s been much activity around the website, which now provides an RSS news service. These changes let you find out what’s happening or changed more easily and also make the site easier to update. We’ve also had a major update to our Organisers’ Handbooks, uploaded scans of all back issues of the BGJ, added information

about teaching activities and much more. That reminds me, we had a really successful Strong Players teaching event, despite Guo Juan being unable to physically attend because of an Icelandic volcano. However, her avatar on the screen and voice via Skype showed that technology can do more and faster, even remotely, than a teacher at a demo board can. Thanks to Kirsty Healey and Matthew Macfadyen for hosting this. Hopefully, we’ll be running another one of these soon. Please watch our calendar for all our teaching events. Our teaching efforts for children, spearheaded by Peter and Sheila Wendes, are progressing, if a little more slowly than we’d like due to the recession. In addition, a new Schools Strategy is being created by Toby Manning, so I hope we will boost these activities significantly over the new year or so, leading up to the WMSG (see britgo.org/events/wmsg). The Play Go booklet revision is now out, together with updated publicity posters (A3/A4). So we’re in a better position to publicise the game more. Details of all of these are on the website.

Finally, last time I mentioned the retirement of a number of members of Council. I’m pleased to be able to say that we’ve filled all the vacancies, with Jonathan Chin (our new Secretary) and John Collins being elected at the AGM and Jenny Radcliffe co-opted at our Council meeting in May. Welcome to them all! However, we’ve still got vacancies for other positions, most urgently that of Bookseller. Please contact me if you would like to help in some way.

UK NEWS

Tony Atkins

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Mateescu wins in Cambridge

This year the Trigantius moved back from March to 20th February, and from the hospital to a Cambridge city centre location. Forty-six players attended the event at St. Columba's Church. Romanian player Robert Mateescu (6d), new in Cambridge, won the tournament, beating Matthew Macfadyen in the final. Matthew was equal second with Tim Hunt. Players who won all three games were Baron Allday (1k West Wales), Michael Pickles (3k Norwich), Will Hornby (7k Durham) and Alistair Turnbull (9k Cambridge). Best Kyu Player was awarded jointly to Matt Reid (1k Cambridge), Edwin Brady (2k St Andrews) and Michael Pickles. Prizes in the continuous 13x13 tournament went to Peran Truscott (17k Cambridge), Langdon Truscott (20k Cambridge) and Tom Smith (19k Norwich).

The caption competition was won by Andrew Kay. The alphabetic sentences competition was won by Tim Hunt, but was awarded to the runner-up Matthew Macfadyen since Tim had already left. There was also a Novices' tournament with six players, fewer than previously because of half-term and strength improvements. There was an exciting finish as, in the crucial game between the two strongest players, Thomas Danes beat David Robson by a single point to win unbeaten.

Welcome return of Notts

Nottingham University hosted the 7th Nottingham Tournament on 27th February, after a 22-year break, in the

University's main Portland Building. 42 players took part. The winner was Alex Selby (4d Cambridge), despite losing his last game to Sandy Taylor (1d Durham). As well as Sandy, the players who won all three were Ben Ellis (6k Leicester) and Pat Ridley (10k Chester). Local student Elliot Mintz bagged the Fighting Spirit prize, and the Go-word quiz was won by Ingrid Jendrzejewski and Alistair Turnbull from Cambridge.

Over the Sea



Skye Bridge, Kyle of Lochalsh

The Isle of Skye Go Club hosted their first tournament at the Tongadale Hotel in Portree on the 13th and 14th March. The event missed the worst of the winter weather, and so 32 players could take part. They consisted of a mix of locals, players from elsewhere in Scotland, from England and even Switzerland. Winner was Matthew Macfadyen (6d Leamington), winning all six games. Second on four wins were Yohei Negi (2d Dundee) and Francis Roads (3d Wanstead). Another six players won four games, but the

only player to win five out of six was Philipp Reinhard (3k) from Zurich. The event was featured on BBC Alba

television when Neil Mitchison was interviewed in Scottish Gaelic.

Tian Ren stays Youth Champion

The 2010 British Youth Go Championships on 14th March attracted 22 competitors aged from 6 to 19, with strengths from 1k to 35k. The library at Loughborough Grammar School served as a fine venue, despite the local host, Mel Starkings, not being able to arrive until the end. One of the locals, Tian Ren Chen, retained the Youth Champion title with five straight wins, including one against Aston's Mazhar Warraich. Prizes and places were as follows:

	First	Second
Overall	Tian Ren Chen (Loughborough)	Mazhar Warraich (Aston)
U18	Jamie Taylor (Leeds)	Rony Cheng (Loughborough)
U16	Tian Ren Chen (Loughborough)	Mazhar Warraich (Aston)
U14	Jack Drury (Aston)	Ibraheem Hussain (Aston)
U12	Thomas Meehan (Solihull)	
U10	Barney Shiu (Bristol)	Roella Smith (Milton)
U8	Sophie Broad (Surrey)	Anthony Ghica (Newmarket)
Handicap	Langdon Truscott (Cambridge)	
Knockout (13x13)	Jamie Taylor (Leeds)	Hamzah Reta (Aston)

The Castledine Trophy was won by Loughborough (beating Aston 3-0 and Cambridge 3-0); Aston was the team with most wins.

David Lee wins Fife Tie

Twenty-one players took part in the 2010 Fife Tournament, held on 27th March, as usual in the Age Concern Hall in Cupar. The top three players had to be separated by a tie-break. Winner on three wins was David Lee (2d Dundee); in second was Sandy Taylor (1d Durham) also on three; followed by Martha McGill (3k Edinburgh) on four wins. Also on four wins was Jenny Radcliffe (5k Durham) and on three was Donald Spy (10k Dundee).

there was little chance to explore the historic town unless you stayed over. This time the winner was Matthew Macfadyen (6d Leamington). Second was Matthew Cocke (4d Epsom) and third Alistair Wall (3d Wanstead). Steve Bailey (5k West Surrey) and Malcolm Law (13k Brighton) won all three and Neil Cleverly (7k Bournemouth) collected a prize for winning his first two. Xinyi Lu (5k Maidenhead) won the 9x9 and the Brighton Belles were the best team.

Macfadyen wins by Castle

The second Arundel Tournament was held on 28th March at the Football Club, in the shadow of Arundel Castle. Thirty players took part though

British Go Congress

The 43rd British Go Congress was held in Scotland's capital city, Edinburgh, on the weekend of 9th April.



Edinburgh Castle

On the Friday evening, 37 players took part in the British Lightning in the Canon's Gait, a public house on the Royal Mile. It was won by Nick Krempel (2d London) with 5/5, who beat David Lee (2d Dundee) in the final.

Luckily the planned railway strike was called off, so 74 players could take part in the British Open, held at the University Union building, Teviot Row House, on the Saturday and Sunday.



Toby Manning and Matt Crosby

The BGA's Annual General Meeting was held there on the Saturday evening.

Andrew Kay (4d Cambridge) came top, with six wins. Jon Diamond (4d) was in second place with five wins. Also winning five was local player Boris Mitrovic (8k). Seventeen others won prizes for winning four games. The Nippon Club Team Trophy was won by an Edinburgh team consisting

of Matthew Crosby, Martha McGill and Yanzhao Zhang.

Yohei Negi ended four points behind Matthew Macfadyen's 38 points in the Stacey Grand Prix, so failed to retain the trophy for most top board wins over the previous year.

Team events

The first BGA Online League for club teams was held over the winter months in four divisions. Cambridge won Division 1 with one round to spare, winning the newly donated GoGoD Shield. The top Durham team came second and the Dundee and St Andrews team came third. Teams promoted for the second season were Newcastle, another Durham team and the Cambridge Juniors.

The Thames Valley Team Tournament on Easter Monday was won by Bracknell. Maidenhead was runner up. Players winning all three games were Ian Marsh (1k Bracknell), Edmund Shaw (5d Bracknell) and France Ellul (5k Bracknell). Tony Atkins (2d Reading) won the 10x10 side tournament.

The Spring London International Teams at the Nippon Club in Piccadilly was put back a week to 25th April, to avoid the Strong Players' Training (run by Kirsty Healey and Matthew Macfadyen in Warwickshire); Guo Juan did her teaching there by Internet thanks to the volcano ash flying ban. In the team match, unfortunately Cambridge had to withdraw at short notice, so only two teams attended and each team member played all the members of the other team. It was the Oriental team of Chinese and Japanese players that were the better of the two. Their players Felix Wang and Gunji Takao won all five games, and they won 17

games overall. The Occidental team scored 8 and settled for second place.

Vanessa Wong wins first UK adult title

Thirty-four players took part in the first stage of the 2010 British Championship held at the Diamond of Selwyn College in Cambridge over the first three days of May. 26 of the players joined in a meal at the Bella Italia restaurant. Vanessa Wong (5d) won the tournament at her first attempt, winning all her six games. This was Vanessa's first UK adult title, having previously won the Under-12 Championship. Andrew Simons (2d Cambridge) and Matthew Scott (1d Newcastle) both won five games, proving the next generation is starting to snap at Matthew Macfadyen's heels. Matthew, as champion, did not have to play, but was on hand for intensive analysis of games. Richard Hunter (4d Bath), Tim Hunt (3d Milton Keynes) and Nick Krempel (3d London) took the next three places in the Challengers' League. The final place went to Kiyohiko Tanaka (3d London), who just squeezed out Alex Selby (4d Cambridge) on second tie-break.



Andrew Simons and Nick Krempel, watched by Vanessa Wong

James Murray wins with the low bar

Nineteen players from 1k to 19k attended the Bar-Low (kyu-players only) tournament in Cambridge on 2nd May. This year it was again part of the Mind Sports weekend and held in Whewell's Court of Trinity College. James Murray (2k London) was the winner with four out of five. Second on tie-break was Graham Philips (1k Cambridge), who only lost to the winner. Third was Benjamin Ellis (5k Leicester), who actually beat the winner but lost to two other players. Roella Smith (14k) from the Cambridge juniors also won four games.

Felix Wang wins new Trophy

Forty-two players took part in the 32nd Bracknell Tournament on 9th May, held again at the community centre in Woosehill, Wokingham. Winner was Felix Wang (3d Central London); he beat previous winner Jon Diamond (4d) in the last round. Felix became the first holder of the new trophy given in memory of former organiser Clive Hendrie. Also winning three were Helen Harvey (3k Manchester), Elinor Brooks (8k Swindon) and Malcolm Law (10k Brighton). Neil Cleverly won the caption contest, and Jim Clare won the Go Puzzle competition again. Michael Harrington (17k Bracknell) won the 13x13 and the team prize was won by Swindon. Gerry Mills was presented with a special prize for supporting the event with the bookshop over many years.

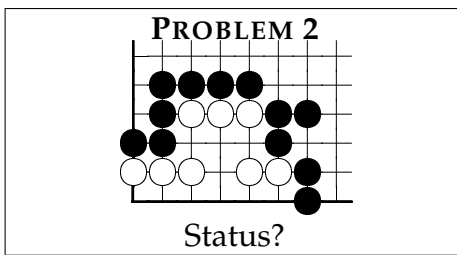
Yohei makes it Scottish hat-trick

At the end of May, Yohei Negi from St Andrews (now 2d Dundee) made it three in a row with his win at the Scottish Open in Dundee, the fourth

Go event in Scotland of Spring 2010. Second placed was Chi Pan (Benny) Yau, a holidaymaker from Hong Kong, who lost only to Yohei. All the players on three wins also took away prizes, which consisted of cash plus a bottle of Cairn O'Mohr local fruit wine, thanks to sponsor RealTimeWorlds, a local computer games design company. They were Quentin Mills (4d West Wales), David Lee (2d Dundee), Martha McGill (2K Edinburgh), Jenny Radcliffe (5k Durham), Boris Mitrovic (6k Edinburgh), Will Taylor (6k Durham), Peter Clinch (9k Dundee) and Quintin Connell (9k Glasgow). All 27 players were able to enjoy Peter Clinch's home-made muffins and all got to go away with the traditional pot of marmalade. In the Friday evening rapid play, Jenny Radcliffe got the prize for the best win/games ratio with 5/7, and Robbie Goetschalckx took the endurance prize, having played ten games.

Vanessa to challenge Matthew

Young Vanessa Wong, currently studying in Shrewsbury, won the right to play the British Championship Title Match against reigning champion Matthew Macfadyen. Both players earned their places at the Challengers' League held over a long weekend at the Nippon Club in central London at the end of May. Matthew convincingly won all seven of his games, beating Vanessa in the last round. However, Vanessa had earlier lost to Nick Krempel in the third round, so, when Richard Hunter only lost to Matthew and Vanessa, there had to be a play-off between Vanessa and Richard, which Vanessa won. Nick Krempel, Tim Hunt and Andrew Simons ended with three wins, Matthew Scott with two and Kiyohiko Tanaka, who was also acting as host, ended on zero. Thanks go to him for hosting and to Nick Wedd for acting as referee.



WORTH OF SENTE – A RESPONSE

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Editor's Note

This is a response to an article by Colin Maclennan. As a reminder, Colin's notation is as follows.

If I'm Black, my best sente move has a value b to me if my opponent replies and a follow-up value to me of B if (s)he does not reply; w and W are correspondingly defined. For double-sente moves the values are db , etc. Colin's rules 1 and 2 are:

Rule 1: If b is significant and $B > W$, go ahead and make the move.

Rule 2: If $B \leq W$, still OK provided $b > w$.

In the BGJ 151 Colin Maclennan admirably tried to generate some simple rules around deciding whether or not a move is sente or should be made. What is clear from the article is that principles are one thing, but hard and fast rules are another (just ask any go programmer). For what it's worth, here is my two-penn'orth on his suggested rules.

Rule 1: b shouldn't be played if it is your privilege, i.e. it can be left for now, because it's not worth your opponent's while to play there.

The concept of what is your privilege probably needs a separate article, so I will leave it at that for now.

Rule 2: Although b is only sente if B is bigger than $w + W$, it should still be played if $b + B$ is bigger than $w + W$.

Ignoring other global considerations for now, this should lead to Black getting an advantage of at least the difference, $(b + B) - (w + W)$.

Note this means b does not necessarily need to be significant. A prime example would be a double sente

situation where db and dw are worth 1 point. However, it may not be double sente yet, if analysis suggests playing elsewhere.

White's response:

If B is bigger than $w + W$, then it is sente and White should respond. If White doesn't, then you've missed a bigger White move or misread the situation; or they've made a mistake or are hoping you will blindly respond to their move. Note this last option is not uncommon amongst some sneakier players, but neither is it uncommon for Black to have totally misread the situation!

If B is smaller than $w + W$, White should play w .

Black's response (if White plays w):

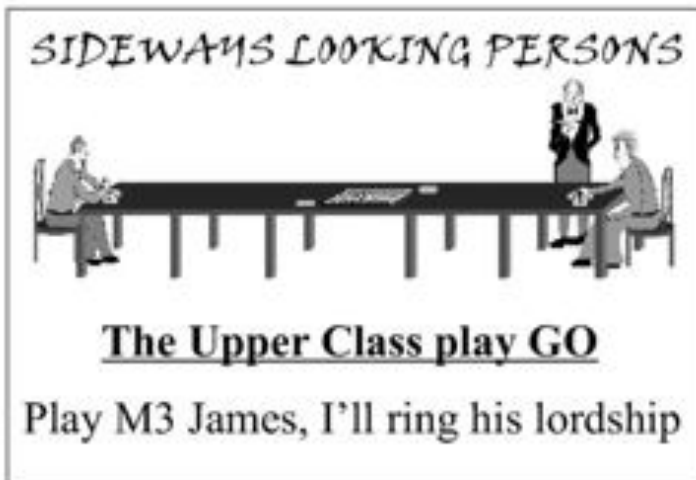
Note that really the board should now be re-evaluated using the given rule. However, in the absence of a re-evaluation, then:

If B is bigger than W , then B should be played.

If B is less than W , then respond to w . Whilst I hope these 'rules' might clarify thinking for Colin and others,

one should bear in mind that a proper analysis of whether a move is good or not will often require understanding the outcomes of whole sequences of moves. In other words, one cannot just consider a few moves and their first follow-ups. If you do try to implement these two rules into your play, but they don't go according to plan, you should try to understand why they failed, ideally by asking your opponent why they didn't respond as expected!

If readers are particularly interested in the subject of sente, then I recommend the book "Get Strong at the End Game". Be advised, this book is heavy going and takes a very quantitative approach, but it does shed light on whether to take sente or gote. Although focused on the endgame, I am sure ploughing through it would improve understanding in other parts of the game.



DEFINING SENTE – HERE BE DRAGONS

Tim Hunt

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In the last issue, Colin Maclennan asks whether there is a simple rule for when a move is sente. He then goes on to experiment with some simple calculations involving the value of a move and its follow-ups.

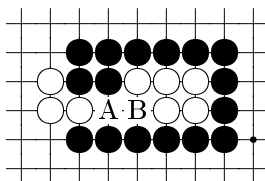


Figure 1

Colin is onto something, but he is, I think, blissfully unaware that the thread he has picked up is just the tip of the tail of a huge and terrifyingly beautiful something. This particular beast is called Combinatorial Game Theory, and it is a strange bit of mathematics that is best and wittily expounded in the book “Winning Ways for your Mathematical Plays” by Berlekamp, Conway and Guy. It is an odd book, neither recreational maths book, text book, nor research monograph. I think it is just the book that the authors wanted to write, and if you like that sort of thing, it is well worth reading. An example of the type of humour is that the index contains the entry “Go (complete solution of)”. Once you understand CGT, it is possible to give a precise, and relatively simple, definition of sente.

Here we would normally consider White’s push-in at **A** to be sente, because it threatens to rescue 5 stones leaving Black with no territory, whereas if Black answers, he gets 10 points. That is, we consider **A** to be a one-point sente play for White, or alternatively a one-point reverse-sente play for Black. (The significant thing here is that the 10-point follow-up is much bigger than the one point that the move is worth, so at the time this move is played, it will almost certainly get an immediate answer.)

But, suppose that this position is also on the board:

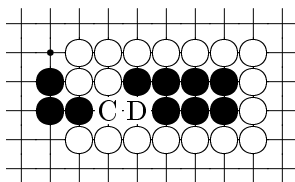


Figure 2

Well, we have to be careful, because the word sente can be used in different ways. For example, looking at the whole board, your last move is sente, only if your opponent’s best move anywhere on the board is to respond directly to your move rather than playing a tenuki. However, that is not what we mean when we talk about a particular move being sente. To give an example:

Black has a similar move with a bigger threat. If White plays **A**, Black should respond with **C**, White **D**, Black **B**. Does that mean that White **A** was not sente? That depends on how you choose to look at it. White move **A** did eventually get answered at **B**, it is just that Black interposed his own forcing move into the sequence before answering the original move.

So, there is a useful concept of a move being locally sente, and CGT gives us a way to calculate that. However, just because a move is locally sente does not mean that your opponent will always answer when you play it. Thus, to fully understand a local position, you have to consider every possible local sequence of moves, with either or both colour(s) making any number of tenukis. You must follow each of these lines to the end when you reach a position with no more moves worth playing. That is normally a huge number of possibilities, but fortunately there are rules for simplifying things. For example, in Figure 1, you can prove that starting at **B** is always worse than playing at **A** (for either player), so you only have to consider the sequences starting **A** for Black or White.

To give another example, consider:

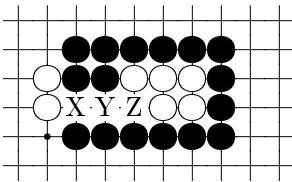


Figure 3

The complete list of sequences that you must analyse here is:

- Black **X** - score 12
- White **X**, Black **Y** - score 11
- White **X**, White **Y**, Black **Z** - score 10
- White **X**, White **Y**, White **Z** - score 0.

You can construct a full-board position where the optimal play by both players involves White playing **X**, **Y**, then **Z**, while Black plays three other moves elsewhere, but there are other full-board positions where each of the other lines is optimal.

Only after you have fully analysed all the local lines of play, can you compute the value of the move and whether it is sente. That is a bit of CGT called thermography. To answer the question we started with, a move is locally gote if the top of the thermograph is symmetric, and it is sente (for Black or White) if the top of the thermograph is lop-sided. Now, of course, I have not really explained that. If you want to know what it means, you will have to go away and read *Winning Ways*.

What is interesting and reassuring is that the values for moves computed by CGT are the same as the classic values produced by Go theory. It is just that we know there is a rigorous definition, that can be used in cases where we cannot work out by intuition whether something is sente or not.

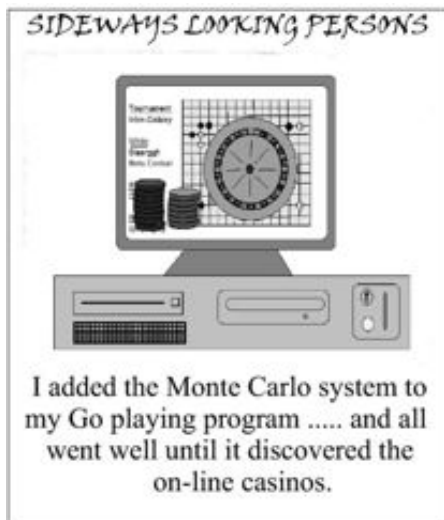
There is another bit of CGT called sentestrat (and yes, it was inspired by mathematicians thinking about Go). Basically, that says that if you can count and see that you are 6 points ahead, and the biggest remaining endgame moves are 5 points sente / 10 points gote, then there is a simple way of playing that guarantees you will win. (Well, simple, if you can count the full-board position, and compute the value of each local endgame move that accurately. Oh, and providing that there are no kos.)

Kos are an interesting point. Classic CGT did not handle repeating positions. The theory was extended to handle them by American Go player Bill Spight. You can find his papers online. If you have read all those and *Winning Ways*, and still want more, then I recommend the collections "Games of No Chance". These are collections of papers from a four-yearly CGT conference which

contain much fascinating stuff. There is something quite pleasing about an academic paper that cites Graded Go Problems for Beginners.

So to summarise, there is this beautiful beast called CGT whose hide we have merely scratched here. It lets you precisely define the notion that a move is locally sente, and the value of an endgame move. The answers it gives are the same as the answers you get from classical go theory. Even if a

move is locally sente, that does not mean that it will get answered when it is played in a game. The maths is very beautiful, and I recommend Winning Ways to anyone who is seriously into recreational maths. However, studying CGT is probably not an effective way to get stronger at Go, because the calculations are too hard to do over the board. (I have found CGT helpful when analysing endgame problems in books, and that study has improved my endgame play over the board.)



WORLD NEWS

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World Student Oza

In March 2010 the Nikkei Newspaper sponsored the 8th World Student Oza, held in Tokyo. Qualifying for the European players (and other non-Asians) was by a tournament held online on Pandanet in autumn 2009. Winner was Meng of China, with Seo of Korea second. Artem Kachanovski of Ukraine was 8th, and Anna Prokopova of Czechia was 16th. Jan Simara from Czechia qualified, but was ill and could not take part.

European Youth

This event took place in the ancient town of Sibiu in Romania from 4th March. Forty-eight under-16s and seventy-five under-12s took part. The lowering of the age limit at the World Youth meant the 13 under-18 players played in their own section and not for any official title. The players representing the UK did extraordinarily well: winner in the under-12 was Anson Ng (1k), and Vanessa Wong (4d) was second in the under-16. Under-16 winner was Poland's Mateusz Surma (4d). Romania's Mihai Valentin Serban (4d) won the under-18 section.

To complete the Go festival, 40 adults played their own tournament, won by Romania's Cristian Pop (7d).

As a consequence Vanessa also qualified to play in the 2nd Transatlantic Youth Match held on 18th April. She lost to Jianing Gan of Canada and our European team lost to North America on tie-break.

Irish Open

The 21st Irish Open was held as usual in the Teachers' Club in Dublin, on 6th and 7th March, and again was part of the Pandanet Go European Cup. The attendance was 41, the strongest two being the winner, Ondrej Silt from Czechia, and the second placed, Wei Wang from UCC. Third and fourth were members of the large Dutch contingent: Willem-Koen Pomstra and Willem Mallon. Players winning 4 out of 5 were: Bernd Sambale (1k), Michal Lukasiewicz (2k), Edwin Brady (2k St Andrews), Sue Paterson (3k Brighton) and Sonja Zaroba (9k).

The Irish Rapid handicap tournament on the Friday evening ended in a four-way tie. After breaking it, the winner was Edwin Brady. Second was Justyna Klezcar, third was Willem-Koen Pomstra and fourth was Bernd Sambale.

Pair Go World Cup

To celebrate 20 years of Pair Go, the new World Cup was launched in Hangzhou, China, at the end of March. Two professional pairs from each of China, Japan, Korea and Chinese Taipei (Taiwan) were joined by 8 pairs from the rest of the world. Mexico, USA, South Africa, Malaysia, Singapore, Australia, Czechia (Jitka Bartova and Jan Hora) and Russia (Natalia Kovaleva and Dmitriy Surin) took part, but all these lost to the professional pairs in round 1. Chinese pairs won both the final (Rong Hui Song 5p and He Xie 7p) and the play-off for third, each against Korean pairs.

Paris Tournament

The Paris Tournament was again at Easter and hosted the finale of the Pandanet Go European Cup; over 200 players took part. The venue was moved to Antony with a new group of organisers at quite short notice. Winner of the €1000 first prize was Dai Junfu. Second was Csaba Mero and third Hwang In-Seong. The only UK player was Yohei Negi, who won 3 out of 6. Pal Balogh scored enough points to overtake long time leader Ondrej Silt to win the PGEC ranking.

European Pair Go Championships

A total of 23 pairs took part in the 13th European Pair Go Championships on the 23rd to 25th April. It was held in the waterside venue of the Hotel Saint-Petersburg. Unfortunately, travel restrictions caused by volcanic ash meant only five foreign teams could take part. Winners for a remarkable fourth year running were Russians Natalia Kovaleva and Dmitrij Surin. Russian pairs were also second and third. Romania was the best foreign team with 4 wins; Turkey, Poland, Belarus and Finland all won 3.

Pandanet Tournaments

Bled was the first event of the new season, won by Ondrej Silt from Pal

Balogh. Benjamin Teuber was top European in Amsterdam, losing a three-way tie to Tian Ye and Dai Junfu. Madrid was won by Hwang In-Seong, who also won Hamburg ahead of Cho Seok-Bin and Antti Törmänen. Because only Europeans can win PGEC points now, Teuber had a 1-point lead over Silt after the 4 events.

World Amateur

The WAGC returned to China after more than 25 years. 60 countries took part, less than before as several European countries could not afford the airfare without sponsors. The event was held in the new Tian Yuan Tower in Hangzhou, specially built to support Go activities. After six rounds the only unbeaten player was Song Hong-Suk of Korea; he remained unbeaten to win the title. Wang Chen of China was second, only losing to the winner. Czechia's Ondrej Silt and Hungary's Pal Balogh ended in the group with six wins, which also contained North Korea, Hong Kong, Chinese Taipei, Japan and Singapore. T Mark Hall, playing for the UK, was 41st, beating Malaysia, Switzerland and Slovenia, losing to strong players from Canada, Colombia, Romania, Mexico and the Netherlands. John Gibson of Ireland was 52nd, beating Peru and Turkey.

COUNCIL PROFILE – JONATHAN CHIN

Jonathan H N Chin

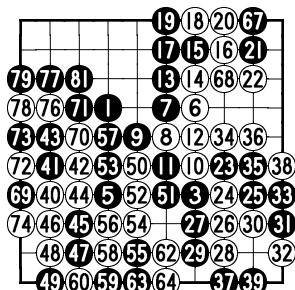
secretary@britgo.org



Once upon a time, there was a second-hand bookshop in Reading. A student came to browse the stacks and unearthed a copy of Iwamoto's "Go for Beginners". He bought it, took it home, and read it. He played a few 10 × 10 games with a friend. He wasn't good and his friend was even worse. However, he noticed a list of Go clubs in the back of the book and, even though the addresses were fifteen years old, it turned out that Jim Clare still lived down the road. He went along to the club, took nine stones against a 3d, and discovered halfway through the game that all his stones were dead. He also discovered Guinness, so that's okay.

That was twenty years ago. In the intervening years, I have managed to improve slightly. I got to 5k by early 1993 (I know because I have a game

Handicap: 3



61 at 47, 65 at 60, 66 at 45, 75 at 72, 80 at 43.

One of my earliest game records.
I'll spare you my inane comments!

record of Feng Yun giving me a nine stone handicap during a simultaneous display at Maidenhead Go Club.) I stuck at 1k for a while, finally reaching shodan in 1999. Another five years got me to 2d. Today I am nearly 1d....

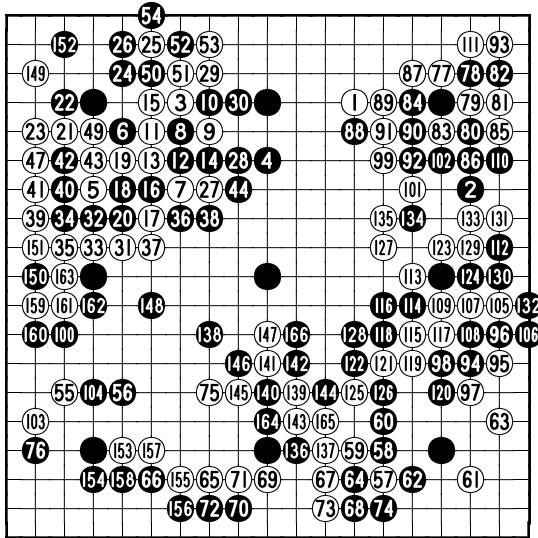
I've been playing online since the first Go server started. For a while I hosted NNGS. These days I mostly play on KGS, as "jhnc". I actually won a prize (money!) for five wins in the "GOE94" IGS tournament sponsored by the Ing Foundation and so I shall be interested to see what direction the BGA's online league takes. I seem to recall I won a game after I asked one opponent for an undo for a mislick (which he very sportingly gave me), so I am also no stranger to rules controversies!

I've been competing in over-the-board tournaments since the outset, when Tony Atkins used to drive a bunch of us to nearby events. I don't travel as much these days but I was very happy to be on the BGA team at the World Mind Sports Games in Beijing in 2008.

A couple of notable occurrences: taking white against a professional (he kindly analysed the game with me afterwards, apparently I played a very good move - shame about all the others then!); and winning another game while filling the dame.

My experience in Beijing brought home that I am no Takemiya (although, coincidentally, I have recently taken up ballroom and latin

dancing) and that I am unlikely to ever become one, but surely everyone would like to get stronger? I wasn't able to attend the recent very successful Strong Players' Weekend; but I hear that despite setbacks caused by certain unpronouncable volcanoes, a very profitable time was had by all. I shall hope to be involved with future events of this sort. I've made a start by agreeing to be a mentor in this year's Shodan Challenge (I pity the kyu!).



45 at 7, 46 at 27, 48 at 7.

Simultaneous display at Maidenhead Go Club, July 1993
Feng Yun (7p, White) v. Jonathan Chin (5k, Black)

Problem

What is the status of the bottom right corner?
(Solution on page 44.)



Nakayama Noriyuki, a friend of western Go, died on 16th February 2010, at the age of 77. Nakayama-sensei, born 3rd September 1932, was a professional 6 dan from Japan. He was a Go teacher much loved by western Go players, and he had been a regular visitor to both the European Go Congress and the US Go Congress over many years. His cheerful, almost comic, attitude when reviewing games, endeared him to the hearts of those who met him. "This move good, this move not so good" was the kindly way he pointed out blunders, for instance.

He was a prolific writer for the Asahi Shimbun newspaper and of many books. "The Treasure Chest Enigma" was his classic work, translated into English, and it was recently republished due to its popularity, having been out of print for some years. His love for beautiful long

ladders was clearly expressed in this book, as well as his delight in all aspects of the game. His latest book to be translated into English was "Magic on the First Line" published earlier this year.

He visited the European Congress several times, often with a tour party of Japanese amateurs on their way to the US Congress. Before the Congress in Edinburgh in 1983, he visited Reading Go Club prior to moving northwards. His second visit to Britain was to the 1992 Congress at Canterbury, where he would analyse and play almost non-stop, even though, outside, any plastic stones would blow away. He also proved very popular at the Dublin Congress in 2001. His other visits to Europe included Terschelling in 1985, Prague in 1993, Berlin in 2000, and latterly Villach in 2007. He also took part several times in Go holidays held in the Alps.

He will be missed by all who were lucky enough to hear him teach.



Tony Atkins

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HARRY SMITH PARKES,

THE FIRST BRITISH GO PLAYER IN JAPAN

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In his book “Goh or Wei chi” of 1911, the first complete treatment of Go in Great Britain, Horace Cheshire mentioned that he had played the game of Go for some thirty years and that his sources were both Chinese and Japanese. Possibly people he had played with were students or scholars from China or Japan. For instance, in 1877, there was a group of Chinese students that came to study at the Royal Navy College at Greenwich. They stayed for several years; some only 2-3 years, and some for 5-6 years. They had had formal traditional Chinese training and had acquired some Western naval knowledge; after finishing their training in England, they became the first generation of Chinese Navy officials. They were roughly the same age as Cheshire, and some of them played Weiqi. Other visitors from Asia were present at various times.

What is certain is that the material provided by Giles in 1875 was too brief for learning the game. The German book published by Oskar Korschelt in 1881 in Yokohama was little known even in Germany, and apparently completely unknown to Cheshire; the first book in English based on it was only published in 1908 by Arthur Smith in New York. Thus, most probably, Cheshire learned how to play Go from someone in person who knew the game. However, playing more or less continuously for thirty years is hardly compatible with just casual visits of players from

Asia. It seems likely that a group of native players had formed, with the occasional assistance of stronger players from China and/or Japan. Unfortunately, it is very difficult to find any evidence for it.

Therefore it is Oskar Korschelt who deserves the credit for having introduced the game into Europe. His articles (then collected in a book, which did not have a large circulation and soon became rare) were enough to teach the essential techniques of the game. On the basis of Korschelt’s work, Richard Schurig (an expert chess player and writer) published a booklet in 1882, in Leipzig. This was considered (first of all by its author) as easier to understand and to use as a handbook for beginners; a confirmation can be found in the several further editions of this booklet. At the very origin of this “German channel”, there was the participation of Korschelt in the Hoensha¹ in Tokyo. An essential detail was that he was accustomed to writing comprehensive reports on various technical subjects. However, Korschelt could probably never have written his Go work if he had not been forced to remain inactive at home for a while, recovering from a disease.

All this information can be found in the histories of Go available in Europe. There are, however, useful additional data in a famous Japanese book of Go history, “Zain Danso”, by Ando Toyoji — its first edition was printed in 1903. Toyoji (1866-1915) made his own

¹ A Japanese Go Association, preceding the Nihon Ki-in — Wikipedia

investigation and research when he prepared the materials for the book. He interviewed many famous Go figures, such as the second and third Hoensha Presidents, respectively Nakagawa Kamesaburo² (1837-1903) and Iwasaki Kenzo (1841-1913), the 16th and 20th Honinbo, Shugen (1854-1917), the 17th and 19th Honinbo, Shuei (1852-1907), and other players.

The first edition of "Zain Danso", in 5 volumes, was published in 1904; its second edition, in 3 volumes, in 1910. Watanabe Hideo (1903-1998), a professional Go player and Go historian, added notes and expanded the 1910 edition to make a new "Zain Danso" — the first edition was published in 1955. The information commented on here comes from its 3rd edition of 1983; it is in the section on the 18th Honinbo Shuho, on page 595.

When Oskar Korschelt studied Go with Murase Shuho, there were other Europeans in the Hoensha to learn Go, and in particular the British Minister, Sir Harry Smith Parkes. His presence there has not escaped the attention of John Fairbairn, who mentions it in a few places of GoGoD³. Let us add some further comments on this situation and discuss real and hypothetical connections.

Sir Harry Smith Parkes is an important historical figure; he died in Peking in 1885, as the British Minister in China. He was only 57 by then (he was born in 1828 in Staffordshire), and this may be surprising when considering all the many events in which he took part. He had spent most of his life in China, in a diplomatic career that had begun very early, when he was just entering his teens. He was active in

several of the main Chinese towns, subsequently as interpreter, Consul, Commissioner and Minister for Great Britain. In particular, he took part in many military expeditions and was personally involved in battles and riots within the rather confused political situation of those years, with conflicting requirements imposed on China by the Western powers.



Sir Harry Smith Parkes

What interests us most here, however, is a long interlude in his life that he spent in Japan during the years 1865-1883; he held the post of "Her Majesty's Envoy Extraordinary and Minister Plenipotentiary and Consul-General in Japan" for 18 years. A whole book by Gordon Daniels, "Sir Harry Parkes. British Representative in Japan 1865-83", was published in

²The fourth Hoensha President, Kamesaburo's adopted son, was also named Nakagawa Kamesaburo (and in addition known as Ishii Senji, Hayashi Senji).

³Go Games on Disk — see www.gogod.co.uk

1996. Parkes used his influence in support of the Liberal Party of Japan, and had some influence in the Meiji government. His interest in Japanese habits and culture was remarkable; in particular, he inspired some younger participants in the British mission to become famous experts in Japanology.

Another indication of his official activities can be derived from Wikipedia: "A thorough investigation on Japanese paper and papermaking was carried out by Sir Harry Parkes and his team of consular staff in different Japanese towns, resulting in the publication of a government report and the formation of a collection of 400+ sheets of handmade paper. The Parkes paper collection is important because the origin, price, manufacturing method and function of each paper was precisely documented."

In this context, we can ask whether he could have initiated a deep study of Go too, but have no answer. There are some points that we can attempt to deduce in the absence of specific documents. Our questions concern how we can consider Parkes as Go writer, Go player, and Go teacher.

As a Go writer, we can safely exclude the possibility that he had compiled some work on Go that has got lost with time: in his life he took part in so many and important events that he could hardly have had time enough for sitting and writing something on Go.

Let us discuss Parkes as a player. There is an early biography of him: Stanley Lane-Poole and Fred Victor Dickins, "The Life of Sir Harry Parkes" (2 Volumes), London 1894. The following statement can be found there (Vol. 1, p. 96): "He knew nothing about sport and played no

games, except in later years a quiet rubber". This is probably the only place that ever mentions games in the whole biography of more than 1000 pages, which is mainly focused on Parkes' diplomatic activities. In Daniels' book (p. 117) there is the following quotation for the year 1871, from another biography: "During the voyage to San Francisco in fair weather or fog Parkes was always delighted to play a game of deck quoits or bull-board, throwing his whole heart into it with the warm enthusiasm and merry laughter of a schoolboy"; something rather far from Go.

As for Go, the Hoensha was established on April 20, 1879 in Tokyo, and during that year Parkes was able to learn to play the game there. The reason for Parkes learning to play Go was, of course, diplomacy-oriented, because many important Japanese people, such as political figures, high-ranking government officials, business leaders, and scholars were Go enthusiasts and patrons at the time. The Japanese Minister of Foreign Affairs, Inoue Kaoru (1835-1915), who had just taken the post in 1879, and with whom Parkes constantly had to deal afterwards, was on the top of the list. In any case, Parkes can be considered to be the first ever British Go player who directly learned to play Go in Japan.

It thus remains to discuss the last point, which is the most important in our context; the possibility of Parkes playing and teaching Go in Great Britain. Some opportunity could have been present during his last visit there. "Lady Parkes fell ill and died in England in November 1879, while there to make a home for the returning family. Sir Harry did not reach London until four days after her

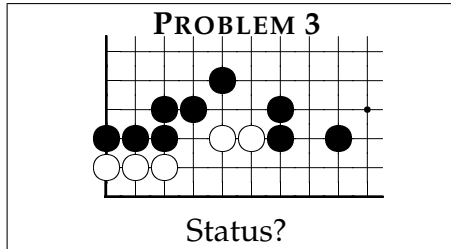
death." Parkes stayed in Great Britain for two years, and only came back to Japan at the end of January 1882.

Plausibly, as a Go teacher, he may not have been deficient in knowledge, but what he would have been short of was the opportunity to play, and especially the opportunity to play in Great Britain. At most, we can imagine him joining the unknown group of Cheshire's fellows, and suggesting to them a few improvements on their playing style, as complete beginners.

We can discover a possibility in one connection between Edward Falkener⁴ and Horace Cheshire. When, in March

1911, Cheshire gave his public report on Go, this occurred in a session of the Japanese Society in London, held in the Hall of the Royal Society of British Architects. It had been Falkener, years before, who had been familiar with that environment! We can thus speculate about an existing fellowship devoted to Go-playing, earlier than we actually know. Another possible connection is that between Edward Falkener and Parkes himself: it might have been a happy discovery indeed for Falkener, who for decades had been searching for information about Go, to know that the British Minister in Japan was a Go player!

In conclusion, we were already familiar with three British Go pioneers; now it may be useful to add Parkes as the fourth one, and to report again the dates of their lives: Edward Falkener (1814-96), Harry Smith Parkes (1828-85), Herbert Giles (1845-1935), and Horace Cheshire (1854-1922).



⁴see Early Go in Western Europe — Part 2, BGI 151

UK CHAMPIONSHIP 2009 – GAME ONE

This is the first game of the 2009 British Championship, hosted by Kirsty and Matthew in Barford, Warwickshire.

Matthew Macfadyen (6d, White) v. Hui Wang (5d, Black)

Comments by Li Yue (6d), with some edits by Ian Davis and Jon Diamond.

- ④ Matthew's unique style ... which usually leads to an early fight.
- ⑨ Not so good, as there are invasion opportunities both sides.
- ⑬ Uncommon.
- ⑯ Impatient.
- ⑱ Good.
- ⑳ Nice move.
- ㉑ Just lets White go home - should probably be at ㉔.
- ㉖ One point above ㉔ is much stronger for the upper right (although it loses White the chance to play directly at the 3-3 point).
- ㉗ Should defend the corner.
- ㉙ Just strengthens White.
- ㉚ Better to play at a, to escape from the other side and then threaten Black's central stones.
- ㉛ Hmm, Black can't play atari, otherwise White cuts successfully at b.

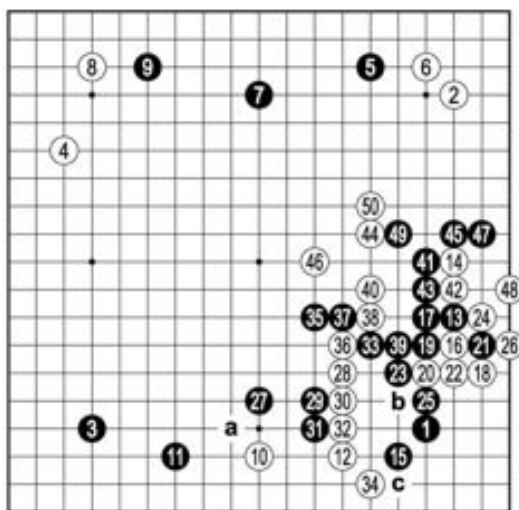


Diagram 1 (1-50)

- ④② I'm not sure whether this is necessary.
- ④⑥ Maybe still better at a to attack the whole central group, but White decided it was more urgent to strengthen this group.
- ④⑨ Better to play at c with more threats against the white group.

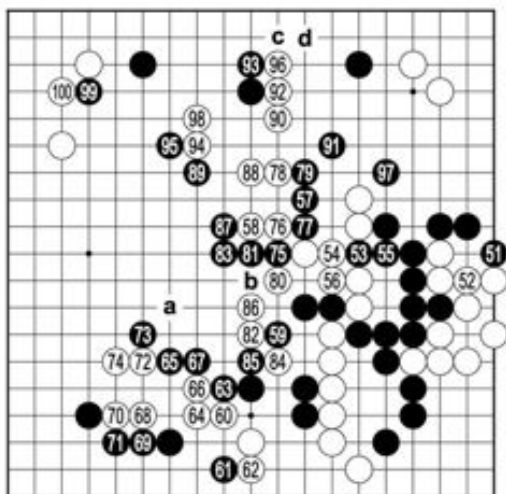


Diagram 2 (51-100)

- 53 I'd say, instead of attacking, it is more reasonable to defend the weakness of Black's own group at 59.
- 56 White is clearly dominating the game - moves 19, 29 and 53 made the game difficult for Black.
- 57 Why? White just simply jumps out, but it could be argued that because Black can defend at 59 it's not totally unreasonable.
- 60 I think White is now ahead, not behind, on territory and also thicker.
- 61 I'd prefer to get out at 67 as the central group is weak. Hmm . . . I don't really know what happened, I don't like Black's play today - I'm not sure if it's my problem or his.
- 68-72 Looks crude and strengthens 65.
- 75 How about a to highlight the White weakness at 75?
- 78, 79 Doesn't look a good exchange for White.
- 83 At b looks more severe.
- 89 Is there a way out here (for White)?
- 92 White is going into Black's territory at the top and is leading in territory. It won't be bad at all if White lives successfully, but after all, it's a bit risky.
- 95 Looks better one point lower?
- 97 Nice shape connecting, but unfortunately c and d are both sente for White.

- ⑩4 Loses a few points, but ⑩7 would have been better at ⑩9. White can connect by playing **a**, but it may not be necessary.
- ⑪1 Playing at **b**, then connecting at ⑫2 forces White to connect to the right in gote. The situation is about equal on points, but Black has a centre that's a bit weak.
- ⑫2 **b** looks better as White connects.
- ⑬6 The most secure way to connect.
- ⑭7 The situation looks difficult for Black now. Maybe he needs to play ⑬9 and hope for the best.
- ⑮2 Looks like this group may only be alive with ko if White plays at **d** now.
- ⑯8 ⑮0 would be a good place to attack.
- ⑰7 Black had to jump out at ⑰9, which helps the centre.
- ⑱0 **c** also looks nice, since White doesn't need to worry about the lower stones.
- ⑲4 I am afraid this gives White an eye, otherwise **e** would be sente.
- ⑲4 Well.. I don't think there's any chance for Black at this stage... in this game White's been dominating the game from the opening.

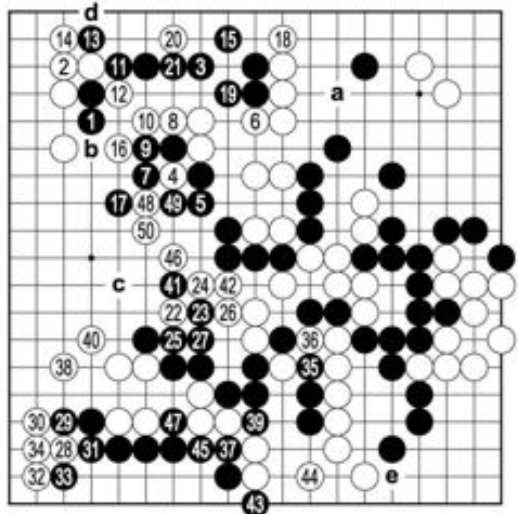


Diagram 3 (101-150)

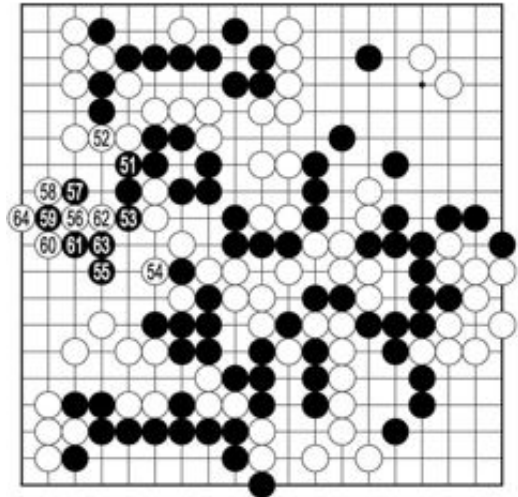


Diagram 4 (151-164)

RUNNING SMALL TOURNAMENTS

David Cantrell

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The South London Go Club¹ meets on Monday evenings, normally from about 19:30 onwards until the pub shuts. But on public holidays we take the opportunity to start a bit earlier so we can fit in more games. And this Easter Monday, the 5th of April, we decided to do something a bit different, and instead of just playing whoever happened to be free, we decided to have a little more structure and have an intra-club tournament, with everyone playing everyone else once, starting at 18:00.

On the night, five people turned up, so we had a five-round tournament, with one person sitting out each round. Seeing that we have a couple of players whose play, erm, "lacks urgency", and we had a tight schedule to stick to so that we could fit all the games in before being thrown out, we decided that we'd play thirty minutes each, sudden death. I know that some people don't like sudden death, for good reasons, but for a tournament organiser it's great as games can't run over the allotted time, so the tournament is guaranteed to finish on time or earlier. As it happens, only one game out of the ten played was lost on time.

Now, there has recently been a policy change in the BGA to allow games to count towards ratings outside of "proper" tournaments. There are a few requirements – the most important ones being that players must have at least thirty minutes each, players must play without outside help, and there must be someone to settle any disputes. We met all those requirements, and so beforehand

I had a brief email exchange with Geoff Kaniuk, the BGA's Tournaments Committee chairman and who also handles the forwarding of results to the EGF for inclusion in their database and rating system. This was going to be the first time that these less formal games would be included!

On the day, we had only one significant problem – the club doesn't have any clocks! I have one, and I also have a chess clock application on my phone, but if we'd used that then I wouldn't have been able to use it to record my games. Thankfully, the local chess club also meets in the same pub, and they have several clocks, so we borrowed two of theirs. For the purposes of this mini-tournament, that was essential. However, the same BGA policy change that permitted this tournament to count also allows for one-off games to count for ratings. I'm not sure whether having time control is a strict requirement or not in that case. Hopefully, by the time you read this article, the policy will be on the BGA website so you'll be able to check for yourself.

I could have used Geoff Kaniuk's excellent GoDraw program to keep track of who had played whom and the results, but didn't: partly because I didn't think of it, and partly because I don't fancy taking my laptop to the pub and having someone spill beer in it or having it knocked off the table. So I kept track of everything with pencil and paper. For a small tournament without all that complicated McMahon stuff this is feasible. However, in retrospect I would probably have been better off

¹<http://southlondongo.com/>

using a computer, because importing the results into GoDraw to produce the results file to send to the EGF was a bit of a pain. But I figured it out in the end.

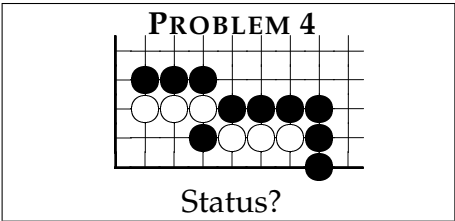
Overall, the tournament went well. Some players who don't travel to tournaments often now have a slightly more reliable rating – and the club's internal estimates of what those ratings should be proved to be mostly correct. We'll do it again, with the next probably at the August bank holiday.

You should do it too.

The results were:

Francis Moore (7k) won with 4/4;
David Cantrell (9k) second with 3/4;
Patrick Batty and Richard Wheeldon (both 11k) third with 1/4 each; Cliff Fawcett (15k) bringing up the rear on 1/4.

White won all but one game, indicating that some of us entered at the wrong grade. Having the games in the rating database will help us fix that for next time.



THE FIRST ISLE OF SKYE GO TOURNAMENT

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Portree Harbour

Some weeks ago there was traffic on gotalk@britgo.org on the subject of diminishing tournament attendance. Some correspondents said that they actually preferred playing on the Internet to playing across the board. I ended my recent long weekend on Skye feeling rather sad for such people.

Yes, Britain's most northerly tournament yet did take a bit of getting to. In my case it entailed a 14 hour door-to-door journey from my London home, of which about half was spent in the direct coach from

Glasgow, passing through spectacular Highland scenery via Fort William and Kyle of Lochalsh.

Portree regards itself as Skye's capital, but it is little more than a harbour village (population 2000), set between sea and mountains.

Small it may be, but most shops and other facilities that you might need are available, including Internet access at the local library. The venue, the Tongadale Hotel, was a pleasant friendly place where I found Go players already installed when I arrived on the Thursday evening.

I had left the Friday for enjoying the surroundings. Serious mountaineers come to Skye, but not being of their number I opted for a morning walk around the local headland. I'd hoped for an advertised boat trip in the afternoon, but the boat remained securely moored, so instead I caught a 57A bus at the bus station. "Where to?" "Portree, please." "That'll be £6.40."

Yes, it was a circular route around the Trotternish peninsula, taking over two hours. The scenery was impressive enough, but I was also struck by how isolated much of the population is. It was a school bus, and I noted that at least one of the well-behaved pupils spends two hours per schoolday commuting in this bus.

The six-round McMahon tournament started promptly on the Saturday morning. Thirty-two players attended, including a goodly wadge of dan players. You may see the names and results on the BGA website. Very sensibly the organisers had decided on 60 minute time limits with no byo-yomi or overtime. This enabled the tournament to run smoothly to time. I did not hear a single complaint about the lack of overtime. Other tournament directors please note.

On the Saturday evening no fewer than 24 of us sat down to dinner at the well appointed Arriba café;

an indication of what a pleasantly sociable event this was. As you might imagine, fresh fish is the local speciality. The evenings were given over to various après-Go activities: Liar Dice, Pits, Bridge and Hungarian Tarock, though Go boards were always available.

Some generous prizes were on offer at the prizegiving on Sunday, many locally sponsored. Indeed the event caused considerable local interest, including a report on BBC Radio Alba in Gaelic. On the Sunday evening the tournament winner, one Matthew Macfadyen, gave a simultaneous display against all available Skye players.

There are three tournaments which I try never to miss: Three Peaks, the Welsh Open, and the Isle of Man, all because of the opportunity which they all give to enjoy meeting Go players amid attractive surroundings. If the Isle of Skye Go club make this a regular event, (and that has been mooted), there will be four events on my can't miss list. Of course, not everyone is going to be able to afford the time or the money to attend such a remote tournament. But actually to prefer to be hunched over a computer; I can't get my mind round that idea. Carel Goodheir and his fellow Skye Go players are to be congratulated on providing a strong case for social Go.

VISIT TO CHINA

T. Mark Hall

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Visit to China for the 31st World Amateur Championships

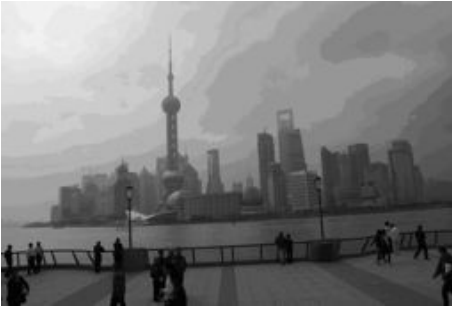
Up to the last minute, there were doubts about whether I was going to get away on the trip. First there was the threat of that unpronounceable volcano in Iceland spewing ash all over northern Europe. The news broadcasts said that flights might not happen between Sunday and Tuesday and I was flying out on the Wednesday. Then there was the on-again, off-again BA strike. However, on the Wednesday, all was well and I caught the plane to Shanghai, landing there 11 hours later, early on Thursday morning. It was fairly hot and humid and rather foggy, so I had to shelve the idea of getting some early skyline photos. I got the maglev train from Pudong airport into Shanghai, which cost 50 Yuan, about £5; a bit like the Heathrow Express but travelling in part at 400 kilometres an hour. Then a taxi to my hotel near the Bund in old Shanghai and, apparently, walking distance from the People's Park. All the Chinese I met were most helpful to a groggy lost foreigner (I don't sleep well on long flights), even those trying to sell me fake watches.



On the Friday, I walked down to the

Nanjing Road, which is a modern pedestrian shopping area in the centre of Shanghai, and found plenty of people wanting to sell me CDs, DVDs, watches, t-shirts and other stuff. There were little tourist trains running from one end of the pedestrian area to the other. I found my way to the People's Park, where I saw lots of old guys playing xiangqi (Chinese chess) but no-one playing Go. I then found the "City of Books" (Xinhua) bookshop where there were plenty of books on Go, but very little to interest me. I did email John Fairbairn when I got back to the hotel to see if there was anything he liked, but did not expect an early reply, because I knew him to be on a trip to the US. After lunch, I walked to the Bund waterside, along with several thousand other tourists, both Chinese and foreign, but the fog was still hanging around, restricting the views for photography. Then back to the hotel to rest my aching feet.

Saturday, I would like to say, dawned bright and fair, but in fact it was pouring with rain. There had been reports of heavy rain and flooding in western China and now it was spreading to the eastern coast. John had replied that one of the books I had mentioned was of interest, and it was fortunate that I checked the dates and found that the book was Honinbo Shuei not Shuho as I had originally thought. The weather had saved me from heading out early to buy, especially as John already had that book.



Sunday was dry but grey again, so I headed out to the Bund to see if it was clear enough for photography. The main problem was that as soon as I lined up a reasonable shot about 50 Chinese would get in the way, all taking their own photos, but I did get a couple of the martyrs' memorial and the statue of Chairman Mao. I was still having trouble sleeping and suffering from jetlag, so I headed back to the hotel to get some lunch.

Monday was departure day for Hangzhou, so I got a taxi to Shanghai South railway station. When I got there, I thought he'd taken me to the airport instead, because it looked like a modern airport terminal. The only problem was the thousands of Chinese all wanting to buy their tickets and travel. I joined one of the queues and another European struck up a conversation; he was going to Hangzhou as well, but not to the WAGC. He was from Kosovo and was a bit adhesive, asking about cheap hotels, but I managed to shake him off at Hangzhou South station. The train was fast and comfortable and the ticket only cost about £6. The weather had suddenly turned hot and muggy and lugging my cases became quite a struggle, but I got a taxi to the Tian Yuan Tower, where I checked in and began meeting other Go players and attendees, many of

whom I had met at other events. At the check-in process, they kept asking for my phone number, in case they needed to contact me in emergency. They couldn't really understand that someone would go through life without a mobile phone. I didn't really understand it myself until I was in the hotel in Chengdu, where everybody in the breakfast room was fiddling with their phones, and when half the travellers on the planes routinely ignored the instruction to switch off electrical devices; after all, the rules were for other people. The tower was 34 stories high and there was a revolving restaurant at the top. Part of the building was the Hangzhou branch of the Qi Yuan, the Chinese national association for board and card games. I checked in the bookshop for anything interesting, but couldn't find anything that we didn't already have. There was also a library, but I couldn't get in there to have a good look for books and ISBNs.

Tuesday was a relief because, finally, I had had a full night's sleep. Breakfast was partially spent greeting people whom I had not met up with the previous evening, like Neville Smythe from Australia, who had been hospitable when I had visited Canberra on business some years before. The various meetings and opening ceremonies were held in the afternoon and evening, and then it was back to normal, not being able to sleep.

Wednesday, I had no expectation in my first game and quickly fell behind. Unfortunately, my opponent from Malaysia blundered away an easy win, so I was up one. Then I had to play the 7 dan Canadian and we had a fast, fun game, which I lost. None Redmond, Michael Redmond's

mother, then interviewed me in her capacity as journalist for the IGF, and I demonstrated the work I do on the GoGoD database and what John Fairbairn does on the Encyclopaedia. At lunch time, I had gone out and taken some photos of the building and done some shopping at a nearby shopping mall, so I was in no hurry to go anywhere. In the evening, after dinner, I am alone in the computer/results/analysis room when there is an awful cacophony of explosions outside. Two boxes set in the middle of the road outside the hotel are firing fireworks 7 or 8 stories up, which then explode and there is a continuous crackle further down the road from some other boxes, all producing flashing lights and colours to go with the noise. I suspect a wedding, although I am told it is also for dedicating new buildings.



In the fourth round I am paired against a 1 kyu from Switzerland. In the previous round the 3 kyu lady from Venezuela had caused a shock by beating the 5 dan Macau representative, and I nearly gave them another example. Having cut off about 15 of my opponent's stones, I then filled a liberty rather than pulling my group out and found myself in damezumari. Fortunately, I was able to catch up in the end game and got a tie on the board, winning by the komi.

Thursday, there is a banquet in the evening which is supposed to be followed by a stroll around the West Lake. The more they talk about it, it sounds like a route march, with the stragglers being shot, and they are the lucky ones! However, it starts to rain and they take us to a park by the lake and then lose someone, so we are delayed going to the final stop, the new Opera House and a view of the river, which we can see from the hotel. The lady tour guide seems to enjoy mentioning the 54 000 orange bikes that Hangzhou bought and parked at strategic locations for the citizens to use for free.

Friday is also wet and I find myself playing two 5 dans and losing. The Turkish player defaults for the second time and there are rumblings about the attitude displayed by two young Europeans. They appear to be annoying the Chinese, which in turn causes problems for the IGF and the EGF. They don't seem to realise that it is they who are being given the honour and the privilege, not the other way around. One amusing thing is that the North Korean is playing Thomas Hsiang from the US, and the clock doesn't work; some suggestion that the Chinese are sabotaging the game. I stayed rather late in the computer room (where I could smoke) and about 10 o'clock I decided to wander out, only to find that the doors had been secured with a security chain. Knocking and shouting produced no results, so I looked around and found the stairs down to the fourth floor. Why the main doors would be locked but stair access left open, I do not know.

On the Saturday, there were more fireworks outside, which were obviously for weddings, as convoys of decorated cars went by. One player

complained that he had failed to hear his clock because of the noise, and lost on time. One of my opponents had been chosen to be the “random pick” for the dope-testing, and there seemed to be no problems in taking the top 5 and one extra. It appears that the testing authorities have accepted that drug-taking is very unlikely in Go, at least not in a way that would help, not hinder, the performance of the individual.

I should really apologise for doing so badly; even the games I won were won because of blunders by my opponents. Twice I got a seki in a corner group, where my opponent should have had 7 points, and I won by 6.5, taking white. The final round was followed by speeches, prize giving and a banquet, including ducks’ tongues, whole groupers and when they said chicken in a pot, you got the whole chicken, head and all. I was interviewed by the local press, more about China than Go, and I was told my photo appeared in a local paper, but I couldn’t find it to get a copy. At the banquet, I drank well of the Great Wall red wine and fell asleep as soon as I went to bed.



Sunday was a friendship match against the local Chinese, including a selection of local children and a party of Buddhist monks. All the

foreign players were presented with silk gifts, and then we could relax for the afternoon sight-seeing around the West Lake, one of the main attractions of Hangzhou. This was the best day as far as weather went, bright and sunny with fairly clear air. We went to a big pagoda, a copy of the original, which had been rebuilt with modern lifts and stairs inside. The view over the lake was spectacular. Then a boat trip on the lake and a walk around one of the islands. When I got back to the hotel I transferred almost 200 photos from my camera!



Amusing sign “Pedestrains only”; after some of the tramping around, it did feel like a strain. I cried off from the final banquet and concert because two of the organising ladies were going back to the hotel and I wanted to be sure of my packing. There was one slight hiccup, when the lady with the keys left them in the door of the car and couldn’t work out how to start the car without them.

Monday was departure day for most, and Kasper Hornbeck (in the photo, playing the monk) and I were given a lift to the airport. He was flying to Beijing while I went on to Chengdu in the south-west of China. Many of the participants were going straight back to their countries of origin, although some were spending some

time in Shanghai before they did so. Everybody local that I met asked whether I had been to the Shanghai Expo, about which they were very proud, and they seemed surprised that I would take no interest in it; to me, it seemed like queuing for 3 or 4 hours only to find Disneyland was closed but you could go to the local Chamber of Commerce exhibition hall. At the security at the airport I found that packing a bottle of whiskey in my hand luggage was a mistake and I had to go back to the check-in to put that bag through. There were no other problems though, and I arrived safely after a 3-hour flight across China. In Chengdu it was raining and I took a taxi to my hotel, in a large modern development area south of the main city, but only half an hour from the airport. My next flight, on to Xian, would be at 07:50 on the Friday morning, so I have to keep an eye on my travel arrangements. Chengdu is in Sichuan province, where the food is generally spicy. One evening I sampled a dish of pork and green peppers and found out how spicy it can be. I didn't finish the peppers!

Tuesday; although each day seems to blur into another, with no papers to read and few other reference points to indicate when it is. I travel into Chengdu to try to locate a publisher of Go books and the nearest large bookshop. When I get in the taxi, I find that a cover has been fitted over the seats to keep them clean. It also covers the socket for the seat belt, which is a little worrying. It's not that I don't trust the driver; it's all the other drivers that I don't trust. The taxi driver fails to find the publisher and when I get into the bookshop, it has a rather restricted choice of books. I wander around a bit, taking photos of Chairman Mao's statue in Tianfu

Square, buy a couple of postcards and head back to my own hotel, to check on tourism rather than business. It appears that the Giant Buddha of Leshan is only about an hour away and I could go there on a day trip, maybe Thursday.



Wednesday morning dawned with clouds, fog and rain. Since I have spent almost two weeks dashing around, flying to places and sticking to a timetable of games and social events, this seemed a good opportunity to do nothing. While my hotel was extremely convenient for the airport, especially considering a 07:50 flight time on Friday, it was less convenient for Chengdu itself. It is part of the "Century City" development south of Chengdu, mostly for business conventions and the like. One thing we get an impression about concerning China, especially from Hong Kong films, is very crowded cities and millions of people living one on top of another. However, when you travel around a little, there is a distinct "American" feeling to the amount of space on the outskirts of the cities, and the Chinese are now exploiting this by spreading the developments out, like US shopping malls. Many of the buildings have solar panels on the roof and a lot are architecturally in very bad taste.

This means that very large cities are now spreading out even further, with more problems for transport, housing, sanitation etc. Around my hotel, the usual construction of glass, steel and concrete, they were building either the newest old buildings or the oldest new buildings in China. Most of these would be shops and restaurants in the near future. One was occupied by the Zhuyeqing Tea Company, which had sponsored the European Go Congress in Groningen last year.



Friday morning and I was up before dawn to get to the airport. There was a worrying smell of petrol in the back of the taxi, but I got to the airport in plenty of time. I dump the half-drunk bottle of Coke, but forgot a box of matches; when I get to security I see a new notice that both lighters and matches are to be dumped, but they miss it. Immediately after the check is a no-smoking notice; I wonder how you are supposed to light up without both matches and a lighter. In the smoking zone, though, is a rank of fixed lighters for the dedicated smoker. I get to the gate by 06:45 to find it full of noisy Chinese and I am almost the only gweilo there. All the announcements, either in Chinese or English, sound distorted and I can

only hope to recognise when boarding starts when all the other passengers get up to go.

When I arrive in Xi'an, the terracotta warrior touts are in full flow before I get into my hotel; actually before I even leave the airport. The transit service to the city are trying to get me to hire a car and driver for 3 or 4 days, obviously knowing that once I'm in the hotel I will have plenty of choice, including the taxi driver standing outside the hotel, touting for business. As I arrived early and my room wasn't ready, I went out to take some photos, find some lunch and some postcards and look in a bookshop. Fortunately, I can write a rough approximation of "Weiqi". The bookshop in Xi'an is better and bigger than in Chengdu, but still not much to interest me. However, one book may interest John, even though it seems 10 times more expensive than the normal books, so I send him an email. He was interested, so I head back to the shop in the evening. When I try to buy, it seems to cause a problem with the shop assistant taking me back to a different part of the store, where another assistant disappears with the book and then re-appears with a box of 6 books; the book on the shelves was just a demo volume. Instead of one book, I now have a box of six weighing 4 kilos.

Saturday, I head out to look at the Bell Tower and the Drum Tower, both in view from my hotel. I continue along the West Road to the city walls, which are amazing. I get on to them through the West Gate, but it is quite an adventure getting across the main road. There is no underpass (signs here say "Underground tunnel"; are there any overground tunnels?) and the pedestrian crossing has no traffic lights and you take your life in

your hands, trusting the cars, bikes, motorbikes and buses as you cross. It is worth it, since the walls have been preserved and restored in a wonderful condition.



Sunday, I leave the hotel before 8 o'clock in a tour bus to pick up four other tourists to go to see the terracotta warriors. There is almost a mix-up when we nearly pick up a group from a hotel, but they are with a different tour. However, they re-appear at almost every place we stop. As part of the deal, we also get to see the Great Goose Pagoda, and some shopping opportunities, the Ban Po Museum (and shopping opportunities), a jade carving business (and its shopping opportunities), a business which produces replica warriors of all sizes (and its shopping opportunities), a restaurant near the terracotta site, with amazingly, no shopping opportunity, but there were soon plenty of other chances. We met with the man who discovered the warriors in the first place, in 1976, and had an opportunity to buy his book about it. We then went to see pits 1, 2 and 3 (but not in that order) where the warriors were first discovered. Then to a tea house to sample various kinds of Chinese teas and then back to the bus and Xi'an. Monday was going to be a day of miscellaneous tourism but when I

got up, it was pouring with rain, so I had a wonderful excuse to take it easy and write up this article. I do go out to get some lunch, when the rain has eased off a little, but it quickly returns; instead of tourist maps the Chinese traders have quickly turned to selling umbrellas.

Tuesday, the weather looked just as bad so I made an early start to the airport. Everybody had said that Air China were strict on overweight bags, but I had made it through Hangzhou and Chengdu airports without a problem. However, they got me at Xi'an airport and I had to pay 110 Yuan, about £11, for my suitcase.

It was a good job that the 4 kilos of books were in my shoulder bag and that they didn't weigh that and the computer. Of course, things never quite go to plan and when I collected my case in Beijing airport, the handle with the name tag on it was missing, so there is now only one handle to carry it with, and part of the plastic stand on the bottom of the case also seems to be broken. It looks as if I will need a new case.

Beijing is hotter and drier than Xi'an; I wonder if that rain is going to follow me? While it is fine I make my way to the Xinhua Bookshop in Wangfujing Street, very close to the Forbidden City and Tiananmen Square. I find one book I want but not much else. Since I have been sitting down all day, I decide to walk back to the hotel and get lost in a network of small streets off from the main drag. I do finally emerge onto the main street and find my way back to the hotel.

Wednesday (but I still have to check the day and date on the computer), I go for a walk past the British Embassy to Ritan Park, where I watch the locals exercising with swords and tai chi

or just walking and jogging around the circumference of the park. Before I head back for lunch, I buy new suitcase, slightly smaller than the old one, so I will have to watch my packing. After lunch I head off to the Qi Yuan to see what they have, and I find a book of games of Ma Xiaochun and one of Chang Hao, each costing about £2. However, it appears that they are not open for play, so it's back to the hotel again.

Thursday, I go to the Forbidden City by taxi and return by the subway. Even before I get out of the taxi, there are people trying to sell me books about the place or the Great Wall or other tourist stuff, as well as the inevitable watches and DVDs. Entry is delayed as it appears the Governor-General of Australia is visiting and the Chinese authorities have given some preference to their party. The Chinese man next to me commented, in perfect English, that he was glad that it was cooler today; it turned out he was from Singapore and didn't speak or read Chinese. Finally the official party depart and us proles are allowed in the Northern Gate. I do buy one of the guidebooks in a bookshop and I realise how low my finances are becoming. I have three more days, one of which I had intended to spend at the Great Wall, and I also need enough cash to get to the airport on Monday morning. I will have to find out the cost of a Great Wall excursion. I pass through gate after gate, court after court until I emerge at Tiananmen Gate and Square.



I find that Tiananmen Square East subway station on line 1 is a short step away, and a single journey ticket is only 2 Yuan (20p); and my hotel is only 4 stops away. This is the only subway I have ever used where there is an airline style security check to go into the station. For those of you, like my mother, who would say "How do you find your way around?", all the signs are in Chinese and English and all the station announcements are in both as well.

Friday is rather grey, and I decide to book a trip to the Great Wall and Ming Tombs for Saturday and look for a bookshop today. The hotel staff direct me to the shop Beijing Building of Books, on the west side of Tiananmen Square. Amazingly, I am able to find the Weiqi section without having to ask any shop assistant for directions. Unfortunately, I find nothing I want, but perhaps this is fortunate, since I may not have space in my luggage for any more. So, back to the subway, another security check and a 20p ride back to the hotel. I am now looking forward more to getting home than getting to another tourist site.

Saturday is warm and fairly bright and I have to be up early to get the bus. There are 14 of us and we head to the Ming tombs first, to the north of Beijing. The Changling tomb has one of the largest wooden buildings in

China. Then we head to a jade factory, where there is another shopping opportunity and lunch. When we eventually get to Badaling, we find what feels like half the population of Beijing has also decided to go there. Everybody decides to travel up to the Wall in the "slider car" which is rather like a helter skelter, especially when travelling back down. However, getting to the point of entering one of the cars took half an hour, 25% of our allotted time on the Wall.



I have to admit that I did not go far; as you can see, it was crowded (as well as hot) and I felt that I had done enough by getting there. After wandering around taking photos, I joined the queue for the downward

slide, bought my t-shirt that said that I had climbed the wall, and took some photos of bears in the various pits. Then I relaxed and waited for the rest of the party to climb down and return to Beijing. However, an unadvertised extra stop was added, a visit to a traditional Chinese medicine institute, where we were offered a foot massage (since they did both, shouldn't it read "feet massage") and even a quick check of our pulse by a Chinese doctor. One of the party, a guy from South Africa, even had some acupuncture. We were about an hour later than scheduled getting back to the hotel. An interesting thing to note about all the tours that I did, you can never trust the times announced by the tour guide, since they don't seem to take account of delays caused by traffic or losing one or more of the party. Finally, I have to express my gratitude to the BGA, for nominating me as the representative, to the sponsors, for subsidising my trip, and to the IGF and the Chinese organisers for a wonderful event. I must apologise for playing so badly; I have learnt one trick to try to avoid this in future.

15th June 2010

BOOK REVIEW – MAGIC ON THE FIRST LINE

Tony Atkins

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As I have mentioned previously, I nowadays only buy books where I know the author. I first met Nakayama-sensei in 1985 at the European Go Congress in Terschelling, Netherlands. I was much taken with his enthusiasm for the game and much regretted not forking out for the expensive hardback edition of his first book in English, "The Treasure Chest Enigma". I was later delighted when Slate and Shell reprinted it in paperback, and so was pleased to see them translating and producing

another book by the enthusiastic Japanese professional.

As often is the case with Slate and Shell books, it is rather on the slim side, but this helps keep the price to an affordable level, unlike some of their more beefy offerings. However it is packed with material that will delight and amaze you, and I think is worth every penny of its twelve pound price.

The cover is bright green, and quite why there is a rabbit sitting on a Go stone is beyond me. The rabbit isn't even sitting on the first line of the

stone's shell pattern! Anyway, get past that and you find a well laid-out book with an easy-to-read style; I must congratulate Robert McGuigan (translator) and Bill Cobb (editor) for their efforts.

There are four main chapters. The first three are problems split by level of difficulty, 90 in all, and the fourth chapter consists of key parts of four famous historic games, that involve stunning edge moves. The book claims that if you can do all the problems correctly then you are dan level, which must be true as, even with a three dan certificate, I would often only come up with the second best line in the answer. There are two problems on each page and at least two diagrams of answer to each overleaf. There is one bonus section which is one of Nakayama's ladder problems, inserted to show the importance of reading.

As the title suggests, the book is all about the strange things that happen because of that missing liberty when a stone is played on the first line (edge) of the board. The answer to every problem is a move on the edge, but usually there are several possible choices of edge move. In one position the answer sequence involves four moves, all on the edge.

There are all sorts of problems involving making eyes, taking eyes, increasing liberties, removing liberties, playing under the stones, avoiding or making ko, capturing and connecting. But each seems to be impossible until you see the beauty of an edge play that makes it all possible.

"Magic on the First Line" is an excellent book and one I recommend to have on your bookshelf. However unfortunately, this time sadly, I cannot recommend you personally get to know the author.

Published by Slate and Shell 2010 £12 code SL70 from BGA

The logo for Slate & Shell Publications features two circular icons. The left icon is a light grey circle with the word "SLATE" in a bold, serif font. To its right is a smaller ampersand "&". The right icon is a dark grey circle with the word "SHELL" in a bold, serif font.

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A 13X13 GAME

Paul Smith

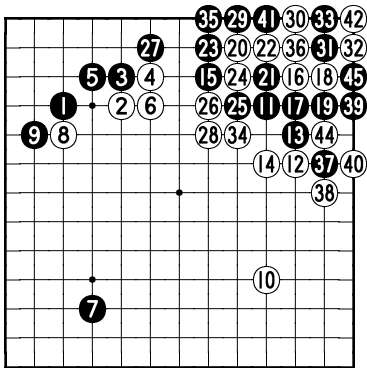
paul.smith@ntlworld.com

Here is a 13x13 game from the Youth Championships.

Jamie Taylor (White) v. Hamzah Reta (Black)

Comment by Paul Smith

Diagram 1 (1-45)



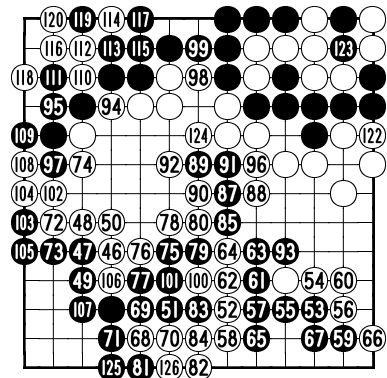
43 at 33.

I think this is a good example of the proverb “rich men shouldn’t pick quarrels”.

After 45 moves, Black has killed a group in the top right and should

win (see left); but within a few moves he has got lured into unnecessarily invading the lower right, which leads to his losing the game (see below).

Diagram 2 (46-128)



121 at 114, 123 at 31, 127 pass, 128 pass.

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

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

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

<http://www.britgo.org/bgj/issue151>

Glossary of Japanese Terms

Before BGJ 140 it was common to reserve a page of the Journal for a Glossary. Where space permits less common terms are nowadays explained in footnotes. If no explanation is provided then take a look at:

<http://www.britgo.org/general/definitions>

<http://www.britgo.org/bgj/glossary.html>

or search <http://senseis.xmp.net/>.

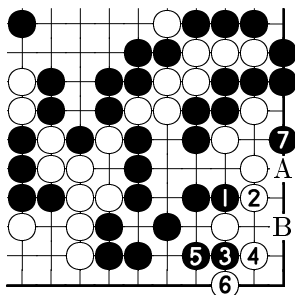
Please let the Editor know if the term is still not found.

One of the experts can then write an article to explain it ☺

Solution to status problem (from page 19)

Clearly, if White plays first, the corner is alive.

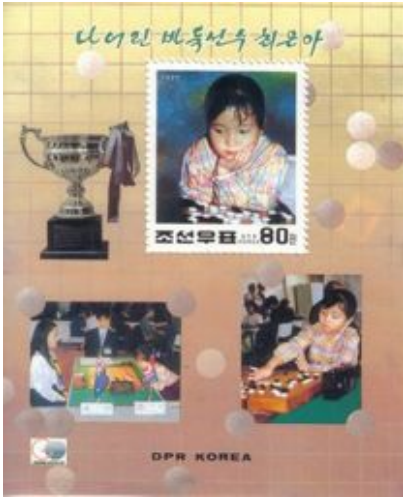
I spent much of the game eyeing the corner. Afterwards, I asked Feng Yun if the group could be killed. She stared at the board intently for about five seconds and then laid out this sequence:



Now A and B are miai, and the group is dead.

Collecting Go V

This time we look at the last part of the world currently with Go stamps: Korea.



The North Korean minisheet features child star Kwun Hyo-Jin, who was placed second at the 1994 Women's World Amateur to Sato Akiko of Japan. She beat Liu Yajie, later a Chinese professional, but she lost to Sato (who herself lost her last game against Taiwan). The sheet shows two pictures from the tournament and a trophy, and the stamp (dated 1997) shows her contemplating a move.

South Korean stamps did not feature Go for many years. However, postal labels can be found. These are not actual postage stamps, but come attached to stamps, and are often produced to order. Indeed the same can be done in the UK; you can order a sheet of stamps with your own picture on the attached labels.

One of the Korean labels from 2001 shows a rock and the other a traditional wooden Go ban with cover. The labels are both attached to the same 170-won flower stamp.





Winton Capital Management is one of the UK's most successful investment management companies. They have sponsored various BGA activities since 2008. They helped the BGA to send a 22-strong UK team to the First World Mind Sports Games in Beijing and provided sponsorship for the London Open Tournament in 2008 and 2009 . They have also enabled the BGA to increase its efforts on introducing Go to youngsters, youth development in general, and provided professional training events for our strongest Go players.

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.