

BRITISH

GO

JOURNAL

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# I wanna go home tonight!

Tune: *Early in the Morning*  
Traditional plantation song



1. Came to - night to play some go, Dun - no why you play so slow,  
2. *This jo - se - ka's in the book* Don't sup - pose you e - ver look  
3. No, my side group can't be killed E - ven when each da - me's filled.  
4. *Yeah, your cor - ner's gon - na die,* No move makes a se - cond eye.



- Hoped for more than just one game, Won - der why you think I came.  
*It's the simp - lest line I've cho - sen,* Dun - no why your arm seems fro - zen.  
Fif - teen mi - nutes on one move, Dun - no what you're trying to prove.  
*Makes no odds how long you stare.* Pick a stone up; play else - where.

## CHORUS:



No more he - si - ta - tion! No more va - cil - ia - tion!



Time for re - sig - na - tion! I wan - na go home to - night!

5. Now you're twenty points behind,  
Dunno why you ain't resigned.  
One point yose everywhere,  
Play at random; I won't care.
6. Bet a dollar to a dime,  
You can't tell it's dame time.  
It don't matter which you choose,  
Any move and still you'll lose.
7. Now we played four hours or more,  
Now they need to lock the door.  
This game's still no end in sight,  
Clear the stones up, say good night.

## PHOTO AND SCAN CREDITS

Front Cover: Gareth Davies (Oxford) and Michael Redmond at EGC 2011 — Pat Ridley

Above: Song for the US Congress 2011 — Francis Roads

Some photos in the US Congress 2011 article are courtesy of the University of California, Santa Barbara and the AGA e-Newsletter (photographer: Phil Strauss).

The remaining photos were kindly provided by the article authors.

## CONTENTS

EDITORIAL	2
LETTERS TO THE EDITOR	3
THE ACME OF SKILL?	David Ward 8
US GO CONGRESS 2011	Francis Roads 10
VIEW FROM THE TOP	Jon Diamond 15
EUROPEAN GO CONGRESS 2011	Tony Atkins 16
DAVID WARD'S PROBLEM CORNER: PART 4	David Ward 18
UK NEWS	Tony Atkins 19
USEFUL WEB AND EMAIL ADDRESSES	21
THE WORLD AMATEUR GO CHAMPIONSHIPS	Alex Selby 22
TOBY'S CORRELATION	Geoff Kaniuk 28
DAVID WARD'S PROBLEM CORNER: HINTS	David Ward 35
WORLD NEWS	Tony Atkins 36
COMMANDANT LANCELIN	Theo van Ees 38
GOH OR WEI CHI BY HORACE F. CHESHIRE	Tony Atkins 39
DAVID WARD'S PROBLEM CORNER: ANSWERS	David Ward 41
SOLUTIONS TO THE NUMBERED PROBLEMS	42
CLUB NEWS	43
ICHIGAYA STATION FLOOR — ANSWER	Alex Selby 44
COLLECTING GO X: TEE SHIRTS	Tony Atkins — Rear Cover

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# EDITORIAL

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Welcome to the 157<sup>th</sup> British Go Journal.

## This Issue

This time we received more than enough material for publication, so some articles have had to be trimmed and some carried over to the winter edition to keep within our (postage cost-driven) budget of 44 pages — but please keep those articles coming; the quality of the Journal depends on them.

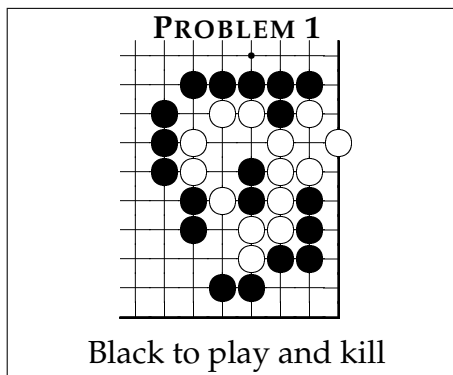
## Book Reviews

Reviews of books, software, websites and any other Go-related material will be welcome at any time and from anyone. However, readers of the Gotalk email list will know that, to increase the flow, a few months ago we advertised for volunteers to write short book reviews for the Journal and the BGA website. A small number of people stepped forward and the first batch of review copies, five kindly provided by Slate and Shell and one by Pentangle Games, have been sent out to reviewers, so we should see a steady stream of reviews appearing in future Journals. There are more books available for review and we need more volunteers. The arrangement is that a reviewer providing a published review may keep the free review copy. Please contact me if you are interested.

## Credits

My grateful thanks to the many people who have helped to produce this Journal, including the authors of the articles and letters: Tony Atkins, Ian Davis, Jon Diamond, Theo van Ees, Geoff Kaniuk, Toby Manning, Francis Roads, Alex Selby, David Ward and our anonymous cartoonist; and our hard-working proof-readers; Tony Atkins, Barry Chandler, Martin Harvey, Neil Moffatt, Isobel Ridley, Edmund Stephen-Smith and Nick Wedd.

*Pat Ridley*



# LETTERS TO THE EDITOR

## Re: Why Am I Getting Weaker?

In BGJ 155, Toby Manning asked a question about the European Ratings. Whether they are inherently deflationary is a difficult question to answer. One big problem is that they are not used in a consistent fashion across Europe, which probably aggravates the observed pattern of localised differences. Go Rating (GoR) appears to need an exchange rate mechanism when you cross certain borders. All this is well and good, but I was surprised to read a response in BGJ 156 claiming that this meant we should simply discard the rating system.

In Chess, Grandmasters do indeed remain Grandmasters, but their rating is what will buy them entry to the really lucrative events. If we discard the rating system in Europe, we are left with a major headache in selecting teams for international events. For the spectre of the fake 6d from Azerbaijan (a real world example) is one that cannot be ignored here. For those that don't care about EGF events, we can instead consider UK tournaments. Is it right that three round events can effectively shut out players who would otherwise have a chance of winning because of the rank somebody obtained 30 years ago? It is not uncommon in Japan to hear talk of age handicaps; we should not be so naive as to believe they do not exist here in the UK.

Older professional players will lose to amateurs these days; look at some of the results of recent USA events for instance. This does not mean that their achievements are taken away, for, as quite rightly pointed out, their professional rank remains

intact. However, as we see across the professional world, the dan level is no longer a caste system. There is then something of an oddity here in Europe. Here our draw programs are all dan(/kyu) level driven, and necessity then demands that dan ranks are lowered upon entering an event. It is right that this practice is distasteful. So perhaps it is just the draw program that should be changing to consider GoR instead of rank?

Ian Davis

## Re: Why Am I Getting Weaker?

When I opened my Summer Go journal (BGJ 156) and saw that Charles had written a letter to the editor, I became quite excited, because Toby had asked for a proof that the rating system is deflationary, and I thought that now Charles was going to provide one. I was therefore very disappointed to see that he was not presenting evidence of any kind, but seemed to be arguing that the rating system has no useful rôle to play.

By suggesting that we discard the European Rating System, I assume Charles is pining for a return to our old system, where players gained promotion points in tournaments and a Grading committee would meet to assign Dan promotions. Points gained were taken into account, but there were other considerations. The system was never fully transparent and did on occasion make unjustified promotions, which some of the players themselves acknowledged.

The European Rating System is fully transparent, and is providing a wealth

of very useful data, which players are using to judge their own tournament playing strength. Most players that I have spoken with agree that the rating system provides a better measure of performance than our old system, and welcomed its introduction.

The charge that it exists simply because "...some people have got addicted to fiddling with a statistical exercise ..." cannot be justified. Apart from providing a good guide to tournament entry grade, it has already given us hard evidence in the form of the probability of win as a function of players' grades — invaluable in assessing the performance of pairing algorithms and, indeed, rating systems.

I agree with Charles, though, that benchmarks *do* exist. Our top European amateurs are able to play games of professional standard, and their rating tends to be pretty solid. At the recent US Go Congress I attended, Michael Redmond made the point that there has been an influx of strong amateur Asian players in Europe, many having settled or studied there for extended periods of time. This has pushed up the standard of European Go. If a 4d European had gone to Barnard's star and back at near light speed, he would now find that the other 4ds on planet Earth were much stronger than him — Go would have evolved in the meantime!

As I have indicated in my direct response to Toby's Spring article<sup>1</sup>, the question of an individual player's deflation or inflation is a complex issue. It is going to require the development of a decent model, describing the evolution of a player's rating all the way from beginner to the

peak plateau that Charles mentions, and beyond to the second stable plateau that we are beginning to see in the ratings data.

Exciting times lie ahead!

**Geoff Kaniuk**

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## **The London Open, British Congress and British Championship**

In BGJ 156 Alison Bexfield suggested we should re-examine the Go timetable, especially with respect to the London Open, the British Congress and early rounds of the British Championship (Candidates' and Challenger's). Here are my personal thoughts on the subject (and they do not necessarily represent Council's views).

### *London Open*

I suspect that there are only a handful of venues in the UK that would attract significant foreign interest: London, Edinburgh, Oxford and Cambridge being the obvious ones. Of these, London has most cachet and is easiest to reach. I could not imagine how I would market a "Leicester Open Go Tournament" to Europeans. If we are to hold a prestigious International Tournament, therefore, I believe it has to be in London. At the moment we have an excellent venue and, because of the dates, at a heavily discounted rate. I do not believe that the LOGC would be financially viable at our current venue at any other time of the year.

The London Open could be renamed the British Open.

### *British Congress/British Championship*

Alison has made some good points in her article. Only nine people attended both the Congress and the Candidates'

<sup>1</sup>see article on page 28

in 2011, when Congress attendance was 48, with 27 at the Candidates'. I assume that we wish to retain  $1\frac{1}{2}$  hour time limits for the Candidates', but that players not eligible for the Candidates' would rather play  $3 \times 1$  hour games than  $2 \times 1\frac{1}{2}$  hour games on each day. This assumption needs to be verified.

Is it feasible to combine the Congress and Candidates'? My suggestion is:-

- a) The event is held over the early May Bank Holiday.
- b) On the Saturday, we hold rounds 1 and 2 of the Candidates', as usual. In parallel we arrange side events (teaching, demonstration, etc.), possibly a lightning or handicap tournament. We would also hold the AGM (or this could be held on the Sunday evening).
- c) On the Sunday we have rounds 3 and 4 of the Candidates', and rounds 1, 2 and 3 of the "Main Tournament". Players in the Candidates' who lose both of their first two matches are demoted to the main tournament. It MAY be worthwhile seeding the first round of the Candidates' to avoid the risk of a strong player getting an unlucky draw and being prematurely ejected.
- d) On Monday we have rounds 5 and 6 of the Candidates', and rounds 4, 5 and 6 of the "Main Tournament". Players in the Candidates' with only one win out of four are demoted to the Main Tournament.

I believe this is practicable. Having what is effectively a "relegation system" reduces the prospect of there being an "elite group" (and avoids the

irritation of those immediately below the elite group who are not able to play stronger players).

The major group who would be disadvantaged by this proposal would be strong players NOT eligible for the Candidates' (e.g. foreign visitors, Asian short-term residents). It also means that the weaker players who qualify for the Candidates' do not know if they will get  $6 \times 1\frac{1}{2}$  hour games, or  $2 \times 1\frac{1}{2}$  hour games and  $6 \times 1$  hour games (because they start off in the Candidates', lose their first two games then get demoted to the Main Tournament).

**Toby Manning**

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**Re: The Tournament Calendar**

Alison Bexfield's article *Tournaments: Time for Change?* raises some important issues, though I don't agree with all her suggestions. To state my conclusions first, I think that the two BGA open tournaments, the London Open and the British Go Congress, need to stay as they are, but the British Championship procedure may need changing. I say that with reluctance, as we have been tinkering with its format for as long as I can remember (i.e. since 1965) and we never seem to please everybody.

The London Open has an established place in the European Go calendar. Although attendance has been falling in recent years, that is true of other international tournaments, and I hardly think that trying to find a new slot for it will improve matters. Nor will moving it away from London. London itself is an attraction for overseas visitors, and nowhere in the country has comparable transport links to Europe.

When the first British Go Congress was held (Oxford, 1968) it was the only tournament, and the overall winner became British Go Champion. Many things have changed since those days, but the reasons for timing it near Easter, moving it around the country, and holding the AGM as part of it, remain unchanged. It was so timed in order to make it easy for students and others in the university and school world to attend, and I doubt if moving it to September, when many people are still on holiday, would be an improvement.

But Alison makes a good point in saying that too many important tournaments are concentrated around May, especially when Easter is late, as it was this year. We have already tried simply combining the Candidates and Challengers Leagues into a single tournament; that was unpopular, and was abandoned after a couple of years. So here's another suggestion. Let us expand the numbers in the Challengers League to 12, 14, 16 players, or however many the statisticians decide is a reasonable number, in order reliably to produce in six rounds the two strongest

players. They will then go on to play a head-to-head championship series, as now.

Places in the League could be offered to eligible players ranked highly in the two BGA open tournaments, say eight from each in a 16-player Challengers League. Maybe a certain number of places should be reserved for those players who did well in the previous year's league. Personally I'm not keen on that system, as it can lead to players who are hardly ever seen at tournaments during the year coming out of seclusion just to play in the Championship. I think that places in the League should be only for players currently active on the tournament scene.

It would be necessary to recalculate the points system for attendance at the World Amateur Go Championship, as points will be easier to acquire under the system which I suggest. I don't suppose that my suggestion is the best that can be devised, but we've been looking for that for over four decades, and apparently not found it yet.

**Francis Roads**

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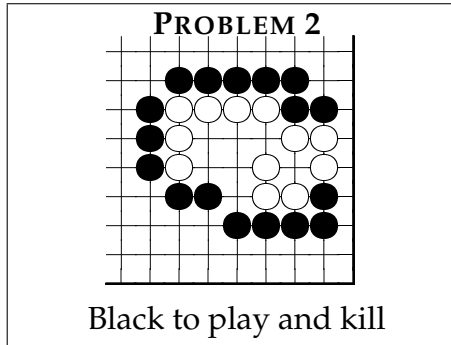




## Re: The Tournament Calendar

January's far too cold, travelling is for the bold.  
February's driving snow, that's a reason not to go.  
March from lion goes to lamb, bet there is a traffic jam.  
April is our dear Congress, shame it is a far address.  
May: I need to go by train, but there are rail works again.  
June is fine to take the car, but it's dear to go that far.  
July it gets far too hot, to go and sweat I will not.  
August is our summer break, but huge bills come in its wake.  
September is mild for Go, but August took all our dough.  
October's the time for gales, I'll stay in to sup some ales.  
November's the time for mist, see above for I'll be p\*\*\*ed.  
December: it's driving rain, stay in to plan next year's pain!

## Sideways-Looking Persons



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# THE ACME OF SKILL?

David Ward

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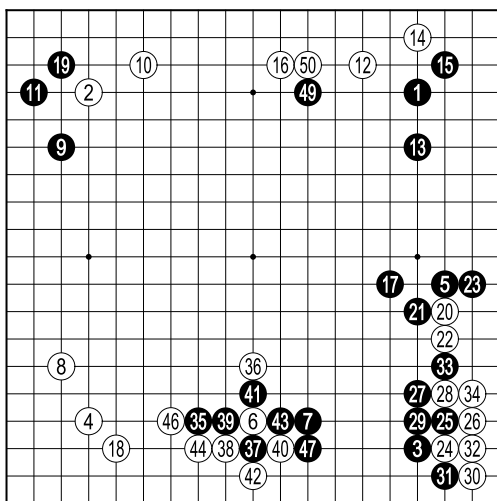
Trawling through the latest games on go4go ([www.go4go.net/v2/](http://www.go4go.net/v2/)) for inspiration, I came across this miniature, which struck me as worthy of note.

I enjoy browsing and playing through the latest games, but mostly the fighting skill of the players makes understanding very difficult. Often positional judgement is not obvious, but in this game Lee Changho, the player of the 1990s who was head and shoulders above the rest, outwits Iyama Yuta, the rising star of Japanese Go, and experience triumphs over youth.

When professionals are asked what is the most satisfactory way to win a game, in my experience the reply is invariably, “to win a game without fighting”, following Sun Tzu in the “Art of War” (“To win one hundred victories in one hundred battles is not the summit of skill. To subdue the enemy without fighting is the summit of skill.”).

I am not in a position to say where the game went wrong for Black but, once the initial skirmish on the right hand side is settled, Lee Changho never really engaged with his opponent, and Iyama Yuta resigned early.

Positional judgement involves knowing what is important from a whole board perspective — weak players try to hang on to stones at all costs, strong players work out what is peripheral to this whole board view and plan to give up anything outside the periphery, gaining compensation from forcing the opponent to capture. I think there are three examples where Lee Changho “loses” his stones in this game. I would like to think that he had it all read out when he played (72), but perhaps this is just hero worship!



Event: 16th LG Cup, round 2

Date: 2011-06-15

Black: Iyama Yuta

White: Lee Changho

Komi: 6.50

Result: White wins by resignation

Rules: Japanese

Source: [www.Go4Go.net/v2](http://www.Go4Go.net/v2)

(45) at (37), (48) at (6).

Diagram 1 (1-50)

- ⑱ Both sides are content to make territorial frameworks.
- ⑳ A light probe to reduce Black's moyo.
- ㉔ The two stones ㉒ and ㉔ have made it easier for White to settle his group.
- ㉕ Black gets compensation with sente.

㉖ Very calm. White plays a mild reducing move as a ko threat — he must be very confident of his positional judgement.

㉗ Black settles the ko and makes a ponuki.

㉘ Very calm.

㉙ It seems natural to surround the centre.

㉚ Another very calm move, content to reduce rather than invade, with A as the follow up.

㉛ Black strives for sente.

㉜ White gives up two stones in exchange for reducing Black's centre.

㉝ Black captures and is very thick all over the board. He has no weak groups, but it looks to this untrained eye as if the black stones are a little over-concentrated, while White's stones are all working efficiently.

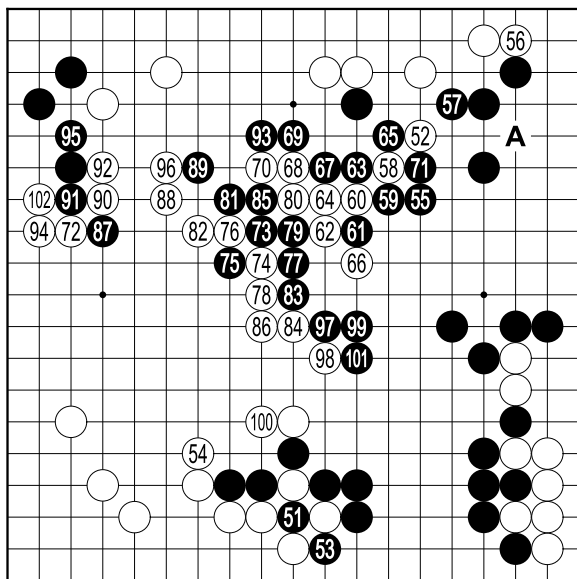


Diagram 2 (51–102)

㉞ Very big point, provoking Black to attack.

㉟ The vital point, or a honey trap?

㊱ White is content to sacrifice more stones.

㊲ Having fattened up the sacrifice, Black feels obliged to capture — but at what cost?

㊳ Black captures seven stones.

㊴ White's compensation.

㊵ Still the aji of the captured stones is haunting Black!

㊶ Now the trap is sprung.

㊷ There is still aji in the captured stones.

㊸ Black resigns.

Winning without fighting!

# US GO CONGRESS 2011

Francis Roads

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I had planned to go to the European Go Congress in Bordeaux this year. But I was seriously messed around by the Fédération Française de Go (FFG) over accommodation. I was told that the accommodation that I tried to book in January would become available "in March or April". When the email finally came saying that I could book it, it had all gone! I don't like that sort of treatment, so I decided to go to the US Go Congress in Santa Barbara CA instead, where I knew from previous experience that the organisation would be good.

And so it was. The TD was one Lisa Scott, a young woman who claimed not to have directed a tournament before. She and her team did a superb job, and always gave the impression that all was running smoothly, whatever problems they may have had behind the scenes.



**A view of the UCSB campus**

The University of California in Santa Barbara (UCSB) is actually in the suburb of Goleta. The campus is spacious, with grass and trees everywhere, the buildings low, and the Pacific Ocean within short walking distance. (Here one was thoughtfully

provided with information about what to do in case of a tsunami; it entailed getting to higher ground). Also nearby is a lagoon, where you could watch pelicans, cormorants and all manner of waders. The climate was warm and sunny, but mild, unlike the searing heat I've experienced at some other US Congresses.



**Chris Garlock with Congress Directors, Lisa Scott and Andrew Jackson**

I had arrived in the USA a fortnight beforehand, to overcome jetlag and visit friends. I started in Boston/Cambridge MA, visiting musical friends. Unfortunately here it was really too hot for comfort outside. I managed to fit in competing in the four-round Massachusetts Go Tournament on my first Sunday. There were about 30 entrants, and all matches were on handicap. I suppose that is acceptable, but what I find weird is that the AGA regard such games as suitable for rating purposes, even nine stone ones. I very much prefer the European system, based on even games, even if it has faults of its own.

Then I moved on to New York, where it was still too hot, to stay

with Go friends Terry Benson and then Roy Laird. I had hoped to visit the Brooklyn Go Club on the Friday, but apparently these meetings are moribund, and are now replaced by a Saturday afternoon meeting similar to the CLGC's. Which is just as well, as the Manhattan Go Centre founded by Mr Iwamoto is now closed. The one in Seattle soldiers on.

I had decided to arrive in Santa Barbara two days in advance, as crossing the States entails another three hours' worth of jetlag. A bus from LA airport dumped me in an anonymous back street in Goleta, with no other transport in sight. Fortunately a phone call to Lisa soon produced a shuttle bus, just for me, to the congress venue. "Here comes a Go player", was my greeting as I walked in, from a mainly female group of about six folks in their 20s. This was the advance party of organisers. Despite my being able to give them all at least four decades, they immediately took me into their friendship group, and out we went for pizzas and beer.

I had thought about doing a spot of sightseeing on the Friday, but I felt so welcomed by this group that I preferred to spend the day helping with the mundane pre-congress tasks which any one who has helped to run such an event knows all too well; getting clocks out of boxes and putting in batteries, stuffing goody bags with stuff, laying out sets — I could go on.

And on Saturday I helped with registration. Lisa had a good system, which didn't involve long queues, as at so many European Congresses. I was in charge of entrants with surnames beginning G-L. I found and gave them their entry document, told

them how and where to pay if they hadn't done so, where to pick up the goodies, and where to register their presence if playing in the US Open. Anyone whose registration wasn't straightforward was immediately directed to another table marked "Questions". It all ran very smoothly. The other two British players, T Mark Hall and Geoff Kaniuk, arrived on this day.

The accommodation was in student rooms, which were comfortable enough, but suffered the usual disadvantages of requiring a walk to the bathroom and the possibility of noisy talkers walking the corridor at 2 am. But it had the great advantage of being in the same building in which we played the US Open games. The catering was excellent; don't get the idea that Americans eat nothing but junk food.



**A view across the Lagoon of the University Center, housing the main playing area**

The commons, i.e. where you eat, had introduced trayless dining. Apparently by abolishing trays they saved throwing away 60 tons of food each year. People used to feel that a tray should be used to hold as many dishes as possible (there were no limits on what or how much you could take) and then not eating it all. An interesting psychological ploy.

The Congress itself followed its usual pattern. There are six rounds in the main US Open tournament, played each morning except Wednesday, the off-day. In the afternoons and evenings there was the full panoply of side events and professional teaching of various sorts. The side events included Midnight Madness, a tournament played only in the small hours. There were excursions every day, and not only on the Wednesday, to cater for young Go players (of which there were 93 present) and non-Go playing partners and other hangers-on.



**Roads vs Moriguchi: Round 4**

I tried simultaneous games against the pros, some lectures, and submitting my own games for analysis. I found the latter by far the most helpful, and though I did rather badly (2/6) in the main tournament, I felt I learnt much from the analyses. For example, a fuseki which appears in an Ishi Press book published in the 1960's and which I have been playing for 40 years is no longer approved — at least according to Mr Yilun Yang (9p). On the Wednesday I chose a beer-tasting trip, which entailed the

tasting of 16 different beers (in small quantities) mostly from local micro-breweries, as they are called. This dispelled my previously held notion that Americans can't brew decent beer; they can, it's just the big corporations that choose not to do so.



**The Banquet**

On the final Saturday evening we had the usual banquet, served in the open air on this occasion. This is where all the prizes are presented and speeches made. I won no prizes for playing Go, but I did come second in the Bob High Memorial Song and Poetry Competition. You may see the prizewinning song on the inside of the front cover.

This was my ninth US Go Congress; I have been attending them on and off since 1989. I think it was probably the most enjoyable I have attended, because of the exceptionally pleasant surroundings and the first class organisation. If you want to know more, go to [www.gocongress.org](http://www.gocongress.org). So thank you, FFG, for putting me off from attending the congress at Bordeaux. I might have missed a really great event!

I was lucky enough to have two of my games analysed by Mr. Yilun Yang. I felt that I had learnt much from him; whether I can now put it into practice remains to be seen.

One of these games is shown below. The comments are based on those given verbally by Yilun Yang.

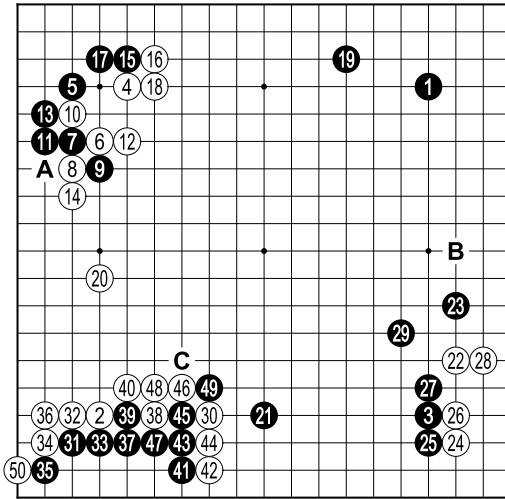


Diagram 1 (1–50)

White: Moriguchi Chikashi (4d).

Black: Francis Roads (4d).

Event: US Open 2011, Round 4.

Result: B+6.5

- ⑦ Correct, as the ladder favours Black.
- ⑱ Good, reducing White's thickness.
- ⑳ Unnecessarily defensive. The territory is undercut at A. Playing at 21 or B is better.
- ㉑ Good.
- ⑳ Too loose. Connecting at 39 is better.
- ㉗ Aji keshi. Black might want to atari at 49 and C.

- ⑥1 At this point both players make a serious mistake in assuming that the black group ⑤1 etc. becomes a gote seki after White plays at 69. In fact the best Black can do is ko: flower-viewing for White. But for this, ⑥1 would have been a good move.
- ⑥3 Black should take White's vital point at 64 rather than this.
- ⑥8 White plays the wrong move, and allows Black unconditional life.

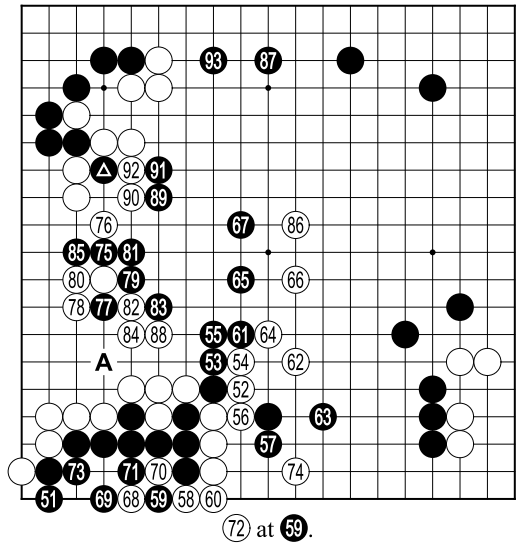


Diagram 2 (51-93)

- ⑦4 Slow, and not needing a local answer.
- ⑦7 This move was praised, aiming both upwards and at the weakness at A.
- ⑦9 Black could attack at A now, though this move also works.
- ⑧5 Black has made a good reduction of the White territory, and created bad aji for White above.
- ⑧7 A multi-purpose move, taking territory and taking aim at both the upper left and central White groups.
- ⑧8 Slow.
- ⑧9 Utilising the aji of the marked stone to secure the Black group and to prepare the attack on the whole upper left White group. Apparently it was also possible to pull out the stone with 92, though the ensuing sequences were complex.
- ⑨3 Taking territory and threatening the entire White group.

The record stops here. Black won by 6.5 points.



# VIEW FROM THE TOP

Jon Diamond

president@britgo.org



The second season for the Pandanet European Team championship is now underway and we've managed to put in a stronger team than last year, albeit at very short notice. Thanks to Will Brooks for volunteering to captain the team again - hopefully he'll have a less difficult time than last year and I'll not need to play in as many games too.

Several people have asked about the World Mind Sport Games (WMSG) for 2012 and I've had to say that we'd heard nothing, so it seemed unlikely that there would be a follow-up to Beijing in 2012, never-mind in the UK.

However, we've recently been made aware that the International Mind Sports Association (IMSA) is organising a first UK Festival of Mind Sports in the London Eye from 17<sup>th</sup> to 20<sup>th</sup> November. In parallel, IMSA is hoping to make an announcement about the award to a host city for WMSG 2012, at County Hall on 17<sup>th</sup> November.

We haven't been let into the secret about who might be the host city. We can't believe that it's London, and although Manchester has been mentioned several times in the past the vibes for this aren't great, so it's possible it might be somewhere else in Europe. Shame, but watch for the announcement . . .

Anyway, the UK Festival is being driven by an IFP Duplicate Poker Nations Cup, held in the London Eye for the four days, involving 12 countries. There are plans for the five other IMSA Sports Exhibition Games (Bridge, Go, Draughts, Chess and Xiangqi) for the 17<sup>th</sup>, i.e. in parallel with the WMSG games announcement.

The Go exhibition will involve games in two of the pods from about 8 pm onwards, following the media and press reception. Unfortunately the budget doesn't allow for flying some professionals over, so we'll have to make do with Matthew Macfadyen and some of our more photogenic members. This will all be filmed to make a video for IMSA to be used for subsequent promotional activities.

You'll be glad to know that the BGA is closely involved with what is proposed, so that we can take advantage of whatever happens. If we need your help we'll let you know!

Finally, I'm glad to say that Paul Barnard has agreed to be our new Membership Secretary, but due to his current job will only take over some time early next year.

# EUROPEAN GO CONGRESS 2011

Tony Atkins

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Now I must admit that Bordeaux was not anywhere near the top of my list of 'must visit' European cities. I am sure many were disappointed when the French decided they could not host the congress on the Midi, and switched to Bordeaux instead. However I was pleasantly surprised to find how wrong I was; it should be high on most people's lists.

Well the name, and its association with wine making, was attractive to many, but of course the wine is from the countryside and not from the city; in fact I didn't see a single vineyard. If you had a car, or knew which train to catch, or went on the popular organised coach trips, it was more than possible to get your fix of vineyards and wine tasting. My tight schedule forced me to leave that to next time.

The venue and organisation was up to the usual French standard. However this meant some people had complaints, but those who remember Grenoble or Marseille would have been expecting such things as insufficient signage, bad toilets and a long walk from the playing rooms to get coffee. The French did, however, run an all-day café service from some tables in the main building, which included wine and cider amongst its fare, but only light snacks.

Following Francis Roads' experience with trying to book accommodation, and as I didn't fancy camping, I booked online into a hotel opposite the main railway station and was able to ride the smart new trams to the congress site at the university. The trams proved a good way to get into

and around the city centre too, for less than £10 per week. I also claim to have won the local equivalent of Mornington Crescent, getting by tram to Stalingrad.



**Bordeaux tram passing the Pey Berland Tower at Saint André Cathedral**

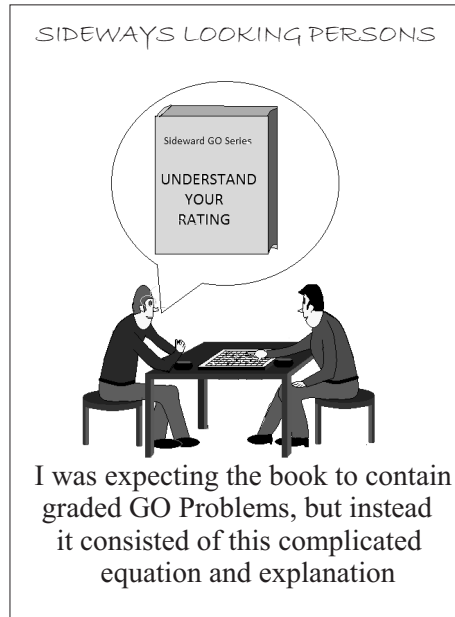
I arrived on the first Tuesday and brought the sunshine and soaring temperatures with me, driving away the rain. This meant it was possible to sit on the grass outside the main building; the space got quite crowded at times, especially in the shade of the trees. The sun was still out at the weekend, when I took a day off, taking a one-hour train ride down to the Atlantic coast at Arcachon. Having walked the prom, visited the mariners' chapel and climbed the

rickety viewing tower, I settled on the pier to eat an ice cream, before a planned visit to the aquarium. At this point, a friendly German Go player invited me down to the beach where a group of them were playing and sunbathing. In our second game we nearly started a new legend like the Rotten Axe-handle Game when the tide started lapping at our feet!

Back to the sights of the city, Bordeaux has an ancient low-rise centre with grand buildings and sleepy back streets. Its cathedral has a separate bell tower with a mere 231 steps to see the view, and the interesting Museum of Aquitaine is nearby. As well as much Roman material, I was most interested to find out about Queen Eleanor, who brought the city under the English crown for three centuries.

In addition there was the riverside promenade along the Garonne; its mirror of water was cool to paddle in. Also just north of the centre was a pleasant park with botanic gardens, in which I watched a BBC film crew recording Jonathan Meads for his next documentary series.

As usual, the congress had all the usual side events and pro activities, but somehow the event had less atmosphere than other congresses — partly due to the playing rooms being spread out across the site and partly because the main social area was just a few chairs along the main corridor. However it left me with happy memories, including chairing an AGM that finished the same day it started, and a good impression of a pleasant city only two trains away from London.

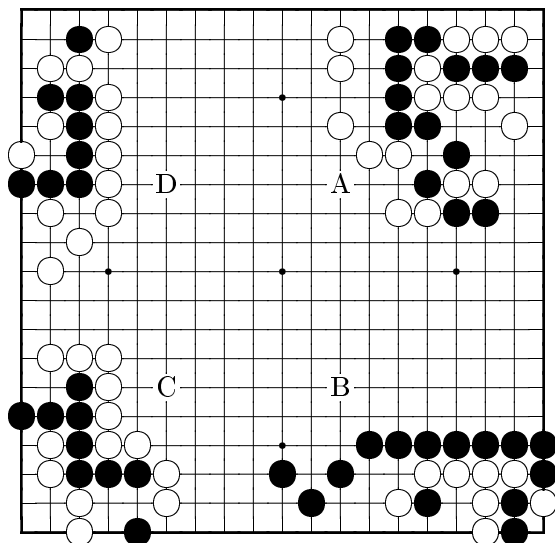


# DAVID WARD'S PROBLEM CORNER: PART 4

David Ward

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Four more problems to test you. In each case it's Black to play. In positions A, C and D, the challenge is to save some stones; in position B, it's to kill. Remember — no kos!



A and B are fairly easy, C and D a little more tricky.

The theme running through all four problems is to use the “dead” stones to save or kill the groups.

I would recommend that you try without using a board. If you are stuck then try again with a board.

Hints for solving this set of problems can be found on page 35; the solutions are on page 41.

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

[www.britgo.org/bgj/current](http://www.britgo.org/bgj/current)

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# UK NEWS

Tony Atkins

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## Pair Go

Natasha Regan celebrated her 40<sup>th</sup> birthday on 12<sup>th</sup> June by winning the British Pair Go Championship for a second year running with Matthew Cocks. This time they beat long-time rivals Kirsty Healey and Matthew Macfadyen in the final. It was thought by some that the large size of Natasha's birthday badge put her opponents off. The handicap winners from 2008, Sam MacCarthy and John Collins, won the handicap section again, stopping the Smith family's run with the title. The best dressed pair was judged to be Jenny Radcliffe and organiser Francis Roads. The quiz, on foreign languages this time, was won by Anna Griffiths and Tony Atkins with 33 points out of 40. Jil Segerman and Adan Mordcovich won the fighting spirit prize, and a special mention must go to a boy from Singapore who convinced his mother to let them stay there overnight so he could meet the players during a touring holiday. The Foxcombe Lodge venue proved comfortable as usual, but the incessant heavy rain meant that the traditional group photograph was cancelled for the first time ever.

## Durham

The 8<sup>th</sup> annual Durham Go Tournament took place the following weekend in the lecture theatres of Elvet Riverside. Forty-two players took part, a pleasingly high turnout, and for the first time the tournament was won by a Durham player. Recent acquisition Andrew Kay was the only player to win all six games. Another Durham dan player, Alex Kent, won

five games, as did Andre Cockburn of Nottingham and Pat Ridley of Chester. On four wins were Yuhan Jin of Teesside, Alan Thornton of St Albans, Scott Owens of Cambridge and local players Robin Zigmond, Sandy Taylor and Paul R. Taylor. The small board event was won by Durham's David Sinclair, with Ludan Fang from London in second place. As well as winning the main tournament, Andrew Kay also managed to find the time to win the lightning side event. Thirty-five players and family visited a local restaurant on Saturday evening in Durham's traditional friendly manner. Sandy Taylor, who was about to graduate and leave the club, was wittily awarded a Goat Ornament to celebrate his three years as President.

## Welsh Open

Held on the last weekend in June, for the first time ever the Welsh Open in Barmouth was tied. Winners with four wins out of five were Durham's Alex Kent and Sandy Taylor, both 2d, continuing that club's dominance of recent tournaments. David Phillips from the Isle of Man also finished on four, but was third on tie break. Others winning prizes were: for four wins, Edward Blockley from Worcester and Peter Timmins from Shrewsbury, and for three wins and a jigo, Roger Daniel from London. Thirty players took part and enjoyed the foul weather on Saturday and the usual brilliant Barmouth standard on Sunday.

## UK Go Challenge

On the same Sunday as Barmouth, the finals of the UK Go Challenge for

Schools were held in Aston. Adan Mordcovich from London became the new champion and also winner of the Under-18 Boys section, forcing Aston's Mazhar Warraich to take second in both the section and overall. Hamzah Reta, also from Aston, was third overall and Under-16 Boys Champion. Aston won the schools trophy and their Ibraheem Mustafa won the Under-12 Boys. Thomas Meehan from Solihull won the Under-14 Boys.

Milton Primary School players from near Cambridge cleaned up in the younger age groups and won the Junior School Cup. Roella Smith was Top Girl, winning the Under-12 category, and her sister Kelda won the Under-8 category. Their brother Edmund, aged 6, won the Boys Under-8 and Mark Slatter won the Boys Under-10.

There were many other prizes for good results or solving puzzles, and a special award of "UK Go Challenge Meijin Organiser" was given to Mr Mike Lynn for supporting the event from its start up to his forthcoming retirement.

### **Milton Keynes**

The tournament at Milton Keynes was held again at the comfortable venue of the Open University on 2<sup>nd</sup> July. Andrew Simons from Cambridge increased the territory of his titles by adding Milton Keynes to Oxford, Maidenhead and the Small Board. The only other person out of the 26 at the tournament to win all three games was local player Richard Scholefield. The team prize was rather inhospitably won by the Concrete Cows team with seven out of nine, and Alex Selby (Cambridge) won the MK Go competition with a modest, though perfect, two out of two.

### **British Championship**

The first game in the British Championship title match was held the following day at Matthew Macfadyen's house in Barford, Warwickshire. The home advantage paid off and he beat Nick Krempel by resignation. However Nick won the second game on 17th July in Oxford by a narrow 2.5 points after an epic six-and-a-half hour battle. As this year the final is reduced from five to three rounds, there would be a winner-takes-all third game, to take place in London on a date then to be determined.

### **Mind Sports Olympiad**

Matthew Cocke made it a double at this year's MSO by winning both the Small Board and Open titles. He won all seven games in the eight-player 13x13 event to take his first Gold award on the Saturday afternoon. Silver place went to Francis Roads, winning six but losing to Matthew. Bronze place went to Henry Manners with four wins, on tie-break from Xinyi Lu and event arbiter Tony Atkins.

On the Sunday Matthew Cocke won all four games to win the 16-player Open. Silver went to Adam Pirani, who lost to Matthew in the last round, and equal Bronzes were Chu Lu from China and Francis Roads. Paco Garcia from Spain was fifth, just losing out on the tie-break.

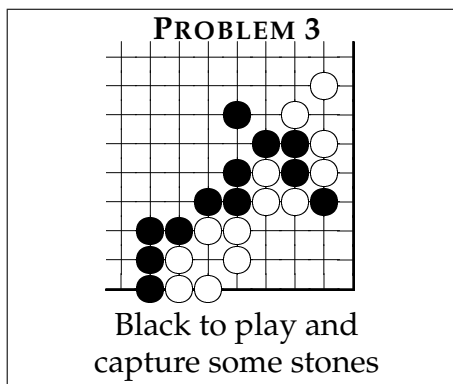
Held as usual during the last week in August, the 15<sup>th</sup> MSO was at the new venue of the University of London Union, just behind the British Museum. The third floor was full all week with games players battling at all sorts of games, both old and new. The only activity not held there was the new Chess-Diving event held the

following day at a nearby swimming pool. Matthew Hathrell was the most active Go player there, however he ignored Go to concentrate on other games; he won Bronzes in Settlers and Oware and a Silver in Blokus. The venue will be the same in 2012.

### **Belfast**

Ian Davis ably organised the Belfast Open over the last weekend in August. The venue was again the Belfast Boat Club, with an ample supply of Guinness and tables outside

where one could play Go and watch tennis. As usual, several players travelled from Britain, the south of Ireland, and further abroad, making 22 in all. Andrew Simons from Cambridge was unbeaten winner, with Matthew Crosby from Edinburgh in second with four wins, only losing to Andrew in round three. Also winning four games were Poland's Justyna Kleczar (3k) and Marek Gutkowski (10k). Winning three to come third was local player James Hutchinson (1k).



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# THE WORLD AMATEUR GO CHAMPIONSHIPS

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Early on this year I received an unexpected phone call from Toby Manning, inviting me to be this year's UK representative in the World Amateur Go Championships.

For those that don't know, the BGA chooses its representative by a system of "Japan points", which can be accumulated by playing in the Challengers' League tournament of the British Championship cycle. This means that it isn't always the same strongest player who goes every year (luckily for me), but on the whole the stronger players will tend to go more often. It was a complete surprise to be asked to play, but it turned out that several others couldn't make it this year so I ended up being chosen by a process of elimination.

Ingrid (my better half) and I decided to make a holiday of it, so we planned to arrive a little early and stay on for an extra week after the tournament.

However, later in the year the east of Japan was tragically struck by the Tohoku earthquake and tsunami. I wondered if the organisers would call off the WAGC, but a few weeks later the Nihon Ki-in sent out an email informing everyone that it would be going ahead as planned, and people would still be most welcome.

It looked like the organisers were worried that participants might cancel for safety fears, since the email also reassured people that the venue was on the west coast, a long way away from any possible radiation danger. However, it diplomatically allowed people to choose to fly into Osaka in middle Japan and be met there if it was "difficult" to fly into Tokyo.

I didn't think that the radiation was a danger anywhere we were going, so was happy to fly to Tokyo, drink the water, eat the fish and so on.

It did look like tourist numbers might be down from usual, and I got the impression throughout the visit that the Japanese people were especially happy to see visitors at this difficult time, and glad to demonstrate that Japan was still "open for business".

Before I went I was determined at least to learn Katakana and Hiragana. These are the Japanese phonetic alphabets, and though they only scratch the surface of proper Japanese, you can read a surprising amount with them. Ingrid went one (or, in fact, several) better and learnt some Kanji and grammar too.

What follows are some Go-related extracts from my travel journal.

## Wednesday 25<sup>th</sup> May

Arrive at Tokyo Narita Airport in the morning. Having been awake for about 40 hours continuously, Ingrid and I book into the official airport hotel and completely crash out.

## Thursday 26<sup>th</sup> May

Writing off the first day seems to have done the trick of beating off the jetlag, and we head out for Tokyo proper. Ingrid is fond of animals so we visit Ueno zoo and a cat café. These peculiar establishments feature — well, cats. Lots of large cats. Visitors stop by for half an hour or so to be in amongst cats. What else is there to say?



## Friday 27<sup>th</sup> May

The first official day. We take an internal flight to Izumo in Shimane prefecture. A giant dragon adorns baggage reclaim! We are told that this dragon harks back to a creation myth and features a lot in the symbolism of the prefecture.



**A cat café in Tokyo**

I meet Tom Urasoe, an organiser from the overseas department of the Nihon Ki-in. Tom speaks fluent English, and is also very friendly and helpful. (Come to think of it, I can't think of anyone we met in Japan who wasn't very friendly and helpful.)

Before I left for Japan, Tom had sent me an email telling me that I was to make a pledge for fair play at the opening ceremony. I was somewhat flummoxed by this, but had imagined that, along with everyone else, I was to read out some official screeed promising to be generally civilised and not to appear too gleeful about ripping my opponent off in the dame, and so on.

However, on meeting Tom it transpires that for some reason this honour befalls only me, and not

only that, it was to take the form of a mini speech that I'd have to compose myself. This turns me several shades of green inside, as speaking in front of lots of people is not exactly my favourite thing, and anyway, what is there to say about fair play? However, Ingrid immediately has some good ideas, and I resolve to do it as best I can. We soon arrive in Matsue, the host city of the WAGC.

## Saturday 28<sup>th</sup> May

In the morning the contestants are required to attend a meeting of the International Go Federation (IGF). While this is very interesting and necessary, it does unfortunately mean we aren't able to see a demonstration "Castle Game" at Matsue Castle between Otake Hideo and a schoolgirl. Ingrid did go and see it though (and in the process was interviewed by Japanese TV), but I couldn't help noticing that one of her photos of the event revealed a certain strong young French player, who had seemingly bunked off the IGF meeting to see Otake.

In the afternoon there is the friendship match, where each WAGC contestant is assigned a local Go player, and we all play in a spirit of friendliness. I don't know if there is a protocol for this, but to my mind friendliness doesn't preclude trying to win, which I eventually manage to do. After the game something unexpected happens. Tom comes over and tells us not to go anywhere because our game would be reviewed by a professional. Funny, I think. I don't see other people's games getting this treatment.

First big surprise: my opponent turns out to be Zimbee Mizoguchi, the Governor of Shimane Prefecture, a Very Important Person, and the head of the Shimane side of the WAGC

organisation. Second big surprise: the professional is none other than the legendary Takemiya Masaki, known especially for his “cosmic” style of play. I am slightly starstruck, but Takemiya merrily gives us some advice. (Turns out I played a non-joseki early on. Later on we both neglected to play a key point for a few moves, but in the end I played it. As it happens I made a fair bit of territory in the centre. That was lucky, given Takemiya was reviewing it.) There are also TV cameras and microphones. I am still slightly dazed but hopefully manage to mumble something vaguely coherent.

In the evening there is the opening ceremony. I’m a big fan of Japanese food and the spread here is amazing, though Ingrid is having trouble locating vegetarian options. James Davies (well-known to us as a Go author) does some simultaneous translation. Later Ingrid and I bump into Takemiya, who is kind enough to say he liked the fair play speech.

### **Sunday 29<sup>th</sup> May**

*Round 1.* I play ‘Japan’. Contestants seem to be referred to by their nationality, and I can’t help slipping into this usage. ‘Japan’ is actually the 84 year-old Hirata Hironori, who has taken part in the WAGC many times, going back at least as far as 1975. He has also won it in the past, which accounts for his amateur 8d status, as any winner of the WAGC is given this rank by the Nihon Ki-in. I make a joseki error at the start (this becomes an annoying theme of the tournament), but the game seems to be not too bad for me. Eventually, however, I go wrong and then it’s all over quite quickly. For the second time in two days I find myself in front of TV cameras because of my

opponent: Hirata-san is obviously something of a celebrity here.

*Round 2 vs. The Czech Republic.* I have an opportunity to take a big advantage early on if I can punish my opponent’s unusual non-joseki move, but I omit an important kikashi and the result ends up more-or-less even. Eventually he wins.

### **Sunday 30<sup>th</sup> May**

*Round 3 vs. Switzerland.* Somehow Switzerland manages to make me play along with a line he had prepared up to move 21! (He tells me this afterwards. I feel I’ve not done enough homework, and I’m reminded of the Flanders and Swann tongue-in-cheek lament that other nations “practise beforehand, which ruins the fun”.) His move 21 (Diagram 1) looks like an overplay, so I cut. But actually it was my cut that’s the overplay and I’m in a bit of trouble already. I have some chances later on but fail to capitalise, and it becomes my third loss in a row.

This is quite a common situation when reasoning out moves: I felt that 21 was an overplay, so felt entitled to some benefit. The only way I could see a decently large benefit was by cutting. Ergo cutting must be the right move.

Though this kind of reasoning often works well, it does of course rely on correctly judging his move (21 in this case) to be an overplay. But according to the professional, 21 could be a good move, though it may be a little cheeky (c would be normal). Strange though it seems (to me anyway), the right strategy at 22 was probably to live inside Black’s lower left area and not attempt to cut.

(Incidentally, the usual play is for White to exchange a for b before jumping at 16 in the diagram.)

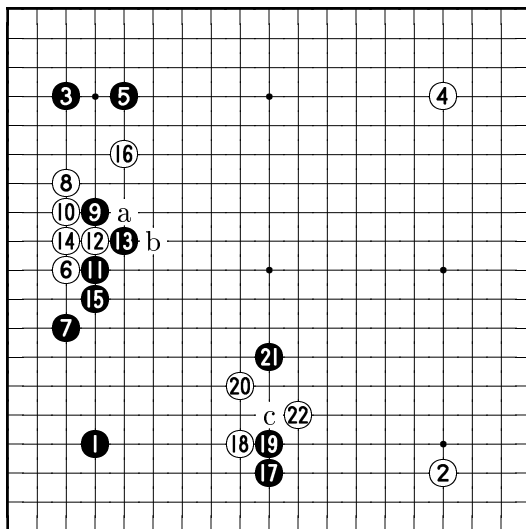


Diagram 1

*Round 4 vs. Australia.* My first win. Hurray! My opponent, Neville, tells me he is a last minute replacement for the original Australian representative, who was forbidden by his wife from visiting Japan due to the nuclear situation! It turned out that Neville is a mathematician too, and for some reason he asks me who my PhD supervisor was. I'm surprised to discover that my old supervisor (who hailed from Australia) knew Neville very well, as they were contemporaries and rivals in their youth.

There are always several professionals wandering around the tournament area, and if you ask nicely they will probably review your game for you. However, they don't want to hurt your feelings so can be quite polite. As an antidote, here is a helpful translation guide. If a professional says "possible..." it means "bad". "Maybe possible" means "Really bad". And if a move is "interesting..." then you should probably have

resigned in preference to playing it.

### Monday 31<sup>st</sup> May

*Round 5 vs. Italy.* Lose again. My consolation is that in the review I spot a tesuji that would have given me a great position had I actually played it, and the professional didn't see it!

*Round 6 vs. Azerbaijan.* Weird game. Some of his moves seem unusual and much too slow, but his reading is dangerously good in places. I wonder if he is self-taught. Intriguingly he is down as a 6d.

I let myself be caught out by a very basic trick joseki line. In Diagram 2, White (my opponent) would usually play b; a is a well-known non-move for White and when he plays it I immediately cut at b. Unfortunately, the principle of cut-first-think-later fails here, and after he responded with c my position is horrible. If someone tries this on you, the simplest refutation is to play c first and if your opponent responds at d, then the cut at b leads to a good

position. (If the triangled black stone is not there, then white a is absolutely fine and leads to the 3-3 invasion joseki we all know and love.)

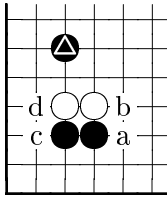


Diagram 2

Despite this, I eventually build up a comfortable lead. Then he lets a corner self-destruct and I'm ahead by a lot. After the game, he becomes animated. Not only does he absolutely insist that his move white (a) above is good, and I was reckless to have played the prior (completely normal) moves, I think he is also insisting that he would have won if he hadn't lost his corner. In practice we have no common language other than (schoolboy) German, so I have to shrug and smile. (Amazingly, almost every contestant speaks very good English.)



Yuki Shigeno playing pétanque-go

Later in the evening I visit the Go playing room and discover pétanque-go, nominally a cross between pétanque and Go, though in reality the only thing it has to do with Go is that it uses Go equipment. Players take it in turn to flick stones from their edge of the board to the other side, avoiding hitting other stones. Surprisingly I do quite well at this and remained undefeated, even against someone who declares himself to be the world champion. Oh well, at least I can win at something even if I'm not playing very good Go.

**Tuesday 1<sup>st</sup> June**

*Round 7 vs. Denmark.* This was perhaps my most enjoyable game, until I bungled it in the yose. Grr! At the end of the game we notice assorted Samurai, Ninjas and Geishas(?) wandering around the playing area. I was completely oblivious to this during the game.



**Tournament room**

*Round 8 vs. Mexico.* I win this game, so finish on three wins out of eight and 43<sup>rd</sup> place out of 57. Perhaps I might have done a little better another time, but I had a great time and learnt something on the way.

Seemingly apropos of nothing, Takemiya delights everyone at the closing ceremony by showing off his dancing skills. Apparently he is on record as saying that Go

is similar to dance. I wonder if dancing is a way to improve at Go. 'Poland' gets the special prize for his innovative playing style. He had been getting good results starting with a combination of central moves and strange second line moves.

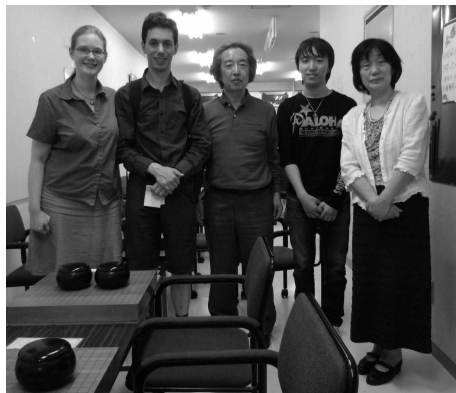
### Wednesday 2<sup>nd</sup> June

Before leaving Shimane Prefecture we visit the Izumo Oyashiro — one of the largest Shinto shrines in Japan — and an interesting kind of restaurant where customers cook their own food on burners in the centre of their tables. Most of the others fly back to Tokyo, but after the goodbyes I head off on the bullet train to meet Ingrid, who had left Matsue partway through the tournament to visit her friend in Kyushu.

Ingrid and I spend another week in Japan, dividing our time between visiting friends, doing normal tourist things and doing Go-related things. Here are a few of the Go-related highlights.

We visit the Shusaku museum and grave on Innoshima island, and stay at a ryokan (traditional Japanese inn) in the nearby town of Onomichi. When we investigate the cupboards, we are delighted to find an old stained and dusty goban. This will mean something to fans of the Go manga and anime, *Hikaru no Go*. At the museum we are able to see lots of Shusaku paraphernalia, including his actual goban. Since the museum doubles as a Go club, we are also able to play Go with some of the locals.

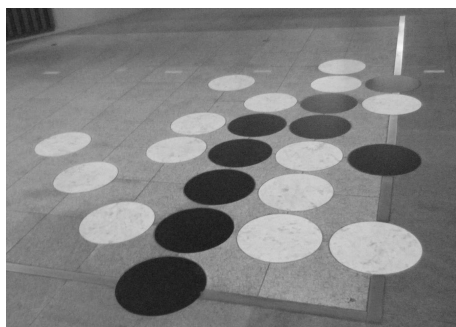
In Kyoto, we visit Mrs Yamamoto's Go salon. They make us feel very welcome and arrange for both of us to play games. Thoroughly recommended if you are in Kyoto. (I am beaten up by their strong players.)



**Mrs Yamamoto's Go salon**

Back in Tokyo, we meet Tom Urasoe again who kindly gives us a guided tour of the Nihon Ki-in. (If you are visiting Tokyo and want to do this, you should arrange it in advance.) In the playing rooms we catch sight of several famous 9ps, including Kobayashi Koichi, Cho Chikun and Takemiya Masaki. Randomly, we see Takemiya yet again in the lift and he smiles and said hello. He must think we're stalking him.

By the way, the nearest station to the Nihon Ki-in, Ichigaya, features a Go position on its floor. Can you see what should happen in this position? (Black to move.)



**Ichigaya station**

See page 44 for the answer.

# TOBY'S CORRELATION

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## Prologue

In the Spring British Go Journal, BGJ 155, Toby Manning wrote “Why am I getting weaker”, presenting some arguments that the rating system is deflationary. He asked if anyone can supply a proof, and indeed I was invited to supply a riposte in the same issue. However I felt that the issue is much deeper than could be justified by a quick and clever note and that it would be much better to wait till I had gathered some material from the European Go Database; then I might have a story to tell.

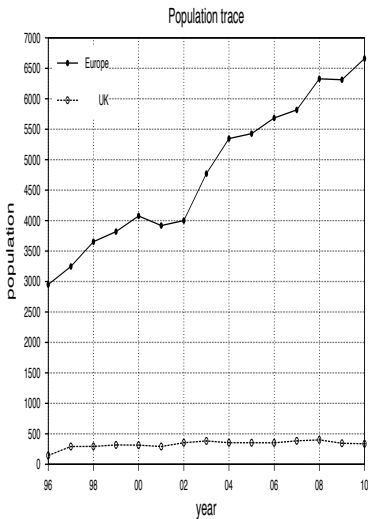
One slightly confusing concept is the idea of deflation when applied to Go ratings, which are often regarded as some sort of exchange mechanism. For the purpose of clarification and to capture the sense that deflation is used in the context of rating systems, I invite you to adopt this definition: deflation is experienced when your rating points go down, even though your skill remains the same. Inflation is the opposite — you gain rating points for no improvement in skill.

The rating system attempts to measure your skill at Go, and its measure *is* the rating points you acquire. However, this is not the only measure of your skill — your grade obtained by your effort at climbing up your club ladder is another measure. Your true innate skill at the game is hard to capture, but I ask for your indulgence to imagine that there is such a thing for each Go player. As we all know, your skill grows with practice, study, and experience. It surely does not fluctuate as rapidly as your tournament ratings seem to suggest.

In the article, Toby also mentions the result of an interesting calculation on the rating change when two players of identical skill play a sequence of 100 games, and each wins alternately. Both players' ratings rise, and in one scenario I had a couple of 10k players going on for about 2000 games and passing the 2100 rating threshold (1d). It puts a new light on the old adage: “it takes 1000 games to get to Shodan”. This of course is a highly artificial situation that illustrates an inflationary outcome — a player's rating here improves with no improvement at all in skill.

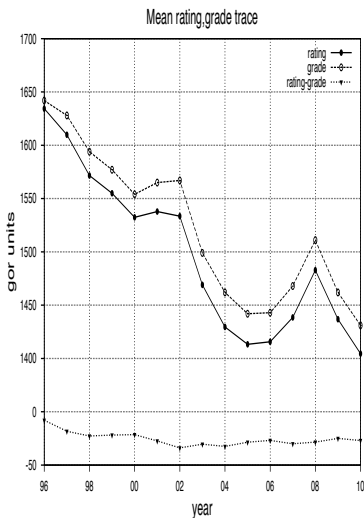
## The moving population

The number of European Go players has been growing steadily since the rating system first started in 1996. The UK population, as we know, has remained very flat, as the graph below demonstrates.



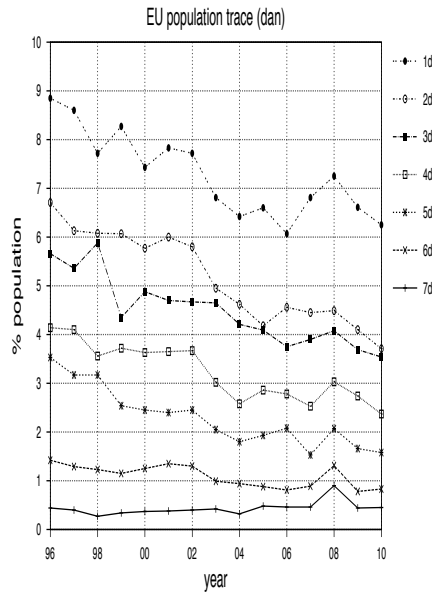
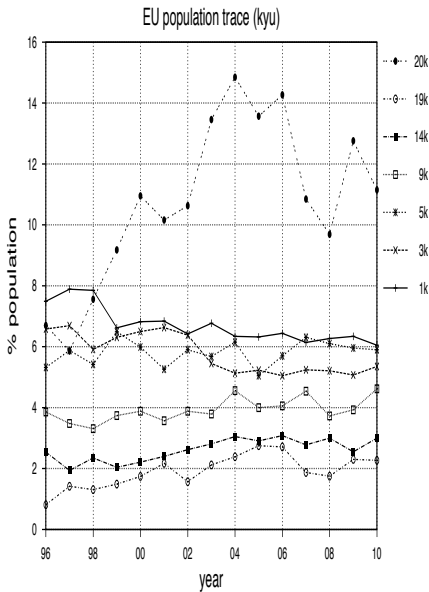
In this and all subsequent graphs showing a time variation, I have taken a snapshot of players' data at the end of the year. This data is obtained at the last tournament that the player attends in the year in question.

The population shift shown above was demonstrated in the graphs produced by Ian Davis shown on the inside front cover of the Spring Journal. The peak in the distribution in those graphs drifts to lower ratings with time, and this implies that the average rating over all players should also drift down, as shown in the next graph.



The average grade in this graph has been converted to gor (Go rating) units for easy comparison. The average rating tracks the average grade quite nicely, but until 2000 we can see that the average rating drifts below the average grade and it was then that the *epsilon* correction factor was introduced into the GoR system. I have represented the difference: average (rating - grade) to the same scale, so we can see the discrepancy is not very large — about 20 rating points, i.e. about 0.2 stones.

The average grade or rating change across all European players is a consequence of the shift in the population distribution — the hint so far is that we are seeing an increase in the proportion of kyu players and a consequent drop in the proportion of dan players. We can see this in clearer detail in the graphs below, which show the percentage of total players in each grade group.



Only some of the kyu player traces are shown — the missing ones<sup>1</sup> are similar to the ones shown here, i.e. populations of stronger than 5k are falling and the remaining populations show a modest rise. All, that is, except for the 20k trace, which is much larger than the others and is growing fast! This of course is due to the convention that players entering tournaments at 20k or below are represented in one group conveniently labelled 20k. Since we do not know how players below 20k are distributed, or what their grades are, I have omitted this group from all the other statistics.

The trace for the dan players shows a steadily decreasing trend. We are seeing relatively fewer 1d to 5d players with time. The proportion of 6d and 7d seems to be relatively stable however.

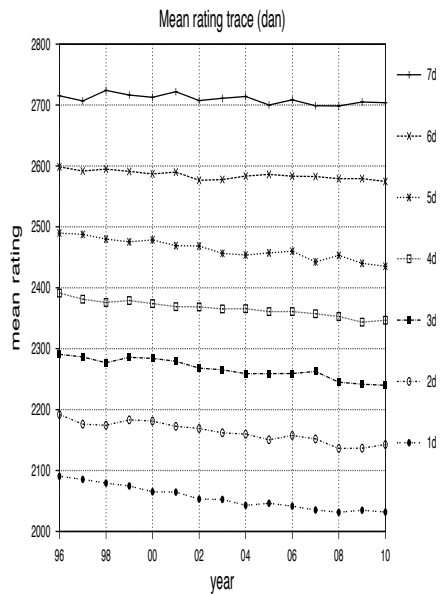
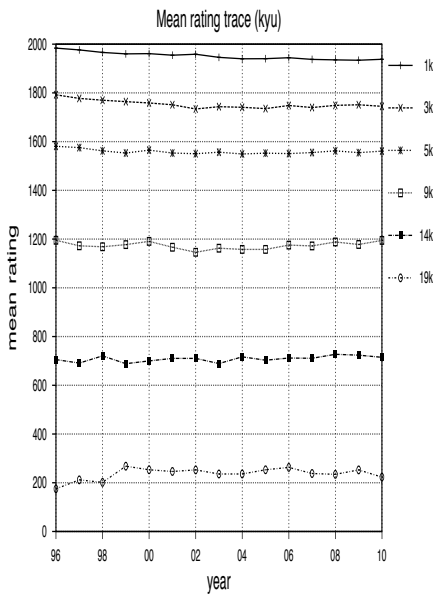
These trends should not be surprising. We have a large influx of players at the 20k end, and many will stabilise (or even stop playing) at various points on the way, and only a tiny minority scale the very top strata.

### Large number calm

Having understood that there really is a shift in the European Go population, one wonders whether this alone is enough to identify any inflation or deflation in the system. Does the average rating *within* a grade group change as the population in the group changes? The answer to this is given in the following traces, showing how the ratings have fared.

<sup>1</sup>The full set of graphs and tables obtained for this statistical analysis can be viewed at [www.kaniuk.co.uk/ratings/statistics](http://www.kaniuk.co.uk/ratings/statistics)





The results for the missing kyu players are as flat as the ones shown here. If you look carefully at the stronger kyu players, there is a small initial decrease in mean rating, but since 2000, there has been very little change.

The graphs for the dan players show a slightly bigger decrease over time, with very little change for the 6d and 7d players. The overall change for 2d grades and above is perhaps half a stone. One would not consider this a significant deflation. Furthermore, since 2004 there has been very little change in all groups.

The corresponding graphs for the UK are much rougher than the polished traces we see here, and this is only to be expected given our much smaller population. Again there is no evidence of any steadily decreasing trend.

This of course does not *prove* that that the system is free of inflation or deflation. It just means we need to look more deeply than the easier-to-obtain elementary statistical measures.

### Rating change chaos

Returning to our definition of deflation, we ask how exactly can it happen that your skill remains constant, but your rating continues to decline over time?

Here are two mechanisms:

**Type I** You continually meet a stream of upcoming young strong players who are under-rated. They *steal* rating points from you as they climb to their true level.

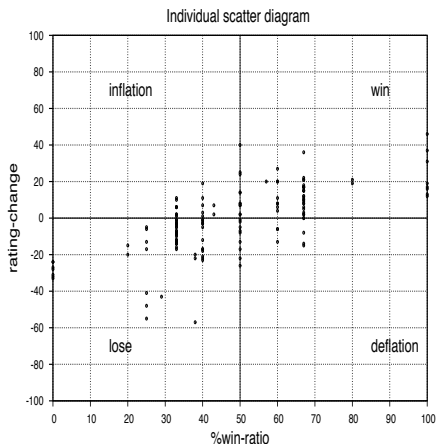
**Type II** You continually meet more weaker players than stronger players, both groups being correctly graded. Beating the weaker players gains you only

a few rating points — not enough to counter the few peers that you lose to. Heaven help your rating if you happen to lose to a weaker player!

In the first case you might find that your performance at tournaments is somewhat less than average. The rating system takes this effect into account through its epsilon parameter. This gives extra rating points to the under-rated (weaker) player rather than taking all of them from the stronger player.

In the Type II mechanism you may well have consistent tournament results of better than average, but still find you are leaking rating points. In order to get a feel as to whether this is happening to many players, but without looking at every one of their opponents in detail, we can examine the statistics for a rough tournament result classification: *poor*, *ok*, *good*, according to whether you achieved less than half wins, exactly half, or more than half wins.

The EGD data provides us with the games played, games won and rating before and after each tournament for each player, so we can plot a scatter diagram of rating-change versus win-ratio, as illustrated in the following plot for Toby (as at the end of 2010).



The X-axis represents the win-ratio as a percentage, and three regions are of interest: *poor* - less than 50% wins; *ok* - exactly 50% wins; and *good* - more than 50% wins. The Y-axis is the rating change, and again we are interested in these regions: loss, zero, gain according as the rating change is negative, zero, or positive.

The four areas identified in the scatter plot are:

**win:** good win-ratio and gain rating points.

**lose:** poor win-ratio and lose rating points.

**inflation:** poor win-ratio but gain rating points.

**deflation:** good win-ratio but lose rating points.

The proportion of points falling in each of these areas gives us a probability that the player is experiencing inflation or deflation under the assumption that *all opponents are correctly rated*. The following table (showing percentage probabilities) is obtained from Toby's scatter plot:

Toby	poor	ok	good
gain	10	8	31
zero	0	0	0
loss	41	6	4

The table shows that Toby has a higher probability of inflation than deflation. His rating gain from inflation (10% of events) exceeds his rating loss from deflation (4%), assuming of course that his opponents are correctly rated.

### Rating-win correlation in Europe

The above procedure for obtaining the inflation/deflation probabilities was repeated for all players in Europe, simply by recording the win-ratio and rating change for each player at the last tournament attended in each year from 1996 to 2010. The calculation was repeated separately for each grade from 19k to 7d in order to get a feel for any drift with time and to see whether there was any difference in behaviour for dan and kyu players. Graphs of the various probabilities versus time are not especially pretty to behold, but they do show broadly that there is no trend with time and that there is a difference between kyu and dan probabilities. These are summarised in the following tables for the whole of Europe:

EU kyu	poor	ok	good
gain	7	7	34
zero	1	0	0
loss	41	5	4

EU dan	poor	ok	good
gain	5	4	36
zero	1	0	2
loss	29	7	17

The European kyu and dan players fare reasonably equally in the 'lose and win' areas of the scatter plot, where behaviour is as expected, i.e you gain or lose rating points according to scoring well or poorly. Neither group experiences much inflation.

However the potential deflation experienced by dan players is quite a bit more than experienced by kyu players. This should not surprise us too much: dan players above the bar effectively play a Swiss tournament. They can meet a wider range of weaker players than do kyu players, so they are not tested in equal strength games to the same extent.

The same exercise was repeated for UK players yielding the following results:

UK kyu	poor	ok	good
gain	6	7	36
zero	1	0	0
loss	41	5	2

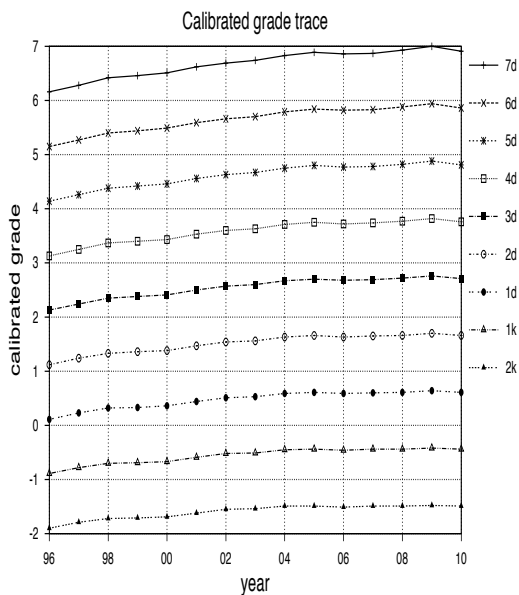
UK dan	poor	ok	good
gain	5	4	36
zero	1	1	2
loss	34	6	10

The UK results are in line with the European results. The main difference is that our dan players experience less potential deflation than Europe as a whole. This analysis is of course very broad brush and does not *prove* that our dan players do not experience *any* deflation. Remember we are assuming that opponents are correctly rated when interpreting the region (win-ratio good, rating change negative) as Type II deflation. A much deeper analysis of every opponent at every tournament would be needed to come to a firm conclusion.

## Epilogue

Well dear reader, this has been a fairly long journey, and you may be disappointed that no firm conclusion has been reached, or you may even be pleased that the question still remains open. Whichever one it is, the effort has not been in vain, for it prepares us better for the next chapter, which will need to examine the rating of every player's opponent in every tournament. For example, we will need to understand how much of your rating loss is Type I and how much is Type II.

One firm conclusion that we *have* drawn is that there has been a definite shift in the population distribution of grades. An important consequence of this for Go in the United Kingdom is that our calibration method has become less and less acceptable over the years.



In this graph we see how the BGA calibrated grade has been inflating over the years. For example, an unrated player, Alice, entering a tournament at 2k will be given a nominal rating of 1900; in 1996 her calibrated grade would have been 1.8k, but this has risen over the years and is now 1.5k. Suppose she has a fair tournament, gains a few rating points and ends up with a BGA strength of 1.3k. She can enter the next tournament at 1k even though she is really 2k.

Things get much worse for an unrated player, Bob, who claims to be 2d. He will enter the tournament with a rating of 2200, equivalent to a BGA calibrated strength of 2.7d. Suppose he wins, say, one out of three and loses just a few rating points to end up at a strength of 2.6d. He could then enter his next tournament at 3d and then be hopelessly out-played by established 3d players, who will then experience Type II deflation.

We have therefore arrived at the situation where it was necessary for the BGA to create special rules for Dan player tournament entry in order to stop Type II deflation. We would not need these rules and would not suffer Type II deflation if we were to drop our outdated BGA calibration procedure.

It really is time for change!

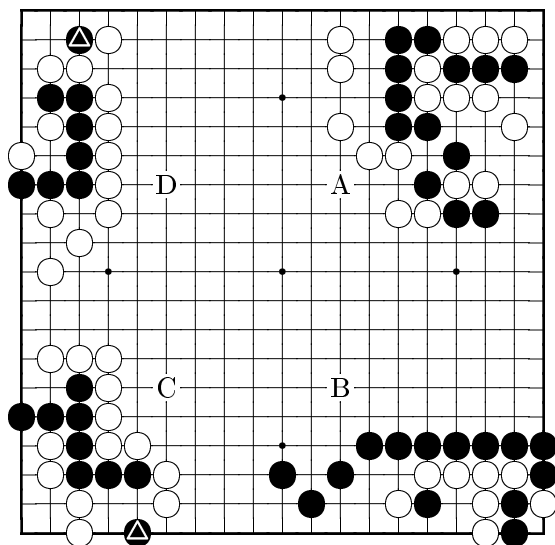
# DAVID WARD'S PROBLEM CORNER: HINTS

David Ward

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Here are the hints for the problems on page 18.

*General tips to solving problems:* first try to reduce eye space from the outside, and only when that doesn't work look for placements. If the obvious placement almost works then treat it as a clue — perhaps it will work with a preparatory forcing move.



## *Specific tips*

A: Shortage of liberties can get you out of a fix.

B: Shortage of liberties helps you to crack a hard nut.

C: Keep calm and if you understand the importance of how to use the marked stone your problem is solved.

D: If you haven't used the marked stone you haven't solved the problem!

The solutions are on page 41.

# WORLD NEWS

Tony Atkins

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## Pandanet European Teams

The best four teams from the 30 countries that signed up to the Pandanet Go European Team Championship played over-the-board finals at the start of the European Go Congress. Two games were played on Saturday 23<sup>rd</sup> July and the last round was on the following evening. The top boards were, of course, broadcast live on Pandanet (IGS) in special room "EuropeanTeamChamp" and drew a large audience.

The winning team was Russia (Shikshin, Dinerchtein, Shikshina and Surin), who beat Hungary and Ukraine 3-1 and drew with Romania. Second was Romania, who beat Hungary 4-0 but lost 1-3 to Ukraine. Third was Ukraine, who drew with Hungary (fourth). As well as large prize money, the team members had their travel and some accommodation paid, which helped boost the number of strong players in the European Championship.

## European Go Congress

The 55<sup>th</sup> European Go Congress, sponsored by Zhuyeqing Tea, was held in Bordeaux, France, from 24<sup>th</sup> July to 6<sup>th</sup> August. Six hundred and forty players took part in the first day of the main Open Championship, including a few strong visitors from outside Europe. Seven hundred and fifty-seven players took part in all. Under a new system, after seven rounds the top eight European players were selected for a knockout stage (Surin lost a tie-break game to Burzo). In the quarter finals, Catalin Taranu beat Cornel Burzo, Ilya Shikshin

beat Thomas Debarre, Alexandr Dinerchtein beat Dusan Mitic and Artem Kachanovskyi beat Ondrej Silt. In the semi-finals, Catalin beat Alexandr and Ilya beat Artem. Ilya retained the championship by beating Catalin; both players ended on eight wins. Artem won the play-off for third. Korea's Young-Sam Kim was unbeaten after ten rounds to be European Open Champion, and Sang-Youn Jeon ended on eight wins. Top British player was Vanessa Wong, who won seven games to be placed 22<sup>nd</sup>, including beating Israeli 6d Ali Jabarin in the last round. Michael Webster and Patrick Ridley both won six games.

In the 435-player Weekend Tournament the winner was Sang-Youn Jeon, with Young-Sam Kim topping the group on four wins. Other places went to Ondrej Silt, Ilya Shikshin, Ali Jabarin, Pal Balogh and Csaba Mero. Vanessa Wong was again top Brit, in 21<sup>st</sup> with four wins, and Alex Rix and Kath Timmins both won three.

The Pair Go Tournament is no longer a side event, with good prize money and 90 pairs taking part. Rita Pocsai and Jan Simara beat Adelina Sora and Cornel Burzo in the final. Vanessa Wong picked up first prize in the Rengo Tournament, playing with Young-Sam Kim and Mihai Valentin Serban. There was also a team tournament, a youth event in age-groups, a veterans' tournament (won by Dominique Cornuejols), a 13x13 tournament (won by Thibault Gauthier), a 9x9 tournament (won by Dmitriy Surin) and the daily Rapid (won by Antti Tormanen).

## World Youth

The World Youth Go Championship, sponsored by the Ing Foundation, was held in Bucharest in the middle of August. The European team selection was based on results of the European Youth Go Championships, and Vanessa Wong (5d) was selected for a second year running. This time she came 7<sup>th</sup> out of 12. She defeated players from Singapore (4d) and USA (6d), but lost to Korea (4d), China (2p) and yet again to Poland's Mateusz Surma (5d). The first four places were taken by China, Korea, Taiwan and Japan. In the Under-12 section, China also won, ahead of Taiwan, Korea and USA.

## Go European Cup

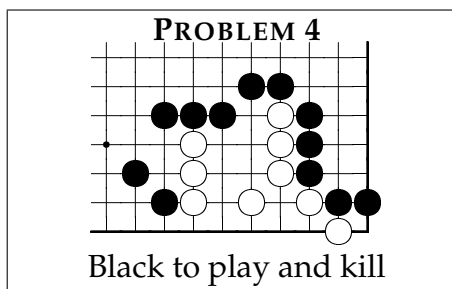
After a break following the end of the Pandanet Go European Cup, a new 17-month season started after the Congress. Tournaments can buy in at one of five levels and award Grand Prix points to their top places. The first event was at Leksand in Sweden, won by Martin Li, and the second in Zurich was won by Michael Palant. All the top events in Europe, such

as the London Open, Brussels and Amsterdam, will be part of the Cup.

## Sport Accord Games Qualifier

Vanessa Wong has earned a place on the European Union Go Team to play in Beijing in December. Twenty-two of the strongest European players responded to the invitation to gather in Prague at the end of August to play in the Sport Accord Mind Games European Qualifier. At least one woman would be selected and up to four men to be in the Team and Pair Go competitions. Though still only 15, Vanessa was the best female player, beating the professional Svetlana Shikshina to get her team place. She won three games in all out of six, including a win over Matthew Macfadyen (and thus wins against two former European Champions), who ended on two wins. Vanessa will partner professional Catalin Taranu in the Pair Go. The other team members playing for Europe under the EU banner will be Cornel Burzo, Christian Pop and Ilya Shikshin.

Vanessa has certainly had a busy and successful summer!



# COMMANDANT LANCELIN

Theo van Ees

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*The following is a précis of the original article, made necessary by space considerations. The full version may be found on the BGA website - Ed.*

In a previous issue of the Journal<sup>1</sup> we found a Commandant Lancelin, who provided interesting information on the usual Japanese method of teaching Go, and the different way suggested by a Chinese master. Greatly helped by the internet, we found more biographical data.

Lancelin was a writer on a broad variety of topics, mostly technical and scientific, around 1900 and between 1927 and 1932. He published mostly as Gaston Lancelin, but his full name was Henri Gaston Lancelin.

We found more information on Geneanet.org, a French genealogy site. He was born on the 26<sup>th</sup> of June 1867. He went into naval service in 1886, where he quickly made a career for himself, and in 1897 he became First Lieutenant. He was 1.82m tall, clean-shaven, with blond hair, a strong nose, blue eyes and a round chin.

He left the Navy in 1909 and became captain on a luxury liner to the Far East. In 1918 he settled in Saigon in French Indochina, where he was director of an inland shipping company.

Around 1930 Lancelin published a lot of articles. He was then in his sixties, and had probably returned to France.

It is unclear when he stayed in Japan to learn the game of Go. The literature he used in his article is from around 1910. He mentions "The ABC of Go: the national war-game of Japan"

by W.A. de Havilland, published in 1910, "Home life in Tokyo" by Jukichi Inouye, which was published in 1911, and "Récréations mathématiques" by Rouse Ball, which had French editions in 1907 and 1926. As virtually no Go literature was published at all in that period, he could have learned the game anytime between 1910 and 1928.



Fig 1. — Le jeu de « Go », d'après Jukichi Inouye :  
*Home Life in Tokio.*

**From La Nature, No. 2798, 1<sup>st</sup>  
December 1928**

It is also unclear when Lancelin met Mister Ly. He writes that he met Ly only once and that Ly taught him for an hour. This looks like a chance meeting. It seems most likely to have taken place in London, where Mister Ly worked in the Chinese Embassy. Ly or Liu was stationed in London in 1927 (*ibid*). As Lancelin's article was published at the end of 1928, their meeting must have taken place in 1927 or 1928. Lancelin could have been in London then, when returning home from Saigon. We know that Lancelin was married, but further information is missing. We don't know when he died or if he had any children.

<sup>1</sup>"Liu Guang-Han Teaches Go", BGJ 155, pp. 19-21



# GOH OR WEI CHI BY HORACE F. CHESHIRE

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## GOH

OR

## WEI CHI.

A HANDBOOK OF THE GAME  
AND  
FULL INSTRUCTIONS FOR PLAY,

BY

HORACE F. CHESHIRE, F.I.C., B.Sc., etc.  
*Lecturer to the Japan Society (London), Hastings Chess Club  
Tunbridge Wells Chess Congress 1911, etc.,  
Editor of The Hastings Tournament Book 1895.  
Author of "Sociable Chess," etc.*

INTRODUCTION & CRITICAL NOTES

BY

PROF. T. KOMATSUBARA,  
*of Japan and London.*

DIAGRAMS AND PLATES (25). ILLUSTRATIVE GAMES (12)  
WITH NOTES JAPANESE AND ENGLISH, MANY  
POSITIONS AND PROBLEMS DISCUSSED.

Published by THE AUTHOR at Hastings.

London Agent: FRANK HOLLINGS, 7, Great Turnstile, Holborn.

Those who have read the BGA history pages<sup>1</sup> will probably know about the important early Go book in English by Horace F. Cheshire. This historically important book was published by the author in Hastings in 1911. The BGA should have a copy of this book in its archives, but when Harry Fearnley checked the archive contents a few years back it was unfortunately missing. I have seen an original copy as Erwin Gerstorfer, the avid book and art collector from Austria, brought a copy lovingly wrapped in tissue paper to a European Go Congress.

For a long time I have longed to get hold of my own copy, so one day I idly typed it into Amazon and to my surprise it came back with a hit. Not with the original, but with a reprint available for less than £12. So I quickly sent off my order and eagerly awaited the post.

However I was grossly disappointed to find that what I had bought was not a facsimile reprint of the original, but an optical character recognition (OCR) scan. This had been produced by General Books and came neatly bound with about 64 pages in a glossy card cover. However, the first thing

<sup>1</sup>[www.britgo.org/history/ukhist](http://www.britgo.org/history/ukhist)

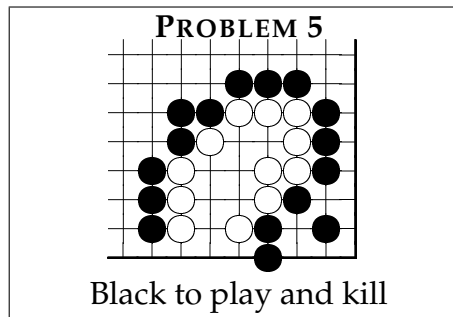
they say is that they do not proof read the results, nor do they convert diagrams or illustrations, missing these out, and they do not keep the original pagination. For a Go book, to miss out the diagrams makes it next to useless as a technical document, but what I was interested in was the historical and cultural sections, so I should still have been okay without. Unfortunately, the original book used some archaic fonts in headings, which the OCR was unable to read, and the OCR did try to convert the Go move sequences and some diagrams, which had come out as complete gobbledygook. In move sequences, the OCR's favourite character seems to be Å, whatever that might mean.

However all was not lost, as purchasing the book gave a free limited membership to their online library of facsimile scans<sup>2</sup>. Their login and download software is not very good, and it offered me a download that hung and charged me \$9.99 for the privilege! Eventually I got the free login to work, and I did indeed

manage to download the original scan of the book in PDF format (only 3 MB). This revealed that the original that had been scanned came from Cornell University Library.

However to get hold of the facsimile it was worth every penny (and every cent), and it is a good and clear copy. It even includes the photographs of Japanese sword-guards, diagrams, the covers and even the adverts, running to 184 pages in all.

However I would not recommend using the book to fulfill its second function, as in its subtitle "A Handbook of the Game and Full Instructions for Play". It uses a notation called "English", based on quarters of the board, in most diagrams (for example "244" is the star point in the corner of the second quarter of the board). At least it can be read (Å turns out often to have been a dash) and you too can marvel over this important piece of British Go history and wonder what pearls of wisdom the advertised books on Chess and Draughts contained.



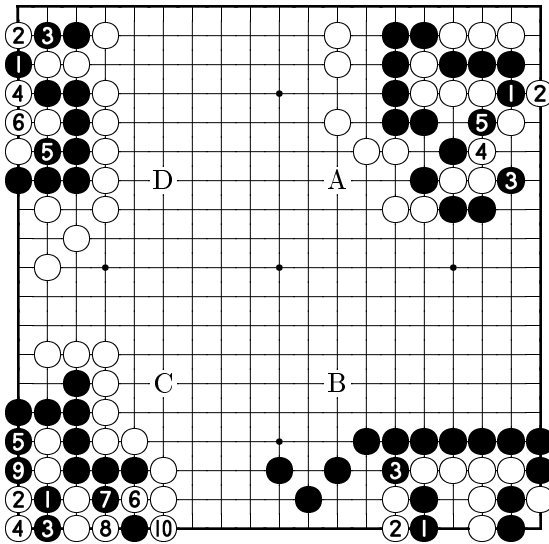
<sup>2</sup>[www.million-books.com](http://www.million-books.com)

# DAVID WARD'S PROBLEM CORNER: ANSWERS

David Ward

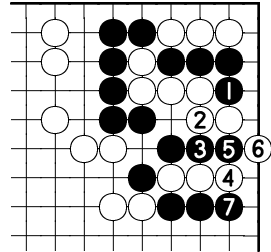
dward1957@msn.com

Here are the solutions to the problems on page 18.

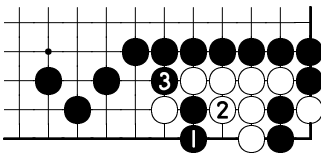


C: ① at 1, and White cannot connect at 3.

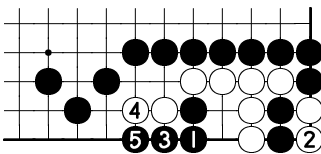
D: ⑦ at 1, ⑧ at 4, ⑨ at 6



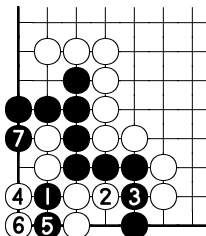
Variation A



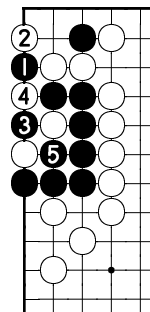
Variation B1



Variation B2



Variation C

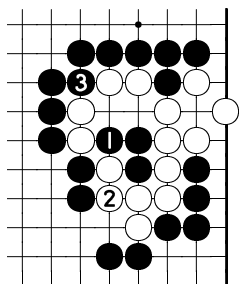


⑥ at 3, ⑦ at 1, ⑧ at 3.  
Variation D (fails)

# SOLUTIONS TO THE NUMBERED PROBLEMS

The .sgf files for these problems, showing a fuller set of lines and including failures, are to be found at [www.britgo.org/bgj/issue157](http://www.britgo.org/bgj/issue157).

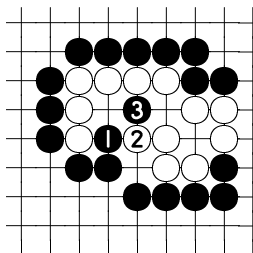
## Solution to Problem 1



Dia. 1

Black must play the inside atari to catch White short of liberties if he connects.

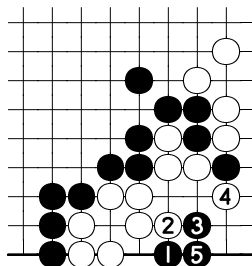
## Solution to Problem 2



Dia. 2

Black must play a simple push to stop White making two eyes. After White plays ②, Black's wedge at ③ leaves White helpless. If Black starts at 2 instead, then White plays at 1 and lives.

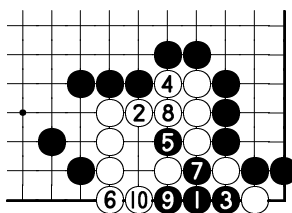
## Solution to Problem 3



Dia. 3

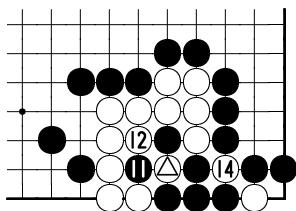
White has lots of defects so it may be hard to see where to start. The one that catches White out is this placement on the edge at ①. ② is White's strongest defence and when White traps the cutting stone with ④, Black calmly connects at ⑤, leaving White unable to save all his stones.

## Solution to Problem 4



Dia. 4 (1-10)

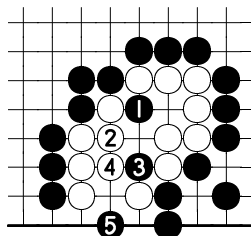
Black must start by taking the eye near the corner. White tries to make the middle into eyes, but ⑤ hits the vital point. ⑥ is the strongest move. (Continued ...)



Dia. 5 (11-15)

Black continues to play calmly, capturing the marked stone with 11 in Diagram 5. White plays atari and Black skillfully sacrifices seven stones, connecting at the marked stone with 13 and playing back inside at the marked stone with 15 to leave the white group dead.

## Solution to Problem 5



Dia. 6

The inside atari is easy to see as the first move, however 3 is not so easy. With 4 it looks like two eyes will be made, but 5 leaves White only able to make one eye.

## CLUB NEWS

**York Go Club** has been relaunched at El Piano on alternate Tuesdays. The contact is Chris Maughan ([goclub.york@gmail.com](mailto:goclub.york@gmail.com)).

**Northampton** has a new club meeting on alternate Wednesdays at the Blackcurrent Centre. Contact Thomas Streamer ([tommyst@gmail.com](mailto:tommyst@gmail.com)) for details.

**Grimsby** meets on the first Thursday of each month. Contact Scott Tyrrell (01472 314 911, [sdtyrrell@hotmail.co.uk](mailto:sdtyrrell@hotmail.co.uk)).

In **North Wales** there is a Go group that meets on Thursdays at The Departure Lounge bar in Abergele High Street. The meetings include Chess, so Chess players who play Go and vice versa are also welcome, and a Shogi set will be available. Beginners are particularly welcome; instruction and discussion of games will be provided if wanted. The meetings are by arrangement, so don't just turn up but contact Michael Vidler (01745 87353 and leave a message, or email [michael-vidler@hotmail.com](mailto:michael-vidler@hotmail.com)).

Lots of players looking to form clubs are listed at [igolocal.net](http://igolocal.net) so, if there is nothing listed near you on the BGA site, why not look there?

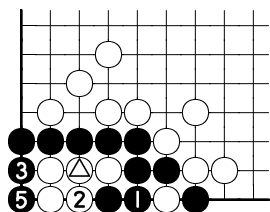
# ICHIGAYA STATION FLOOR — ANSWER

Alex Selby

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Here is the answer to the puzzle posed at the end of the article on the World Amateur (see page 22).

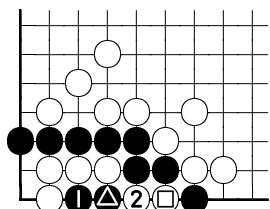
Black cannot simply capture the white stone and live because White can create the 'bulky five' shape and prevent Black from making two eyes, as the sequence in Dia. 1 shows. After Black captures the five stones, White plays again at the triangled stone.



Dia. 1: ④ pass

The correct answer depends on the rule set used, but as we are at Ichigaya Station in Japan we will do as the Japanese do and use Japanese rules.

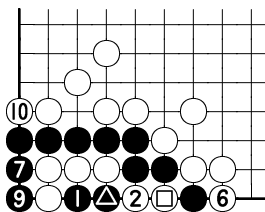
See Dia. 2 — Black makes the strange-looking sacrifice of two stones at 1, and recaptures at the triangled stone after White captures at 2, but then White can play back at the stone marked with a square to recreate the original position. If Black deviates from this cycle of four moves, he will die. If White deviates then Black will live unconditionally in a conventional way.



Dia. 2: Eternal Life

What does this mean? It is like a ko, but there is no special rule to prevent repetition. If this position occurred in a game then one side may choose to back down if he thought he could win by accepting a loss in this corner, otherwise the game would be declared void. However, taken as an isolated tsumego problem White cannot kill Black so Black is alive. This is an example of chousei, or eternal life, and is incredibly rare — I think it has occurred a single-figure number of times in recorded play. According to [senseis.xmp.net/?Chousei](http://senseis.xmp.net/?Chousei) it is so rare that a Chinese Go text says that if one occurs: "You should buy fish, vegetables, meat and wine and have a good party to celebrate yourself".

However, under AGA rules, as used in BGA tournaments, such a repetition of the position is forbidden by the superko rule. See Dia. 3 — Black can live by capturing White's stones in the corner, as illustrated in Dia. 3 (③ at the triangled stone, ④ at 1, ⑤ at the squared stone, ⑧ at 2, ⑩ at the triangled stone). If the position occurred in an actual game, then White would be at liberty to fight the superko, just as you would normally fight a ko, by playing a threat elsewhere on the board then returning to this corner if Black answered the threat.



Dia. 3: Repetition Forbidden

# COLLECTING GO X: TEE SHIRTS

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I do not know which European Go Congress was the first to issue a tee shirt. The oldest in my collection is from Hamburg in 1988. Most, if not all, Congresses since then have produced tees. Usually they have the Congress logo or design on the front and are often available in various colours. The first picture shows Hamburg 1988 and Namur 1991, Marseille 1997 and St Petersburg 2003, Zagreb 2001, Italy 1996, Slovakia 1999 and Leksand 2008.

The European Go Congress was in Canterbury in 1992. We produced tees with Andrew Grant's cross-cut logo on the back and the caterpillar design by Alison Bexfield (then Jones) on the front, as seen on the second picture. Some of the colours had special meanings: yellow for financial supporters and red for organisers. Keeping a distinct colour for organisers is a useful management tool, copied since by several other congresses. I still have five shirts from Canterbury, including the prototype.



The US Go Congress has always issued a tee. In the third picture we see the back of the Santa Fe shirt from 1998, the Washington DC shirt from 1994 and the 1989 shirt from the one near Princeton. Top left is a shirt produced by Bruce Wilcox, advertising his Nemesis software; the "Get Stoned" caption does not recommend this shirt for wearing while passing through customs!

Various clubs and national associations have produced tees, and the British Go Congress at Abingdon in 1999 produced one.

At the Isle of Man Go Weeks you can chose the garment to receive the logo and usually it is polos or sweatshirts that are chosen, not tees. The London Open produced a few sweatshirts and the European in Dublin in 2002 had both a polo shirt and a tee shirt, with the now infamous 9x8 Go board design on the back, shown in the last picture.



